Journey to Ragnarok

A Norse Mythology inspired adventure module (1st-15th level)
across the Nine Worlds setting for 5th edition

CREDITS

JOURNEY TO RAGNAROK is an Adventure and Setting inspired by Norse Mythology, compatible with the 5th Edition of the most famous role-playing game, designed by Michele Paroli

Author: Michele Paroli

Adventure Design:
Midgardr and the Clans: Andrea Lucca
The Nine Worlds: Alex Melluso
Ragnarok: Matteo Pedroni

Mechanics Design:
Classes: Andrea Bergamelli
NPC's, Backgrounds and Magical Items: Matteo Pedroni
Effects of the Runes: Andrea Back

Names and additional materials: Alessandro Drighetto, Mila Fois

Art Director: Michele Paroli

Cover Art: Andrea Guardino
(Alice Candy Guerreri for the Limited Edition)

Interior Illustrators: Andrea Guardino, Milivoj Ćeran, Simone Denti, Elisa Ferrotto, Olga Volkova

Graphic Designers: Michele Paroli, Elena Giovannetti

Proof-reader: Enrico Romeo, Michele Paroli

English Translation and Editing:
Francesco Castelli, Jason R. Forbus, Federico Gavioli

Playtesters, error hunters and special thanks:
Davide Ardizzone, Valerio Arnone, Federico Bellini, Luca Bellini, Christian Zoltar Bellomo, Luca Bianco, Cristiano Bruzzo, Francesco Castelli, Mattia Catania (Naux), Ivan Cavestro, Cesare Costantini, Nicola Degobbis, Antonio Dell'Aquila, Patrick Eusepi, Veronica Fantoni, Mila Fois, Giuliano Gianfriglia, Daniele Iannucci, Giulia Ingrassia, Logan Lee Kober, Giacomo Kuroda, Eugenio Lauro, Juri Loi, Robin Mallaby, Edoardo Montingelli (Quit108), Mariano Mora, Matteo Moret, Marco Munari, Chiara Musi, Silvia Paindelli, Mirko Paradisi, Paola Rota, Claudio Serena, Marco Signore, Søren Møller Starcke, Andrea Vitaloni, Van Vought, Michele Zanni.

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(Full list on page 326)

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INDEX

FOREWORDS 5

CHAPTER 1 - THE NINE WORLDS 6
- **The Prophecy of the Volva** 8
- **The Origins of the Worlds** 10
- **The Nine Worlds** 12
- **Death in the Nine Worlds** 14
- **Alignments** 14
- **The Nine Virtues** 14
- **Asatru Ability** 14
- **Magic in the Nine Worlds** 15

CHAPTER 2 - PEOPLE OF MIDGARDR 16
- **Clans** 18
  - Bear Warriors 19
  - Gjallarhorn 22
  - Icy Crows 25
  - Jötunn Sons 29
  - Odhinn's Eye 32
  - Wolves of the Shadow 35
- **Classes** 38
  - Barbarian 38
  - Bard 40
  - Cleric 41
  - Druid 42
  - Fighter 43
  - Monk 45
  - Paladin 46
  - Ranger 47
  - Rogue 48
  - Rune Master 50
  - Sorcerer 57
  - Warlock 59
  - Wizard 61
- **Backgrounds** 63
  - Bondhi 64
  - Gothi 66
  - Huscarl 68
  - Jarlr 70
  - Skògarmadhr 72
  - Thallr 74
  - Vaeringhi 76
  - Vikingr 78
- **Equipment** 80

CHAPTER 3 - THE JOURNEY TO RAGNAROK 84

CHAPTER 4 - THE JOURNEY: MIDGARDR 90
- **Midgardr** 92
  - General Features 92
  - Maps 93
- **Norvgr** 94
  - The Coastal Area [1-2] 94
  - Heill Hofn 97
  - The Snowy Mountains [4-5] 99
  - Siste Klintr 103
  - The Trolls Cavern 104

