



## SVEG village community

Scandinavian Viking Explorer Group - SVEG in short – is a non-profit association with the purpose to study and document our history with a particular focus on the Viking Age and Middle Ages. SVEG is a support group for Fotevikens Museum.

Anyone interested in late Viking Age and early Middle Ages is welcome to join SVEG. If you are interested and are an active member (as volunteer) in the association you can become elected to join the village community.

Read more about SVEG at: [www.svegsbyalag.se](http://www.svegsbyalag.se)



## We present the Museum Friends!

Free entrance to the museum all year, including during the Viking Market. In addition your name will be added to our memory plaque in the museum entrance shop, for all to see.

We have two kinds of cards. A personal card valid only for yourself, and a family card that is valid for your whole family, up to two adults and four children.

The card is valid for one year from the date of purchase, so it will always include a Viking Market.

If you have any questions please ask the staff in the museum entrance shop or write to [museum@foteviken.se](mailto:museum@foteviken.se)

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# Why am I doing this?

## Dear visitor!

Welcome to the municipal open air museum Fotevikens Viking Museum.

The area around the Falsterbo isthmus in Vellinge municipality has an exciting history during the Viking and Middle Ages. The bay of Foteviken was once the site of a well attended place of commerce, Halör market, likely connected to a sacred sacrificial grove or a smaller temple where people gathered for thing and worship of the old Norse gods.

The Battle of Foteviken took place here on the 4th of June 1134. A battle that resulted in the Danish king Niels losing power and Scania getting its own king, Erik Emune.

The museum consists of a reconstructed Viking Age village in full scale where time is frozen at a couple of years after the battle, and the exhibition "Viking Life" right next to the museum entrance shop. At the nearby Höllviken community centre you will find another exhibition, "Skadans Ör", which tells the history of the Falsterbo isthmus and surrounding region.

The Historical Workshop outside the town wall is a gathering place where we perform experiments with old crafts like food, metalworking, woods, ceramics, textiles and skin. Here you will find sites for group activities, experimental archaeology and craft gatherings where various techniques are tried out. Visiting school groups may also try their hand on old crafts here.

The reconstructed Viking town itself consists of roughly 20 buildings and estates surrounded by a wall in a style known from early Viking towns. Here house construction may be observed, as well as our interpretations of furnishings and living environments.

The museum has two seasons. A pre-season when only the environments are available to visitors, and a summer season when you may meet the people of the Viking museum, where we attempt to recreate life as it might have been in a Viking community a couple of years after the battle of Foteviken. Aside from the regular open hours we also offer a number of thematic activities throughout the year. Please see the programme on our home page for more information.

As a museum visitor you are likely used to descriptive signs at display objects, buildings and environments. Our philosophy, however is to not break the illusion of a living Viking Age community, thus you will find no signs here. Instead you have been provided with this information booklet. If you are curious about anything else the inhabitants of the town and entrance

shop staff will be happy to answer your questions.

## Who will you meet?

Our staff consists of skilled craftsmen, educators and archaeologists, who can show and tell you exciting things. You will find them in the various houses and estates, but sometimes not everyone is at home. You will sometimes also find the museum's Village community in the Viking town. During the summer we have visiting Volunteer Vikings from around the world living here. Interested and skilled people who are skilled craftsmen, or students working on their PhD or master. There are obviously those who just very interested in the Viking Age and are here to learn.

We are also working with the youth employment project "Ung i sommar" where we receive adolescents during the summer who are often on the way to their first job. They are also here to learn their cultural history and how to function in a work place.

We hope that all of us together will give you an enjoyable visit and a good, exciting image of the life, environments and activities of the Vikings.

Björn M Buttler Jakobsen  
*-Museum Director-*







## The Battle of Foteviken in 1134



Scania in the early 12th century AD. The bread basket of Denmark. King Erik with the surname Ejegod - the always good - has ruled since 1095. It has been a happy period for the country. He is now, in the year 1103 AD, a 46 year old man, married to Bodil, daughter of the Norwegian jarl Thrugot Fairskin. He is a pious man

who this year says his farewells to bishop Ascer in Lund. Five years earlier he journeyed the long way down through Europe to Italy for a personal meeting with the Pope. In Bari he met Urban II and was promised that his brother Knut, murdered in the church of Odense in 1086 AD, would be declared a saint. The Pope also promised that Scandinavia would be detached from the German Hamburg - Bremen archdiocese and form a diocese of its own with Lund as centre of the church. It was a happy Danish king - Erik Ejegod - the always good - who then in 1098 AD, had journeyed home over the Alps and through the large kingdom of the german emperor.

