

**Chapter 1 : Viking Answer Lady Webpage - Berserker gang**

*Isadora Drey, called "Is," is a horse trainer for the Alliance, a totalitarian government who sends vicious, fearless warriors called berserkers to fight against a tribe of blueskinned humans called, well, the Blueskins.*

Berserker gang Dear Viking Answer Lady: Yet you tell us that they had culture and civilization The reputation of the Viking as a ferocious, animal-like warrior is a misconception. This type of image better describes a highly specialized type of Viking warrior, known as the berserkr. For more information about these elite warriors, read on Description of the Berserk The modern popular conception of the Viking warrior is one of a murderous savage, clad in animal skins, howling into battle. This conception probably owes more to literary tradition than to historical fact: The etymology of the term berserk is disputed. History of the Kings of Norway. Others have contended that the term should be read "bear-sark," and describes the animal-skin garb of their berserker. This image available on T-shirts and other merchandise via the Gift Shop. Adam of Bremen in describing the Allfather says, "Wodan id est furor" or "Wodan that means fury. This is related to the German wut, "rage, fury," and to the Gothic wods, "possessed" Georges Dumézil. The Destiny of the Warrior. The berserker, too, was often said to change into bestial form, or at least to assume the ferocious qualities of the wolf or bear. Eirik the Red and Other Icelandic Sagas. Dumézil refers to this phenomenon as the hamingja "spirit" or "soul" or fylgja "spirit form" of the berserker, which may appear in animal form in dreams or in visions, as well as in reality Georges Dumézil. Gods of the Ancient Northmen. A third song I know, if sore need should come of a spell to stay my foes; When I sing that song, which shall blunt their swords, nor their weapons nor staves can wound Many tales say of their berserkers, "no weapon could bite them" or "iron could not bite into him. As we saw above, while in animal form, "blades and weapons glanced off" Bodvar Bjarki. A warrior who continued fighting while bearing mortal wounds would surely have been a terrifying opponent. This type of costumed dance is also seen in figures from Swedish helmet plates, scabbard ornaments, and bracteates which depict human figures with the heads of bears or wolves, dressed in animal skins but having human hands and feet. These figures often carry spears or swords, and are depicted as running or dancing. Helmet Plate from Torslunda. Bracteate Fragment from Gutenstein. Other ritual practices attributed to berserks may represent the initiation of the young warrior into a band of berserkers. Such bands are mentioned in the sagas, oftentimes numbering twelve warriors. Another common feature of these bands is the name of the leader, which is often "Bjorn" or a variant, meaning "bear. Hjalti then "attacks" the beast and symbolically kills it before witnesses, earning his place among the warriors Jones, pp. Bronze helmet plates from locations in Sweden and designs upon the Sutton Hoo pyre lid seem to show examples of these initiatory encounters, where a human figure is seen grappling with one, or often two, bear-like animals Margaret A. Oftentimes the berserker was thought to be a werewolf. Modern scholars believe that certain examples of berserker rage to have been induced voluntarily by the consumption of drugs such as the hallucinogenic mushroom Amanita muscaria Howard D. Foote and David M. The physical appearance of the berserk was one calculated to present an image of terror. Indeed, berserkers had much in common with those thought to be werewolves. The Saga of the Volsungs. Egil himself is described as being "black-haired and as ugly as his father" Ibid. His eyes were black and his eyebrows joined in the middle. He refused to touch a drink even though people were serving him, and did nothing but pull his eyebrows up and down, now this one, now the other.. He had black hair, a thick tuft of it hanging down over his face where the forelock should have been, and nothing could be seen of his face except the teeth and eyes Going Berserk a Description of the Berserker gang The actual fit or madness the berserk experienced was known as berserker gang. This condition is described as follows: This fury, which was called berserker gang, occurred not only in the heat of battle, but also during laborious work. Men who were thus seized performed things which otherwise seemed impossible for human power. This condition is said to have begun with shivering, chattering of the teeth, and chill in the body, and then the face swelled and changed its color. With this was connected a great hot-headedness, which at last gave over into a great rage, under which they howled as wild animals, bit the edge of their shields, and cut down everything they met without discriminating between friend or foe. When this condition ceased, a great dulling of the mind