Svtjod 106
The Great Forest [2-3] 106
Skjult Borg 108
Uppsala 110
Fenmark 113
The Swamp [4-5] 113
Fínnbol 114
Jutland 117
The Peninsula [4-5] 117
Danevirke 118
Siste Festning 120
The Islands [4-5] 122
The Journey on Midgardr 124
Expand Midgardr 128
Encounters on Midgardr 130

CHAPTER 5 - THE JOURNEY: NIFLHEIMR 156
Niflheimr 158
General Features 159
Maps 161
The Journey on Niflheimr 163
Encounters on Niflheimr 164

CHAPTER 6 - THE JOURNEY: HELHEIMR 166
Helheimr 168
General Features 168
Maps 171
The Journey on Helheimr 174
Encounters on Helheimr 176

CHAPTER 7 - THE JOURNEY: ASGARDR 182
Asgardr 184
General Features 184
Maps 187
The Journey on Asgardr 192
Encounters on Asgardr 193

CHAPTER 8 - THE JOURNEY: SVARTALFHEIMR 208
Svartalfheimr 210
General Features 210
Maps 211
The Journey on Svartalfheimr 215
Encounters on Svartalfheimr 216
Nidavellir 218
Gnitaheith, Fafnir's Liar 219
Maps 221
Encounters on Nidavellir 222

CHAPTER 9 - THE JOURNEY: LJOSALFHEIMR 226
Ljosalfheimr 228
General Features 229
Maps 231
The Journey on Ljosalfheimr 232
Encounters on Ljosalfheimr 234

CHAPTER 10 - THE JOURNEY: VANAHEIMR 238
Vanaheimr 240
General Features 241
Maps 243
The Journey on Vanaheimr 244
Encounters on Vanaheimr 245

CHAPTER 11 - THE JOURNEY: JOTUNHEIMR 254
Jotunheimr 256
General Features 256
Maps 259
The Journey on Jotunheimr 260
Encounters on Jotunheimr 261

CHAPTER 12 - THE JOURNEY: MUSPELLSHEIMR 266
Muspellsheimr 268
General Features 268
Maps 271
The Journey on Muspellsheimr 272
Encounters on Muspellsheimr 274

CHAPTER 13 - RAGNAROK HAS COME 276
Prologue 278
Ragnarok 280
Epilogue 284
Key Players of Ragnarok 286

APPENDIX 294

MAGICAL ITEMS 296

RUNE DIVINATION 304
Table Results 306
Using The Runic Dice 306
Reading The Runes 307
Aett of Freyja 308
Aett of Heimdallr 312
Aett of Tyr 316

CHARACTER SHEETS 320

NAMES PRONUNCIATION 324

BIBLIOGRAPHY 325

BACKER LIST 326

CREATOR TOKEN 332

INDEX 333

OGL 336

JOURNEY

JOURNEY TO RAGNAROK is a love letter to the Norse Mythology, the fruit of over 15 years of research and documentation through travels and reading. The more I discovered, the more my passion grew, as I realized how deeply the myths of the Norse people influenced fantasy literature, games, comics and movies.

It all started with a phonecall by the Red, Andrea Lucca. He told me *"Man, you MUST come back to D&D! 5th Edition is worth a shot!"* and so he involved me with the Adventurers' League group he was organizing in Cernusco sul Naviglio, Milan.

In but a moment, the group of Game Masters, made up of friends both old and new, became incredibly close-knit, organizing the crazy sessions that would lead to the formation of the larger Adventurers' League of Milan.

That was the environment where the idea of joining these two passions and realize this book was born, both an adventure and setting module and a journey throughout the Norse myths and legends.

I must thank Elena for supporting (and bearing with) me in the many hard spots during the project, the Red for having believed in the project from the start and having helped to kickstart it with the right gusto.

