

Heroine's Quest

The Herald of Ragnarok



Official Walkthrough

Copyright 2013-2014 © Crystal Shard

Contents

Introduction	4
About Heroine's Quest.....	5
The Story So Far... ..	6
Getting Started.....	7
The Classes	8
The Warrior	8
The Sorceress	9
The Rogue	9
Character Statistics	10
Attributes	10
Health, Stamina and Mana	11
Skills.....	11
Scores	13
Magic Spells.....	14
Basic Survival.....	16
Times of the Day	17
Places to Sleep	17
Surviving Combat	18
Money	19
Food	20
Staying Warm.....	21
The World.....	23
Map of Jarnvidr and Points of Interest	23
Map of Svartalfheim and Points of Interest.....	26
Characters	28
Monsters	33

Items	36
Warrior Walkthrough.....	42
Introduction	43
Chapter 1.....	43
Chapter 2.....	48
Chapter 3.....	53
Chapter 4.....	63
Sorceress Walkthrough.....	66
Introduction	67
Chapter 1.....	67
Chapter 2.....	72
Chapter 3.....	75
Chapter 4.....	87
Rogue Walkthrough	90
Introduction	91
Chapter 1.....	91
Chapter 2.....	97
Chapter 3.....	101
Chapter 4.....	112
Miscellany	115
Points List	116
Frequently Missed Points.....	125
Ways to Die	126
Legal Statement	127
Finally... ..	128



Introduction

About Heroine's Quest

Heroine's Quest: The Herald of Ragnarok is an adventure / RPG hybrid. Like in many adventure games, you have a world to save, and must use your wit, guile and inventory to puzzle your way through. Like in many roleplaying games, you can customize your character with various classes and skills, and must train yourself in combat to stand a chance against the fierce monsters in your way.

The game is designed in the spirit and atmosphere of the classics, and strives to have the same high quality of art, music, and plot. With multiple character classes and several solutions to many puzzles, the game has excellent replayability.



This is a full walkthrough of each of the character classes within the game, and hence this guide contains spoilers. It is recommended that this walkthrough is used in conjunction with the game's manual.

The Story So Far...

At the dawn of time, in the primordial void of Ginnungagap, the Aesir gods fought a lengthy war against the jotunn, or frost giants. Finally Odinn, Lord of the Aesir, struck down mighty Ymir, father of all giants. From his remains the gods carved Midgard, the realm of humankind, and they banished the surviving frost giants to the icy plains of Jotunheim.

But the jotunn have sworn revenge, and wise Odinn knows that their banishment will not last. Prophecy states that they will one day be free, and will wreak devastation upon Midgard, and slaughter the Aesir. This fateful day is called the twilight of the gods: Ragnarok.

Many lifetimes have passed. Now, the forest of Jarnvidr has been struck by a winter harsher than anyone can remember. Trolls and wolves stalk the night, trade caravans disappear in the cold, and former neighbors turn against each other. The people ache for spring, but see no end to the frost and snowstorms. With fearful whispers, they wonder if the jotunn have at last returned, and if the end of the world is at hand...

In desperation, the jarl of Jarnvidr has called for a Heroine, to stand against the forces of frost and put an end to the lasting winter. Her might, sorcery, and cunning may be humanity's last resort. Are you up to the task, or will you die trying?



Getting Started

The Classes

Heroine's Quest offers three different classes with varying game play styles. The class you select affects the solution to many of the puzzles, as well as which side quests are available to you throughout the plot. Once you've completed the game with one class, we encourage you to try the others as well to get the full experience of the game.

Once you select your class, you will have the opportunity to adjust her base statistics. You have a pool of 50 points, which you can distribute to your skills in five-point increments.

If you wish to use a skill that your class does not normally have, you can do so by spending 25 points to gain five points in that skill.

The Warrior

The warrior relies on her toughness and weapon prowess, and seeks a straightforward solution to obstacles. This is recommended for first time players.

Starting stats

Endurance: 15
Strength: 20
Agility: 10
Willpower: 10
Weapon Use: 20
Animal Ken: 5
Climbing: 10
Parrying: 10



The Sorceress

The sorceress wields powerful magic, and uses that and her natural intelligence to find an indirect path past obstacles.

Starting stats

Endurance: 15
Strength: 20
Agility: 10
Willpower: 10
Weapon Use: 20
Herbalism: 10
Magic: 15



The Rogue

The rogue uses guile and charm to make her way through life. Rather than tackle obstacles directly, she uses trickery to evade them.

Starting stats

Endurance: 15
Strength: 20
Agility: 10
Willpower: 10
Weapon Use: 20
Acrobatics: 5
Climbing: 5
Fast Talk: 5
Stealth: 5
Thievery: 5
Throwing: 5



Character Statistics

Attributes

Endurance indicates how much punishment you can take before dropping. This stat affects your stamina and health.

- ❖ Increase Endurance by withstanding the cold, by running, or engaging in combat.

Strength measures how hard you hit, and how much you can carry. This stat affects your health.

- ❖ Increase Strength by carrying a large load of items in your inventory (>80% or your maximum load), by climbing, or by engaging in melee combat.

Agility is a measure of your grace, speed, and defensive reflexes. Your agility will affect your attack speed and higher agility will allow you to get more attacks in. Your natural defense is also affected by the agility stat, and will reduce damage taken from enemy hits, and further, your stamina will also increase with agility.

- ❖ Increase Agility by dodging enemy attacks during combat, stealthing, pick-pocketing, or performing acrobatics.

Willpower is your defense against mystic attacks, and enhances your magic. For spell casters in combat, a higher willpower will ensure your magic spells have a higher chance of penetrating an enemy's defenses.

- ❖ Increase Willpower by performing activities which require thought, such as reading, and by practising magic.

Weapon Use governs your accuracy and finesse with physical attacks when wielding a weapon.

- ❖ Increase Weapon Use by using your weapon to attack in combat.

Health, Stamina and Mana

Health is based on your Endurance and Strength. It decreases when you get injured, or if you are suffering a condition and have depleted stamina. It is gradually restored when you rest.

Mana is based on your Willpower and Magic skills, and is only available to characters with magical ability. Every spell you cast requires a certain amount of mana, except for the Channel spell, which sacrifices health instead. It restores gradually over time, or by resting.

Stamina is based on your Endurance and Agility and indicates how tired you are. Any strenuous activity, such as running, climbing, or combat, decreases your stamina, although it replenishes quickly when you walk around or rest. Stamina will also drain if your character is cold. When your stamina hits zero, any further activity will deplete your health instead.

Skills

Acrobatics: Your skill at balance, jumping and tightrope walking. This is a natural skill for rogues.

- ❖ Acrobatics can be levelled through practising acrobatic leap.

Animal Ken: This shows how good you are at understanding and dealing with animals, and is a basic skill for warriors.

- ❖ Increase Animal Ken by talking to the various critters in the forest

Climbing: Useful whenever you need to get up, down or over some barrier. This is a default skill for warriors and rogues.

- ❖ Increase Climbing skill by practising on appropriately located trees and city walls.

Fast Talk: The ability to create stories and excuses on the fly, as well as bargain in stores. Rogues start with this skill.

- ❖ Increase Fast Talk by haggling with shop keepers, and by engaging in conversation with various NPCs.

Herbalism: This skill allows you to forage, as well as brew your own potions. This is a standard skill for the sorceress.

- ❖ Increase Herbalism by foraging the trees near the cities, and by brewing potions.

Magic: Using magic is the essential skill for any sorceress. It also influences the amount of available mana you have to cast spells.

- ❖ Increase magic by casting spells.

Parry: This defensive ability allows you to block enemy attacks with your own weapon. This is a default skill for the warrior.

- ❖ Increase parry skill by using the parry move when in combat to defend yourself.

Stealth: How to move around unseen and unheard by other people. This is a standard ability for the rogue.

- ❖ Increase Stealth by having stealth mode active.

Thievery: Allows you to pick pockets, open locks and perform sleight of hand.

- ❖ Increase Thievery by pick-pocketing NPCs, picking locks, and fudging dice during gambling.

Throwing: Allows you to throw daggers at enemies. This is a skill that all rogues have.

- ❖ Practise throwing by throwing snowballs and daggers.

Scores

Score: Each time you solve a puzzle, you are awarded a number of points. The maximum score in the game is 500/500.

Honor: Honor is not a visible stat, but your deeds and actions towards other characters will determine how honorable you are. This is pertinent for warrior class players which wish to wield Balmung.

Actions which are honorable:

- ❖ Feeding animals (Garm, Heronus, the lost fox, and the hunting dog)
- ❖ Helping others (giving coin, food and clothing to Kraka; giving the Way of the Warrior book to Heime; NPC quests)
- ❖ Keeping your promises (e.g. bragging about Andvari's armor in the Sleipnir inn)
- ❖ Telling the truth

Actions which are dishonorable:

- ❖ Stealing
- ❖ Lying to others (e.g. keeping Liff and Lithrasir apart)
- ❖ Blackmail (e.g. blackmailing Kraka for money in order to obtain your silence about the Thieves' Guild)
- ❖ Threatening others (e.g. threatening to kill Kraka, Snorri or Eitri)

Magic Spells



Arctic Wind

Draw on the freezing arctic wind of the north, causing strong gusts of wind.

Where to get it: Within the mouth of the Viking ship's mast at Lake Gandvik. Cast Sixth Sense to detect its presence, then use Magic Dart to open the masthead.



Blessing

Calls the blessing of the Aesir on someone, bringing the person luck and protection. Undead creatures tend to shy away from this spell.

Where to get it: Liff's shop for 25 silver coins (sorceress class only).



Blink

Teleports the caster short distances, and is useful to get past obstacles.

Where to get it: A svartalf within the caverns of Svartalfheim can teach you this spell.



Channel

When you run out of mana, this spell allows you to drain your own health in order to continue casting as an emergency measure.

Where to get it: Liff teaches you in exchange for bringing him Lithrasir's letter (sorceress class only).



Flame Aura

Casts a flame aura on the heroine, keeping her warm and allowing her to wield the powers of fire.

Where to get it: Aurvandel teaches you this if you talk to him about what magic he has for sale (free for sorceress class; 25 silver for non-sorceress classes).



Magic Dart

An elementary attack spell that sends a bolt of energy at its target.

Where to get it: All magic users start with this spell.



Ice Bolt

A high level attack spell that hurls a bolt of ice at its target.

Where to get it: In the runic stone outside Gastropnir Keep. The stone is inscribed with the Blessing of the Aesir, and the spell can be obtained by casting the Bless spell on it.



Lightning Bolt

A powerful attack spell that sends a large blast of lightning energy through its target.

Where to get it: Aurvandel teaches you this if you complete his riddles game.



Shadow

Creates a shadow form of the heroine to distract enemies. Pursuing creatures may follow the illusion, allowing you to get away.

Found: Aurvandel teaches you this for 25 silver.



Shield

Protects the heroine from damage. Primarily used in combat.

Where to get it: In Arngrim's secret stash in the Adventurer's Guildhouse.



Sixth Sense

Grants limited divination ability, alerting the heroine to anything within the vicinity which is extraordinary. This helps finding lost items, secret passages, magical devices, and other things that should stand out.

Found: In the Munarvagir Library. Ask the librarian if he can recommend you a book, and he will scribble a note for you to find it. Use this note to reference a handful of books in the library, and you will eventually locate it (refer to sorceress walkthrough).

Basic Survival

While wandering around Jarnvidr forest, you will likely experience a number of conditions which will affect your stamina and, ultimately, health. You will need to eat, sleep, stay warm, and avoid being wounded too much in order to survive the harsh conditions.

When you are affected by a condition a symbol will appear in the top left corner of the screen to indicate this.



Hungry: The heroine has not eaten food for a while. If you do not find something to eat, you will eventually pass out. Note that you start the game hungry, and your first task will be to find some food for yourself.



Tired: The heroine has not slept for a long time. Your stamina will gradually decrease, until you find a good place to sleep.



Poisoned: The heroine's bloodstream has been poisoned by an enemy attack. Your health will gradually decrease until it wears off or you cure yourself.



Freezing: The heroine has been wandering outside in the cold for too long. Your stamina bar will gradually decrease, until you find a place to warm up again.



Encumbered: You are carrying more than your strength will allow. Your stamina will gradually decrease until you either become strong enough to carry the load, or you store or discard some items.

Times of the Day

There are six times during each day.

- ❖ **Morning:** The sun rises, and town and city folk awaken and begin going about their daily routines. During the daytime, living humanoid creatures tend to roam the forest, but single vargs are also common.
- ❖ **Midday:** Midday to afternoon is the warmest part of the day.
- ❖ **Afternoon**
- ❖ **Evening:** Sun starts to set and become evening. Night time brings about a number of nocturnal creatures monsters, including packs of vargs, draugs, trolls and spectres. The temperature in the forest becomes much colder in the night.
- ❖ **Midnight**
- ❖ **Late Night**

Places to Sleep

The best places to sleep are within the Adventurer's Guildhouse in Fornsigstuna, or within the Skyfire Inn in Munarvagir. If you are stuck outside of the cities during the night, you can also sleep at the circle of flames in the north east area of the forest, or in the watchtower by Lake Gandvik. Although morbid, you can also sleep inside Helgi's burial mound, and sleeping is also possible at Hoddmimi's Holt later in the game, provided it becomes unfrozen. Rogues can also sleep in the Thieves' Guild.

Within Svartalfheim, you can sleep in Eitri's house, or at the lake shore.

You can also rest whenever you wish to by hitting the rest button. Resting for an hour will restore your stamina, and several mana and health points.

Surviving Combat

Refer to the game manual on how to use the combat interface. Special note: Every class has the ability to dodge attacks. To effectively dodge an attack, ensure that you HOLD the dodge key just before the enemy lands its attack blow.



Enemies usually have an opening at some point, at which it is the best time to land your attack. The number of attacks an enemy can make against you is dependent on the enemy's agility compared to yours. Likewise, whether an enemy can defend against your attack depends on your weapon use (for melee), or willpower (casters).

If you are low on health, it is advisable that you escape combat and run away.

Combat can be avoided by rogues and sorceresses by stealthing and casting shadow respectively. Successfully avoiding an encounter depends on your skill level in these skills.

Money

Silver and gold pieces is the form of currency used in Midgard. Money can be obtained through a number of means, and is used to purchase various items and goods from shopkeepers.

Resources providing regular income

- ❖ **Killing monsters:** A number of humanoid creatures including brigands, draug, duergar, svartalfar and trolls carry some coins on them.
- ❖ **Troll blood:** This can be harvested from troll corpses and sold to Liff, the healer in Munarvagir, for a small sum. Troll blood can only be harvested if you have an empty flask.
- ❖ **Potions:** These can be brewed by a skilled herbalist, and are occasionally found as loot on various monsters. Aurvandel will pay a small sum for each potion sold to him.

Other Resources

- ❖ **Finding treasure:** There may be hidden treasure within Jarnvidr, but this is only detectable using the Sixth Sense magic spell.
- ❖ **Thieving:** Some houses may contain loot which you can sell to Regin. Some NPCs may also have other items on value on them.
- ❖ **Completing quests:** Some quests give you rewards for completing them. If you help the NPCs with their tasks, you will generally get something in return.
- ❖ **Selling varg pelts:** Characters with Animal Ken have the knowhow to also skin and cure the pelt. Sigrun will buy a number of these, until there are enough pelts to keep the people of Munarvagir warm.

Food

The heroine requires food to survive, and if she does not eat, she will be unable to sleep for an extended period and will eventually pass out if not fed. Food is scarce within Fornsigstuna, but there are a number of ways to source it to stay well fed. All food will satiate the heroine to the same level.

- ❖ **Meals at the Skyfire Inn:** If you rescue Sigurd from certain death, Sigurd will show his gratitude by allowing you to stay and eat at his inn for free. If you do not rescue him and Kraka saves him instead, each meal requires payment.
- ❖ **Buying rations and apples from Sigrun:** Sigrun has a large supply of rations and apples in her store. Rations cost six silver each, apples cost three silver.
- ❖ **Slaying vargs and harvesting their meat:** While the creatures are themselves hungry, some meat can be salvaged from their bones if one carries a melee dagger with them.
- ❖ **Fishing at Lake Gandvik:** A single fish can be caught each day from the fishing hole at Lake Gandvik. This requires a fishing net, and either Animal Ken skill, or the Bless spell. Kraka also sells fish at the Thieves' Lodge for 30 silver each.
- ❖ **Foraging mushrooms in Svartalfheim:** A trained herbalist can identify edible mushrooms within the caves of Svartalfheim.
- ❖ **Thieving:** A number of characters carry a small amount of food on them.






Staying Warm

The Fimbulwinter which has befallen Jarnvidr makes it inhospitable to the unprepared traveler. Over time, tolerance can be built up against the harsh elements with increasing endurance, but it is well advised to obtain certain items early on to stay warmer for longer.

When one becomes cold, it is important to keep an eye on your stamina. Head to an indoors location and stay inside until your character is warm again. It is a good idea to rest to recover your stamina during this time. An outdoor location where you can warm up is the valkyrie circle of fire in the north east area of the map.

The day is slightly warmer compared to the nights. Likewise, if it is snowing, you will become colder more quickly.

Items to keep you warm

- ❖  **Boots:** Found above Volund's workshop in Fornsigstuna. Taking these will reduce your honor.
- ❖  **Cured varg pelts:** Varg pelts can be obtained with a skinning knife if one has the skill (Animal Ken) to do so. The hide can then be cured with further treatment. Only one pelt is useful for yourself; the rest can be sold to Sigrun.
- ❖  **Scarf:** This can be bought from Aurvandel in his chambers for 20 silver.
- ❖  **Hot water potion:** This can be obtained from the lake within Svartalfheim by filling an empty flask with the magical water.
- ❖  **Magical cloak:** Jarl Ylfing can give you this as a reward for saving him from the huldra, if you request to have something to keep you warm. You will never be cold again when wearing this cloak.

