

INGRID THE GOOD

Eirik might be the Jarl, but he'll get a spoon round the ear if he steps in Ingrid's kitchen without an invite. Mistress of the camp, she is a worker of seidr magic since she is only one who can get a fire to light in the rain.

Visitor challenge:

Ask Ingrid what colour her carrots are no, they are not orange.

HELGA THE HORRIBLE

Ingrid's evil sister. Keep away from her.

AUD

If there is a new way to weave or colour wool, Aud knows about it and if she doesn't, it isn't worth knowing.

Visitor challenge: Find Aud and get her to tell you what dyes the Vikings used.

So we all sprang to the walrus-hide ropes and began to pull, while the Elk groaned and bent and the water hissed and creamed away underneath her.

The sail fought us and one corner of it tore loose, flapping, deceptive. Kalf leaned out to grab it a mistake. It was wet; he missed, it slapped him like a forge hammer in the face and I just caught the vision of him, out of the side of one eye, flying braids over breaks, up and out and into the black water with scarcely a splash.

And he was gone, just like that. Those who had seen it and weren't hanging on to rope sprang to the side, but there was no sign. Even if he had surfaced, there was no hope; we were flying before the wind like a horse with the bit clenched. By the time we had got the sail stowed and the oars out and turned to row back, he'd have stiffened with the cold and sunk.

Excerpt from *The Whale Road*, by Robert G Low, to be published by HarperCollins

THORGUNNA

The Jarl's wife and the real ruler of the Viking village, since Eirik is always too busy to be bothered. The only thing she never knows is where her husband goes when she wants him.

Visitor challenge: Find Thorgunna and tell her where Eirik The Tight is.

There are lots more ... Svalbard the Lethargic, Magnus Sword-Breaker, Stuff Hogsbane, Olfuss Meinfretr, Hrofi the Red, Gytha, Oddhild, Svanna ... we even have our own Christ-following priest, Brother John, desperately trying to convert us from the worship of Odin and Thor.

They are all waiting to show you how the Vikings lived and died on the shores of Scotland.



VIKING VILLAGE LIFE

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| Saturday 27 August | 11am until 5pm |
| Closed for Parade and Skirmish, 2pm - 4pm | |
| Sunday 28 August | 11am until 5pm |
| Fashion Parade at 1pm | |
| Monday 29 Aug. to Friday 2 Sept. | 10am until 5pm |
| Thursday 1 September | |
| Court/Althing at 7pm - 8pm | |
| Saturday 3 September | 10am until 4pm |
| Skirmish 2.30pm | |
| Battle at the Pencil, 7.30pm - 9.30pm | |
| Sunday 4 September | 11am until 5pm |
| Fashion Parade, 1pm | |

www.largsvikingfestival.com



LARGS Viking FESTIVAL

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Programme £1



The Vikings

Celtic, Norman, Saxon & Viking Re-Enactment

Founded in 1971, the oldest and largest Dark Age re-enactment society in the UK, probably the world.

With more than 700 members throughout Britain, and others in Europe and the US, The Vikings are the premier society presenting re-enactments of the Viking Age. While the Society concentrates mainly on the 10th Century, some events are set in the wider period from 790 to 1066, with the appropriate modifications to dress and equipment used. Our aim is to provide an accurate and educational portrayal of the Viking period, with an equal emphasis on the daily life of the period, and on the more warlike aspects of life in what was a formative period in European history.

Our events are renowned for the high standard of presentation, historical accuracy and attention to detail, and for the scale and impact of our combat displays, as well as for our extensive static displays which present a cross-section of life in the tenth century.

Whether you are interested in booking The Vikings for your event, coming to watch our displays, joining the ranks of our membership, or studying the Viking Age in either an educational or personal setting contact us at www.vikingsonline.org.uk.