In 1101 AD the Pope fulfilled one of his promises. The former king Knut was written into the holy book and appointed Danish national saint - an important step for Denmark to become the archdiocese of Scandinavia. A proof that it was a pious kingdom fully submitted to the Christian authority in Rome; a kingdom with a people that had rejected their old pagan worship. But also proof that Denmark now was the cultural centre of Scandinavia. And now, in the year 1103 AD, king Erik shakes the hand of bishop Ascer in Lund and leaves Denmark.

He and his wife Bodil are to leave on a pilgrimage to the holy grave in Jerusalem to return next year and participate in the ceremony when Ascer is inaugurated as the first arch-bishop of Scandinavia.

But... he would never return home. On the 10th of July Erik dies of fever in Paphos on Cyprus. Bodil continues



on to the holy city but dies on the Mount of Olives and is buried in the Valley of Josaphat. Instead Erik's brother Niels is present when cardinal Alberich, the Pope's envoy, in 1104 AD in Lund bestows Ascer the pallium, the symbol of office of the arch-bishop in the form of a broad cloth scarf with embroidered crosses made of the wool from holy sheep. Ascer is now arch-bishop of the whole of Scandinavia. Scania has become a cultural centre in Europe.

Troubled times would however soon reach Scania. Following the death of Erik Ejegod on his pilgrimage, his brother Niels took the throne. Niels had a son, Magnus, who was afraid the son of the dead king Erik, Knut Lavard, would take the crown from him when Niels died. Magnus thus decided to murder his cousin in a cunningly arranged ambush.

On the 7th of January 1131 AD prince Magnus arranged a meeting with his cousin in a forest between Roskilde and Ringsted. A contemporary chronicle tells:

"As the holy man Knud was about to stand, the traitor (Magnus) shamefully pulled him back by the hood of his cloak and with his drawn sword he cleft Knud's head from the left ear to the right eye, his ungodly cut made the victim's brain pour out. Now Henrik ran up and drove his spear through the innocent body. Thereafter the remaining participants of this crime stabbed their spears into the chest of the duke.



The younger brother of Knut Lavard, Erik Emune, was not happy when he learned that they had made minced meat of his brother, well minced meat one might dare add judging by the contemporary description. He now took up arms and was backed by the Scanians, including arch-bishop Ascer in Lund.





The German arch-bishop in Bremen had demanded from the German emperor that Scandinavia should once again be placed under Bremen supremacy. To gain - or rather buy - the favour of the emperor, king Niels approved of this. During the Easter in 1134 Niels son Magnus, the murderer, visited the German emperor in Halberstadt about 40 miles south into Germany. Magnus emerged and praised the emperor as his lord, and in return received the crown of Denmark from the hand of the emperor. With the crown on his head and sword drawn he then walked ahead of the emperor in the solemn procession. He had now sold out his country and his arch-bishop for his own personal gain.



Erik Emune on the other hand strongly opposed the friendship with the emperor. Thus the choice was easy for arch-bishop Ascer in Lund. Unless he joined the insurgent Erik Emune he would lose his arch-bishop title. Scania and the Scanian church thus mobilized for war.

King Niels and his son Magnus gathered the Danish fleet to sail across Öresund and recapture Scania. The historian Saxo tells that the entire Danish fleet, except the Scanian, was gathered. To Danish rulers it has always been essential to hold control of the fleet. Denmark is made up of a number of islands and the warships were the means of controlling them. Thus it would have been essential for Niels to claim the Scanian fleet. It was anchored in the war harbour in the bay of Foteviken. Thus it was natural for the invasion to be made here. Halör, one of the largest marketplaces in Scandinavia, was also located by Foteviken.

The Danish fleet was assembled by the eastern coast of Zealand. Saxo tells how king Niels gave orders for all his soldiers to keep guard along the coast so that no one could make it across to provide Erik with useful knowledge. However a man named Magnus Saxeson was lowered by a long rope from Stevn's Cliffs and made his way over to Scania by night, "where he did Erik a large favor".



On the morning of the 4th of June 1134 king Niels made landfall at Foteviken. The only stretch of coast where the landing would be possible is from the current day Falsterbo channel in the north to a few hundred meters north of Foteviken Museum.