Ways to survive the cold for longer

- ❖ **Flame Aura spell:** Casting this will remove your cold condition for a short time.
- ❖ **Food:** Eating food will restore a small amount of stamina. Note that you cannot continuously keep eating, and once you are satiated, you will be unable to eat more.

Items which make you colder

- ❖ **Frost flower:** These deadly frost flowers will make you colder over time, but their cold effect can be alleviated by carrying other items which will keep you warm.

The World

Map of Jarnvidr and Points of Interest

Jarvidr is the area where you begin your travels. The woods are treacherous and cold, so it is important to be prepared when you step foot outside of the cities.



1) Fornsigturna: The big city within the Jarnvidr region. It is ruled by Jarl Ylfing. Because Lake Gandvik is frozen solid, its food supplies are limited and hence no food is available in the city. Aggression against any citizen is prohibited, and guards will promptly be called if you attack a person or are caught red handed while stealing.

There are six points of interest within Fornsigturna:

- ❖ Adventurers' guildhouse
- ❖ Volund's workshop
- ❖ Sleipnir Inn
- ❖ Castle
- ❖ Norn's room
- ❖ Snorri's house

2) Munarvagir: A smaller village in the south east of Jarnvidr, the citizens here are in conflict with Fornsigstuna, and refuse to recognise Jarl Ylfing as its ruler. The village is protected by Sigurd, a warrior who also looks after the Skyfire Inn. While trade routes are cut off, the village has stocked up a plentiful supply of food to survive the long winter months. While the village does not have guards, like in Fornsigstuna, the citizens are vigilant and help to protect each other from thieves and signs of aggression.

There are a number of houses and shops of interest within Munarvagir:

- ❖ Skyfire Inn
- ❖ Library
- ❖ Liff's house
- ❖ Sigrun's shop
- ❖ Regin's house
- ❖ Thieves' lodge

3) Graveyard: Located near Fornsigstuna, the graveyard is a burial place for the dead. At night, it is haunted by many restless spirits.

4) Frost flowers: These frost flowers are very dangerous to anyone who would touch them. Frost flowers are useful in alchemy, but unless there are means to pick a single flower safely, it is best to stay well away from them.

5) Archery target: The archery target provides good target practice for the archer. It is frequented daily by Snorri in Chapter 3 of the game.

6) Willow grove: An ancient willow tree is located here. Trolls also frequently congregate this area during the night.

7) Troll cave: During the day time, trolls must find a dark place to sleep, away from the sunlight. This particular cave is inhabited by Thrivaldi, the two headed troll.

8) Tree with Balmung: The magical sword Balmung, crafted by master smith Volund, is embedded within this ancient tree.

9) Lake Gandvik: The main point for trade. During winter, Lake Gandvik freezes over, and Jarnvidr is cut off from the rest of the world as trade is no longer possible. By the lake is a viking ship which has been imbued with Aurvandel's magic to fly in the sky during the spring and summer months. To the east of the lake is a fishing hole and a watchtower.

10) Watchtower: The watchtower sits on a cliff top overlooking Lake Gandvik. It is inhabited by Arngrim, the former guildmaster of Fornsigstuna's Adventurers' Guild, who has taken ill and become nith (outcast).

11) Valkyrie circle of fire: A magical circle of fire surrounds Brynhild the valkyrie, whom Odinn has been placed here as punishment for falling in love with a mortal human.

12) Alvis: An oddly shaped pile of rocks is present here. This is Alvis, a svartalf who has been turned to stone for daring to ask for Thor's daughter's hand in marriage.

13) Swamp: To the east of Jarnvidr is a swamp. Its murky waters are treacherous, and even a seasoned adventurer must be careful of the flora and fauna which live within it. A gulon dwells in the east part of the swamp.

14) Fox den: Foxes are a common animal found within the woods of Jarnvidr. They generally shelter in dens, away from the cold.

15) Hoddmimi's Holt: A magical garden which contains a tree with the apples of Idunn. With the unnatural Fimbulwinter, Hoddmimi's Holt has become frozen, like the rest of Jarnvidr.

16) Gastropnir Keep: Egther the jotunn is a prisoner kept inside Gastropnir Keep. The keep has been sealed with magic by Ylfing's grandfather, to prevent humans and giants from entering or leaving the keep.

17) Runic Stone Circle: Gate to the Nine Worlds. The Norns oversee who can use this gate. During your adventure, you will use this gate as a portal to Svartalfheim.

Map of Svartalfheim and Points of Interest

Svartalfheim is one of the nine worlds, and you will access this location in Chapter 2. While it is not undergoing the Fimbulwinter (making travel somewhat easier), it is home to many dangerous creatures and unfriendly adversities.



1) Runic Stone Circle: Gate to the Nine Worlds. The Norns oversee who can use this gate. During your adventure, you will use this gate as a portal to return to Jarvidr.

2) Nidavellir: City of the svartalf. Within Nidavellir are a few points of interest:

- ❖ Eitri's house
- ❖ Skrymir's house
- ❖ Andvari's workshop
- ❖ Cave containing jail cell

3) Lake shore: The lake within Svartalfheim is magic and the waters are always hot. Crossing the lake is impossible. By the lake grows a large quantity of glowing coral.

4) Chasm: A deep chasm prevents adventurers from easily crossing it.

5) Mushroom cave grotto with flowing stream: A never ending stream flows through this grotto, where plenty of edible mushrooms grow.

6) Odinn's shrine: A shrine to Odinn, many creatures tend to stay away from it. It contains a magic chest with a power potion, for those resourceful enough to be able to get it.

7) Cliff overlooking the lake: Past the chasm, the land winds above and around the hot lake in Svartalfheim.

8) Crystal cave: Fafnir's crystal cave, containing an endless array of crystals of all shapes and color.

9) Bones cave: A hidden area which can only be accessed through svartalf magical means. Here, the Norns will set you a test to prove your strength against all foes.

10) Ice wall: A hidden area which can only be accessed through svartalf magical means. The ice wall is magical, and behind it lies Loki the Liesmith who has been chained for eternity as punishment for his deeds.

Characters

There are several characters you will encounter within Jarnvidr and Svartalfheim. Each one has his or her own interests and concerns. Most characters also follow a daily routine, and can be found at various locations throughout the day.

Fornsigstuna Townsfolk

❖ **Hervor:** The wife of Volund, Hervor is running the Adventurers' Guild in Arngrim's absence. Though she is the mother to Heime, she is not a citizen of Fornsigstuna, having come to live in the city after she and Volund were married.



❖ **Heime:** The son of Volund and Hervor, Heime is very enthusiastic and is training to become a warrior. He often goes into the forest to admire Balmung, the sword he aspires to own one day.



❖ **Volund:** Volund is Fornsigstuna's blacksmith, and is recognised as Jarl Ylfing's strongest warrior. A good, friendly fellow who is interested in making an honest living and seeing Heime grow to become a fine warrior.



❖ **Lithrasir:** The innkeeper who runs the Sleipnir inn, Lithrasir is a confident woman who knows how to handle the odd drunk in her tavern. Lithrasir is considered the most beautiful woman in Fornsigstuna, and has no shortage of suitors, but has her eyes set only on Liff, the village healer in Munarvagir.



❖ **Snorri:** The captain of the royal guard of Fornsigstuna, Snorri is a sea man who has traveled extensively. A womanizer, gambler and drunk, Snorri is considered a man of dubious morals, but is fiercely loyal to Jarl Ylfing and the city.



❖ **Jarl Ylfing:** The ruler of Fornsigstuna, Jarl Ylfing has summoned the heroine to come to Fornsigstuna's aid and bring an end to the Fimbulwinter.



❖ **Aurvandel:** The wise court wizard and advisor to Jarl Ylfing. While knowledgeable beyond his years, Aurvandel has a roundabout speech and often repeats himself, knowing that he is repeating what he has said before.



❖ **Arngrim:** While no longer living in Fornsigstuna, Arngrim was the former guildmaster of the Adventurers' Guild. He currently resides in the watchtower by Lake Gandvik, having been cast out of the city when he became sick.



❖ **Fornsigstuna Guards:** The generic city guards who keep Fornsigstuna safe from enemies and pickpockets.

Munarvagir Townsfolk

❖ **Sigurd:** The protector and leader of Munarvagir, Sigurd is a proud and strong viking.



❖ **Liff:** Liff is the village healer of Munarvagir. While he is a competent warrior, he dislikes fighting, preferring to spend his time brewing potions and curing the sick. He has previously traveled to Fornsigstuna to study under Aurvandel, and it is there that he met and became smitten with Lithrasir.



❖ **Sigrun:** Sigrun is the main trader in Munarvagir, and travels to Fornsigstuna during the warmer months to trade supplies and goods. Her shop stocks plentiful supply of apples and rations as well as miscellaneous goods, which she sells for a fair sum. Sigrun is currently mourning the death of her husband, Helgi, who died in a skirmish against Fornsigstuna. Her shop is open from midday till night.



- ❖ **Librarian:** This ancient man is a former viking and so old that no one knows his name and simply calls him 'The Librarian'. The librarian is very passionate about the books in the well kept library of Munarvagir, and enjoys the company of his cat, Heronus (referred to as Horrendous).



- ❖ **Regin:** Regin is an old man who is actually a svartalf in disguise. Regin came to live in Munarvagir after he lost a fight against his brother, Fafnir, and helps to run the Thieves' Guild in Munarvagir. Because he is a svartalf, and svartalfs turn to stone in the sun, Regin stays indoors during the day, and ventures out during the night.



- ❖ **Kraka:** An orphan who spends much time begging for coin and food for survival. The villagers in Munarvagir often help her out, particularly Regin, who has trained her in the ways of thievery.



Other Characters in Jarnvidr

- ❖ **Brynhild:** A valkyrie who has been punished by Odinn for taking a mortal lover. Brynhild is bound to a circle of flame and must stay there until her lover, who has no memory of her, comes to her rescue.



- ❖ **Egther:** Egther is the main antagonist during this adventure. While trapped in Jarnvidr, his magic is still powerful enough to bring about the Fimbulwinter.



- ❖ **Fremont:** A bridge troll trying to make an honest living, Fremont has become a nuisance to the residents of Munarvagir by taking ownership of the bridge near Munarvagir during the night time. Fremont has a magic shield, a prototype crafted by Andvari, and none can pass his bridge until a toll is paid.



- ❖ **Helgi:** Helgi is Sigrun's husband and has recently become deceased and buried at the graveyard near Fornsigstuna. He was killed by Dag, Sigrun's brother, in a fight between Munarvagir and Fornsigstuna.



- ❖ **Rinda:** Rinda is a seductive forest creature known as a huldra, which lure away men from their cities to keep with them. She is often seen near the fox den.



- ❖ **Ratatosk:** The Doom Squirrel who gnaws on the tree of Yggdrasil, hoping to bring about the end of all nine worlds. While he tries to bring about Ragnarok, he is ineffectual in his efforts and is never taken seriously.



- ❖ **Thrivaldi:** A two headed troll, Thrivaldi considers himself to be the leader of all trolls. However, having two heads is not always advantageous, and he is often found to argue with himself over which head is the smartest.



Characters within Svartalfheim

- ❖ **Alviss:** Actually located in Jarnvidr, where he has been trapped in stone by Thor, for daring to ask for Thor's daughter's hand in marriage. Alviss has a fascination with humans, hence his travel to the realm of Midgard.



- ❖ **Andvari:** The master craftsman, even the Aesir come to Andvari to create the impossible. Andvari is not interested in gold or silver, and is only interested in creating works of art for their own sake. As he is busy on many projects, he has little patience with others and is often quite grumpy.



- ❖ **Eitri:** A friendly svartalf who has a fascination with human creations, no matter how useless. While Eitri is interested in human trinkets, he does not appreciate their uses and can often be perceived as lacking common sense.



- ❖ **Fafnir:** Fafnir is the self nominated ruler of Nidavellir. Haughty and vain, Fafnir finds nothing else more valuable than the gemstones and treasure found in his crystal cave. His true form is that of a lindworm.



- ❖ **Loki:** Loki Liesmith has been sentenced to an eternal punishment in the deepest depths of Svartalfheim for his deeds, which included the death of one of the Aesir. There he is bound and tormented by the poisonous venom of a snake. His wife, Sigyn, is bound to protect him from the serpent venom and holds a bowl over him to catch the poison. However, each time she must empty the bowl, some of the venom invariably hits Loki.



It is said that if Loki were freed, Ragnarok would come about and bring the end to all the Aesir.

- ❖ **Skrymir:** An honorable svartalf who is interested in martial warfare and alchemy. His experiments have enabled him to brew the Mimisbrunnr, Odinn's mead of poetry.



The Norns

The Norns are known for their prophecies and are often consulted by the Aesir themselves. They oversee who can pass through the Gates of the Nine Worlds and travel to the other realms.







- ❖ **Urth:** The oldest of the Norns, Urth oversees the past.
- ❖ **Verthandi:** Verthandi keeps watch over present events.



- ❖ **Skuld:** The youngest of the Norns, Skuld foresees the future.

Monsters

Random Monsters

- ❖ **Varg:** A large wild wolf with a terrible howl, it scours the woods looking for prey to satisfy its hunger. Even a single varg is strong enough to take down an unprepared traveller. 
- ❖ **Brigand:** Desperate times create desperate men. A number of brigands which live in the woods are particularly aggressive during the Fimbulwinter, laying into any hapless traveler in the hopes of finding food or gold. 
- ❖ **Draug:** Draug are undead warriors who haunt Jarnvidr during the night, stealing life from any victims they come across. Like all undead, they are susceptible to the Bless spell. 
- ❖ **Spectre:** This undead spirits are spellcasters and only come out during the night. They are known to wander around the woods of Jarnvidr seeking out hapless prey. Like all undead, they are susceptible to the Bless spell. 
- ❖ **Troll:** Trolls are aggressive creatures who usually live in caves, their intelligence varying from dim-witted to as dull as a brick. Trolls only wander through Jarnvidr at night as they turn to stone in the daylight. Trolls can regenerate quickly in combat, making them challenging to fight as an unseasoned adventurer. 
- ❖ **Duergar:** A combat minded svartalf, duergar take a shorter, more stocky form. They wield hammer axes, and sometimes attack in groups. They have the ability to temporarily become immune to attacks by taking on the form of stone. 

- ❖ **Svartalf:** The svartalf are a mysterious race of black elves with an affinity for magic. They will often use magic in combat to defeat their foes.



- ❖ **Lindworm:** A flightless, smaller version of a dragon. Lindworm can breathe either fire or frost, and are agile in their attacks.



- ❖ **Bergrisi:** A strong giant with bones like rocks. While not exceptionally intelligent, they are dangerous to their prey, and can easily club a person to death in a single blow.



- ❖ **Muspell:** Huge giants composed entirely of the element fire, they are devastating in their attacks.



- ❖ **Jotunn:** These giants are also known as frost giants, and are the ancient enemies of the Aesir. Most of them have been banished to the icy plains of Jotunheim, but those that remain in Midgard have sworn revenge on the humans, who they feel have stolen their world. Jotunn typically wield an axe in battle, and are also adept spell casters of frost magic.



Unique Monsters







- ❖ **Aake:** Aake guards the Thieves' lodge. He is a high level brigand and capable of doing several damaging attacks in a row against a slow adventurer.
- ❖ **Brauggi:** Brauggi is a frost giant who has come to Jarnvidr to serve Egther. While he loves apples, he is loyal to serving his master and will not be bought.
- ❖ **Fafnir:** Fafnir is rarely interested in dealing with humans, being more interested in admiring his collection of gold and gems. However, should one steal an item of value from him, Fafnir will transform into his true form, a powerful lindworm, to retrieve his item back.







- ❖ **Skrymir:** Skrymir can be fought in Chapter 2. If defeated, he will no longer guard the jail cell in Nidavellir.
- ❖ **Elli:** The third challenge of Skrymir is a combat challenge against an apparition which drains stamina.
- ❖ **Haugbui:** A powerful spellcaster which is highly dangerous. Every night, this undead rises from its grave, and keeps doing so until its grave is found, its bones are burned to ash, and the ashes are scattered to the winds.
- ❖ **Sigurd:** A warrior can challenge Sigurd to combat in Chapter 3. While not a fight to the death, Sigurd can deal a huge amount of damage in a short time to a weaker opponent. Sigurd can be challenged a maximum of three times, if you lose to him.
- ❖ **Surtr:** A powerful muspell who is in liege with the jotunn. Surtr can be found on the east side of Jarnvidr in Chapter 4.
- ❖ **Thrivaldi:** A final confrontation with Thrivaldi can only occur in Chapter 4. Thrivaldi is exceptionally strong and very difficult to defeat. His two heads can also breathe a noxious gas which can poison his prey.
- ❖ **Fenrir:** Fenrir is the child of Loki, also known as the ur-wolf. Ferocious and hungry, he is bound by the fetter Gleipnir.
- ❖ **Egther:** The main antagonist throughout the adventure. Egther is a powerful spellcaster who has brought about the Fimbulwinter. He seeks to bring about Ragnarok, and exact his revenge on the humans and the Aesir. He is locked in Gastropnir Keep as a result of strong magic by the humans. Your class and abilities will determine which battle you will have against him in the final showdown.

Items





Various items which a heroine may find useful on her adventure. For a list of items which can help you keep warm, refer to page 21. A list of places to obtain food can be found on page 20.

Armor and Weapons





- ❖  **Balmung:** A magical sword which is enchanted with fire. It is a zweihander and very powerful. It is embedded in an ancient tree and can only be drawn out by one who has proven oneself to be courageous and honorable enough to be worthy of wielding it.
- ❖  **Battle axe:** A powerful two handed weapon with a large blade. Good for making big gashes in enemy creatures, it is sold by Volund in his shop for 30 silver.
- ❖  **Bracers:** Bracers which protect the wearer from additional damage, and are especially useful to protect against fire. The warrior carries this in her inventory, and hence this must be retrieved along with the rest of your backpack which was stolen at the beginning of the game.
- ❖  **Chainmail:** Heavy duty armor, to protect against strong melee attacks. Due to its weight, only warriors can wear this armor. It is sold by Volund at his shop for 100 silver.
- ❖  **Dragonscale armor:** Lightweight armor made from lindworm scale, which has magic enchantment on it to protect its wearer from harm. It is crafted by Andvari.
- ❖  **Leather armor:** Standard leather armor, it is lightweight to allow spell casting and quick movements, but strong enough to protect its wearer in a melee encounter. You begin your adventure with this armor.