I thank Alex, Pedro and the rest of the team for having followed me in this crazy endeavor, Enrico for having pieced together the veritable mountain of bits this here book required and Andrea, Elisa, Simone and Olga for translating my ideas into pictures.

Special thanks, of course, to Nicola for the reality of Need Games, that became like family.

Skål!

Michele Paroli
Author

FOREWORDS

"Gods, Monsters and Men, will die together in the end"

It took me thirty years, but I can finally quote a Manowar song writing about something! It's been a long wait, fraught with temptation, like the time I presented an essay on Scandinavian myths for a History of Religions exam... or the times I played Vikings with the ruleset of RuneQuest or Land of Giants, the great Beowulf and Scandinavia supplement for Pendragon. None of them, however, deserved a Manowar quote more than this short preface.

It is easy to see why: **JOURNEY TO RAGNAROK**... the title itself is tribute to epic metal. And if it wasn't enough, just open the book. Michele and his team of modern skald portrayed the Æsir, Vanir, Giants, Trolls and the undead, vikings, varyags, sorcerers, thieves and the Nine Worlds where they live and fight in more than three hundred pages of pure wisdom and lore. And what about the art? The illustrations by Guardino, Ćeran, Denti, Ferrotto and Volkova alone are worthy of a separate book.

The love story between roleplaying games and Norse myths gave birth to countless publications, like supplements for GURPS, Rolemaster, RuneQuest and even D&D, but Journey to Ragnarok is the first work I have seen that successfully blends gods, monsters and men, three of the pillars of fantasy, in such a complete, dynamic and original way.

What else can I say...?

"Valhalla, the Gods await me..."

Francesco Nepitello - Game Designer
Lex Arcana, The One Ring, Adventures in Middle Earth (...)

A few years ago, on a trip to the United States, I had the chance of flying over Scandinavia, Iceland and Greenland with a clear sky. I was rewarded with the sight of jagged mountains, white expanses, strips of volcanic land, frost islands and endless grasslands fading into the ocean. It was barely the beginning of my journey and yet I already felt fulfilled by that majestic experience, a memory that will accompany me as long as I live.

I wondered why I found these places so fascinating, I wondered how brave was Mankind to venture to these inhospitable lands not only to live there but also to thrive. I found my answer by paraphrasing a famous saying: there is no unfavorable place, only people who give up easily.

The howling of the wind, the silence of snow, the might of magma, all are incredibly powerful forces, so strong they can spell doom for Mankind and convince it they are divine in nature, telling us "You have no place, here." And yet, the more Nature seems merciless and impossible to overcome, the more Mankind attempts to portray it, to reach it and sometimes even to grasp it, even if for just a few instants… with only the foolish thinking they can best it.

The challenge in **JOURNEY TO RAGNAROK** is not just monsters and intrigues, but also the chaotic Norse environment, sometimes as hostile as a hailstorm, or as calm and benevolent as a warm, sunny day.

I am very proud of Michele and his team; they are all expert adventurers, more than capable of leading you in these lands where Myths dwell. If you will be brave enough, you might even have the honor of fighting alongside the Gods during Ragnarok!

Zoltar of Sage Advice
sageadvice.eu

Chapter 1

The Nine Worlds

In this introductory chapter, the foundations of Norse mythology are illustrated, with the origins of the Nine Worlds, followed by rules and setting.

The Prophecy of the Volva 8

The Origins of the Worlds 10

The Nine Worlds 12

Death in the Nine Worlds 14

Alignments 14

The Nine Virtues 14

Asatru Skill 14

Magic in the Nine Worlds 15

Æsir and Vanir fight - © Milivoj Ćeran

THE NINE WORLDS

THE PROPHECY OF THE VOLVA

Necklaces had I
and rings from Heerfather,
Wise was my speech
and my magic wisdom;
Widely I saw
over all the worlds.

Voluspá, (29)
Ljóða Edda

The Voluspá is the first poem of the Poetic Edda and considered the most important in understanding Norse mythology.