The water is shallow and the entire coast up to Malmö is coated with large rocks far out into the water. Only on this short stretch of coast the sandy seabed was free of rocks, which would be a requirement for an invasion.

Erik Emune however had acquired a few hundred horsemen. Armed cavalry was at the time a new innovation in warfare. Large scale cavalry charges had rarely ever been used in Scandinavia before. These horsemen along with the Scanians had a decisive impact in favor of Erik's victory at Foteviken.

### The description of Saxo Gramaticus, about 1200 AD

The Danish historian Saxo wrote about the events at Fote-

*The Fotevik tapestry describing the fate of Erik Emune hangs in the Merchant's home during the summer season.*

viken in 1134 AD. He must have heard of it from people who lived at the time it transpired, or maybe he was even present at the battle himself.



"The following summer Niels gathered the entire Danish fleet, save the Scanian, and sailed to Foteviken, where he he arrayed his army on the beach, and thus was left standing still for a short while as Erik advanced. But when he spotted the horses in the distance whirl up the dust with their hooves like a cloud, he gradually fell back toward his ships, and when he heard the



roar of the the advancing horsemen he fled. When Erik caught up to the army it was already defeated, not in battle but by fate, and without suffering any casualties himself he cut them down and gained a victory, which cost him no blood, as God avenged the family murder.

Only Magnus, who with a small group of brave men refused to flee, turned upon their enemy and tried to drive him back while the others turned their back; for he realised that the chance of escape was slim, and he made it an honor to bravely seek death and make his end praiseworthy by falling in battle. He preferred death to escape to not spoil his reputation for bravery. Finally, after fighting bravely and felling a number of foes, he fell on top of the pile of corpses he had amassed around him, along with bishop Peder of Roskilde, and as he followed him in death they ended up in the same grave.



Niels rushed back to his own ship on a horse a farmer had provided him. As most of the fleeing soldiers grabbed onto the thwarts and clung to the ships to get aboard some ships were close to sinking due to the great weight. Thus those who had first gotten aboard, disregarding any friendship, cut the hands off those clinging to the ships with their swords, thus they were more cruel to their own than they had been to the enemy. In no other battle more bishop blood has been spilled, as bishop Peder of Roskilde, the Swedish bishop Henrik and all the Jutland bishops except one perished in the battle." (six bishops in all)

### Epilogue

After winning the battle, Erik had in a dramatic way taken over regency of all of Denmark. Erik then got the surname Emune, "the memorable."

Erik was hailed as the king over Scania and Denmark at St Liber's mound at Lund in June 25th, 1134. He took Lund as seat and made the city the capital of Denmark.

However, it was not a lasting regime, three years later July 18th, 1137 Erik was killed on County Council Urnhoved near Ribe by the greatman Sorte Plov and was buried in Ribe Cathedral. On September 18th 1137 Erik was succeeded by his nephew Erik Lamm as king and thereby was Lund time as the capital of Denmark over.







## A living Viking Museum

In order for the town to be experienced as a living town as it might have been roughly a thousand years ago we have inhabited the town with volunteers with an interest in making the Viking Age come alive. The core of the town population is made up of members of the association SVEGs Byalag (Scandinavian Viking Explorer Group's village community).

### SVEG and the Village community

One of the goals of the village community is thus to be a resource in the work of the museum to make the viking town environ-



*Some of these people you may meet in the Viking Museum.*

ments come alive, to expand theirs' and others' knowledge of living history, experimental archaeology and historical crafts, to evolve the interaction and camaraderie within the Viking town, providing visitors with a credible trip through time.

Members of the village community not living in the houses have their own plots of land within the town that they take care of.

Most are, of course, ordinary citizens within the Kingdom of Sweden as well with work and families, and thus live their Viking life in the town more or less sporadically. This means that the number of inhabitants within the town varies greatly from day to day.

### Students

In addition to the SVEG village community there are a number of students working within the Viking town during the summer. They are spread out across the various households where they perform tasks like herding the sheep,



feeding the chickens, cleaning the houses, cooking food, baking bread, serve guard duty and enact various scenes for the visitors. They are also taught various Viking Age crafts.

### The Animals at the Museum

Domestic animals and cattle were very important to people in the Viking Age, you lived with them and hold them close. Owning many animals was a sign of wealth. The animals provided much of what was needed and there was rarely any leftovers after an animal was butchered, everything was used.