and feeble-ness followed, which could last for one or several days Fabing, p. On these giants fell sometimes such a fury that they could not control themselves, but killed men or cattle, whatever came in their way and did not take care of itself. While this fury lasted they were afraid of nothing, but when it left them they were so powerless that they did not have half of their strength, and were as feeble as if they had just come out of bed from a sickness. This fury lasted about one day Ibid. During the berserker-gang, the berserk seemed to lose all human reason, a condition in which he could not distinguish between friend and enemy, and which was marked by animalistic screaming. Another characteristic of berserker-gang was the great strength showed by the berserk. This strength was sometimes expressed in the sagas by describing the berserker as a giant or as a troll. The berserker was thought not only to have assumed the ferocity of an animal, but also to have acquired the strength of the bear. In token of this, the berserk might assume a "bear name," that is, a name containing the element bjorn or biorn, such as Gerbjorn, Gunbjorn, Arinbjorn, Esbjorn or Thorbjorn Saxo Grammaticus. The History of the Danes. Bjarki, whose name means "Little Bear," was said to actually take the shape of the bear in combat. To gain this bear-like strength, the berserk might drink the blood of a bear or wolf Ibid. Straight away bring your throat to its steaming blood and devour the feast of its body with ravenous jaws. Then new force will enter your frame, an unlooked-for vigor will come to your muscles, accumulation of solid strength soak through every sinew" Saxo, Vol. The aftermath of the berserker-gang was characterized by complete physical disability. What people say about shape-changers or those who go into berserk fits is this: A common technique used by saga heroes to overcome berserks was to catch them after their madness had left them, as Hjalmar and Arrow-Odd do in Herverar Saga, and slay the berserkers while they lay in their enfeebled state after their fury Christopher Tolkein, trans. The Saga of King Heidrek the Wise. As superb warriors, they were due admiration. An eleventh-century monument raised in Soderby in Uppland, Sweden in memory of a brother reads: Both King Harald and King Halfdan had berserker shock-troops. Outside of this role, however, the berserker became the stock villain of the sagas, typified as murderous, stupid brutes, or as one modern critic has it, "a predatory group of brawlers and killers who disrupted the peace of the Viking community repeatedly" Fabing, p. Saxo Grammaticus speaks of such a band in his Gesta Danorum: The young warriors would harry and pillage the neighborhood, and frequently spilt great quantities of blood. They considered it manly and proper to devastate homes, cut down cattle, rifle everything and take away vast hauls of booty, burn to the ground houses they had sacked, and butcher men and women indiscriminately" Saxo, Vol. Saxo was particularly upset by this behavior: Nor did they stop at married women but also debauched the beds of virgins. It was no doubt due to these excesses of the berserker that resulted in their demise. In , the Icelandic Christian Law stated, "If someone goes berserk, he is punished with lesser outlawry and the men who are present are also banished if they do not bind him. Berserker-gang was thus classed with other heathen and magical practices, all unacceptable in a Christian society Foote and Wilson, p. All translations to modern English and any mistakes therein are my own. A central assumption made about Beowulf is the monstrous nature of Grendel. This conception is so deeply rooted that modern translators often strain over words that in other contexts clearly describe men, glossing them to fit their understanding of Grendel. The word is used twenty times in Beowulf, chiefly, as Klaeber notes, for Grendel and the dragon. Building such a distinction into the glossing of the word completely ignores the possibility that the poet has deliberately chosen to use the same word to describe two sets of characters; as Dobbie notes in his edition of Beowulf, in the historical period of Old English the word need have been no more specific than "formidable [one]. However, the Beowulf poet who had such rich Scandinavian source materials available to him more than likely intended to depict a man undergoing a transformation to a monstrous likeness: Upon examining the character of Grendel, clear parallels to these fearsome warriors become evident. As has been discussed above, the primary characteristics of the berserk are: It can be demonstrated that Grendel, rather than being an inhuman monster, exhibits the characteristics of the human berserk. This progression brings to mind the hamingja or fylgja, the symbolic animal shape or spirit which the berserker possessed. This was another instance when the spirit form is seen as a bear, and in this case, the other as a bull. That these apparitions partake of an incorporeal nature is clear, because it requires a man with "second sight" to perceive them. And yet, at some point they have taken on form and substance for: In the morning a hollow could be seen in the place where they had met, as though

the earth had been turned over, and this is now called Oldugrof Hilda R. The terror associated with Grendel is also due to his horrifying appearance.

