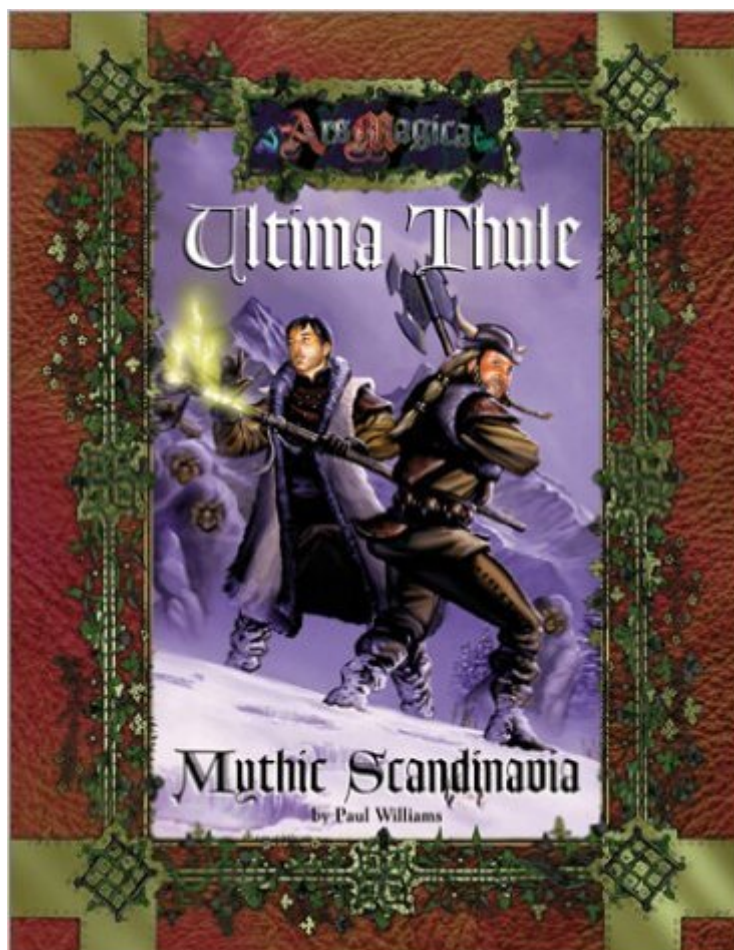


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Ultima Thule: Mythic Scandinavia (Ars Magica)



Synopsis

When the universe began, there was only a chasm so immense that even the gods would become dizzy looking into it, known as the Ginnugagap. It was here that Yggdrasil - the World Tree - would lay down its roots. *Ultima Thule: Mythic Scandinavia* is the sourcebook of Norway, Sweden, Denmark, Iceland, and Greenland. It describes the denizens of these lands, delving into their culture, rulers, customs, calendar, myths, and deities. It talks about their often-violent relationships with Mythic Europe's other nations; England, Ireland, Scotland, and Russia, to name but a few. Scandinavian mythology is covered extensively, from otherworldly places to gods, creatures, and races. *Ultima Thule* is more than a background manual, though. It provides exhaustive rules for Norse character creation. In addition to rules for grogs and companions, new mystic companions are introduced. The vitkir are runemasters who draw their might from chiseled and drawn characters of power. A completely new system of magic is presented that allows these characters to loose the power of the runes. Finnish wind wizards are also presented; they provide a new twist on weather magic. Any roleplayer with an interest in Mythic Scandinavia should have *Ultima Thule*!

Book Information

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Publisher: Atlas Games; 1 edition (July 1, 1999)

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Average Customer Review: 4.0 out of 5 stars [See all reviews](#) (4 customer reviews)

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Customer Reviews

I love *Ars Magica*. I have also been fascinated with vikings for quite some time. This supplement tries to bridge the knowledge gap concerning Scanadanavia and the Order of Odin for *Ars Magica*, but as is common with so many games along this line, the vikings seemd to last for hundreds of years after their prime.*Ars Magica* is nominally set to begin in 1220 AD. By common scholarly acceptance, the last gasp of the viking era was the Battle of Stamford Bridge, 1066 AD (about 2

weeks before the Battle of Hastings). Most of the information given in this book would be more appropriate to the 9th or 10th centuries, rather than the 13th. With this proviso, let me say the information is wonderful. The background information on Scandinavian culture is, as common with Ars Magica supplements, superlative. Social strata, mores, pastimes, crafts, and the Old Beliefs are handled in an intelligent and engaging manner. This is by far the best system I have ever seen for handling runic magic; while it may not be accurate (how do you judge such things in a game?), it gives a real viking FEEL to the power. In addition there is a fascinating section on Finnish Wind Wizards which, while brief, is intriguing and quite useful. Overall this is a fine book, with the one caveat of being somewhat misplaced in time. Barring that, however, it is a wonderful addition to any Ars Magica library, especially if you favour early campaigns.

This book can stand as an introduction and review of the Northern tradition of the Vikings and Northern Celts. For game play it presents a wealth of material to incorporate into story lines and character back-stories.

Lots of good cultural information, playable classes, decent monsters, and story seeds... A Ars magica must have if you like ancient norse culture :)

This book is imho quite superficial. To my regret, it doesn't really cover the order of Odin (because, as the book says, the Order of Oding is only rumors). Another thing I really hate about the book is the front cover. It shows a man with a hornet helmet - no viking helmet with horns has ever been found... A bit too 'mythical' for me! Apart from that the book is quite boring.

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