- ❖  **Magic staff:** A staff which allows you to cast spells in combat. Sorceresses all start with this. For other classes, a staff can be bought from Aurvandel for ten silver.
- ❖  **Melee daggers:** Small handcrafted daggers which are good for close combat. They are sharp enough to kill as well as skin animals and are sold by Volund for eight silver. Rogues always keep a couple of melee daggers on them.
- ❖  **Shield:** A sturdy wooden shield which protects the warrior from combat. Warriors begin their adventure with this item.
- ❖  **Sword:** A trusty single handed sword. All warriors begin with this weapon.
- ❖  **Throwing daggers:** Small and sharp, these are useful for range attacks. They can only be accurately wielded by one who has the throwing skill, and are sold by Volund for three silver each. Rogues begin with a set of throwing daggers on them.
- ❖  **War hammer:** The war hammer is a strong weapon, suitable for dealing crushing blows against creatures which are too tough to slash. It is sold by Volund at his workshop for 30 silver.

Potions







- ❖  **Healing potion:** This will restore your health and are particularly useful during combat. Liff sells these for 30 silver each. Hervor also sells these potions in the Adventurers' Guild.
- ❖  **Mana potion:** This will restore your mana. These are sold by Aurvandel for 25 silver each.
- ❖  **Stamina potion:** This will restore your stamina, giving you more energy to continue exerting yourself. Liff sells these for 20 silver each.
- ❖  **Power potion:** Power potions contain potent energy which increase your offensive abilities in combat for a short time. There are three in game - one at Odinn's shrine in Svartalfheim, another on Aurvandel, and the third is in Liff's house.

Useful Thief Gadgets









- ❖  **Caltrops:** These can be bought from Kraka and are useful for evading combat.
- ❖  **Lodestone:** This magnetic stone helps a thief always know which direction she is traveling in. Given to you by Regin upon joining the Thieves' Lodge.
- ❖  **Oil:** Oil is a necessity for a thief, and is useful for greasing locks. Every thief has a supply in his or her backpack.
- ❖  **Thief Toolkit:** A Thief's Toolkit is located in the Lodge. There is also one in your backpack (if you have the thievery skill), if you find it again.

Loot to Steal












Various items can be pick pocketed from NPCs. This list contains a handful of items which can be obtained by breaking into houses, and sold on to Regin.













- ❖  **Blackbird statue:** Obtainable from Snorri's house
- ❖  **Candelabra:** Obtainable from Arngrim's watchtower
- ❖  **Incense:** Obtained from the bag in Snorri's house
- ❖  **Pillow:** Obtained from Liff's house
- ❖  **Power potion:** Obtainable from Liff's house.
- ❖  **Silverware:** Obtainable from Sigurd's kitchen

Ingredients For Potions

- ❖ **Healing potion:**  Amethyst,  mugwort,  troll blood
- ❖ **Mana potion:**  Frost flower,  fox fur,  gelatinous cube
- ❖ **Stamina potion:**  Mugwort,  willow bark

Puzzle Pieces

- ❖  **Apple of Idunn:** Obtained from Idunn's apple tree in Hoddmimi's Holt, after it has been restored
- ❖  **Cursed ring:** Located in Andvari's shop in Chapter 3
- ❖  **Fishing net:** Found hanging over the Viking ship at Lake Gandvik
- ❖  **Flowers:** Asgardian flowers, given to you by Eitri in exchange for a human tool, a cat's footfall, or bringing him news of Alvis
- ❖  **Frost flower:** Obtained from the frost flower bed located south of Fornsigstuna
- ❖  **Gloves of Geirrod:** Given to you by Eitri in exchange for a human tool, a cat's footfall, or bringing him news of Alvis
- ❖  **Glowing key:** Found in the troll's loot bag in Chapter 4
- ❖  **Hreithmar's chest:** Found within the crystal cave of Svartalfheim, or alternately (should the player return it to Fafnir, at the ice wall
- ❖  **Hunting spear:** Can only be picked up by characters with Animal Ken skill. Found in the east part of town in Fornsigstuna
- ❖  **Ice pick:** Occasional drop from draug or duergar. Sold by Volund in his workshop
- ❖  **Lindworm scale:** Harvestable from any lindworm (requires melee dagger)

- ❖  **Magical harp:** Given to you by Eitri in exchange for a human tool, a cat's footfall, or bringing him news of Alvis
- ❖  **Mead:** Chance drop from encounters with brigands. Lithrasir also sells this in her inn for four silver
- ❖  **Mirror:** Located in the bedroom of Sigurd's inn
- ❖  **Odinn's mead of poetry:** Skrymir's reward for besting him in two out of three of his challenges
- ❖  **Scribbled note:** Given by the librarian after asking if he can recommend you a book
- ❖  **Seed of Idunn:** Found in the troll's loot bag in Chapter 4
- ❖  **Shovel:** Sold by Sigrun in her shop in Munarvagir (fifteen silver)
- ❖  **Swan wings:** Hidden in a crate in Fornsigstuna, to the east of the Adventurers' Guildhouse
- ❖  **Tinderbox:** Chance drop from encounters with draug. A tinderbox is also available from the jail in Fornsigstuna
- ❖  **Vortex stone:** Given to you by your future self in Chapter 4
- ❖  **Vial of ink:** Obtained from the Adventurers' Guildhouse (requires an empty flask)
- ❖  **Wooden sword:** Dropped by Heime by the ancient tree which has Balmung embedded in it



Warrior Walkthrough

Introduction

As a warrior, you will take the most direct route to achieve your goal, and this involves a lot of combat. As such, the important stats to boost are Strength, Endurance and Weapon Use.

You will start the game with a sword, shield, leather armor, and fifteen silver.

Note: Points added are shown in parentheses. It is expected that your stat levels will be sufficient from random combat encounter to allow you to beat certain mandatory fights. Achieving maximum honor is not covered in this walkthrough. This walkthrough also assumes you have sufficient money to buy certain items.

For the warrior class, two points is added to the score for defeating one of each of the random combat monsters in Jarnvidr and Svartalfheim.

Chapter 1

A Starving Heroine

You wake up in the Adventurers' Guildhouse with a throbbing head and starving. Hervor greets you and informs you that you were found in an avalanche, and her husband, Volund found you in the snow and brought you back here. Talk with her and ask her if she is the guildmaster. She will reveal that she is not, as the last guildmaster had to go away. Ask Hervor if she can train you (1). After that, you can question Hervor more, then bid her farewell. Hervor will point out that you are probably hungry and that you should find food soon.

While in the guildhouse, sign the Adventurers' logbook (1). Also look at the notice board and read the quests on the board (1). Head outside.

Outside, you will be greeted by Heime, the son of Hervor and Volund. Heime can provide you with tips on how to find food. Wish him luck with his

training, then head one screen east. Leaning on the crates is a light hunting spear. Pick it up, and head back west.

Leave the city to enter the woods by walking south. Head south and wander around until you see a boar. Use the hunting spear on the boar to slay it before it charges you. Use your sword to cut open the boar and harvest meat from it (3). Head back to Fornsigstuna's Adventurers' Guildhouse.

Cook the boar meat on the fire, then eat a piece of meat (2).

There is not much more to do on this day as you are still tired from your ordeal. However, you can head west to the Sleipnir inn and ask Lithrasir if she had a letter to deliver. In the evening, Volund and Snorri will gamble dice at the Sleipnir inn; win a game of dice against them for some extra coin (1).

Head back to the Adventurers' Guildhouse and sleep on the bear rug.



Mission: Put an end to the Fimbulwinter

Overnight, you will dream about a man and a troll with two heads. Waking up, head outside, and a guard will summon you to Jarl Ylfing's castle. Head north into the castle, and into the throne room (5).

Introduce yourself as a warrior to Jarl Ylfing, and accept his quest to assist Fornsigstuna in its time of trouble. To assist you on your quest, Aurvandel will also give you a magic map which will map where you have been, as well as show you where you need to go.

Once you have finished your audience with the jarl and left the throne room, wait for Aurvandel to walk upstairs, then follow him to his chambers. Talk to Aurvandel, and ask him about his notice regarding herbs. He will tell you he needs *artemesia vulgaris*, or mugwort. If you have the money from gambling, you can buy a scarf from Aurvandel (1). This will help to keep you warm.

Head downstairs to the jail cell. If Snorri is there, look at the tinderbox on the table, and he will notice you eyeing it and allow you to take it. Take the tinderbox (1) and head outside.

Upon leaving the castle, you will notice a green glow to the west. Head there, and enter the room where the source of the glow is. The three Norns will greet you and explain why you have been called here (3). Thank the Norns, and exit the room.

Rescue the dying man in the woods

Leave Fornsigstuna and head towards Sigurd's location on the map. On your way, you will encounter Ratatosk, the doom squirrel. Eventually he will leave you alone, and you can continue making your way to Sigurd. Examining Sigurd, you will find that he is not badly injured, but he is suffering from severe frostbite. Pick him up and carry him to the nearest town (5).

Sigurd will quickly recover by the warm fire, and explain that he was attacked by Thrivaldi the two headed troll, who is after the Eye of Thiassi. However, he

refuses to talk more about the Eye at this point. End the conversation at this point, and Sigurd will get up out of his chair.

Talk to Sigurd again and ask for a meal. As you have rescued him, he will provide you with free hospitality. Head upstairs and grab the mirror, then fall asleep on the bed.

Stop, Thief!

While you are sleeping, a shadowy figure will climb into your room and steal your belongings. You awaken and the figure runs away. Head downstairs and outside.

While you cannot see where the thief has gone, you do notice a scrap of cloth on the ground. Pick it up, then head back inside the inn. Show the cloth to the hunting dog (2). Follow the dog outside, then show him the cloth again. The dog will take you to a rundown shack on the west side of the village. Follow him into the building, and show him the cloth a final time. He will bring your attention to the barrel embedded in the wall.



Leverage the door open (3) and head downstairs. Upon entry, you will be roped up by the guard, Aake. Use your warrior strength to break yourself free of the ropes, and Aake will engage in battle against you. Defeat Aake (3), and Kraka will return your belongings.

Head back up the ladder and leave the Thieves' Guild.

Looking around Munarvagir

If it is night time, head back to your room and sleep till dawn. In the morning, ask Sigurd for another meal, then find Liff. Ask him if he knows the herb mugwort (1). If you ask him if he needs any ingredients, he will tell you that he is in need of willow bark and troll blood. While you are there, give him Lithrasir's letter (3). He will ask you to find flowers to give to her.

If you see the librarian around, ask him if he can recommend you a good book. He will give you a note with a scribble on it. Head into the library (just east of the town gates) and find the cryptography section. You will identify that it is another language. Head upstairs and use the dictionary to work out the words. The translation will identify it as a poem. Head downstairs and use the note on the poetry book to reveal that the book you are looking for is a strategy book by Moon Tzu. Finally, use the note on the strategy section to get the book. Read the book to learn a way to increase your chance to hit (5).

Regin can also be found around Munarvagir, usually in the upper floor of the Thieves' Lodge during the day time, and in Sigurd's inn in the evenings. Talk to him about what adventuring he used to do, and he will tell you that he has a quest for you - to find his brother Fafnir, and bring him Hreithmar's chest as proof of Fafnir's death. Regin will hand you his gold sword, Gram, to use. Try and use it on a simple random enemy, and the sword will break!

Obtaining various useful items throughout Jarnvidr

If you have enough money, buy three flasks from Aurvandel, and an icepick from Volund (1), as well as melee daggers. You can give the strategy book to Heime as well (3), as he will find that useful for his training.

If you encounter a varg, defeat it and use the melee daggers to obtain some meat and pelt. Head to an indoors location and cure the pelt by using daggers on it further (2). This will help to keep you warmer.

Buy a shovel from Sigrun (1) if you have the money, as well as a vase.

When you are tired, find a place to sleep. A cutscene will trigger showing Heime's kidnapping.

Heime has been kidnapped!

After your vision of Heime's kidnapping, head to where you saw him being kidnapped - the tree with Balmung. There, you will encounter Ratatosk again, who has started gnawing on Heime's wooden sword. Give Ratatosk a kick, and pick up the sword (3).

Hervor and Volund are worried that Heime has not come home. Head back to Fornsigstuna and show either the sword. They realize something bad must have happened to Heime as he is never without his sword, and ask you to take it to Aurvandel. Find Aurvandel in his chambers, and show him Heime's sword (5). Aurvandel will reveal the whereabouts of Heime - Thrivaldi has taken him to Svartalfheim. Leave the castle and begin Chapter 2.

Chapter 2

Your main task during this chapter is to get to Svartalfheim to rescue Heime, as has been revealed to you by Aurvandel. During this time, a number of side quests can be performed while discovering how to travel to Svartalfheim, and also while in Svartalfheim itself.

Obtaining herbs and ingredients

Head to east Jarnvidr and look at the mugwort herbs growing east of the snowman screen. Dig the herbs with your shovel (3), and give them to Aurvandel (3).

Aurvandel is also interested in obtaining some fox fur. Head to the archery target, where a young fox has gotten himself lost. Talk to the fox and give it some meat and he will happily come with you (3). Return him to his home at the fox den (5), and he will drop some fur on his way in. Pick up the fur and take it to Aurvandel (3).

To obtain ingredients for Liff, wait until it is night time. Head to the willow grove, and use the ice pick on the glowing bark. You will hear several creatures approach! Quickly hide by climbing the tall tree in the left foreground (3). Leave the screen by walking west to avoid Thrivaldi seeing you soon after.

During the night, if you come across a troll in random combat encounter, defeat it, then fill an empty flask with its blood.

Return to Munarvagir, and when it is daytime, give the willow bark to Liff (3), and also sell him the vial of troll blood (3).

Obtaining the red gemstone

If you have talked to Snorri, he will reveal that he is missing a gemstone which is a very valuable 'heirloom'. Head to Hoddmimi's Holt and you will see a gemstone frozen in the river. At midday or afternoon, use the ice pick to chip away at the ice and retrieve the gem (3). The gem can either be given to Snorri (no reward, it turns out it is not an heirloom after all), or to Regin for twenty silver (3).

When you are able to afford it, buy chain mail from Volund (3).

Retrieving your belongings

If you travel north east of Fornsigstuna, back to where you were knocked unconscious by the avalanche, you will find that your backpack is no longer there. Thrivaldi took it with him after leaving you there, and it is in his cave.

Head to the fox den and use some meat to get your fox friend to come with you again. Go to the troll cave during the day time, and use the mirror on the

beams of light to reflect the sun at Thrivaldi. This will cause Thrivaldi to become slightly unsettled and let go of your bag.

Get the fox to retrieve your bag (5), and leave the cave.



Meeting Arngrim

With enough climbing skill, you can scale the cliff up to the watchtower by Lake Gandvik (3). Enter the watchtower and walk upstairs. Arngrim will greet you. As a sick man sitting in the tower by himself, he is very lonely, so after talking to him for a while, he'll ask you to tell him a story. Humour him and tell him something which has happened during your adventures so far (3).

If you ask him if he can train you, Arngrim will happily oblige and teach you a new move for combat (3). Arngrim will also mention in conversation that he has a secret cache in the guildhouse and to look in the fireplace. Poke around in it with your sword to trigger the button (3), and you will obtain a magic scroll which you can sell.

At this point, there is not much more to do, so leave the tower. While you are in the area, pick up the fishing net (1) at Lake Gandvik.

Entering Svartalfheim

Talking to the Aurvandel, Regin, the Librarian and Snorri, you will discover that Svartalfheim can be entered by the runic stone circle, and you will need to press the stones in the order of 3-6-1-4-5-2 while walking clockwise. To finish the sequence, you will need to pour mead on the ground (sold by Lithrasir for four silver).

The Norns will appear in response to your summons, and ask who you are. Tell them that you are a warrior, that you wish to enter Svartalfheim as you are seeking Heime, and you were told to seek Svartalfheim by Aurvandel. You will then be sent to Svartalfheim (5).

Items to gather in Svartalfheim

Svartalfheim is a large cavernous rocky world. Fortunately, it is not cold like in Jarnvidr.

Head to the lake shore, and fill an empty flask with hot water (3). This will help to keep you warm when you return to Jarnvidr.

While you are there, you will notice some coral growing at the shore. Use the ice pick on the coral to obtain some - it will be useful for later.

In the northeast corner of the map is Odinn's shrine. It has a treasure chest with a power potion in it, but the chest always closes whenever you walk near it. Force the chest open with your sword, and grab the potion (3).

Getting into Nidavellir

Head to Nidavellir, which is where Heime is marked on your magic map. At the entrance of the city are five crystals. Touching one crystal will cause another to glow, except for the second crystal. Write down the order of which crystal causes which to glow, then to unlock your passage into

Nidavellir, enter in the sequence backwards. The sequence to enter the svartalf city is 2-5-3-1-4 (3).

Upon entry, you will be greeted by Fafnir, self appointed ruler of the city. Asking him about Heime will reveal that Skrymir is keeping him prisoner in the cave under the waterfall, in the east section of the screen.

Trading with Eitri

Before rescuing Heime, stroll into Eitri's workshop. Eitri is a friendly svartalf, interested in all sorts of human trinkets and such bunk. Give him the shovel, and in return he will give you the Gloves of Geirrod (5).

After trading, Eitri will begin storytelling time. Unfortunately, he is too busy babbling away and insists you listen to the stories behind all his fascinating objects. Look at an object he is talking about three times, and Eitri will become fed up repeating himself, and will make the door appear again (3).