**Chapter 2 : The Berserker's Horse by Lisa Maxwell**

*I happen to love any horse story, so seeing the cover, I bought the book. It is one of those books that is hard to put down. And I didn't. I read it through to the end.*

Yuriko Fuchizaki Sword of the Berserk: Elves in Berserk can only be seen by the open-minded; the devoutly religious cannot see Puck at all, though he can play with their face unbeknownst to them. Puck can secrete a powder from his wings to quickly heal wounds and can emit a bright flash to blind enemies. On occasion, he also resorts to his "Bloody Needle" attack, tossing a chestnut at someone. It deals no injury, but is painful enough to prompt most victims to cry out. Puck initially served as a good-natured foil to Guts during his early Black Swordsman days, but has since then been relegated to comic relief. He is often drawn in an exaggerated manner alongside Isidro in these situations, and has also developed a playful brother-sister relationship with the female elf Ivalera, who is the newest comic relief character of yet. Farnese de Vandimion[ edit ] Voiced by: Since this position has been traditionally held by a woman, Farnese was appointed during her stay at the convent she was sent to by her father, Federico de Vandimion. This brought about a secret sadistic pleasure that she constantly tried to deny. She then chose to follow Guts in hopes of learning more about the world and has changed into a more gentle human being. While given a chainmail of silver and a silver short sword for protection against creatures from the astral plane, Farnese later receives a ring that allows her to manipulate a trio of snake-like rose vines and being taught by Schierke to use magic. Takahiro Mizushima Japanese, Berserk: When aggressive, Serpico belies his meek appearance and is comparable to a fox due to his shrewd observation and speed with a rapier. Serpico was her servant since she found him beaten on a snowy street over a decade ago. After a duel with Guts in the underground pillars of Vritannis, Guts spared his life. Their bond rekindled, and Serpico has since learned to trust Guts to protect her when he can not. Serpico uses two items blessed by the wind spirit Sylph in order to battle with tolerance alongside Guts: After Guts saves him from an attack of Kushan Bakirakas, he follows him around "to spy out his technique". Although Isidro greatly lacks in swordsman skills, he is an exceptional thrower, managing to kill two pigeons with a double-handed throw at great distance. It is suggested that he has underlying issues regarding his parents, when they are inquired about he becomes more stiff, defensive, and belligerent; or avoids the topic completely. What these issues are have yet to be revealed. He later receives from Flora the Salamander dagger, a weapon blessed by the spirits of fire which sears whatever it cuts. He often bickers with Schierke who finds him reckless and ill-mannered. Like Puck, Isidro serves mostly as a comic relief character. Schierke[ edit ] Voiced by: She is accompanied by an elf, Ivalera. After a series of events, Schierke was forced to leave her home and Flora behind forever when they faced an attack Griffith ordered. Her magic skills and knowledge of the world are impressive for a child her age. One of her most used and handiest spells is the ability to hypnotize or temporarily desensitize others. But due to her pivotal role in battles, she is sometimes forced to take risks and try unstable spells. Her ability to sense " Od " life force or spirit energy means she can sense the power, intent, and alignment of all creatures and artifacts. As she sees Isidro as an incompetent monkey, there is some friction between the two, which frequently lends itself to comic situations. When Sonia gave her an offer to join the Band of the Hawk, Schierke thought of Guts before declining. Schierke also has the ability to astral project and uses it to help Guts maintain his sanity while using the power of the Berserker Armor, the initial use moving her to tears from seeing a bit of the horror Guts suffered during the Eclipse. She has slightly diminished from this role and become a third comic relief character. Her nature is to sometimes tease Farnese about her low self-esteem, poke fun at Schierke regarding her crush on Guts, and bicker frequently with Puck whom she shares an odd brother-sister relationship with. Federico considers his other sons to be more competent than Manifico, and he has given Manifico the less important family duties as a result. Manifico arranged a marriage between Farnese and his friend Roderick in the hope of improving his standing. Manifico persuaded Puck to help him by offering him the crown of Elfhelm after Roderick refused to help him, his scheme later exposed and forced to do community service in Elfhelm. He was named to this position because Farnese was not considered to be sufficiently experienced to lead without supervision. Azan appeared as a

