


# THE RIG'S TRAVELS

## STEP 1 OF 2

Every god earns as many XP as they have Life Points.



Place face down the 3 Hel's Limb tiles: Hraesvelg, Garm et Modgud in Niflheim H. Place 1 Hero  on each Hel's Limb.



Activate a Hel's Limb with a Hero (now attainable) and reactivate all the Hel's Limbs without Heroes.



**Retreat Place:** Reset face down the Hel's Limb.

**Strength:** As indicated on the tile and hereinafter.

**Effect:** Take the Hero from this Limb and place it on your personal sheet.



Turn the page when you have placed a Hero on each Island of Midgard M.



# A

In Midgard M pick a Hero from your personal sheet and place it on one of the 3 Islands (except the Bifrost's one) free from Hero and Iormungand.



## Effect and Strength of the Hel's Limbs



*HRAESVELG, THE GIANT EAGLE*

When a Loki card is revealed and there is none visible on the Wheel of the Enemies, activate 1 Iotunn.

**Strength:** 5



*MODGUD, HEL'S SERVANT*

When a Hel card is revealed and there is none visible on the Wheel of the Enemies, add to Hel's Strength ladder 2 Anonymous from Midgard M.

**Strength:** twice Hel's Strength.



*GARM, LE HURLEUR, GUARDIAN OF THE MISTY WORLD*

When a god must lose Life Points, they lose 1 more.

**Strength:** twice the number of Life Points of the god who fights Garm.



Place Loki in Midgard.




*I ask for a hearing  
of all the holy races  
Greater and lesser  
kinsmen of Heimdall  
= Edda, by Snorri Sturluson =*



# THE RIG'S TRAVELS

STEP 2 OF 2




Activate Iormungand .



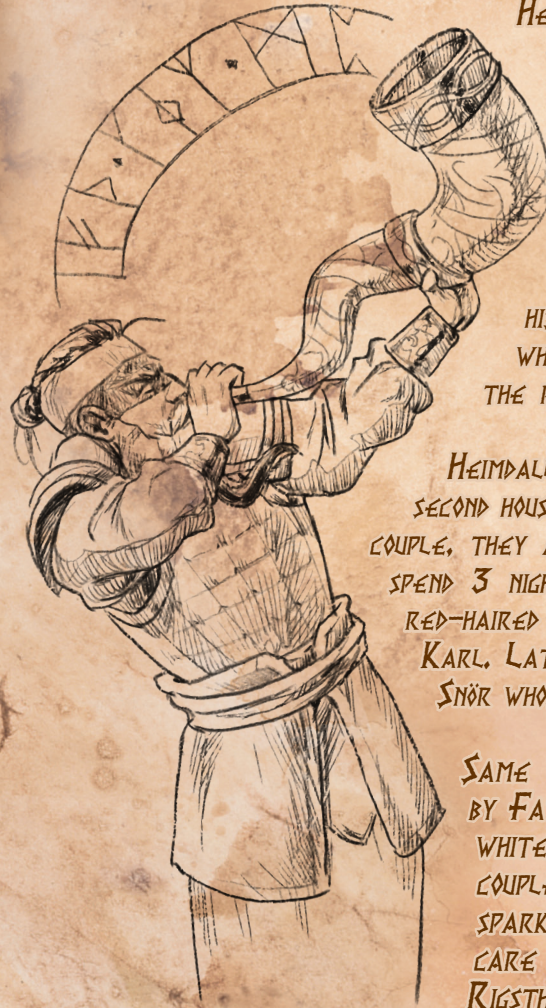
When Iormungand is moving, he moves all the Heroes from his Island with him.

**A**

In Midgard  move all the Heroes from one Island to an adjacent one.



You win when the 3 Heroes  are on the Island of the Bifrost in Midgard .



HEIMDALLR, WHO ROAMED THE EARTH UNDER THE NAME OF RIGR, VISITED 3 COUPLES WHO HAD NO CHILDREN YET. ALONG THE SHORE, HE ARRIVED AT THE FIRST HOUSE BELONGING TO AI AND EDDA. THEY INVITED HIM TO EAT COARSE BREAD AND VEAL BROTH AND THEN TO SPEND 3 NIGHTS IN THE COUPLE'S BED. NINE MONTHS LATER, A VERY UGLY CHILD WAS BORN, HIS BACK HUNCHED BUT VERY STRONG; HIS NAME IS THRAEL. LATER HE WILL MARRY A GIRL WHO LOOKS LIKE HIM: TIR WHOSE CHILDREN WILL FORM THE RACE OF SLAVES.

HEIMDALLR CONTINUED ON HIS WAY AND ARRIVED AT THE SECOND HOUSE BELONGING TO AFI AND AMMA. LIKE THE PREVIOUS COUPLE, THEY ALSO INVITED THE GOD TO EAT A CATTAIL AND TO SPEND 3 NIGHTS IN THE COUPLE'S BED. NINE MONTHS LATER A RED-HAIRED CHILD, VERY CLEVER WITH A KEEN EYE, WAS BORN: KARL. LATER, HE WOULD MARRY A GIRL WHO LOOKS LIKE HIM: SNÖR WHOSE CHILDREN WILL FORM THE RACE OF THE FREE MEN.

SAME WITH THE THIRD HOUSE WHERE HE IS WELCOMED BY FATHIR AND MOTHIR WHO OFFERS HIM A MEAL MEAT, WHITE BREAD AND WINE, AND TO SPEND 3 NIGHTS IN THE COUPLE'S BED. NINE MONTHS LATER, A BLOND CHILD WITH SPARKLING EYES WAS BORN: KARL. HEIMDALLR TAKES CARE OF HIM UNTIL HE BECOMES KING AND CREATES THE RIGSTHULA (LAW THAT ORGANIZES THE NORDIC SOCIETY).