



## In the beginning...

Seems like an appropriate place to start a story. Or does it? After all, where does anything begin?

It turns out Genesis is borrowed from the Greek word for origin, which in turn was inspired by the Biblical Hebrew, which scholars argue dates all the way back to the court of Solomon. Or maybe Nebuchadnezzar.

No one has the faintest idea.

When I set out to write the alternate sagas of the Vikingverse, a parallel timeline where Christianity was expunged by the fury of the Northmen, I also had no idea I would end up tumbling down so many historical rabbit holes. The Norse creation myth as described in Völuspá is no less primeval or mysterious than anything in the Bible, and may well have been influenced by it. Like any good story, it probably got embellished.

And that's what this comic is. A tall tale, an origin myth reimagined, made as part of the Kickstarter for *When the Wolf Comes*.

The first thing you'll notice is – there are no words. It is a silent comic. I think that, when you look at it in the context of the RPG rulebook, it is better for being stripped down to just the pictures. The story is told over aeons and involves all manner of life, both human and non-human. We might have thrown in archaic grunts or alien alphabets, on speech bubbles, but that suggest that trees talk in a conventional sense. They also tended to distract from central theme of the pages: we have more in common than that which divides us. That's an important thing to remember when tussling with races, ancestries and origins in a fledgling RPG!

Norse fans will also notice that the comic forms a retread of *Gylfaginning*. You might be able to spot characters such as a rewoven Ask and Embla, Auðumbla and Norðri, all threaded into the Vikingverse. If you have read the *All-Father Paradox* novel, you find find it serves as a kind of epilogue. If you are just interested in the RPG, you can consider it a prologue. If sitting round a table role-playing has taught us anything, it is that as one journey ends, another begins.

· VIKIN & VERSE

ONE SHOT

A *VIKINGVERSE* **ONE SHOT**.

## IN THE BEGINNING

CREATED & WRITTEN BY:

IAN STUART SHARPE

PENCILS & INKS BY:

GER CURTI

COLORS BY:

PAUL

BOOK DESIGN BY:

JEREMY D.



WWW.VIKINGVERSE.COM

## OUTLAND

Jeremy D. Mohler Publisher & Creative Director Alana Joli Abbot Editor in Chief Anton Kromoff Games & Project Manager

3119 Gillham Road Kansas City, MO 64109 USA Phone. 785.640.4324 Email. jeremy@outlandentertainment.com

The text and titles herein are TM & © 2023 Outland Entertainment LLC and/or their respective creators.

WWW.OUTLANDENTERTAINMENT.COM

## YGGDRASIL: IN THE BEGINNING

First Printing. Published by Outland Entertainment LLC, 3119 Gillham Road, Kansas City, MO 64109, USA. Copyright ⊚ 2023 Ian Stuart Sharpe and Outland Entertainment LLC All Rights Reserved. Yggdrasil: In the Beginning title and logo are copyright and trademarks of Ian Stuart Sharpe and Outland Entertainment LLC. The Vikingverse title and logo are copyright and trademarks of Ian Stuart Sharpe and Outland Entertainment LLC. The entire contents of this book, all artwork, characters and their likenesses of all characters herein are ⊚2023 Ian Stuart Sharpe & Outland Entertainment LLC. Outland Entertainment and the logos are registered trademarks of Ian Stuart Sharpe and Outland Entertainment LLC. No part of this publication may be reproduced or transmitted, in any form or by any means (except for short excerpts for journalistic or review purposes), without the express written permission of Outland Entertainment LLC. All names, characters, events, and locales in this publication are entirely fictional. Any resemblence to actual persons (living or dead), events, or places, without satiric intent, is coincidental. Proudly printed in the USA. For international rights, please contact: jeremy@outlandentertainment.com.





















































