When you arrive in the Viking Town you may meet sheep, poultry and sometimes an Icelandic horse in the pasture.

As the poultry and sheep wander freely within the village it is important as a visitor to show respect and not let your children or dogs chase them!



### Re-enactors and volunteers

For many years Foteviken Museum has been cooperating with various Viking associations across Europe. This makes the Viking town a natural gathering place for people with a Viking interest involved in re-enactment and living history. This means that we sometimes receive Vikings from foreign lands who live in the houses within the town for a week or two.

In addition to reenactors we receive people who are curious of the Viking age and willing to work for a few weeks during the summer as volunteers. We can never have enough volunteers, so if you feel drawn to try the life of a Viking for a few weeks you can find out more here: <http://www.fotevikensmuseum.se/d/en/vikingar/volontar>





# Crafts at the estates

The Foteviken Viking Museum has throughout the years performed and developed crafts. It involves proud traditions, experimental archaeology and preserving techniques.

The museum has a number of crafts and craftsmen working actively to teach techniques and traditions with historical resources.

## Ironworking in the forge (10)

The Foteviken Viking Museum has long had a master blacksmith who knows all about working with iron. From extracting iron from bog ore all the way to the finished object. Everything from nails to swords, from knife to hammer, fire steel to hooks, etc. The work of a blacksmith is never done.



## Silver- and bronze casting and coin minting at the Law Man's estate (12a)

Of course we produce our own cast objects. At the Law Man's estate casting is done in silver, bronze and tin. Thor's hammers, crosses and other symbols. This is also where we mint our coins, the fotemark.



## Food and baking at the Baker's estate (8c and 8d)

At the bakery we work actively with historical food. If you are lucky you may get to taste fresh butter and buns in the afternoon. We grow many herbs on site for use in the cooking. Our cooking pit and smoke house are frequently used as we prepare fish we have caught ourselves.



## Ceramics in the Merchant's estate pottery (7c)

We produce ceramic objects using old techniques to create credible copies of Viking Age ceramics. The Vikings mixed their clay with gravel or crushed quartz to increase durability during burning.



## Wood working in the Merchant's estate timber workshop (7e)

Working with wood is an ancient craft. Wood is one of the most versatile materials we have, and it has many uses. At the museum wood is used for house construction, but we also produce other objects from wood. Bowls, dinner plates, spoons, stools, tables, workbenches, beds etc.



## Textiles in the Weaver's workshop (9b)

We card, spin, weave and sew. In the weaver's workshop we work with everything that has to do with textiles. From taking wool from the sheep, the various treatments and processes to complete yarn, weaving cloth and sewing various garments. We also weave decorative brickbands and dye wool using various plants.



## Amber in the Law Man's shed (12b)

The only "gemstone" that's actually organic and not mineral. Amber was one of the primary exports to the Vikings during their trade journeys. At the Foteviken Viking Museum we also work with amber. It can be a difficult material to work with, but the end result is perhaps some of the most beautiful things we produce at the museum.



## Glass pearls at the forge's pearl workshop (10b)

In this workshop we shape and create beautiful glass pearls. The Vikings enjoyed adorning themselves with glass pearls in their hair, beards and clothes, among other things. It is a craft requiring a lot of focus as the high temperatures involved must be handled in a safe manner. The glass pearls come in many different colours.



## Bones and horns at the tanner's horn carving workshop (6e)

At the tanner's estate they work with bones and horns. Many objects can be created from bones and horns such as tools, needles, shafts, jewellery, buttons etc.

## Leatherworking at the tanner's estate (6a)

Aside from wood leather is one of the most useful materials the Vikings had at their disposal. Leather can be used for everything from clothing and caps to tools and jewellery. During the summer we tan leather and create pouches, belts, shoes and clothes from the leather.





