

Niordsir



Brief rundown

- Minor/Supporting Character | Hero
- [Sample Voice 1](#). [Sample Voice 2](#).
- His voice should be a baritone. It should sound aging and thoughtful. He talks a bit slowly.
- Reginleif's hardy second in command.
- A few lines in volume I; reappears and gains a larger role after volume III
- Does not have any lines yet. Will get his first line in level 10.

In-game unit history entry

- Age – 64
- Homeland – Midgard
- Occupation – Reginleif's second in command

Once upon a time, Niordsir was the jarl of one of the largest clans in the norselands. He was a humble and generous jarl, but he was overthrown by his jealous brother. Him and his followers were forced to flee their home. For a few years, Niordsir and his family lived as nomads, traversing unclaimed parts of Midgard and foraging for food.

One day, they came across Reginleif, who had been ambushed by some bandits. Niordsir helped fight them off, and he and his followers joined Reginleif. Years later, Reginleif came into conflict with his brother's domain, and Niordsir helped mediate between the two parties. His brother, who had recently been accepting giants into his clan, was not keen on seeing his brother again.

His brother sent two giants to kill Niordsir, but they were unsuccessful. Niordsir speared one of them in the heart and wrestled the other to the ground, despite being less than half its size. Fearful, Niordsir's brother surrendered his clan back to Niordsir. Ever since, Niordsir's clan has become a haven for travelers and a steadfast outpost for Reginleif's forces. However, Niordsir, believing he could do more for Midgard, left the position of jarl to his daughter, and joined Reginleif's forces permanently, as second in command.

Nowadays Niordsir is much older, and not nearly as strong. But, he is still very wise and strong in strategy. Sometimes he'll get drunk and boast that he could still wrestle a giant to the ground if he ever had to, but nobody takes him seriously.