round, bald and bearded middle-aged man who conformed to the old-fashioned rules of a knight. Effectively wielding a metal quarterstaff, he has shown great skill with it in combat against Guts and various other abnormally skilled or strong fighters. He also follows an uncompromising code of "honor", as seen when his fellow Holy Iron Chain Knights wanted to take revenge on an incapacitated Guts for killing their comrades, where Azan forbids them, stating that he was justified in the context of battle and their poor sword-fighting skills were instead a disgrace. He fought the bandits for hours, laughing all the while, only stopping once they retreated. At Albion, Azan fought alongside the surviving knights to try and hold off the hordes of crazed cultists and flesh-consuming blobs, and survived only because falling debris from the crumbling tower knocked him unconscious and buried him. He ended up going his own separate ways from then on, but later re-emerged in Vritanis where it was brought up that he was expelled from his Order and possibly excommunicated because of the disastrous events that took place at Albion. Presently, he accompanies Guts and company on their sea voyage, earning his spot on board by swabbing the deck, and taking some time off to train young Isidro in the ways of combat. He is in a similar situation to his college friend Manifico de Vandimion in the sense that he does not get the respect he feels he deserves from his peers. As a sailor, he sees vast potential in the exploration of the seas, unlike his peers, who focus internally to the point of stagnation. His obvious motivations for this arranged marriage are the vast opportunities and support the Vandimion name could bring him, but he seems to take a personal interest in the heiress as well due to her reputation. Roderick, with his long black ponytail, his good looks, and free-flowing attitude, is a superb charmer and a decent blade, and demonstrates a willingness to brave demons, even though he is ill-equipped to take them on. He is currently ferrying Guts and company aboard his ship, on their way to Skellig. Roderick and the crew of the Sea Horse also have a claim to fame on the high seas as their ship sank five Chuder vessels on its own, thus earning Roderick the title of "Prince of the Seas".

Isma[ edit ] Isma a teenage girl living a solitary existence as a fisherman on a small and remote island. Although she is kind, cheerful, and energetic, she was a pariah on her island home. But this made Isma, who appeared human, curious of her maternal heritage and if merrows do exist. When Isma attempts to help Guts and his group against the Sea God as it begins attacking the remaining humans on the Island, Isma learns her true name and gains the ability to assume merrow form while reunited with her mother. In a two hundred and sixteen-year cycle, a ritual known as the Eclipse occurs with a new member recruited, as was the case with Griffith, with a mass sacrificial offering. Unlike the Apostles who serve them, forced to use rudimentary bodies for brief moments, the members of the God Hand can not take a true corporeal form in the mortal plane. But this can remedy through an Incarnation Ceremony that occurs once a century with the one who invoked it offering his body as a permanent vessel for a God Hand member to manifest through after offering a large amount of lives.

Void[ edit ] Voiced by: He is the most philosophical God Hand member and is primarily concerned with analyzing and controlling the course of destiny. Void is the one who brands the sacrifices made by tortured souls in order for them to become apostles and achieve their dream. His cloak and body seem to be distorted and he has the power to open up a sort of interdimensional mirror portal at his own will. Also notable, he has six fingers on each hand. Being the oldest of the God Hand, Void has a history with the Skull Knight tied to the legend of how the first Midland empire ended. Though it is yet to be revealed who Void and the Skull Knight were at the time, the legends said that a holy man who was imprisoned in the Tower of Conviction prayed to god to send his angels to punish Gaiseric. In the TV anime, Void also has the role of narrator, introducing each episode and previewing the next.