# Foteviken Viking Museum



## Activity Area

1. Archery Range
2. Stones of Hola
3. Trebuchet
4. Cairn of Fote
5. Activity spots a, b and c

## Buildings:

6. Tannery
  - a. living area
  - b. fish shed
  - c. smokehouse
  - d. shed
  - e. horn carving
7. The Merchant's Home
  - a. living area
  - b. high loft
  - c. pottery
  - e. timber workshop
8. The Bakery
  - a. living area
  - b. storage
  - c. Bakery
  - d. cookhouse
9. The Weaver
  - a. living area
  - b. weaving house
10. Smithy
  - b. bead workshop
12. The Law Man's House
  - a. living area
  - b. shed
13. Pig Pen
14. Ting Hall
15. The Willow Estate
16. The Guard Tower
17. Pit House
18. The Old Smithy
19. The Roosterhouse
21. The Custom House

## Plots:

20. Nyfedet
22. Långhusfedet
23. Konefedet
24. Timmermansfedet
25. Maglefedet
26. Rödskäggsfedet
27. Hyntingefedet
28. Tölpadefet
29. Pottfedet
30. Lillfedet
31. Pilefedet
32. Tvärfedet
33. Gråfedet
34. Skrivarefedet
35. Mjöddefet
36. Spiggafedet
37. Area for Experimental Archaeology
38. The Museum's Main Buildings
  - a. entrance, restaurant and shop
  - b. exhibition hall
  - c. public restrooms
  - d. office
  - e. Area for Schools

0 10 20 30 40 50m



# The houses and estates

The Foteviken Viking Museum operates to illustrate what a densely built-up settlement might have looked like during the late Viking Age and early Middle Ages. The area is being developed gradually and it will eventually look more and more like a small early medieval town.

A semicircular defence wall encloses the settlement. The wall opens toward the beach of the bay of Höllviken to the west. To the north and south there are two town gates, with the main street of the town running between them. Smaller streets lead down from this to the structures east of the main road. Buildings of various sizes and styles crowd the area. In front of the town hall there's an open gathering place and square..

## Outside the town wall

Just outside the south gate you will find simpler buildings. The old forge, pit house and poultry house is located by the sea. Further inland you will find the house of the serfs.

### 18. The old forge

This is a reconstruction of a late Viking Age house, discovered at an archaeological excavation in Ystad, Scania. The inner room is halfway underground and was probably used as a simple dwelling room for the blacksmith. The room is simply furnished with a bed, a table and a bench.

### 17. The pit house

Pit houses were common during the Viking Age. The house has a length of 5 metres and a width of 4 metres and is halfway dug underground. The archaeologists often discover weights, made of clay in the pit houses from the upright Viking Age looms. This indicates that the pit houses were used as craft workshops. Hearths are not common in the pit houses and it is therefore likely that the houses were used only during the warmer season. The houses were perhaps used for storage during the winter.

Inside this pit house there is a long bench fixed to the wall. Fragments of such long benches have been found in the Parish of Fosie in Malmö.

### 19. The poultry house

All our animals need tending and care. Thus one of the first buildings constructed at the museum was a poultry house. What would Scanian food be without hens and eggs? This is a simple house build in typical Scanian Wattle and Daub technique with a turf roof. The roof rafters reach all the way down into the ground, a typical Viking Age construction style.

## The south gate

The Viking town is surrounded by a wall with a gate to the south. The wall is not so much a defensive fortification as an economical boundary. Within the wall the king can collect taxes. All trade within the town takes place inside the wall, allowing the king to control the trade and ensure it is fair and profitable. The gate itself is large and massive enough to withstand attacks.

18



17



19





## West of the road

Inside the south gate, on the west side of the road toward the sea, you will find the tanner's estate with the small smoke house and fishery cottage

### 6. The tanner's estate

#### 6a. The tanner's home

This is a Stave wall house built of solid oak. The walls are constructed with double stave planks. The original was discovered at the archaeological excavations of the Viking Age City of Haithabu, in Schleswig, in Germany. The original house probably had some kind of insulation between the stave planks. For insulation we used grass-wrack, a kind of seaweed, which is very common around the coast of Scania. The grass-wrack does not rot, unlike straw.

#### 6b. The fishery cottage

A small wooden house whose original model is found depicted on rock-carvings. The small cottage is built in thatched country technique and wattle and daub technique. The roof reaches almost to the ground and forms together with the inner and outer walls extra space for storage around the cottage. The hearth on the stone floor and the benches, fixed to the wall create a genuine Viking Age atmosphere.

#### 6c. The smoke house

The smoke house is used for preservation of meat and fish. Inside the inner timbered room, the fish or meat is hung while smoke rises from the hearth on the floor. It takes about three hours for the fish to be ready and about six hours for the meat. Before smoke curing, the fish or meat is hung up for drying in the small antechamber. The wattle walls supply the perfect environment for this procedure. The drying is very important, in order too prevent the fish from becoming too soft and fall down from the smoke hooks during the smoke curing.