Learning a new combat move

Walk into Skrymir's house and to the ground floor where the dummy is. Hit the dummy a few times, and you will learn a new move - Lethal Flurry - for combat (5).

Rescuing Heime

Heime is locked in his jail cell in the cave in Nidavellir, and guarded by Skrymir. Engage Skrymir in melee combat and defeat him (5). Once Skrymir leaves, climb up the rocks to reach the glowing crystal to open the cage (5). You will leave Nidavellir with Heime automatically.

Getting back to Fornsigstuna

A blizzard will occur on your return to Fornsigstuna. Look around and keep looking until you can see something to help you find your way. As a skilled tracker, you will find some animal prints and eventually make your way to the city (15).

Chapter 3

Proving yourself a warrior

You are now a heroine to Heime and his parents! As gratitude, Hervor has given you some honey and rations, and Volund also will sell you any item at cost price. The two acknowledge that Thrivaldi was after the Eye of Thiassi, but you need to talk to Brynhild to find out why he is after this artifact.

Head to Volund's workshop when it is open and buy the battle axe. While you are at it, show him your broken sword, and give him the glowing coral to repair it. Pick it up the next day (3), and don't use gold weapons for heavy duty purposes again! While you are in Fornsigstuna, head to the Sleipnir Inn and buy some more mead.

Now, if you have talked extensively with Arngrim, he will reveal that only a true warrior can pass the flames surrounding the valkyrie, and, it is possible to prove yourself to be a true warrior by slaying the beast which dwells in the swamp. So head over to the swamp.



The swamp will appear impassable, but there is some land on the other side which you can see. Chop down the tree with the battle axe (3) and proceed to walk on the log carefully.

Wait! Did you see that plant move? It has maneuvered a tentacle into position with a dangerous needle! Use your shield to block its attack and continue on your way (3).

The gulon will be sleeping his last meal off - these creatures tend to stuff themselves so full that they become swollen, at which point they will find two trees and squeeze between them to force the food further along the track. Gross, right? Anyway, walk up and engage it in battle. Kill it (2), chop off its head, and grab the loot bag which contains a nice amethyst (3). Next time you are in Fornsigstuna, you can mount its head on the wall (3).

Awakening Brynhild and finding out about the Eyes of Thiassi

Proving your mettle by defeating the gulon, you are now a true warrior and can cross the flames and wake Brynhild (3).

Ask Brynhild about the Eyes of Thiassi (5), and she will explain that Egther the jotunn is after the Eyes in order to break free from Gastropnir Keep and unleash Ragnarok. One eye is kept by Sigurd, the other by Volund.

Head to Munarvagir, and ask Sigurd about the Eye of Thiassi. He will refuse to give it to you until at least four of Munarvagir's villagers will vouch their trust in you. Note that it is possible to challenge Sigurd to a duel early in Chapter 3 instead of getting vouches for Munarvagir.

Likewise, if you head to Fornsigstuna and ask Volund about the Eye, he will tell you that he gave it to Aurvandel. Aurvandel will also require you to find four citizens of Fornsigstuna who will vouch for you. Hervor does not count as she is not a citizen, and Heime is too young to vouch.

Defeating the haugbui

Aurvandel has put up a new quest on the notice board in the guildhouse - to defeat a haugbui who is terrorizing Fornsigstuna. Wait in Jarnvidr during the night, and head to the west section of the graveyard. Three draug will be guarding the graves there; charge in and defeat them (5). Soon after, the haugbui will rise from its grave. Use the shovel to dig up the grave, and use the tinderbox to burn the haugbui's bones (2). Fill your vase with the ashes, and head to Lake Gandvik and scatter the ashes to the winds (2). Report back to Aurvandel, and he will give you eitur as a reward (3).

Restoring Alvis

While it is night time, head to the east part of Jarnvidr, past the snowman, and use the eitur on the strange rock formation (3). Alvis will be restored. Bid Alvis farewell, and he will make his escape from Midgard before the sun rises again (3).

While traversing the forest, stop by the frost flowers and climb up the small cliff. Use your sword to cut a single flower, then safely pick up the flower using the Gloves of Geirrod (3).

Rescuing Heronus

Around Munarvagir, it will become apparent that Heronus is no longer there and the librarian is worried to death about him. Catch a fish from the fishing hole (1) at Lake Gandvik, and head to Hoddmimi's Holt.

Heronus is not the most friendly of cats, and will climb up the tree when you walk near. Lure him down with some fish and pick him up (5), then take him back to Munarvagir (3).

Obtaining a cat's footfall and further trading with Eitri

Now that you know where Heronus is, it is possible to get something from him which Eitri will greatly appreciate - the footfall of a cat. In the Adventurers' Guild, use the flask on the vial of ink to get some ink for your

own personal use. Use the ink or the paper on Heronus to get a footprint (3), then travel back to Svartalfheim and trade it with Eitri. In return, he will give you flowers in exchange (5).

While you are there, tell him that you have news of Alvis. He is happy that you have helped Alvis to return, and will reward you with a runic stick which can help you to speak to the dead (5).

Obtaining dragonscale armor

Head into Andvari's workshop and challenge him to craft armor for you. Slightly insulted by the puny challenge you have set for him, he gives you a counter challenge - clean his workshop which has not been cleaned in decades.

Push the crate over the drain and flood his workshop to clean up the mess (3). In a terrible huff, Andvari transforms into a fish and swims away.



Leave Nidavellir and head to the mushroom grotto where the flowing stream is. Place the fishing net near the little bridge, and leave the screen. Return to find Andvari trapped in your net. Release him (3), and he will finally agree out of anger to make your dragonscale armor. However, he requires a lindworm scale to make it.

Find a lindworm (random encounter) and kill it (2). Use the melee dagger on its corpse to cut off a scale, and head back to Andvari's workshop. He will make the armor (10). Promise to brag about his workmanship if you are aiming to become honorable. Next time you are in the Sleipnir Inn in the evening, be sure to show it off to the various characters there to honor your promise.

Skrymir's three challenges

If you have talked to Regin about Skrymir previously, he revealed that Skrymir's contests are metaphors. His first challenge is a race against his mind, and the second challenge is an eating contest against fire itself.

While in Nidavellir, find and speak to Skrymir about honor. He will explain what honor is. Challenge Skrymir, and he will ask what you will wager for the challenge. Wager the dragonscale armor and the challenge will begin.

The first challenge is speed. Use the mead on the apparition to slow down Skrymir's mind, then wave your hand to begin the race and win (3). Alternatively, drink a power potion to enhance your speed.

The second challenge is eating. Throw the frost flower into the apparition's meal to prevent it from eating the food effectively, then begin to eat (3).

The final challenge is combat. The apparition, Elli, drains stamina, so it is advised to have some stamina potions on hand. Defeat the apparition to win the third contest. For winning all three contests, Skrymir will reward you with Odinn's mead of poetry (5). While you are in Nidavellir, head into Andvari's workshop and grab the ring from the upper floor.

Using the transcendental passageway device

While in Andvari's workshop, examine the sliding puzzle on the upper floor. There are three nodes located to the outside of the board, connecting to the board, which represent the runic stone circle, Nidavellir and an ice wall. On the board itself are a number of sliding tiles, each with a connector. Some of these connectors run from the top to the bottom of the tile, others form a L shape, and there is a four way connector.

If you look at your map, you will notice that the top left quadrant is not fully mapped out. Each tile represents a passageway in Svartalfheim in that particular region of the map. Rearrange these tiles to make a passageway to the ice wall, or alternately, rearrange the tiles until you find the hidden bones cave. Walk over to either location (5).

At the Ice Wall, there is not much to do, but you can meet Loki if you climb the wall. At the bones cave, you can prove your mettle in battle in an optional test set by the Norns.

Avenging Regin's father's death, and getting the svartalf crystal

Head to the chasm, and cross it by grabbing the stalactites. You will need high climbing skill to cross the chasm safely (3). Follow the passageway till the end, where you will reach a crystal cave. Gram, the gold sword will begin vibrating. Click the gold sword on the screen until you find the location of Hreithmar's chest. Grab the chest (3) and Fafnir will appear, demanding you to return it. Say no, and fight and defeat Fafnir.

Once Fafnir is defeated, use the ice pick on the crystal (3). Make sure it is night time, and head back to Fornsigstuna or Munarvagir, and stow the svartalf crystal in your chest. Next time you see Aurvandel or Regin out at night, sell the crystal to make a nice little sum (3). Note that this crystal disintegrates in the sun, like many other svartalf items.

Give Hreithmar's chest to Regin, and he will be very grateful to you, rewarding you with a horse figurine (3) which can transport you between cities in the blink of an eye.

Back in the human world, you will find that all the humans are shunning you. Remember that ring you took? It's cursed. To rid yourself of the curse, give the ring to Heime or Fremont, who are not affected by its magic (3).

Uniting Liff and Lithrasir

Head to Fornsigstuna and give the Asgardian flowers to Lithrasir (3). She now wishes to meet Liff at Hoddmimi's Holt.

Walk back to Munarvagir and tell Liff that Lithrasir would like to meet him. Unfortunately, Liff is too afraid to cross the bridge at night, as Fremont the troll is in the way.

Wait until evening when Fremont comes out to guard his bridge. Use the axe on the shield, and Fremont will panic and flee. Alternatively, you can pay Fremont twice to buy passageway across the bridge for you and Liff. Next time you see Liff, let him know that Fremont is taken care of. Head back to Fornsigstuna and inform Lithrasir that Liff will meet her at the Holt. Lithrasir is very happy, but needs an escort. Wait at the gates outside Fornsigstuna in the evening and talk to Lithrasir to take her to Liff (10).

Restoring Sigurd's memories

Discussions with Snorri and Arngrim will reveal that Sigurd had fallen in love with the valkyrie Brynhild, but he has now lost his memory of her. Before giving the mead of poetry to Sigurd, you can drink a small amount of it yourself, and either learn a new skill, or an your existing skill.

Find Sigurd and give him the mead of poetry (5). Though not seeing the need for the mead, Sigurd will drink it anyway, and remember his relationship with Brynhild, dashing off to rescue her. Once Sigurd is back in Munarvagir, talk to him, and he will teach you a useful combat move.

Help Sigrun come to terms with Helgi's death

When Sigrun's shop is open, look at and take the key with her permission (3). Head to Fornsigstuna's graveyard and unlock Helgi's burial mound. Head inside (3), open the coffin and use the runic stick on Helgi's corpse (3). Helgi will rise in his coffin, and you can talk to him. Tell him that Sigrun misses him, and he will reveal that even though he now feasts with Odinn in Valhalla, he also misses Sigrun. He will ask you to take his skull to her so that he can talk to her himself.

Head to Munarvagir and into Sigrun's shop. Helgi will become alive and comfort Sigrun (5).

Return to the graveyard and place Helgi's skull back in the coffin, and lock the tombstone and return the key to Sigrun for extra honor.

Rescuing Jarl Ylfing

Near the fox den, Rinda has taken Jarl Ylfing captive under her spell. Talk to her and tell her you see the jarl is with her. After she brushes off the heroine's concerns, say to her 'We shall see about that!' to make the huldra angry. She will begin preparing her hypnotic daze on you. Before she casts it, use the mirror to reflect her gaze back at her and grab the jarl (5).

While wandering around, you may have noticed that a guard has been slain outside Thrivaldi's cave. If you trade your icepick with Eitri, he will give you back your shovel. Bury the guard for extra honor.

Rescuing Kraka from jail

After rescuing the jarl, he tells you to come to the castle the next day. Before entering the throne room, make sure to check out the jail cell. Kraka is locked up. Ask her what happened, and say that she probably got caught stealing. For honor, make her promise not to steal anymore.

Head into the throne room, and the jarl will be very grateful to you and ask you to name your reward. Ask him to release Kraka from prison, and he will

let her go. Note that Kraka can also be rescued by paying a lot of money to Snorri to free her, though this is not honorable.

Battle of Munarvagir

Hang around Munarvagir for a couple of evenings, and a cutscene will trigger where Thrivaldi marches on Munarvagir with his band of trolls and giants. After the village gathering, head to the gate and open it. Defeat the giant and save the day (10)!

Besting Snorri in an archery contest

If you talk to Snorri about the archery target, he will tell you that he practices there every day at noon. Head over there at midday and tell him you would like to try your hand at archery. Provided you have high weapon use skill, you will be able to hit three bulls eyes if you aim your arrow in the direction opposite to that which the wind is blowing to. Hit three bulls eyes and Snorri will be impressed, happily giving you his vouch (3).



Curing Arngrim of his illness

Head to the Holt. When you enter the unfrozen garden for the first time, the Norns will tell you that you are allowed to pick a single apple for your noble deed. Climb up the tree and grab one apple (3).

Head to the watchtower and give Arngrim the apple (5). He will immediately feel much better and plan to go home to Fornsigstuna.

Obtaining Balmung

By now, you will be one of the most honorable vikings around! Head over to the ancient tree and grab its hilt - and you will be able to draw the sword out of the tree with ease (15)!

Returning Hervor's wings to her

One night, hang around Sleipnir inn until Volund leaves. Follow him from a distance, and you will find him spending a significant amount of time standing at the crates on the east side of town. Once he has left, use the Gloves of Geirrod on the crate to open it. Inside are a pair of wings (5). Return the wings to Hervor and she will become a swan.

Obtaining the Eyes of Thiassi

Now that four citizens from each city trust you, you can now ask Aurvandel and Sigurd for the Eye. If you wish to have a challenge, you can also choose to challenge Sigurd in melee combat. Once you have the Fornsigstuna Eye (20) and the Munarvagir Eye (20), head to the forest to begin Chapter 4.

Chapter 4

Dealing with Thralvaldi

Make your way to Gastropnir Keep. At the bottom of the hill, Thralvaldi will ambush you. Fortunately, as a warrior, you are resilient, and are not knocked unconscious. Engage in battle with him (3) and stay alive until the sun rises.

Thralvaldi will realize the sun is out, but it is too late. Oh no! The sun! The SUUNNNNNNNNNNN! He promptly turns into stone (10), you can continue on to the keep door.

Entering Gastropnir Keep

Use the Eyes of Thiassi on the door, and it will unleash powerful magic and the door will open. This does not go by unnoticed by Egther, however, who greets you in the hallway and promptly casts you into Fenrir's pit!

Defeating Fenrir

As a warrior, there is no way out of this pit until you defeat Fenrir. Dodge his attacks and land your final blow on him and he will pass out, giving you time to get back out of the pit (10). Climb out, and head into the passageway.

Getting through the passageway, and a glimpse into the future

Try to walk to the other end of the passageway, and you will be attacked by a magic reflection stabbing through the floor. Block its attacks with your shield (5) to safely get to the other side and into the mystic room...

Wait a minute, is that you there? The other you turns and says a couple of things to you, before dropping a vortex stone in your hands. Pay careful attention to what your doppelganger says to you.



Enter the portal.

Future Fornsigstuna

Fornsigstuna is in ruins, and a troll sits at the ruined wall with a loot bag near him. Walk behind the wall, and push the stone over his head to knock him out. Grab the bag (3) - inside is an apple seed, the trophy from the guildhouse, as well as the glowing key which hung in the Jarl's throne room. Head back into the portal.

Past Hoddmimi's Holt

You will now find yourself at Hoddmimi's Holt - except that it isn't built yet. There is a mound of dirt, but no tree. Plant the apple seed in the ground. If you do not have the shovel, grab the trowel to plant the seed (5), and place the trowel back on the ground again. Do not take the red gem from the river. Enter the portal again (5).

Returning to the present

Back in the present, you will see a familiar figure enter the room. It's you! Talk to the other you, and tell her exactly what you were told before. Drop the vortex stone in her hands (10), and leave the room.

Head back to the hallway, and use the key on the throne room door (5) to confront Egther!

Defeating Egther

Egther will begin by trying to kill you with a powerful icy blast. Protect yourself with the Gloves of Geirrod, then prepare for battle and slay Egther (25). Congratulations, you have saved the world from Ragnarok!



Sorceress Walkthrough

Introduction

As a sorceress, you will use your magic to achieve your goal. As such, the important stats to boost are Magic and Willpower.

You will start the game with a magic staff, leather armor, and fifteen silver.

Note: Points added are shown in parentheses. It is expected that your stat levels will be sufficient from random combat encounter to allow you to beat certain mandatory fights. Achieving maximum honor is not covered in this walkthrough. This walkthrough also assumes you have sufficient money to buy certain items.

Chapter 1

A Starving Heroine

You wake up in the Adventurers' Guildhouse with a throbbing head and starving. Hervor greets you and informs you that you were found in an avalanche, and her husband, Volund found you in the snow and brought you back here. Talk with her and ask her if she is the guildmaster. She will reveal that she is not, as the last guildmaster had to go away. Ask Hervor if she can train you (1). After that, you can question Hervor more, then bid her farewell. Hervor will point out that you are probably hungry and that you should find food soon.

While in the guildhouse, sign the Adventurers' logbook (1). Also look at the notice board and read the quests on the board (1). Head outside.

Outside, you will be greeted by Heime, the son of Hervor and Volund. Heime can provide you with tips on how to find food. Wish him luck with his training, then leave the city to enter the woods by walking south. Head south one more screen, and dig out some roots from the plant there (3). Head back to Fornsigstuna's Adventurers' Guildhouse, and eat the roots (2).

There is not much more to do on this day as you are still tired from your ordeal. However, you can head west to the Sleipnir inn and ask Lithrasir if she had a letter to deliver. In the evening, Volund and Snorri will gamble dice at the Sleipnir inn; win a game of dice against them for some extra coin (1).

Go back to the Adventurers' Guildhouse and sleep on the bear rug.

Mission: Put an end to the Fimbulwinter

Overnight, you will dream about a man and a troll with two heads. Waking up, head outside, and a guard will summon you to Jarl Ylfing's castle. Head north into the castle, and into the throne room (5).

Introduce yourself as a sorceress to Jarl Ylfing, and accept his quest to assist Fornsigstuna in its time of trouble. To assist you on your quest, Aurvandel will also give you a magic map which will map where you have been, as well as show you where you need to go.