Slan[ edit ] Voiced by: She is a sadomasochist who thrives on cruelty and the effect it has on those who observe it. After the Incarnation Ritual to give Griffith physical form ran its course, Slan is separated from the other senior God Hand and acts on her own by manifesting the Qliphoth in a forest and creating a temporary body from Troll guts to lure Guts to her so, knowing he could not join the God Hand, she can tempt him to use the behelit he stole from the Count. Her name is borrowed from A. Ubik[ edit ] Voiced by: While not an outright liar, Ubik twists the truth to place his target in a despondent state of him while convincing them that they have no choice but to make the sacrifice. His name is borrowed from Philip K. He summoned the mound that lifted Griffith skyward, above the rest of the Hawks. Compared to the rest of the God Hand, Conrad is a stoic individual whose only desire is to spread pestilence to the mortal world, having partially manifesting in

diseased rats to orchestrate a Black Plague to force the survivors to flee to St. Albion to be offered for the Incarnation Ritual. And Call Me Conrad. The New Band of the Hawk[ edit ] After returning to the physical plane, Griffith establishes a new Band of the Hawks using both humans and apostles. He has the ability to transform from his bestial human form into a Baphomet-like beast with the face and tail of a tiger along with a pair of bat-like wings that he can retract and grow at will. Years later, prior to the Incarnation Ritual in St. Albion, Zodd is defeated within a dream by Griffith which cost him his left horn. Zodd eventually arrives to what remained of Albion to spirit the reconstituted Griffith, becoming his right-hand man and first member of his new Band of the Hawk. As a member of the reformed Band of the Hawk, his physical built and brute strength make him a replacement of Pippin in retrospect. While human, Grunbeld became renowned in the Hundred Year War as a famous war veteran in the northern part of the continent where he apparently held his ground against a vast army of three thousand Chuder soldiers for many months. A disappointed Grunbeld easily defeated Guts, who had yet to recover from his ordeal with Slan at the time, but is then forced to assume his Apostle form after Guts became possessed by the Berserker Armor. In this form, Grunbeld is a quadruped dragon whose outer shell is composed of stylized corundum crystal formations harder than steel and is able to exhale flames from his mouth. Locus[ edit ] Voiced by: He is undefeated in jousting and was too proud to serve anyone until he swore loyalty to Griffith, who was the object of a vision he experienced. Along with Irvine, however, he seems to retain the most humanity among the Apostle Army. His Apostle form merges him with his horse to form a metallic centaur, and his lance is transformed into a very long double-ended spear. Honorable and daring in battle, he could be something of a reversed counterpart to Corkus, as it can also be suggested by the inversion of the first syllable in their names with "l" and "r" being the same in Japanese. Irvine[ edit ] Voiced by: He has spoken with few people aside from Sonia. His eyes have neither pupils nor irises. His monstrously shaped bow has a demonic eye in the middle of its handguard. As a self-described hunter and loner, he prefers to camp out in the woods whilst immersing himself in his only known pleasure:

## Chapter 3 : Hobby Horse: Dwarf Berserkers painted

*The horse has also been possessed, and has the same human-like face and bulging eyes as the dogs. The sight of it makes Farnese fall on her back from fright. The horse rises and stands menacingly over her, lowering its head and licking her face.*