### 16. The defence tower

The defence tower on its elevated location by the north gate serves several purposes. The view allows excellent lookout for incoming dangers both from the sea and land. It also allows the town authorities to keep track of travellers to and from the town, ensuring that tolls and taxes are paid, and to get an overview of what transpires within the town.

## East of the road

Just east along the main road you will find the the Law Man's estate and just beyond at the Lawman's street is the large hall Tinghöll. Along the Lawman's street you will also find the Weaver's estate.

Along the forge street is the baker's estate with its storehouse and bakery, followed by the forge and pottery. The merchant's estate and timber workshop are located by the Merchant's street.

### 12. The Law Man's estate

"A country must be built up by law." These magnificent words were uttered by the Danish king Valdemar the Victorious in 1241. The Law Man's House is inhabited by King Björn when he is at home. Two rooms allow guests in great favor to sleep in this house. Obviously the bridal couples married in Tinghöll are allowed to use the house as bridal chambers. The long





sides are built in Thatched country technique and the gables are built in Wattle and Daub technique.

The house is being expanded to form a small tight estate. Olof the silversmith still works in one of the rooms, but he will soon get his own workshop in the yard.

## 14. Tinghöll

Tinghöll is centrally located in the town and is the hall used by King Björn to hold thing and feasts within. The long-house is based on construction techniques used in Norwegian stave churches and from descriptions in written Icelandic sources. Tinghöll is a three ship hall with two doors. The walls are lined with several window hatches to allow in light. The window hatches and the three wind-eyes in the roof serve as ventilation and allow in fresh air and let out smoke from the hearth. The smoke hatch should be larger, but if firewood of suitable size is used in the central hearth it is possible to stay in Tinghöll an entire feast evening.

## 9. The Weaver's estate

Weaver's estate is built in Wattle and Daub technique. These kinds of houses were probably typical for the late Viking Age towns. Inside the house there is a smoke canal oven keeping the house nice and warm even during the coldest winter nights.

## 8. The baker's estate

### 8a. The baker's home

The originals of this beautiful house were found at archaeological excavations in the City of Lund, in Scania. The original houses date back to the mid 11th century. These kinds of houses are called Stave walls houses. There are thick oak uprights firmly secured in the ground, supporting the house. The stave planks are jointed in the bottom sill. The overhanging anchor beams are decorated with carved dragon heads, one of the favourite motives of the Vikings.

The current furnishing is too primitive for such a house. It must have has combined sleeping and sitting benches. Today a pole ladder leads up to the low loft with places to sleep. The location of the fireplace seem to be in the corner of the wall with the entrance in most Viking Age town buildings. Screening off the fireplace with a wooden wall and mounting a smoke housing in wood reaching through the loft to the ceiling would have provided good ventilation.

### 8b. The storehouse

The storehouse is separated from the bakers home by a small gap. This building is constructed as a half timbered house with wattle and daub walls, a fairly typical design for the Scanian plains. This type of building dates back to the Bronze Age and is an indication of a construction technique used when there was a shortage of timber. The roof of the storehouse is made with special lengthwise beams with large holes. The wooden roof is in this way split into an upper and a lower roof section, based on a find in Lund. This construction has several advantages. Instead of long, likely expensive wooden planks shorter construction material could be used. The holes let in light, but more importantly serve as air and smoke holes protected from whimsical gusts of wind.

### 8c & 8d. The bakery and the Cookhouse

How a bakery would have looked during the Viking Age is unknown but the tales often mention such buildings. The build-





ing would obviously have held both a fireplace and an oven. The building is constructed in thatched country style with horizontal planks between posts. The roof is made of cleaved round timber. The disadvantage of this design is keeping it tight. If you hollow out a cleaved round timber log however it may be used in the same manner as medieval roof tiles with monk and nun tiles - two logs covering each other. To test this method the bakery was constructed using this roof design. The result is excellent. The smoke can easily pass through the ceiling while rain water is kept from leaking in.

In the centre of the bakery is a large daub clay bakery oven. The bottom foundation of several such ovens have been found, among them one in Malmö from the mid 13th century.

The latest addition to The baker's estate is the cookhouse.