Once you have finished your audience with the jarl and left the throne room, wait for Aurvandel to walk upstairs, then follow him to his chambers. Talk to Aurvandel, and ask him what magic he has for sale. Ask him about the Flame Aura spell, and he will give it to you for free.

Also ask Aurvandel about his notice regarding herbs. He will tell you he needs *artemesia vulgaris*, or mugwort. If you have the money from gambling, you can buy a scarf from Aurvandel (1). This will help to keep you warm. Finally, ask him about his riddles game, and he will ask you a riddle, for which you must find the answer for.

Head downstairs to the jail cell. If Snorri is there, look at the tinderbox on the table, and he will notice you eyeing it and allow you to take it. Take the tinderbox (1) and head outside.

Upon leaving the castle, you will notice a green glow to the west. Head there, and enter the room where the source of the glow is. The three Norns will

greet you and explain why you have been called here (3). Thank the Norns, and exit the room.



Rescue the dying man in the woods

Leave Fornstigtuna and head towards Sigurd's location on the map. On your way, you will encounter Ratatosk, the doom squirrel. Eventually he will leave you alone, and you can continue making your way to Sigurd. Examining Sigurd, you will find that he is not badly injured, but he is suffering from severe frostbite. Use Flame Aura to cure him of his frostbite (5).

Sigurd will quickly recover by the warm fire, and explain that he was attacked by Thrivaldi the two headed troll, who is after the Eye of Thiassi. However, he refuses to talk more about the Eye at this point. End the conversation at this point, and Sigurd will get up out of his chair.

Talk to Sigurd again and ask for a meal. As you have rescued him, he will provide you with free hospitality. Head upstairs and grab the mirror, then fall asleep on the bed.

Stop, Thief!

While you are sleeping, a shadowy figure will climb into your room and steal your belongings. You awaken and the figure runs away. Head downstairs and outside.

You cannot see where the thief has gone, so you probably need some help. Talk to the librarian and tell him of your plight, and he will mention he can recommend you a book. Ask him if he can recommend you a book, and he will give you a note with a scribble on it. Head into the library (just east of the town gates) and find the cryptography section. You will identify that it is another language. Head upstairs and use the dictionary to work out the words. The translation will identify it as a poem. Head downstairs and use the note on the poetry book to reveal that the book you are looking for is a strategy book by Moon Tzu. Finally, use the note on the strategy section to get the book. Read the book to find a useful spell called Sixth Sense (5).

Cast Sixth Sense and it will lead you to a rundown shack on the west side of the village. Enter the building, and cast Sixth Sense again. It will start circling various objects in the room. Pull/push those objects (use mage dart for the lamp hanging from the roof), and the barrel door will open. If Regin is here at the time, you will have to come back later in the evening.

Head down the ladder (5). Upon entry, you will be roped up by the guard, Aake. Use your Flame Aura to burn the ropes (3), and Kraka will return your belongings.

Head back up the ladder and leave the Thieves' Guild.

Looking around Munarvagir

If it is night time, head back to your room and sleep till dawn. In the morning, ask Sigurd for another meal, then find Liff. Give him Lithrasir's letter (3), and he will teach you the Channel spell in return. He will ask you to find flowers to give to her. If you also ask him if he needs any ingredients, he will tell you

that he is in need of willow bark and troll blood. As a skilled herbalist, you do not need his assistance to find mugwort.

Regin can also be found around Munarvagir, usually in the upper floor of the Thieves' Lodge during the day time, and in Sigurd's inn in the evenings. Talk to him about what adventuring he used to do, and he will tell you that he has a quest for you - to find his brother Fafnir, and bring him Hreithmar's chest as proof of Fafnir's death.

Obtaining various useful items throughout Jarnvidr

If you have enough money, buy three flasks from Aurvandel, and an icepick from Volund (1). You can give the strategy book to Heime as well (3), as he will find that useful for his training.

Buy a shovel from Sigrun (1) if you have the money, as well as a vase.

When you are tired, find a place to sleep. A cutscene will trigger showing Heime's kidnapping.

Heime has been kidnapped!

After your vision of Heime's kidnapping, head to where you saw him being kidnapped - the tree with Balmung. There, you will encounter Ratatosk again, who has started gnawing on Heime's wooden sword. Give Ratatosk a kick, and pick up the sword (3).

Hervor and Volund are worried that Heime has not come home. Head back to Fornsigstuna and show either the sword. They realize something bad must have happened to Heime as he is never without his sword, and ask you to take it to Aurvandel. Find Aurvandel in his chambers, and show him Heime's sword (5). Aurvandel will reveal the whereabouts of Heime - Thrivaldi has taken him to Svartalfheim. Leave the castle and begin Chapter 2.

Chapter 2

Your main task during this chapter is to get to Svartalfheim to rescue Heime, as has been revealed to you by Aurvandel. During this time, a number of side quests can be performed while discovering how to travel to Svartalfheim, and also while in Svartalfheim itself.

Obtaining herbs and ingredients

Head to east Jarnvidr and look at the mugwort herbs (1) growing east of the snowman screen. Dig the herbs with your shovel (3), and give them to Aurvandel (3).

Aurvandel is also interested in obtaining some fox fur, but there is no way to get that just yet.

When you are able to, purchase the Shadow spell from Aurvandel.

To obtain ingredients for Liff, wait until it is night time. Head to the willow grove, and use the ice pick on the glowing bark. You will hear several creatures approach! Distract Thrivaldi by casting Shadow (3). Leave the screen by walking west to avoid Thrivaldi seeing you soon after.

During the night, if you come across a troll in random combat encounter, defeat it, then fill an empty flask with its blood.

Return to Munarvagir, and when it is daytime, give the willow bark to Liff (3), and also sell him the vial of troll blood (3).

Obtaining the red gemstone

If you have talked to Snorri, he will reveal that he is missing a gemstone which is a very valuable 'heirloom'. Head to Hoddmimi's Holt and you will see a gemstone frozen in the river. With sufficient skill, you can use Flame Aura to melt the ice and retrieve the gem (3). The gem can either be given to

Snorri (no reward, it turns out it is not an heirloom after all), or to Regin for twenty silver (3).



Entering Svartalfheim

Talking to the Aurvandel, Regin, the Librarian and Snorri, you will discover that Svartalfheim can be entered by the runic stone circle, and you will need to press the stones in the order of 3-6-1-4-5-2 while walking clockwise. To finish the sequence, you will need to pour mead on the ground (sold by Lithrasir for four silver).

The Norns will appear in response to your summons, and ask who you are. Tell them that you are a sorceress, that you wish to enter Svartalfheim as you are seeking Heime, and you were told to seek Svartalfheim by Aurvandel. You will then be sent to Svartalfheim (5).

Items to gather in Svartalfheim

Svartalfheim is a large cavernous rocky world. Fortunately, it is not cold like in Jarnvidr. If you encounter a svartalf in random combat, do not run away - battle him and win, and he will teach you the Blink spell (5).

Head to the lake shore, and fill an empty flask with hot water (3). This will help to keep you warm when you return to Jarnvidr.

In the northeast corner of the map is Odinn's shrine. It has a treasure chest with a power potion in it, but the chest always closes whenever you walk near it. Blink to the chest in order to get to it more quickly than its lid can close and grab the potion (3).

Finally, if you see a green gelatinous cube, kill it with Mage Dart and pick up the blob.

Getting into Nidavellir

Head to Nidavellir, which is where Heime is marked on your magic map. At the entrance of the city are five crystals. Touching one crystal will cause another to glow, except for the second crystal. Write down the order of which crystal causes which to glow, then to unlock your passage into Nidavellir, enter in the sequence backwards. The sequence to enter the svartalf city is 2-5-3-1-4 (3).

Upon entry, you will be greeted by Fafnir, self appointed ruler of the city. Asking him about Heime will reveal that Skrymir is keeping him prisoner in the cave under the waterfall, in the east section of the screen.

Trading with Eitri

Before rescuing Heime, stroll into Eitri's workshop. Eitri is a friendly svartalf, interested in all sorts of human trinkets and such bunk. Give him the shovel, and in return he will teach you the Disrupt spell (5).

After trading, Eitri will begin storytelling time. Unfortunately, he is too busy babbling away and insists you listen to the stories behind all his fascinating objects. Distract him with your Shadow spell, then cast Disrupt where the door was to be able to leave (3).

Learn a potion recipe

Head into Skrymir's house and rummage through the rubbish bin. In there is a recipe for brewing a healing potion (3).

Rescuing Heime

Heime is locked in his jail cell in the cave in Nidavellir, and guarded by Skrymir. Cast Shadow to distract Skrymir, and he will follow after it (5). Once Skrymir leaves, cast Mage Dart to reach the glowing crystal to open the cage (5). You will leave Nidavellir with Heime automatically.

Getting back to Fornsigstuna

A blizzard will occur on your return to Fornsigstuna. You cannot see anything, but fortunately you have magic to help you. Cast Sixth Sense to find your way back home (15).

Chapter 3

You are now a hero to Heime and his parents! As gratitude, Hervor has given you some honey and several rations, and Volund also will sell you any item at cost price. The two acknowledge that Thrivaldi was after the Eye of Thiassi, but you need to talk to Brynhild to find out why he is after this artifact.

Awakening Brynhild and finding out about the Eyes of Thiassi

Head to the circle of fire and cast Disrupt on the flames. This will cause the flames to part, and you can cross into the circle and wake Brynhild (3).

Ask Brynhild about the Eyes of Thiassi (5), and she will explain that Egther the jotunn is after the Eyes in order to break free from Gastropnir Keep and unleash Ragnarok. One eye is kept by Sigurd, the other by Volund.

Head to Munarvagir, and ask Sigurd about the Eye of Thiassi. He will refuse to give it to you until at least four of Munarvagir's villagers will vouch their trust in you.

Likewise, if you head to Fornsigstuna and ask Volund about the Eye, he will tell you that he gave it to Aurvandel. Aurvandel will also require you to find four citizens of Fornsigstuna who will vouch for you. Hervor does not count as she is not a citizen, and Heime is too young to vouch.

Note that Aurvandel can be challenged early in Chapter 3 instead of getting vouches from the citizens.

Gathering more spells

So far, you have the Mage Dart spell, Flame Aura, Shadow, Channel and Blink. A number of other spells can also be obtained. Talking to Snorri indicates that there is some wind magic kept on the Viking boat, so head to Lake Gandvik and cast Sixth Sense to find the spell. The spell will indicate there is something in the mast head. Knock it open with Mage Dart, and you will find a scroll for Arctic Wind (5).

While you are wandering around Jarnvidr, head to the archery target, where a young fox has gotten himself lost. Cast Arctic Wind to bring the fox to you (3), then grab some of his fur. Return him to his home at the fox den (5), and take the fur to Aurvandel (3).

At Munarvagir, talk to Liff and buy the Bless spell from him. Level it up a little, and head to the bottom of the hill where Gastropnir Keep is. On the stone is a rune indicating the Blessing of the Aesir. Cast Bless on the stone, and you will receive a scroll for Ice Bolt (5). Alternatively, Disrupt can also work.

Finally, you can now get to the watchtower by Lake Gandvik using Blink (3). Arngrim will greet you. As a sick man sitting in the tower by himself, he is very lonely, so after talking to him for a while, he'll ask you to tell him a story. Humour him and tell him something which has happened during your adventures so far (3). If you talk to him further, he will mention there is a secret stash in the Adventurers' Guild.

In the Adventurers' Guild, you can use Sixth Sense to find where the hidden cache is, without having been told so by Arngrim. Use Flame Aura on the fireplace and you will hunt around for a secret button and find the secret stash (3), including a scroll containing the Shield spell!

Defeating the haugbui

Aurvandel has put up a new quest on the notice board in the guildhouse - to defeat a haugbui who is terrorizing Fornsigstuna. Either go during the day and find the grave with the Sixth Sense spell, or wait in Jarnvidr during the night, and head to the west section of the graveyard. Three draug will be guarding the graves there; cast Bless on them to defeat them (3). Soon after, the haugbui will rise from its grave (2). Use the shovel to dig up the grave, and use Flame Aura or the tinderbox to burn the haugbui's bones (2). Fill your vase with the ashes, and head to Lake Gandvik and scatter the ashes to the winds (2). Report back to Aurvandel, and he will give you eitur as a reward (3).

Restoring Alviss

While it is night time, head to the east part of Jarnvidr, past the snowman, and use the eitur on the strange rock formation (3). Alviss will be restored. Bid Alviss farewell, and he will make his escape from Midgard before the sun rises again (3). Alviss will also teach you the mana potion recipe (3).



Retrieving your belongings

If you travel north east of Fornsigstuna, back to where you were knocked unconscious by the avalanche, you will find that your backpack is no longer there. Thrivaldi took it with him after leaving you there, and it is in his cave.

Go to the troll cave during the day time, and use the mirror on the beams of light to reflect the sun at Thrivaldi. This will cause Thrivaldi to become slightly unsettled and let go of your bag.

Cast Blink to get past the troll and grab your bag (2), then blink back out and leave the cave. Inside the bag is an amethyst (3).

Rescuing Heronus

Around Munarvagir, it will become apparent that Heronus is no longer there and the librarian is worried to death about him.

Heronus is not the most friendly of cats, and will climb up the tree when you walk near. Make him think that you have gone by casting Shadow (5), then take him back to Munarvagir (3).

Obtaining a cat's footfall and further trading with Eitri

Now that you know where Heronus is, it is possible to get something from him which Eitri will greatly appreciate - the footfall of a cat. Use the ink or the paper on him to get a footprint (3), then travel back to Svartalfheim and trade it with Eitri. In return, he will give you flowers in exchange (5).

While you are there, tell him that you have news of Alvis. He is happy that you have helped Alvis to return, and will reward you with a runic stick which can help you to speak to the dead (5).

Uniting Liff and Lithrasir

Head to Fornsigstuna and give the Asgardian flowers to Lithrasir (3). She now wishes to meet Liff at Hoddmimi's Holt. While you are in her inn, buy some more mead.

Walk back to Munarvagir and tell Liff that Lithrasir would like to meet him. Unfortunately, Liff is too afraid to cross the bridge at night, as Fremont the troll is in the way.

Wait until evening when Fremont comes out to guard his bridge. Blink behind him and he will not know where you are, then attack him with a Mage Dart, causing him to panic and flee. Alternatively, you can pay Fremont twice to buy passageway across the bridge for you and Liff. Next time you see Liff, let him know that Fremont is taken care of. Head back to Fornsigstuna and inform Lithrasir that Liff will meet her at the Holt. Lithrasir is very happy, but needs an escort. Wait at the gates outside Fornsigstuna in the evening and talk to Lithrasir to take her to Liff (10).

While traversing the forest, stop by the frost flowers and use Arctic Wind to blow a single flower to the ground. Safely pick up the flower using the Flame Aura (3).

While wandering around, grab the fishing net from the Viking boat (1), and catch a fish from the fishing hole by using Bless to increase your luck with fishing (1) at Lake Gandvik.

Avenging Regin's father's death, and getting the svartalf crystal

Head back to Svartalfheim and cross the chasm using Blink (3). Follow the passageway till the end, where you will reach a crystal cave. Use the ice pick on the crystal (3). Cast Sixth Sense, and the spell will reveal to you Hreithmar's chest. Grab the chest (3) and Fafnir will appear, demanding you to return it. Say no, and engage a fight with him. Escape combat and run to the cliff, then Blink across the lake so that he cannot follow you.

Head to the lake shore, and there you will find the chest and one of Fafnir's scales.

Obtaining dragonscale armor

Walk into Andvari's workshop and challenge him to craft armor for you. Slightly insulted by the puny challenge you have set for him, he gives you a counter challenge - clean his workshop which has not been cleaned in decades.

Use Arctic Wind to clean up the mess (3). In a terrible huff, Andvari transforms into a fish and swims away.

Leave Nidavellir and head to the mushroom grotto where the flowing stream is. Place the fishing net near the little bridge, and leave the screen. Return to find Andvari trapped in your net. Release him (3), and he will finally agree out of anger to make your dragonscale armor. However, he requires a lindworm scale to make it. Find a lindworm and kill it. You will need melee daggers from Volund to cut off a scale.

Head back to Andvari's workshop, and he will make the armor for you (10). Promise to brag about his workmanship if you are aiming to become honorable. Next time you are in the Sleipnir Inn in the evening, be sure to show it off to the various characters there to honor your promise.

Skrymir's three challenges

If you have talked to Regin about Skrymir previously, he revealed that Skrymir's contests are metaphors. His first challenge is a race against his mind, and the second challenge is an eating contest against fire itself.

While in Nidavellir, find and speak to Skrymir about honor. He will explain what honor is. Challenge Skrymir, and he will ask what you will wager for the challenge. Wager the dragonscale armor and the challenge will begin.



The first challenge is speed. Use the mead on the apparition to slow down Skrymir's mind, then wave your hand to begin the race and win (3). Alternatively, drink a power potion to enhance your speed.

The second challenge is eating. Throw the frost flower into the apparition's meal to prevent it from eating the food effectively, then begin to eat (5).

The final challenge is combat. The apparition, Elli, drains stamina, so it is advised to have some stamina potions on hand. Defeat the apparition to win the third contest. For winning all three contests, Skrymir will reward you with Odinn's mead of poetry (3). While you are in Nidavellir, head into Andvari's workshop and grab the ring from the upper floor.

Using the transcendental passageway device

While in Andvari's workshop, examine the sliding puzzle on the upper floor. There are three nodes located to the outside of the board, connecting to the board, which represent the runic stone circle, Nidavellir and an ice wall. On the board itself are a number of sliding tiles, each with a connector. Some of these connectors run from the top to the bottom of the tile, others form a L shape, and there is a four way connector.

If you look at your map, you will notice that the top left quadrant is not fully mapped out. Each tile represents a passageway in Svartalfheim in that particular region of the map. Rearrange these tiles to make a passageway to the ice wall, and head over to it (5).