The prophecy begins with the discourse of the seer to Odhinn, where she declares to know the origin of Odhinn's omniscience, telling and explaining the secrets of the Ásgarðr gods.

Odhinn recognized the prophetic gift of the Volva and gave the seer gifts and necklaces; he gave her wise advice and conferred upon her the power of prophecy. Her eyes now saw beyond the confines of the world, the deepest past and the distant future.

The Volva tells of past events, from the creation of the Nine Worlds and the people that populate them. The sacrifice of Ymir in the war between Æsir and Vanir that put an end to the golden age of peace, and of future events, such as the assassination of Baldur and the rebellion of some of the Gods and many of the Jøtnar.

Volva concludes her prophecy by announcing the twilight of the Gods, the Ragnarok, when the Nine Worlds are overwhelmed by the violence of fire and water, when the Gods fight their last battle and face their destiny, describing the personal suffering of each divinity. All the Gods will see their end and Odhinn himself will die in the mouth of the wolf Fenrir.

From the ashes of the dead and total destruction, a perfect world of abundance and prosperity will rise, where Baldur will live again.

YMIR - © MILIVOJ ĆERAN

THE ORIGIN OF THE WORLDS AND THE SACRIFICE OF YMIR

At the dawn of time, there was nothing. Everywhere was Ginnungagap, a dark and formless abyss. The two Initial Forces then were generated: the Infinite Ice of the plain of Niflheimr and Primal Fire of the plain of Muspellsheimr, with the Ginnungagap stretching between them.

The cold winds of Niflheimr, which carried water from its source the Élivágar, washed over this empty void from the north, while the heat and sparks of Muspellsheimr lashed it from the south. When the ice met the heat of the fire, it melted and dripping, it generated life, which took shape: the first being was the giant Ymir, who the Jötunn call Aurgelmir, along with Auðhumla, the cosmic cow.

The drops that generated Ymir, however, contained the poisonous water of the Élivágar, the eleven cosmic rivers, and that is why the first living being was wise but evil, as were all his descendants.

Ymir, nourished by the milk produced by Auðhumla, generated the race of giants, while the cow, licking the salt formed by the ice, gave life to Buri, large, powerful and handsome, who generated a twin-son called Borr (" the generated "), Borr later took the Giantess Bestla as his wife and from their union the first Æsir were born: Odhinn, Víli and Vé.

Ymir was gargantuan in size and was able to cover the whole earth. Muspellsheimr's Fire resided in his heart, giving him strength and allowing him to raise his body temperature to very high levels, along with Ice and Niflheimr's poison.

The three brothers, Odhinn Vili and Vè, considered him impure. With a necessary sacrifice, they killed Ymir and drowned in his blood almost the entire lineage of giants. Among the few survivors, there was Bergelmir, who using a raft fashioned from a tree trunk managed to survive with his family, ensuring the survival of the species.

In the middle of Ginnungagap, the gods created Midgardr using the body of the giant. Ymir's flesh became earth, his blood the waters of lakes and rivers. Rocks and mountains rose out of his bones and his hair turned into trees. The heavens were made with Ymir's skull. The four dwarfs Norðri, Suðri, Austri and Vestri became the cardinal points. Odhinn then created the wind, turning one of the sons of Bergelmir into an eagle. He then threw pieces of the giant's brain into the sky and made the clouds.

I remember yet
the giants of yore,
who gave me bread
in the days gone by;
Nine worlds I knew,
he nine in the tree
with mighty roots
beneath the mold.

Of old was the age
when Ymir lived;
Sea nor cool waves
nor sand there were;
Earth had not been,
nor heaven above,
But a yawning gap,
and grass nowhere.