A destructive berserker with gigantic dual axes. Berserkers perform ground-shaking smashes, eradicating all surrounding enemies. Iron Buster Class Overview The Berserker is a giant among men, towering over his opponents with his massive frame. If his size was not enough to intimidate, the axes he wields as extension of himself leave a path of death in his wake. Though his movements are slow, they are backed by awesome force, cleaving, slicing and cutting down anything that might stand in his way. Though he wears no shield, his sheer might makes him a tough opponent, with the fortitude to survive where lesser men would fall. Grab an enemy and fling it to the ground. Activate by pressing E. Applies Super Armor and can inflict the bound condition. This skill has a maximum of 4 ranks, with a cumulative cost of 28 skill points to max out all ranks. Grab an enemy and spin it around to attack other enemies. Must be registered to a Quick Slot for use. Applies Super Armor, can knock back enemies and inflict the bound condition. This skill has a maximum of 2 ranks, with a cumulative cost of 29 skill points to max out all ranks. Grab an enemy and then spring towards other enemies to smash them. Activate by pressing Space after a successful Smack Down grapple. Applies Super Armor and can inflict the Bound condition. You must have Smack Down I to learn this skill. This skill has a maximum of 3 ranks, with a cumulative cost of 35 skill points to max out all ranks. Inflicts damage on surrounding enemies by smashing the ground with axes. Can spin targets to face away from them and pull them closer to your position. Your AP is increased for a short time when successfully using this skill. This skill has a maximum of 6 ranks, with a cumulative cost of 62 skill points to max out all ranks. Instantly turn into a beast and then smash the enemies in front you. Can inflict the bound condition and knock down enemies. This skill has a maximum of 3 ranks, with a cumulative cost of 32 skill points to max out all ranks. This new weapon grants him more agility in combat, and the ability to perform mid-range explosive skills. Below are some of the core skills of the Berserker Awakening. It has possibility of Down Attack and Air Attack for a continuation of attack combinations. Also, using this skill will heal HP not applicable when used during cooldown. Fire a shell from your Iron Buster at mid-range distance. Using normal shots, you can quickly eliminate your enemies. Shooting after concentrating your focus will deal more powerful damage and can knockdown your enemy. When used against multiple targets, WP will be recovered in bulk Fire a shot with Iron Buster to the ground and use the recoil to leap a great distance. You do not take any damage during the leap. Lift the ground below your feet and launch the enemies in front of you skyward. Lore Although renowned for their superior strength and combat capabilities, Berserkers continued to reside in the Keplan region as they had no ambition to conquer other territories. After the discovery of an abundance of Black Crystals in Keplan, however, over-excavation by Humans caused the Berserkers to abandon their homes and leave the area. In order to preserve their way of life and avoid conflict, Chieftain Geaku of the Berserkers planned to move south. Although Tantu was very tiny in stature for a Berserker, he was gifted with the ability to be extraordinarily persuasive. This allowed him to inspire the younger generation of Berserkers to adventure out and find a new place they could call home. One night, Tantu and his followers left the other Berserkers and disappeared into the darkness. According to rumors, they were headed to Mediah - a mysterious and ancient land. Once Ain Gried, Tantu and his followers arrived at the Mausoleum, they made their way to the center podium where they discovered an ancient tome. Tantu slowly approached the podium, opened the tome and looked at the ancient scripture. Although no one else was able to recognize the text, Tantu suddenly began to decode the message as if he had spoken the forgotten ancient language all his life. He began to recite the text: His previously small stature was now transformed into that of a hulking giant, larger than even the biggest of Berserkers. Much like his body growth, Tantu suddenly gained new inherent abilities and became wiser than before. With the help of Ain Gried and the Dwarfs, they were able to forge a new Iron Buster that would be distributed amongst the Berserkers. With the Iron Buster in hand, Tantu was certain this new weapon would

bring immeasurable power to the Berserker Race.

#### Chapter 4 : Berserker - BDO WIKI

*The Berserker's Horse [Lisa Maxwell] on blog.quintoapp.com \*FREE\* shipping on qualifying offers. 1st edition 1st printing paperback, new In stock shipped from our UK warehouse.*