The ice wall is magic, and blocking your way. You cannot melt it with Flame Aura, but with enough skill it can be dispelled with Disrupt. Once the ice wall is removed, head through the tunnel to meet Loki (3).

Alternatively, if you go to the bones cave, you can prove your mettle in battle in an optional test set by the Norns there.

Heading back to Jarnvidr

Wait around until night time and travel back to Jarnvidr. Find Regin out at night, and sell him the crystal to make a nice little sum (3). Note that this crystal disintegrates in the sun, like many other svartalf items.

Also give Hreithmar's chest to Regin, and he will be very grateful to you, rewarding you with a horse figurine (3) which can transport you between cities in the blink of an eye.

If you haven't noticed already, you will find that all the humans are shunning you. Remember that ring you took? It's cursed. To rid yourself of the curse, give the ring to Heime or Fremont, who are not affected by its magic (3).

Brewing potions

Buy some flasks, and gather some willow bark, frost flower, troll blood and gelatinous cube. The rest of the ingredients are stocked within the labs, and you already have an amethyst. Buy the stamina potion recipe from Liff (3), and create a healing potion (5), mana potion (5) and stamina potion (5) for your own personal use. Potions can also be sold to Aurvandel for a small fee.

Games with Aurvandel

Now that you have a number of spells, you can play Aurvandel's mage game (3) to the end. The last puzzle involves some tricky barriers - use Ice to block open the first barrier, the blast the door with Fire. When you win all three games (7), Aurvandel will reward you with a power potion.



Restoring Sigurd's memories

Discussions with Snorri and Arngrim will reveal that Sigurd had fallen in love with the valkyrie Brynhild, but he has now lost his memory of her. Before giving the mead of poetry to Sigurd, you can drink a small amount of it yourself, and either learn a new skill, or an your existing skill.

Find Sigurd and give him the mead of poetry (5). Though not seeing the need for the mead, Sigurd will drink it anyway, and remember his relationship with Brynhild, dashing off to rescue her. Once Sigurd is back in Munarvagir, talk to him, and he will teach you a useful combat move.

Help Sigrun come to terms with Helgi's death


When Sigrun's shop is open, look at and take the key with her permission (3). Head to Fornsigstuna's graveyard and unlock Helgi's burial mound. Head inside (3), open the coffin and use the runic stick on Helgi's corpse (3). Helgi will rise in his coffin, and you can talk to him. Tell him that Sigrun misses him, and he will reveal that even though he now feasts with Odinn in Valhalla, he also misses Sigrun. He will ask you to take his skull to her so that he can talk to her himself.

Head to Munarvagir and into Sigrun's shop. Helgi will become alive and comfort Sigrun (5).

Return to the graveyard and place Helgi's skull back in the coffin, and lock the tombstone and return the key to Sigrun for extra honor.

Rescuing Jarl Ylfing

Near the fox den, Rinda has taken Jarl Ylfing captive under her spell. Talk to her and tell her you see the jarl is with her. After she brushes off the heroine's concerns, say to her 'We shall see about that!' to make the huldra angry. She will begin preparing her hypnotic daze on you. Before she casts it, use the mirror to reflect her gaze back at her and grab the jarl (5).



While wandering around, you may have noticed that a guard has been slain outside Thrivaldi's cave. If you trade your icepick with Eitri, he will give you back your shovel. Bury the guard for extra honor.

Rescuing Kraka from jail

After rescuing the jarl, he tells you to come to the castle the next day. Before entering the throne room, make sure to check out the jail cell. Kraka is locked up. Ask her what happened, and say that she probably got caught stealing. For honor, make her promise not to steal anymore.

Head into the throne room, and the jarl will be very grateful to you and ask you to name your reward. Ask him to release Kraka from prison, and he will let her go.

Kraka can also be rescued by paying a lot of money to Snorri to free her.

Battle of Munarvagir

Hang around Munarvagir for a couple of evenings, and a cutscene will trigger where Thrivaldi marches on Munarvagir with his band of trolls and giants. After the village gathering, cast the Bless spell on the villagers (5), then open the gate. Defeat the giant and save the day (7)!

Besting Snorri in an archery contest

If you talk to Snorri about the archery target, he will tell you that he practices there every day at noon. Head over there at midday and tell him you would like to try your hand at archery. Before you begin, cast Bless on yourself. You will be able to hit three bulls eyes if you aim your arrow in the direction opposite to that which the wind is blowing to. Hit three bulls eyes and Snorri will be impressed, happily giving you his vouch (3).

Curing Arngrim of his illness

Head to the Holt. When you enter the unfrozen garden for the first time, the Norns will tell you that you are allowed to pick a single apple for your noble deed. Cast Arctic Wind to make an apple fall to the ground, and pick it up (3).

Head to the watchtower and give Arngrim the apple (5). He will immediately feel much better and plan to go home to Fornsigstuna.

Learning the final spell

The final spell - Lightning Bolt - is only known by Aurvandel. He will teach this spell, but only if he is beaten in the game of riddles. To find a riddle which Aurvandel does not know the answer to, you must find other people who also know the game of riddles. People who will riddle with you are: Hervor, Liff, Arngrim, Alviss, and Loki. To win a round of riddles (3) you must ask a riddle which the other person does not know the answer to.

With your magic horse, go to each of them until you know all riddles, and their answers, then riddle once more with Aurvandel. He will be very impressed and happily teach you his most powerful spell (10).

Returning Hervor's wings to her

One night, hang around Sleipnir inn until Volund leaves. Follow him from a distance, and you will find him spending a significant amount of time standing at the crates on the east side of town. Once he has left, use Disrupt on the crate to open it. Inside are a pair of wings (5). Return the wings to Hervor and she will become a swan.

Obtaining the Eyes of Thiassi

Now that four citizens from each city trust you, you can now ask Aurvandel and Sigurd for the Eye. If you wish to have a challenge, you can also choose to challenge Aurvandel for the Eye, and he will set you his mage game to complete. Once you have the Fornsigstuna Eye (20) and the Munarvagir Eye (20), head to the forest to begin Chapter 4.

Chapter 4

Dealing with Thrivaldi

Make your way to Gastropnir Keep. At the bottom of the hill, Thrivaldi will ambush you, and you will be knocked unconscious. You wake up chained to the rock. A varg will run up to you, eyeing you as its next meal.

Give the varg some honey, and the beast will leave you alone. All the bears and wolves love honey, as Heime told you!

Now, you are still chained to the rock. Remember how you obtained a spell from there earlier? Cast Bless to make the top of the rock disappear again (3), and get up and fight Thrivaldi until dawn arrives.

Thrivaldi will realize the sun is out, but it is too late. Oh no! The sun! The SUUNNNNNNNNNNN! He promptly turns into stone (10), you can continue on to the keep door.



Entering Gastropnir Keep

Use the Eyes of Thiassi on the door, and it will unleash powerful magic and the door will open. This does not go by unnoticed by Egther, however, who greets you in the hallway and promptly casts you into Fenrir's pit!

Defeating Fenrir

As a sorceress, there is no way out of this pit until you defeat Fenrir, unless you are nimble and have the Acrobatics skill. Dodge his attacks and defeat him with your spells. While he is immortal, he will pass out, giving you time to get back out of the pit (10). Use Blink to get out, and head into the passageway.

Getting through the passageway, and a glimpse into the future

Try to walk to the other end of the passageway, and you will be attacked by a magic reflection stabbing through the floor. Avoid its attacks by blinking to the other side of the room (5).

Wait a minute, is that you there? The other you turns and says a couple of things to you, before dropping a vortex stone in your hands. Pay careful attention to what your doppelganger says to you.

Enter the portal.

Future Fornsigstuna

Fornsigstuna is in ruins, and a troll sits at the ruined wall with a loot bag near him. Cast Arctic Wind to get the bag (3) - inside is an apple seed, the trophy from the guildhouse, as well as the glowing key which hung in the Jarl's throne room. Head back into the portal.

Past Hoddmimi's Holt

You will now find yourself at Hoddmimi's Holt - except that it isn't built yet. There is a mound of dirt, but no tree. Plant the apple seed in the ground. If

you do not have the shovel, grab the trowel to plant the seed (5), and place the trowel back on the ground again. Do not take the red gem from the river. Enter the portal again (5).

Returning to the present

Back in the present, you will see a familiar figure enter the room. It's you! Talk to the other you, and tell her exactly what you were told before. Drop the vortex stone in her hands (10), and leave the room.

Head back to the hallway, and use the key on the throne room door (5) to confront Egther!

Defeating Egther

Egther will begin by putting up a defensive warding spell. This protects him against magic attacks. His first spell he casts is a frost lance. Block the spell with your Shield spell. Egther will then conjure a pit below you which you will fall into. Blink out of the pit.

His next attack is a mana drain. You have no mana left, but this is your chance to remove his warding spell, as you automatically Channel to cast any further spells. Cast Disrupt on Egther.

Egther's next move is to summon an undead hand to crush you to death. Defeat the undead hand by casting Bless on it.

He will follow on with a Blizzard. Sense your way out with Sixth Sense.

After this, Egther will begin again with his frost lance. Now that his protective ward is removed, you can get an opening in by dazing him with Flame Aura. While he is stunned, quickly cast Shadow. Egther will think that you are still standing there and cast his biggest doom fire spell to eliminate you once and for all! Use it against him by pushing him into the fiery vortex by casting Lightning Bolt or Arctic Wind, and Egther will be defeated (25)!

Congratulations, you have saved the world from Ragnarok!



Rogue Walkthrough

Introduction

As a rogue, you will use stealth and trickery to achieve your goal. As such, the important stats to boost are Agility, Acrobatics, Climbing, Stealth and Thievery.

You will start the game with a pair of melee daggers, a set of throwing daggers, leather armor, and fifteen silver.

Note: Points added are shown in parentheses. Achieving minimum honor is not covered in this walkthrough. This walkthrough also assumes you have sufficient money to buy certain items.

Chapter 1

A Starving Heroine

You wake up in the Adventurers' Guildhouse with a throbbing head and starving. Hervor greets you and informs you that you were found in an avalanche, and her husband, Volund found you in the snow and brought you back here. Talk with her and ask her if she is the guildmaster. She will reveal that she is not, as the last guildmaster had to go away. Ask Hervor if she can train you (1). After that, you can question Hervor more, then bid her farewell. Hervor will point out that you are probably hungry and that you should find food soon.

While in the guildhouse, sign the Adventurers' logbook (1). Also look at the notice board and read the quests on the board (1). Head outside.

Outside, you will be greeted by Heime, the son of Hervor and Volund. Heime can provide you with tips on how to find food. Wish him luck with his training, then begin stealthing around. Head west one screen and enter the Sleipnir's tavern. Grab the meal on the counter (3). Alternately, you can fast talk Snorri into giving you food. Head back to the Adventurers' Guildhouse, and eat the meal (2).



There is not much more to do on this day as you are still tired from your ordeal. However, you can head west to the Sleipnir inn and ask Lithrasir if she had a letter to deliver. In the evening, Volund and Snorri will gamble dice at the Sleipnir inn; fudge (1) and win a game of dice against them for some extra coin (1). With enough stealth and thievery, you can also pickpocket people for various goods (3), but if you fail and are caught, you will end your heroing career in jail.

Go back to the Adventurers' Guildhouse and sleep on the bear rug.

Mission: Put an end to the Fimbulwinter

Overnight, you will dream about a man and a troll with two heads. Waking up, head outside, and a guard will summon you to Jarl Ylfing's castle. Head north into the castle, and into the throne room (5).

Introduce yourself as a warrior or wanna-be hero to Jarl Ylfing (it is not very cunning to admit that you are a thief, after all), and accept his quest to assist Fornsigturna in its time of trouble. To assist you on your quest, Aurvandel will

also give you a magic map which will map where you have been, as well as show you where you need to go.

Once you have finished your audience with the jarl and left the throne room, wait for Aurvandel to walk upstairs, then follow him to his chambers. Talk to Aurvandel, and ask him about his notice regarding herbs. He will tell you he needs *artemesia vulgaris*, or mugwort. If you have the money from gambling, you can buy a scarf from Aurvandel, or pickpocket from him if your skill is high enough (1). This will help to keep you warm. Boots are also available for you to steal just outside Volund's house (1).

Head downstairs to the jail cell. Take the tinderbox on the table without asking (1) and head outside.

Upon leaving the castle, you will notice a green glow to the west. Head there, and enter the room where the source of the glow is. The three Norns will greet you and explain why you have been called here (3). Thank the Norns, and exit the room.

Rescue the dying man in the woods

Leave Fornsigstuna and head towards Sigurd's location on the map. On your way, you will encounter Ratatosk, the doom squirrel. Eventually he will leave you alone, and you can continue making your way to Sigurd. Examining Sigurd, you will find that he is not badly injured, but he is suffering from severe frostbite. Since you are a rogue and you need the cast, help yourself to his purse (1) while he is lying there, then talk to him. Tell him that he needs to be able to protect the village, his friends are not safe without him, and the troll could come to hurt them, to rouse him into getting up (5). Alternatively, Sigurd may be healed with a healing potion, which you may have obtained earlier. After Sigurd is on his feet, he and you will head to Munarvagir.

Sigurd will quickly recover by the warm fire, and explain that he was attacked by Thrivaldi the two headed troll, who is after the Eye of Thiassi. However, he

refuses to talk more about the Eye at this point. End the conversation at this point, and Sigurd will get up out of his chair.

Talk to Sigurd again and ask for a meal. As you have rescued him, he will provide you with free hospitality. Head upstairs and grab the mirror, then fall asleep on the bed.

Who is that in here?

While you are sleeping, a shadowy figure will climb into your room and steal your belongings. You awaken and the figure runs away. Follow the figure out through the window.



You notice that the thief has run west, so you follow over. It turns out the thief has run into the run down building and the door is slightly ajar. Enter the building, and have a look around. It appears that there are various letters on the objects... so perhaps you need a password? Talking to various characters such as Liff and the librarian, you will find that they all refer to it as the Thieves' Lodge. Spell out L-O-D-G-E and the barrel door will open (5).

Note that you will need to throw something at the lamp to hit the letter D. If Regin is here at the time, you will have to come back later in the evening.

Head down the ladder. Upon entry, Aake will try to ambush you with a rope lasso. Jump to avoid getting caught (3). The thieves will be suitably impressed by your display of skill, and you will be promptly welcomed into the guild, and given a lodestone by Regin (3). Your belongings are in the chest, so grab them again.

You will notice there is something within the crevice in the wall. It is shiny, so it is probably magnetic. Use your lodestone to pull it out. It is bunch of lockpicks (2)! Very handy for a thief.

While you are there, talk to Regin about what adventuring he used to do, and he will tell you that he has a quest for you - to find his brother Fafnir, and bring him Hreithmar's chest as proof of Fafnir's death.

Head back up the ladder and leave the Thieves' Guild.

Looking around Munarvagir

If it is night time, head back to your room and sleep till dawn. In the morning, ask Sigurd for another meal, then find Liff. Give him Lithrasir's letter (3). He will ask you to find flowers to give to her. Ask him where to find mugwort and he will give you an idea of where it grows (1). If you also ask him if he needs any ingredients, he will tell you that he is in need of willow bark and troll blood.

Learning from the library

Talk to the librarian and ask him if he can recommend you a book. He will happily give you a note with a scribble on it. Head into the library (just east of the town gates) and find the cryptography section. You will identify that it is another language. Head upstairs and use the dictionary to work out the words. The translation will identify it as a poem. Head downstairs and use the note on the poetry book to reveal that the book you are looking for is a

strategy book by Moon Tzu. Finally, use the note on the strategy section to get the book. Read the book to learn a way to increase your chance to hit (5).

Obtaining various useful items throughout Jarnvidr

If you have enough money, buy three flasks from Aurvandel, and an icepick from Volund (1). You can give the strategy book to Heime as well (3), as he will find that useful for his training, and in return, he will teach you a useful trick.

If you encounter a varg, defeat it and use the melee daggers to obtain some meat.

Steal a shovel from Sigrun (1) if you can, as well as the vase and key (3). When you can, steal some smaller items from her (3), every bit counts after all. Note that occasionally Sigrun leaves her shop unlocked while she is out, but if she sees you with the shovel, you will be in trouble.

When you are tired, find a place to sleep. A cutscene will trigger showing Heime's kidnapping.

Heime has been kidnapped!

After your vision of Heime's kidnapping, head to where you saw him being kidnapped - the tree with Balmung. There, you will encounter Ratatosk again, who has started gnawing on Heime's wooden sword. Give Ratatosk a kick, and pick up the sword (3).

Hervor and Volund are worried that Heime has not come home. Head back to Fornsigstuna and show either the sword. They realize something bad must have happened to Heime as he is never without his sword, and ask you to take it to Aurvandel. Find Aurvandel in his chambers, and show him Heime's sword (5). Aurvandel will reveal the whereabouts of Heime - Thrivaldi has taken him to Svartalfheim. Leave the castle and begin Chapter 2.

Chapter 2

Your main task during this chapter is to get to Svartalfheim to rescue Heime, as has been revealed to you by Aurvandel. During this time, a number of side quests can be performed while discovering how to travel to Svartalfheim, and also while in Svartalfheim itself.

Obtaining herbs and ingredients

Head to east Jarnvidr. There are mugwort herbs growing east of the snowman screen. Dig the herbs with your shovel (3), and give them to Aurvandel (3).

Aurvandel is also interested in obtaining some fox fur. Head to the archery target, where a young fox has gotten himself lost. Stealth up to the fox and grab him (3). Pluck some fur, then return him to his home at the fox den (5). Take the fur to Aurvandel (3).

To obtain ingredients for Liff, wait until it is night time. Head to the willow grove, and use the ice pick on the glowing bark. You will hear several creatures approach! Quickly hide behind the tall tree in the left foreground (3). Leave the screen by walking west to avoid Thrivaldi seeing you soon after.

During the night, if you come across a troll in random combat encounter, defeat it, then fill an empty flask with its blood.