## 7. The merchant's estate

The merchant's estate is made up of two houses built together, a dwelling and a storehouse with an attic. The dwelling house is built in wattle and daub technique and the storehouse is in thatched country style. The dwelling is a wealthy home with a smoke canal oven, wooden floor and elegant furnishings. The famous Foteviken tapestry, depicting the Battle of Foteviken in 1134 AD, hangs on the wall.

## 10. The forge

The forge is built in wattle and daub technique with a timbered roof. It is situated away from other buildings due to the risk of fire. The house has two rooms, the workshop and a small dwelling for the blacksmith. Next to this house there is also a small blast-furnace for making iron.

## 15. The Willow Estate

The Willow Estate is the Serf house that has been demolished and rebuilt in a new location. The Serf house has been replaced with a playground for the children.

The house is decorated with clay-colored walls in a perforated frame of oak. Roof with peat. Simple and robust.

## 21. The Custom House

The Customs House is a new feature of the town. A simple shed with partially braided walls. Here, the town receives its customs fee duty from travelers arriving by sea. receives





# The boats at Foteviken

## The warship Erik Emune

In the early 1980s five sunk Viking ships were discovered in a barrier in the mouth of the Bay of Foteviken just north of the museum. During a marine archaeological examination one of the ships was recovered. Conserved parts of the ship are now on display in the museum exhibition. The Foteviken Viking Museum has also recreated a full scale copy of this ship. The 11 meters long ship is named Erik Emune after the king who stood victorious at the Battle of Foteviken on the 4th of June in 1134 AD.



The Fotevik barrier at the inlet of the Bay of Foteviken can be seen on satellite images.

The ship is narrow and had 14 oarsmen, indicating that it was a small warship. In total the ship can carry about 20 men. Using the sail high speeds can be reached, and in a lull the fourteen oars still gives the ship remarkable speed. It is likely the original was used as a guard ship, perhaps a patrol ship controlling the beaches of Höllviken and Foteviken a thousand years ago.



Erik Emune is built by the skilled and knowledgeable marine archaeologists and boat builders of the museum.

## Smaller fishing boats

The museum has also built several smaller utility boats used for fishing with nets and long lines. One of the boats is built in fir root twined style, i.e. lacking nails the planks were tied together with fir roots twined through bored holes in the planks and then fixed in place with wooden plugs.



## The Fotevik stone in the museum area

Since Erik Emune for some reason did not erect any rune stone after the Battle of Foteviken in 1134 AD we felt compelled to correct this oversight. Thus belatedly this stone was carved at the Foteviken Viking Museum and erected in 1997. Erik the Red did the rune carving.

Translation:

"GÖRAN, STELLAN AND BJÖRN ERECTED A STONE WHERE MANY DRENGAR DIED. PUGNA FORENSIS LIVES AGAIN. ERIK THE RED CARVED. ALU ALU ALU".

The king's men were called "drengrar". "Pugna forensis" is a quote from the original record in Latin of the "battle at the marketplace". "Alu, Alu, Alu" means calling for ale three times in ancient Norse.

## Runic writing, also called Futhark

Runes exist in many varieties. The futhark below is written by rune carver Erik the Red. Below you can see the runic alphabet and example writing.

ƒ	u	th	o	r	k	h	n	i	a	s	t	b	m	l	R
v	v	a	g	g	e	ä	d	p							
	o	ä	nk	ä		ä	e	nt							
	y	ng				y	nd								
	ö					j									

B I N R ƒ : N I P I P ƒ ƒ : ƒ N P T I :  
 b i u r n u i k i k a R s u k t i  
 =ö =v =ng =r\* =ö =e

ƒ N R ƒ T : ƒ I P : B I R ƒ I ƒ :  
 f u r s t m i P b i r k i R  
 =ö =e=th\*\* =g =e =r\*

ƒ N P : ƒ ƒ P I : N I T I ƒ T ƒ : ƒ I T ƒ :  
 a u k i a k i u i n i R n a s s i n a  
 =ä =g =j =ck =v =ä =nn =e =r\*

= biörn vikings seek first with birger and jacki friends thirs.

\* At the endings. \*\* As in English. : space character



# Quick facts about the Viking Age

Excerpts from the Fotevikens Museum booklets "Facts about the Viking Age" available for download in Swedish at: <http://www.fotevikensmuseum.se/d/vikingar/hur/fakta>

## The first Scandinavian royal coins



Coins minted by Sven Twinbeard.

◀ Rough size of the Viking Age silver coins.