The Vikings burst suddenly into Scottish history in the last decade of the 8th century, with a series of attacks on the coast. These were part of many similar coastal raids in Britain, Ireland and Francia, from a people from Scandinavia whose homelands were so remote the rest of the world knew little and cared less.

Why, after centuries of obscurity, did the Norse take to the seas from the fjords they called 'viks' and which, some say, is the origin of the name which struck terror into the hearts of the world the Vikings?

Because they could. The secret of success lay in the ships they made, which could now leave the shelter of land and ride the open sea. The reason they wanted to was simpler still - the lands they farmed were poor and the ones they raided soft, green and rich. In the end, though it took them 90 years to think about it, some of them decided not to go home at all.

The earliest recorded clash in Scotland was in 795AD, when the Vikings raided the monastery of Colmcille on Iona.

By the 13th century, however, the Vikings had stopped raiding and Norse dominion was fading. The Scots had recovered Ross, Caithness and Sutherland and were looking at grabbing the Isle of Man and the Western Isles so, in 1263AD, King Haakon 1V of Norway decided to bring his Great Fleet down and persuade the Scots to stop looking.

However, a storm washed more than a few of the Norse supply ships ashore at Largs and a portion of Haakon's army was sent to recover

them, only to find the Scots there already and prepared to fight. The long and hard battle was eventually resolved to both sides' satisfaction - the Norse got their ships and withdrew, the Scots cheerfully saw them off and both declared a victory.

It was truer for the Scots, though, for Haakon saw the Scots were prepared to fight and that he wasn't going to frighten them into submitting. He went home, beaten and dispirited and died soon afterwards and his successor, Magnus V1, handed over Man and the Hebrides to Scotland in 1266. Only Orkney and Shetland now remained in Norse hands, until they were finally handed over by Denmark in the 15th century and the Vikings never returned to Scotland again.



Our Viking Village is typical of the time, a temporary camp set up while Haakon's men start repairing and recovering the ships washed ashore.

You will find warriors and see what they do when they are not fighting. You will also find the people who seldom get a mention, but frequently went on raids.

The women cooked, tended wounds and provided the essentials to enable the men to concentrate on fighting.



HERE YOU CAN MEET

EIRIK THE TIGHT



The jarl, leader of this band of intrepid Viking raiders and the man with the money. Like all jarls, he has all the money because he is so reluctant to part with any of it.

Visitor challenge: Find Eirik and get him to show you his magic sword, Ladyshafen.

THORGRIM THE GRIM

The sort of Viking you don't want to meet storming up the beach on a dark night but, during the day, is one of the best-dressed Vikings you can talk to.

Visitor challenge: Ask Thorgrim what weapon he uses when he storms up the beach on a dark night.

INAR THE BLACK

The smith, a master with the travelling forge, which can be set up anywhere and turn out most of the camp's needs - nails, rivets for mail rings and more.

Visitor challenge: Ask Inar - nicely - what he is making today

ULRIC ALFSBEIN

The hunter and tracker, he is considered a bit strange because he fights left-handed and, some suspect, is a bit of a berserker.

Visitor challenge: Find out the secret of Ulric's wolf sign

SIGURD MACSIGURD

Sigurd is a skald. Not only does he recite tales of glory at feasts, but his ability to read and write and his knowledge of laws and customs makes him an ideal person to collect taxes and tributes for the Jarl. Sadly, he also has a nasty reputation for stabbing people in the back.

Visitor challenge: See if you can sneak up on Sigurd and tap him on the shoulder.

RAGNAR GREYBEARD

They say he is really a troll, but they are only half right. A veteran fighter, there isn't much he doesn't know about weaponry.

Visitor challenge: Find Ragnar and get him to show you what happened to the last enemy he killed.

ORM FORKBEARD

Possibly the oldest Viking alive, he has been all over the known world as a trader, which means he has travelled as far west as Iceland and as far east as Jerusalem.

Visitor challenge: Get Orm to tell you the secret of the Tears of the Sun.