Return to Munarvagir, and when it is daytime, give the willow bark to Liff (3), and also sell him the vial of troll blood (3).

Obtaining the red gemstone

If you have talked to Snorri, he will reveal that he is missing a gemstone which is a very valuable 'heirloom'. Head to Hoddmimi's Holt and you will see a gemstone frozen in the river. At midday or afternoon, use the ice pick to chip away at the ice and retrieve the gem (3). Give the gem to Snorri (3). What an ass! Remember to get him back later for his tricks.

Retrieving your belongings

If you travel north east of Fornsigstuna, back to where you were knocked unconscious by the avalanche, you will find that your backpack is no longer there. Thrivaldi took it with him after leaving you there, and it is in his cave.

Go to the troll cave during the day time, and use the mirror on the beams of light to reflect the sun at Thrivaldi. This will cause Thrivaldi to become slightly unsettled and let go of your bag.

Leap over Thrivaldi to retrieve your bag (5), and leave the cave. Your bag will contain some oil which will be useful for later on, as well as extra lockpicks.

Meeting Arngrim

With enough climbing skill, you can scale the cliff up to the watchtower by Lake Gandvik (3). Enter the watchtower and walk upstairs. Arngrim will greet you. As a sick man sitting in the tower by himself, he is very lonely, so after talking to him for a while, he'll ask you to tell him a story.



Humour him and tell him a wild story to entertain him (3). If you talk to him some more, he will mention there is a secret compartment in the guildhouse. If you sneak into the tower during night time, it is possible to steal his candelabra while he sleeps (2) and sell it to Regin later.

At this point, there is not much more to do, so leave the tower. While you are in the area, pick up the fishing net (1) at Lake Gandvik.

Entering Svartalfheim

Talking to the Aurvandel, Regin, the Librarian and Snorri, you will discover that Svartalfheim can be entered by the runic stone circle, and you will need to press the stones in the order of 3-6-1-4-5-2 while walking clockwise. To finish the sequence, you will need to pour mead on the ground (sold by Lithrasir for four silver).

The Norns will appear in response to your summons, and ask who you are. Tell them that you are a rogue, that you wish to enter Svartalfheim as you are seeking Heime, and you were told to seek Svartalfheim by Aurvandel. You will then be sent to Svartalfheim (5).

Items to gather in Svartalfheim

Svartalfheim is a large cavernous rocky world. Fortunately, it is not cold like in Jarnvidr.

Head to the lake shore, and fill an empty flask with hot water (3). This will help to keep you warm when you return to Jarnvidr.

In the northeast corner of the map is Odinn's shrine. It has a treasure chest with a power potion in it, but the chest always closes whenever you walk near it. Throw your dagger at the potion to knock it out of the chest (3).

Getting into Nidavellir

Head to Nidavellir, which is where Heime is marked on your magic map. At the entrance of the city are five crystals. Touching one crystal will cause

another to glow, except for the second crystal. Write down the order of which crystal causes which to glow, then to unlock your passage into Nidavellir, enter in the sequence backwards. The sequence to enter the svartalf city is 2-5-3-1-4 (3).

Upon entry, you will be greeted by Fafnir, self appointed ruler of the city. Asking him about Heime will reveal that Skrymir is keeping him prisoner in the cave under the waterfall, in the east section of the screen.

Trading with Eitri

Before rescuing Heime, stroll into Eitri's workshop. Eitri is a friendly svartalf, interested in all sorts of human trinkets and such bunk. Give him the shovel, and in return he will give you a magical harp (5).

After trading, Eitri will begin storytelling time. He will keep babbling away, but start telling him *your* stories instead and Eitri will become fed up and bored with you, and will make the door appear again (3).

Rescuing Heime

Heime is locked in his jail cell in the cave in Nidavellir, and guarded by Skrymir. Unfortunately, Skrymir is really strong, so it's probably safer to try and find a way around him instead. Head into his house, then touch the glint. Skrymir will be alerted to an intruder and put you in the cage with Heime. Talk to Skrymir, and convince him that the magic of the cage is strong enough that he does not need to watch over you (5). Once Skrymir leaves, throw a dagger at the rocks to hit the glowing crystal, and the cave will open (5). You will leave Nidavellir with Heime automatically.

Getting back to Fornsigstuna

A blizzard will occur on your return to Fornsigstuna. Cut off a strand of hair with your melee dagger, then tie it to your lodestone to create a makeshift compass. Use the compass to find your way back home (15).

Chapter 3

You are now a hero to Heime and his parents! As gratitude, Hervor has given you some honey and several rations, and Volund also will sell you any item at cost price. The two acknowledge that Thralvaldi was after the Eye of Thiassi, but you need to talk to Brynhild to find out why he is after this artifact.

Awakening Brynhild and finding out about the Eyes of Thiassi

Head to the circle of fire and use the magical harp to quell the flames. This will cause the flames to part, and you can cross into the circle and wake Brynhild (3).



Ask Brynhild about the Eyes of Thiassi (5), and she will explain that Egther the jotunn is after the Eyes in order to break free from Gastropnir Keep and unleash Ragnarok. One eye is kept by Sigurd, the other by Volund.

Head to Munarvagir, and ask Sigurd about the Eye of Thiassi. He will refuse to give it to you until at least four of Munarvagir's villagers will vouch their trust in you.

Likewise, if you head to Fornsigstuna and ask Volund about the Eye, he will tell you that he gave it to Aurvandel.

Note that it is possible to steal the Eyes from both Sigurd and Aurvandel early in Chapter 3 instead of getting vouches from the citizens.

Getting the secret stash from the guildhouse

In the Adventurers' Guild, look for the secret compartment (a floorboard) and open it using your lock picks (3).

Defeating the haugbui

Aurvandel has put up a new quest on the notice board in the guildhouse - to defeat a haugbui who is terrorizing Fornsigstuna. Since you have helped Aurvandel with finding herbs, he will allow you to use his telescope. Look through it in the evening (3), and you will the haugbui rice from its grave (2). When it is day again, use the shovel to dig up the grave, and use the tinderbox to burn the haugbui's bones (2). Fill your vase with the ashes, and head to Lake Gandvik and scatter the ashes to the winds (2). Report back to Aurvandel, and he will give you eitur as a reward (3).

Restoring Alviss

While it is night time, head to the east part of Jarnvidr, past the snowman, and use the eitur on the strange rock formation (3). Alviss will be restored. Bid Alviss farewell, and he will make his escape from Midgard before the sun rises again (3).

Rescuing Heronus

Around Munarvagir, it will become apparent that Heronus is no longer there and the librarian is worried to death about him.

Heronus is not the most friendly of cats, and will climb up the tree when you walk near. You will need to obtain some fish (can be stolen from Arngrim's watchtower) to lure him down (5). Walk back to Munarvagir and Heronus will run back into the village (3).

Obtaining a cat's footfall and further trading with Eitri

Now that you know where Heronus is, it is possible to get something from him which Eitri will greatly appreciate - the footfall of a cat. Fill up an empty vial with some ink from the Adventurers' Guildhouse, then use it with the paper on cat to get a footprint (3). Travel back to Svartalfheim and trade it with Eitri. In return, he will give you flowers in exchange (5).

While you are there, tell him that you have news of Alvis. He is happy that you have helped Alvis to return, and will reward you with a runic stick which can help you to speak to the dead (5). This item can also be pick pocketed.

Breaking into Eitri's house

When Eitri is out of house, pick the lock while no one is looking and enter (1). Throw your scarf over the skoffin cage to prevent the skoffin from harming you (2), then open the chest to obtain a magical bracelet (2). Since this bracelet attracts missiles, it is best to store it in the guildhouse chest, as it will lower your defense in combat.

Besting Snorri in an archery contest

If you talk to Snorri about the archery target, he will tell you that he practices there every day at noon. Head over there at midday and sneakily hide the bracelet behind the target so that your arrows will always hit the target. Hit three bulls eyes and Snorri will be impressed, happily giving you his vouch (3).

Uniting Liff and Lithrasir

Head to Fornsigstuna and give the Asgardian flowers to Lithrasir (3). She now wishes to meet Liff at Hoddmimi's Holt. While you are in her inn, buy some more mead.

Walk back to Munarvagir and tell Liff that Lithrasir would like to meet him. Unfortunately, Liff is too afraid to cross the bridge at night, as Fremont the troll is in the way.

Wait until evening when Fremont comes out to guard his bridge. Talk to him, and trick him into placing his shield below him to protect himself against the Jarnvidrean Leaping Piranha. Now that he is disarmed, throw a dagger at him, making him panic and flee. Alternatively, you can pay Fremont twice to buy passageway across the bridge for you and Liff. Next time you see Liff, let him know that Fremont is taken care of. Head back to Fornsigstuna and inform Lithrasir that Liff will meet her at the Holt. Lithrasir is very happy, but needs an escort. Wait at the gates outside Fornsigstuna in the evening and talk to Lithrasir to take her to Liff (10).

Getting a frost flower

During the daytime, Heime will go for a little walk into the forest, and hang around the frost flowers. Talk Heime into performing an important quest for you, and he will climb up and cut a flower for you. Since you are good with sleight of hand, use the tinderbox to safely pick up the flower (3).

Avenging Regin's father's death, and getting the svartalf crystal

Head back to Svartalfheim and cross the chasm by jumping or climbing across (3). Follow the passageway till the end, where you will reach a crystal cave. Use the ice pick on the crystal (3). Your lodestone will be a bit jumpy, so use it until you find Hreithmar's chest. Grab the chest (3) and Fafnir will appear, demanding you to return it. Say no, and engage a fight with him. Escape combat and run to the cliff, then throw the chest off it. Fafnir will jump off the cliff in a vain attempt to save his chest (5).

Head to the lake shore, and there you will find the chest and one of Fafnir's scales.

Obtaining dragonscale armor

Walk into Andvari's workshop and challenge him to craft armor for you. Slightly insulted by the puny challenge you have set for him, he gives you a counter challenge - clean his workshop which has not been cleaned in decades.

Steal a tool from his work bench then head outside. Re-enter the room to find that Andvari has had to clean up his own mess (3). In a terrible huff, Andvari transforms into a fish and swims away.

Leave Nidavellir and head to the mushroom grotto where the flowing stream is. Place the fishing net near the little bridge, and leave the screen. Return to find Andvari trapped in your net. Release him (3), and he will finally agree out of anger to make your dragonscale armor. However, he requires a lindworm scale to make it, which you happen to have.

Head back to Andvari's workshop, and he will make the armor for you (10).

Skrymir's three challenges

If you have talked to Regin about Skrymir previously, he revealed that Skrymir's contests are metaphors. His first challenge is a race against his mind, and the second challenge is an eating contest against fire itself.

While in Nidavellir, find and speak to Skrymir about honor. He will explain what honor is. Challenge Skrymir, and he will ask what you will wager for the challenge. Wager the dragonscale armor and the challenge will begin.

The first challenge is speed. Use the mead on the apparition to slow down Skrymir's mind, then wave your hand to begin the race and win (5). Alternatively, drink a power potion to enhance your speed.



The second challenge is eating. Throw the frost flower into the apparition's meal to prevent it from eating the food effectively, then begin to eat (3).

The final challenge is combat. The apparition, Elli, drains stamina, so it is advised to have some stamina potions on hand. Defeat the apparition to win the third contest. For winning all three contests, Skrymir will reward you with Odinn's mead of poetry (3). While you are in Nidavellir, head into Andvari's workshop and grab the ring from the upper floor (2).

Using the transcendental passageway device

While in Andvari's workshop, examine the sliding puzzle on the upper floor. There are three nodes located to the outside of the board, connecting to the board, which represent the runic stone circle, Nidavellir and an ice wall. On the board itself are a number of sliding tiles, each with a connector. Some of these connectors run from the top to the bottom of the tile, others form a L shape, and there is a four way connector.

If you look at your map, you will notice that the top left quadrant is not fully mapped out. Each tile represents a passageway in Svartalfheim in that particular region of the map. Rearrange these tiles to make a passageway to the ice wall. Walk over to the wall (5).

Scale over the ice wall to meet Loki (3). If you talk to him, you will see that he is in tremendous pain from the serpent venom - and he is an jotunn, no less. Poison is sure to come in handy for a rogue at some point, but you need to be really careful getting it - Sigyn, after all, is bound to Loki, but if she can find a replacement, she won't want to hang around.

Quickly jump over to Loki and use an empty vial to collect the poison, then quickly jump back before Sigyn leaves the room. Use the poison on a dagger and you now have a poisoned dagger (3).

Heading back to Jarnvidr

Wait around until night time and travel back to Jarnvidr. Find Regin out at night, and sell him the crystal to make a nice little sum (3). Note that this crystal disintegrates in the sun, like many other svartalf items.

Also give Hreithmar's chest to Regin, and he will be very grateful to you, rewarding you with a horse figurine (3) which can transport you between cities in the blink of an eye. Note, you can steal this reward earlier on if you have the skill.

By the way, if you haven't noticed already, you will find that all the humans are shunning you. Remember that ring you took? It's cursed. To rid yourself of the curse, give the ring to Heime or Fremont, who are not affected by its magic (3).



Restoring Sigurd's memories

Discussions with Snorri and Arngrim will reveal that Sigurd had fallen in love with the valkyrie Brynhild, but he has now lost his memory of her. Before giving the mead of poetry to Sigurd, you can drink a small amount of it yourself, and either learn a new skill, or an your existing skill.

Find Sigurd and give him the mead of poetry (5). Though not seeing the need for the mead, Sigurd will drink it anyway, and remember his relationship with Brynhild, dashing off to rescue her. Once Sigurd is back in Munarvagir, talk to him, and he will teach you a useful combat move.

Help Sigrun come to terms with Helgi's death

Head to Fornsigstuna's graveyard and unlock Helgi's burial mound (alternately, this may be lock picked). Head inside (3), open the coffin and use the runic stick on Helgi's corpse (3). Helgi will rise in his coffin, and you can talk to him. Tell him that Sigrun misses him, and he will reveal that even though he now feasts with Odinn in Valhalla, he also misses Sigrun. He will ask you to take his

skull to her so that he can talk to her himself. Steal his purse, while you are at it (2).

Head to Munarvagir and into Sigrun's shop. Helgi will become alive and comfort Sigrun (5).

Rescuing Jarl Ylfing

Near the fox den, Rinda has taken Jarl Ylfing captive under her spell. Talk to her and tell her you see the jarl is with her. After she brushes off the heroine's concerns, say to her 'We shall see about that!' to make the huldra angry. She will begin preparing her hypnotic daze on you. Before she casts it, use the mirror to reflect her gaze back at her and grab the jarl (5).

The next day, visit the jarl and choose a reward to your liking.

Rescuing Kraka from jail

While it is possible to ask the jarl to let Kraka go, after having rescued him, breaking her out is the far more roguish way of doing it instead. In the evening, head to the Sleipnir tavern and give Snorri enough mead to make him pass out. Stealth over to him and swipe his prison key (3).

The next evening, wait in Aurvandel's chambers until the guards have locked up for the night. Stealth downstairs. While the guard is walking away and into the prison, stealth over to the statue and hide behind it. Wait until the guard comes out again.

When he turns back, throw the dagger at the vase to distract him, then sneak into the prison.

Hide in the left room, while the guard comes in another time, then grab the silver from the desk (1). Walk to the prison and hide once more. Finally, use the prison key to get Kraka out, and the two of you will high tail it out of there (5).

Kraka can also be rescued by paying a lot of money to Snorri to free her.

Battle of Munarvagir

Hang around Munarvagir for a couple of evenings, and a cutscene will trigger where Thrivaldi marches on Munarvagir with his band of trolls and giants. After the village gathering, use the secret thief passage to leave Munarvagir. Head to Fornsigstuna and ask the guards to help, and they will come to save the day (10).

Breaking into Liff's house

In the evening, pick the door to enter Liff's house, then stealth inside (3). Grab the pillow from the bed, and place it below the shelf. Jump to knock the potion onto the pillow and pick it up again. You now have a second power potion to use (2). Liff also keeps an amethyst which you can steal (3).

Breaking into Snorri's house



Outside Snorri's house, activate stealth mode, then use lock picks to enter his house during the night when the guards change shift (3). Wait a few seconds

for a sparkle on the floor, and pick it up - you will find one gold piece. Search the woodpile for more cash (1), then pick up the bag from the bottom of the shelves (1).

Stand under the stairs at the quiver. Toss the incense into the fire. Wait for Snorri to come down, then climb the middle pillar to go up. Go to the closet on the left and open it (2); then hide in the barrel until Snorri is gone. Climb down the pillar and leave.

Curing Arngrim of his illness

Head to the Holt. When you enter the unfrozen garden for the first time, the Norns will tell you that you are allowed to pick a single apple for your noble deed. Climb up the tree and grab one apple (3).

Head to the watchtower and give Arngrim the apple (5). He will immediately feel much better and plan to go home to Fornsigstuna.

Returning Hervor's wings to her

One night, hang around Sleipnir inn until Volund leaves. Follow him from a distance, and you will find him spending a significant amount of time standing at the crates on the east side of town. Once he has left, use Andvari's magical tool on the crate to open it. Inside are a pair of wings (5). Return the wings to Hervor and she will become a swan.

Stealing the Eyes of Thiassi

Now that four citizens from each city trust you, you could ask Aurvandel and Sigurd for the Eyes. However, for a thief, it is much more challenging to steal the Eyes instead.

Prior to breaking into Aurvandel's chambers, feed the head on the wall some honey. Beasts love honey! Talk to Aurvandel and ask him what the secret code is while he is intoxicated in the tavern - he will tell you, provided you have high enough Fast Talk, that the code is 'Ginnungagap'.

Later that evening, head to the upstairs level of Volund's house. Leap over to the window, and enter (3). Talk to the chest and say 'Ginnungagap', then pick the chest open to retrieve the Eye (20). While you are there, you can grab some of his healing potions (1).