Guts flees after killing his adoptive father in self-defense, eventually growing into a young mercenary who earned a fearsome reputation while fighting. Griffith forces Guts into joining his forces upon defeating him in battle. After having overheard Griffith say that he can only consider someone a true friend if they have their own dream, Guts tries to leave the Hawks as the war ends and Griffith defeats his political enemies. Griffith refuses to let Guts leave the Band of the Hawk, claiming that he owns him. The two duel in single combat and Guts wins in a single blow. He ends up imprisoned to be tortured endlessly while the Hawks are marked for death. He reunites and starts a romantic relationship with Casca and helps the outlawed remnants of the Hawks rescue Griffith, only to find him horribly mutilated and rendered a mute shadow of his former self. Through preordained events, the despairing Griffith regains his behelit and unknowingly activates it during a solar eclipse. This transports the Hawks to another plane where they are "branded" with a symbol on their body and encounter archdemons collectively known as the God Hand in a ceremony known as "the Eclipse". While Griffith has visions from the God Hand showing him that he was always destined to come to the Eclipse, Guts and Casca desperately fight for their lives while witnessing the brutal slaughter of their comrades. Eventually all of the Band of the Hawk are slaughtered and devoured by the demons. However, with Casca being the only woman present, she is gang raped by the demons. Guts loses his right eye and cuts off his own left forearm to escape captivity in a rage-filled attempt to kill Griffith and save Casca before losing consciousness. Guts and Casca are saved from death and brought back into the physical world at the last minute through the intervention of the mysterious and powerful Skull Knight, whom Guts had met on his travels. However, the damage is done, as Casca is rendered insane from her horrific experiences. Guts learns that the Brands of Sacrifice that he and Casca now bear leave him open to be preyed upon by specters and other evil supernatural creatures on a nightly basis. Guts takes an enormous sword from Godo known as Dragonslayer, and a prosthetic left arm that contains a hidden cannon built by Rickert, and begins hunting down apostles in search of revenge against Griffith. During this time, Guts begins seeing a ethereal deformed baby that appears before him. Two years later, Guts is joined by an elf named Puck and a young thief named Isidro. Casca eventually runs away from Rickert, sending Guts on a mad hunt to find her. Guts is later reunited with Casca as she is about to be burned as a witch in the city of St. Guts, desperate to save his loved one, heads there for sanctuary with the help of his new companions. They are soon joined by the witch Schierke who teaches Farnese magic and negates the effects of the brand on Guts and Casca. Griffith creates a second Band of the Hawk with Zodd and other demonic Apostles among its ranks to battle the invading Kushan army. Now unopposed, Griffith finally obtains his own kingdom by establishing his rule over Midland with the endorsement of the Pope and Princess Charlotte, creating the city of Falconia to provide the Midlanders with refuge from the ever-increasing attacks of mythical beasts, unaware that their new ruler is actually one of them. At the same time, Guts and his party take a ship toward Elfhelm. Griffith wages war on other demon factions. List of Berserk chapters Miura first premiered Berserk in with a page prototype, which won a prize at the Comi Manga School he was enrolled in at the time. On November 26, , the first volume of the manga was published by Hakusensha in its Jets Comics collection. Three more volumes appeared until Berserk was serialized by Young Animal Hakusensha in and new chapters are still being released in the semiweekly magazine. From then to December it was published monthly before returning to an irregular schedule. It returned to a monthly schedule starting in June

#### Chapter 5 : Berserk (manga) - Wikipedia

*Assigned to raise horses for the beserkers, warriors of the tyrannical government, an orphan girl flees atop her favorite horse and crosses paths with a mad mute who may hold the key to the government's demise.*

### Chapter 6 : Beast of Darkness | Berserk Wiki | FANDOM powered by Wikia

*There is implied horse rape in the first chapter of Ubel Blatt. The Ubel Blatt horse rape is more than implied, you see the horse begin to mount and then the girl starts screaming. Failing at life this hard should be a ToS violation.*

### Chapter 7 : Episode (Manga) | Berserk Wiki | FANDOM powered by Wikia

*Yeah /r/berserker is great and all, but not the first place I would go to for help, especially about rape horse. But to answer your questions, rape horse is a horse possessed by a spirit that attempts to rape Farnese in chapter*

### Chapter 8 : Search :: Dark Horse Comics

*Berserkers This is not a chapter, is what we are Esto no es un chapter, es lo que somos Horse Called War. blog.quintoapp.com The Berserkers. Sp S on S so S red S.*

### Chapter 9 : List of Berserk characters - Wikipedia

*Berserk Musou/Berserk and The Band of the Hawk Cutscenes.*