In 995 AD king Sven Twinbeard (850-1014) of Denmark had the first silver coins, or "danes", minted. Initially they were not meant primarily as currency as only 20 000 were made. He wanted to show that he and Denmark belonged to "det gode europeiske sellskab" (the good European community) and that he was a Christian king. On one side there is a portrait with a sceptre and on the backside is a cross and the writing "CRUX" (cross in latin). The coins were based on an English coin.



Niels (1104-1134) or "NICOLAVS" as it says on the coin, had aside from royal imagery also buildings on his coins.

## Weights and measurements in Denmark & Scania

### Weights:

Oldtid/Viking Age

1 Mark = 24 Örtug = 199.44 g

1 Örtug = 8.31 g

### Medieval weight 1100-1400

1 Mark af pondus Dacie = 218.3g

1 Mark Roskilddevikt = 207-211g

Pondus Minor = Pondus Dacie

Pondus Major = Kølnervægt

1 Skippund = 20 Lispund = 24

Bismerpund = 1257.408 kg

1 Bismerpund = 24 Mark =

5.2932 kg

1 Bismemark = 1 Skaalpund = 496 g

1 Centner = 112 Skaalpund = 55.552 kg

1 Pundus Butiri = 1 Tønde Smør = 16 Københavnske Lispund

1 Københavnsk Skaalpund = 496g

1 öre = 3 alnar vadmal

5 timre = en særk

40 skind = ett timmer

1 Læst = 12 pund = 2 Örtug

1 Skjællandsk Skæppe = 23.184 Litre

1 Tolfmynning = 9.807 Litre

1 Parvus Midius = 17.388 Litre

### Measurements:

Alen meant under-arm.

Alen = 2 fot = 60 cm

1 fot = 30 cm

1 famn = 3 alen

## The Nordic kings during the Viking Age

### DANISH AND SCANIAN KINGS

Gorm the Old	ca 950
Harald Bluetooth	ca 950 - ca 985
Sven Twinbeard	985 - 1014
Harald	1014 - 1018
Knut the Great	1018 - 1035
Hardeknut	1035 - 1042
Magnus the Good	1042 - 1047

### Estridic line

Sven Estridsson	1047 - 1074
Harald Hen	1074 - 1080
Knut the Holy	1080 - 1086
Olof Hunger	1086 - 1095
Erik Ejegod	1095 - 1103
Nils	1104 - 1134
Erik Emune	1134 - 1137
Erik Lamm	1137 - 1146

### SVEA KINGDOM KINGS

Olof Skötkonung	ca 995 - 1022
Anund Jakob	ca 1022 - 1051
Emund the Old	ca 1051 - 1060
Stenkil	ca 1060 - 1066
Halsten	ca 1066 - 1080
Inge the Elder	ca 1080 - 1084
Blot-Sven	1084 - 1087
Inge the Elder	ca 1087 - 1110
Inge the Younger	ca 1110 - 1123
Inge the Younger and his brother Filip ruled jointly	ca 1118 - 1120
Rangvald Knaphövde	ca 1123 - 1128
Magnus Nilsson Kung of Västergötland and later the whole kingdom	ca 1125 - 1130
Sverker the Elder	1130 - 1156
Erik the Holy	1156 - 1160

### NORWEIGAN KINGS

Harald Hairfair's line

(and danish kings and their jarls)

Harald Hairfair	ca 885 - 933
Eirik Bloodaxe	ca 933 - 935
Håkon the Good	ca 935 - 960
Harald Greycloak	ca 960 - 970
Harald Bluetooth	ca 970 - 986
Håkon Sigurdsson Ladejarl	ca 970 - 995
Svein Forkbeard	ca 986 - 1014
Olav Tryggvason	995 - 1000
Eirik och Svein Jarl	1000 - 1015
Olav Haraldsson (the holy)	1015 - 1028
Knut the Mighty	1028 - 1035
Håkon Jarl	1028 - 1029
Svein Alfivason	1030 - 1035
Magnus the Good	1035 - 1047
Harald Hårdråde	1045 - 1066
Magnus II	1066 - 1069
Olav Kyrre	1066 - 1093
Håkon Toresfostre	1093 - 1095
Magnus Berrføtt	1093 - 1103
Olav	1103 - 1115
Øystein I	1103 - 1123
Sigurd Jorsalfare	1103 - 1130
Magnus the Blind	1130 - 1135