For the Munarvagir Eye, wait until Sigurd and Brynhild have gone to bed. Play the magical harp to the dog until it falls asleep, then head into the kitchen (3). While you're at it, steal some silverware (1). Grab the spoon, and look through the hole. Use the spoon on the door to catch the sword, the stealth inside. Use the oil on the chest, then pick the lock to get the second Eye (20). Head back out into the inn, and head to the forest to begin Chapter 4.

Chapter 4

Dealing with Thrivaldi

Make your way to Gastropnir Keep. At the bottom of the hill, Thrivaldi will ambush you, and you will be knocked unconscious.



You wake up chained to the rock. A varg will run up to you, eyeing you as its next meal. Give the varg some honey, and the beast will leave you alone. All the bears and wolves love honey, as Heime told you!

Now, you are still chained to the rock. Talk to Thrivaldi and make him argue with himself until it is dawn. The silly troll will forget he can't be out during the day time, and will promptly turn into stone (10). Now that Thrivaldi is dealt with, you can easily pick the lock on the chains (3) and continue on to the keep door.

Entering Gastropnir Keep

Use the Eyes of Thiassi on the door, and it will unleash powerful magic and the door will open. This does not go by unnoticed by Egther, however, who greets you in the hallway and promptly casts you into Fenrir's pit!

Defeating Fenrir

As a rogue, you are pretty nimble and have time to avoid a fight against Fenrir. Play the magical harp and he will pass out, giving you time to get back out of the pit (10). Head into the passageway.

Getting through the passageway, and a glimpse into the future

Try to walk to the other end of the passageway, and you will be attacked by a magic reflection stabbing through the floor. Avoid its attacks by jumping over it to the other side of the room (5).

Wait a minute, is that you there? The other you turns and says a couple of things to you, before dropping a vortex stone in your hands. Pay careful attention to what your doppelganger says to you.

Enter the portal.

Future Fornsigstuna

Fornsigstuna is in ruins, and a troll sits at the ruined wall with a loot bag near him. Stealth over to the troll to get the bag (3) - inside is an apple seed, the trophy from the guildhouse, as well as the glowing key which hung in the Jarl's throne room. Head back into the portal.

Past Hoddmimi's Holt

You will now find yourself at Hoddmimi's Holt - except that it isn't built yet. There is a mound of dirt, but no tree. Plant the apple seed in the ground. If you do not have the shovel, grab the trowel to plant the seed (5), and place the trowel back on the ground again. Do not take the red gem from the river. Enter the portal again (5).

Returning to the present

Back in the present, you will see a familiar figure enter the room. It's you! Talk to the other you, and tell her exactly what you were told before. Drop the vortex stone in her hands (10), and leave the room.

Head back to the hallway, and use the key on the throne room door (5) to confront Egther!

Defeating Egther

Egther will cast attack spells at you which you must dodge. Finally, after his major ice sear spell, you will jump over to the column. While he is busy casting his final doom spell, quickly climb up the column and stealth. He will think that he has finished you off, and turn back to his ritual.

Jump to the column closest to him, then use the poisoned dagger. As he is not immortal, Egther will not be able to withstand the effects of the poison, and will be defeated (25)!

Congratulations, you have saved the world from Ragnarok!



Miscellany

Points List

Puzzle	Warrior	Sorceress	Rogue
Main Storyline			
Day 1 - obtain food ❖ Warrior: Harvest raw meat from boar ❖ Sorceress: Forage for roots ❖ Rogue: Steal food from Lithrasir's tavern	3	3	3
Day 1 - eat food	2	2	2
Day 2 - speak with the jarl	5	5	5
Day 2 - speak with the Norns	3	3	3
Rescue Sigurd ❖ Warrior: carry him back to town ❖ Sorceress: use Flame Aura ❖ Rogue: convince Sigurd to save himself	5	5	5
Find the Thieves' Guild location ❖ Warrior: Show scrap of cloth to dog	2		
Enter the Thieves' Guild location	3	5	5
Deal with the Thieves' Guild guard ❖ Warrior: Defeat guard in a fight ❖ Sorceress: Use flame aura to burn ropes ❖ Rogue: Evade capture by acrobatic leap	3	3	3
Get Heime's wooden sword from Ratatosk	3	3	3
Show Heime's wooden sword to Aurvandel	5	5	5
Enter Svartalfheim	5	5	5
Enter Nidavellir	3	3	3

Receive useful item/spell from Eitri ❖ Warrior: Gloves of Geirrod ❖ Sorceress: Dispel spell ❖ Rogue: Magical harp	5	5	5
Finish storytelling with Eitri	3	3	3
Deal with Skrymir in the jail cell. ❖ Warrior: Fight and beat Skrymir ❖ Sorceress: Distract Skrymir with shadow ❖ Rogue: Convince Skrymir to leave	5	5	5
Unlock Heime's cage	5	5	5
Return Heime to Fornsigstuna ❖ Warrior: Find animal tracks ❖ Sorceress: Cast Sixth Sense ❖ Rogue: Use hair and lodestone as a compass	15	15	15
Chop down the tree in the swamp	3		
Block the plant's attack	3		
Pass the circle of flames to awaken Brynhild the valkyrie ❖ Warrior: Prove yourself a true warrior ❖ Sorceress: Cast Disrupt ❖ Rogue: Use magical harp	3	3	3
Learn about the Eyes of Thiassi	5	5	5
Obtain the Right Eye of Thiassi	20	20	20
Obtain the Left Eye of Thiassi	20	20	20
Face Thrivaldi in combat	3		
See Thrivaldi turn into stone	10	10	10
Escape from Thrivaldi's chains		3	3
Deal with Fenrir ❖ Warrior: Defeat Fenrir in combat ❖ Sorceress: Defeat Fenrir in combat ❖ Rogue: Put Fenrir to sleep with magical harp	10	10	10

Defend yourself against mirror image attack	5	5	5
Obtain the Fornsigstuna loot bag from the troll in Future Fornsigstuna	3	3	3
Plant the golden apple seed in Past Hoddmimi's Holt	5	5	5
Return to the present	5	5	5
Reenact the doppelganger meeting	10	10	10
Unlock the door to Egther's throne room	5	5	5
Defeat Egther	25	25	25
Side Quests			
Aurvandel - Dealing with the haugbui haunting Fornsigstuna			
Obtain Tinderbox			
❖ Warrior: With Snorri's permission	1	1	1
❖ Sorceress: With Snorri's permission			
❖ Rogue: Without permission			
Get shovel from Sigrun's shop	1	1	1
Use telescope			3
Defeat the three draug guarding the graveyard	5	3	
❖ Warrior: Defeat in combat			
❖ Sorceress: Cast bless on them			
Find haugbui's grave		2	2
Burn haugbui's bones	2	2	2
Scatter haugbui's ashes to the wind	2	2	2
Alviss - Restoring him back to his normal self			
Obtain eitur from Aurvandel			
❖ Warrior: Complete haugbui quest	3	3	3
❖ Sorceress: Complete haugbui quest			
❖ Rogue: Steal eitur from Aurvandel's pocket			
Restore Alviss by using the eitur on him	3	3	3
Enable Alviss to escape Midgard	3	3	3

Liff and Lithrasir - Uniting the lovers			
Deliver Lithrasir's letter to Liff	3	3	3
Obtain flowers from Eitri	5	5	5
Give flowers to Lithrasir	3	3	3
Unite Liff and Lithrasir and Hoddmimi's Holt	10	10	10
Sigrun - Help her come to peace with the death of her husband			
Obtain Helgi's crypt key	3	3	3
Obtain runic stick from Eitri ❖ Warrior: Bring news of Alvis or give him an item of mystical power ❖ Sorceress: Bring news of Alvis or give him an item of mystical power ❖ Rogue: Pickpocket Eitri	5	5	5
Open Helgi's tomb	3	3	3
Use runic stick on Helgi and get his skull	3	3	3
Deliver Helgi's skull to Sigrun	5	5	5
Eitri - Finding an item of mystical power			
Obtain cat footprint from used scribbled note and ink	3	3	3
Arngrim - Cure him of his illness			
Reach Arngrim's watchtower ❖ Warrior: Climb cliff ❖ Sorceress: Blink above the cliff ❖ Rogue: Climb cliff	3	3	3
Entertain Arngrim with a story ❖ Warrior: Tell a true story ❖ Sorceress: Tell a true story ❖ Rogue: Tell a false story	3	3	3
Obtain apple of Idunn from the Holt ❖ Warrior: Climb tree and pick apple ❖ Sorceress: Knock down apple with Arctic Wind ❖ Rogue: Climb tree and pick apple	3	3	3

Give apple to Arngrim	5	5	5
Librarian - Find and rescue his missing cat			
Catch Heronus ❖ Warrior: Lure down tree with fish ❖ Sorceress: Cast Shadow to distract cat ❖ Rogue: Lure down tree with fish	5	5	5
Return Heronus to Munarvagir	3	3	3
Regin - Avenge his father by 'killing' Fafnir and bringing him Hreithmar's chest as proof			
Cross the chasm in Svartalfheim	3	3	3
Find the invisible chest	3	3	3
Receive reward from Regin ❖ Rogue: Or steal figurine	3	3	3
Skrymir - Beat his three challenges			
Win Skrymir's first challenge	3	3	5
Win Skrymir's second challenge	3	5	3
Win Skrymir's third challenge	5	3	3
Andvari - Get him to craft armor for you			
Clean Andvari's workshop ❖ Warrior: Push crate over drain ❖ Sorceress: Use Arctic Wind ❖ Rogue: Pinch tool from Andvari to force him to clean his workshop	3	3	3
Catch Andvari in fish form	3	3	3
Get dragonscale armor	10	10	10
Jarl Ylfing - Rescue him from the huldra			
Save the jarl from the huldra	5	5	5
Snorri - Prove yourself at archery			
Win Snorri's archery contest with three bullseyes	3	3	3
Sigurd - Reunite him with Brynhild the Valkyrie			
Give Sigurd the mead of poetry to restore his memory	5	5	5

Miscellaneous			
Train with Hervor	1	1	1
Read the noticeboard in the guildhouse	1	1	1
Sign the Adventurers' Logbook	1	1	1
Obtain scarf	1	1	1
Find the Way of the Warrior book in Munarvagir's library	5	5	5
Give the Way of the Warrior book to Heime	3	3	3
Find the secret compartment in the Adventurer's Guildhouse	3	3	3
Win a game of dice while gambling with Volund and Snorri	1	1	1
Obtain an ice pick	1	1	1
Retrieve your backpack from Thrivaldi's cave	5	2	5
Extract the red gem from the frozen river at Hoddmimi's Holt	3	3	3
Give the red gem to Snorri or Regin	3	3	3
Identify mugwort Warrior: Ask Liff about mugwort Sorceress: Identify mugwort without help Rogue: Ask Liff about mugwort	1	1	1
Harvest mugwort	3	3	3
Give mugwort to Aurvandel	3	3	3
Pick up the young fox ❖ Warrior: Tempt with food and soothing words ❖ Sorceress: Use Arctic Wind ❖ Rogue: Catch through stealth	3	3	3
Return fox to its home	5	5	5
Give fox fur to Aurvandel	3	3	3
Obtain willow bark and evade trolls	3	3	3
Give willow bark to Liff	3	3	3

Sell a vial of troll's blood to Liff	3	3	3
Get fishing net	1	1	1
Obtain ice flower	3	3	3
Obtain flask filled with hot water	3	3	3
Obtain power potion from Odinn's shrine	3	3	3
Obtain svartalf crystal	3	3	3
Sell svartalf crystal to Aurvandel or Regin	3	3	3
Discover bone cavern or ice wall	5	5	5
Get swan wings	5	5	5
Fight and win the battle of Munarvagir	10	7	10
Catch fish at Lake Gandvik	1	1	
Find Loki		3	3
Take cursed ring from Andvari			2
Remove curse by getting rid of ring	3	3	3
Warrior Specific			
Ask Arngrim for training	3		
Learn lethal flurry from dummy	5		
Craft a cured pelt	2		
Buy chain mail armor from Volund	3		
Obtain Balmung from tree	15		
Defeat a brigand in combat	2		
Defeat a varg in combat	2		
Defeat a spectre in combat	2		
Defeat a draug in combat	2		
Defeat the gulon in combat	2		
Defeat a troll in combat	2		
Defeat a bergrisi in combat	2		
Defeat a muspell in combat	2		
Defeat a jotunn in combat	2		
Defeat a svartalf in combat	2		
Defeat a duergar in combat	2		
Defeat a lindworm in combat	2		

Repair Regin's gold sword	3		
Retrieve amethyst from gulon's loot	3		
Attach gulon head to guildhouse	3		
Sorceress Specific			
Play Aurvandel's magic game		3	
Complete Aurvandel's mage game puzzles		7	
Win a round of riddles		3	
Learn Arctic Wind		5	
Learn Blink spell		5	
Learn Ice Bolt spell		5	
Learn the Lightning Bolt spell		10	
Find healing potion recipe at Skrymir's house		3	
Learn mana potion recipe from Alvis		3	
Buy stamina potion recipe from Liff		3	
Brew healing potion		5	
Brew mana potion		5	
Brew stamina potion		5	
Retrieve amethyst from backpack		3	
Cast defensive spells before battle of Munarvagir		5	
Rogue Specific			
Pickpocket a person			3
Fudge the dice during gambling game			1
Steal boots in the city			1
Steal Sigurd's purse while he is hurt			1
Become a member of the Thieves' Guild			3
Get lockpicks from the crack in the wall of the Thieves' Guild			2
Steal Snorri's prison key when he is drunk			3

Get snake venom			3
Defeat Fafnir creatively			5
Break Kraka out of jail			5
Steal silver from the desk while rescuing Kraka			1
Steal purse from Helgi's tomb			2
Break into Liff's house			3
Steal power potion from Liff			2
Obtain amethyst from Liff's house			3
Break into Sigurd's kitchen			3
Steal silverware from Sigurd			1
Steal something from Sigrun's store			3
Steal candleholder from Arngrim			2
Break into Eitri's house			1
Protect yourself from Eitri's skoffin			2
Steal magical bracelet from Eitri			2
Break into Snorri's house			3
Steal purse from Snorri's woodpile			1
Steal items off Snorri's shelves			1
Steal blackbird statue from Snorri's house			2
Break into Aurvandel's tower			3
Steal healing potions from Aurvandel's chambers			1

Frequently Missed Points

- ❖ Successfully returning to Jarnvidr with the svartalf crystal and selling it to Regin or Aurvandel
- ❖ Giving the Way of the Warrior book to Heime
- ❖ Putting Fenrir to sleep with the magical harp
- ❖ Stealing silver from the jail while breaking out Kraka
- ❖ Avoiding the draug in the graveyard as a rogue to find the haugbui grave

Ways to Die

- ❖ Not finding food on the first day
- ❖ Exhaustion (succumbing to the cold, over-running, over-exerting load limit without resting, hunger, tiredness)
- ❖ Being defeated in combat
- ❖ Channeling all health in order to gain mana
- ❖ Falling from a great height
- ❖ Melting the ice on Lake Gandvik while using Flame Aura
- ❖ Walking into the valkyrie circle of fire (unless a proven warrior)
- ❖ Touching the frost flowers without protection
- ❖ Being thrown into jail for stealing or attacking someone in Fornsigstuna
- ❖ Being chained up to the stocks for stealing or attacking someone in Munarvagir
- ❖ Being thrown into the jail cell for stealing or attacking someone in Nidavellir
- ❖ Being killed by Liff for breaking into his house
- ❖ Being killed by Snorri for breaking into his house
- ❖ Being turned into a chicken by Aurvandel if he catches you in his locked chambers
- ❖ Being caught breaking into Sigurd's kitchen
- ❖ Being killed by Thrivaldi at his cave
- ❖ Being caught by Thrivaldi and his band of trolls at the willow grove
- ❖ Being killed by Aake for failing to evade him when entering the Thieves' Guild
- ❖ Being defeated by Fenrir
- ❖ Dying from mirror image attacks
- ❖ Erasing yourself from existence
- ❖ Being defeated by Egther
- ❖ Refusing Jarl Ylfing's quest to save Fornsigstuna, and preferring to play Tetris instead
- ❖ Finding yourself in the void (incorrectly answering the Norns' questions at the runic stone circle)
- ❖ Being shot to death by an arrow at the archery target
- ❖ Norns' punishment for picking more than one apple

Legal Statement

'Heroine's Quest: The Herald of Ragnarok' is copyright © 2013-2014 Crystal Shard, all rights reserved.

Neither the software nor user manual may be duplicated or copied for sale for any reason. This walkthrough may not be redistributed for sale for any reason.

Neither Crystal Shard nor the creator of Adventure Game Studio can be held responsible for anything that may happen to your computer as a result of downloading, installing, or playing the 'Heroine's Quest' game.

'Heroine's Quest' may be distributed freely, providing it remains in its original executable form, retains its original filename, and contains all files that accompany it, unaltered and fully intact.

'Heroine's Quest' is **freeware**. Money may not be charged or requested for any distribution or redistribution of any of the files within the 'Heroine's Quest' game, nor for any user-made add-ons intended for use with the 'Heroine's Quest' game.

'Heroine's Quest' is **not** open source. You **may not** obtain, use, or alter any art, animation, sound, music, or other resources from the game for the purpose of making another game or making derivative works. You **may not** obtain, use, or alter any code used to program the game.

© 2013-2014 Crystal Shard

Finally...

Thank you for downloading and playing 'Heroine's Quest: The Herald of Ragnarok'. We hope you enjoy playing it as you travel through Jarnvidr and beyond.



If you enjoyed this game and wish to support us to continue to create more games in the future, please visit our website (<http://www.crystalshard.net>) and hit the Paypal button.

We also appreciate any support in letting others know about this game, and are always happy to hear your feedback.

Please visit our website for more information and feel free to post any comments in our forums.

Website: <http://www.crystalshard.net/hq.html>

Forums: <http://forum.caravelgames.com/viewboard.php?BoardID=17>

The Crystal Shard Team