Voluspá, (2-3)
Ljóða Edda

In myth, the first Worlds were Niflheimr and Muspellsheimr, the kingdoms of Infinite Ice and Primitive Fire. From this pair, at whose center Ginnungagap rises, the other Worlds were born, created by the remains of Ymir, killed by Odhinn and his brothers.

The names of the worlds end either with the suffix -heimr (house, kingdom or world) or with -garðr (dwelling, earth, and fence), while from the root of the name it is possible to understand its genesis. Excluding Midgardr (which indicates "Middle-earth" or the world as known to us, also called Manheimr or the "world of Maðr", men), born from the remains of Ymir and the home of men, the remaining eight Worlds can be divided into pairs of opposites:

Ásgardr	Helheimr
Ljosalfheimr	Svartalfheimr
Jotunheimr	Vanaheimr
Niflheimr	Muspellsheimr

Each world was created with specific characteristics. Their respective position along the north-south axis of Yggdrasill and and their proximity and affinity with either of the Initial Forces alter their magical forces. The following is a description of the magical forces acting in each of the Nine Worlds, rather than the setting itself.

ÁSAHEIMR
LJÓSÁLFHEIMR
MÚSPELLSHEIMR
JÖTUNHEIMR
MIÐGARÐR
NIFLHEIMR
VANAHEIMR
SVARTÁLFAHEIMR
HELHEIMR

Midgardr

Located at the center of the universe, the place where Men live, is now the prey of the Fimbulvetr, the great winter that precedes Ragnarok. In this unholy situation, with Worlds colliding with each other and the limits placed on the use of magic by the gods gradually fading, divine and arcane forces invade this realm. Being the center world, all magical sources are present.

However, since some of the limits set by the Gods are still in force, spells are weaker than they should be.

Asgardr

On the high branches of Yggdrasill, is the world of Asgardr (or Ásaheimr), the realm of the Æsir, bathed by the light of the stars, full of luminescence reflected by the Infinite Ice and strong brightness of the Primal Fire. Here the predominant magical force is the result of the friction between the Initial Forces, that arcane spark that arises when ice and lava meet: there are no half measures in the forces that permeate this world, only absolutes in the abode of the Æsir.

There are no echoes of the Initial Forces: in Ásgarðr, it is only the distant memory of the creation of the Nine Worlds.

Ljosalfheimr

Before reaching the land of men, descending along Yggdrasill, there is Ljosalfheimr (also called Alfheimr), the reign of the Ljósálfar, the elves of light. Located above the clouds of Midgardr, created from the brain of Ymir, this hyperuranium World is a place of high thought. Here lies energy derived from blocking friction between the Initial Forces, and which the highest of the kingdoms are composed. The description of these forces is mediated by their proximity to the kingdom of men.

Here, there is no echo of the initial great emptiness or even that of the Superior Entities who existed at the beginning of time.

Niflheimr

Located north of Midgardr is Niflheimr, the World of Mist that comes from the Infinite Ice, the realm of cold and ice that existed from the beginning of time. In this place reside the hrímþursar, the last few Frost Giants who survived the drowning of their lineage, posted to guard the dwelling of the dishonorable dead. Far from the Primal Fire, this kingdom is dominated by dry cold and the absence of flame, but also by the crystallized fluidity of the ice: everything flows, out from this realm.

There are no archetypal forces of the Gods at work in this world, since it existed before the arrival of all things.

Muspellsheimr

To the South lies the World of Muspellsheimr, the other Kingdom that has existed since the beginning of time, the place of origin of Primal Fire. This Initial Force permeates this World making it fiery, deafening, hot and dry. Here are the sons of Fire, the Fire Giants, the Muspeli Jötunn.

There are no archetypal forces of the Gods at work in this world, since it existed before the arrival of all things.

Jøtunheimr

To the east is Jotunheimr, where the giant Bergelmir escaped to with his family, here the offspring of the Ice Giants, the Jøtnar, were born. The flow of the Infinite Ice, mediated by its proximity to "Middle-earth", this place is the solidification of ideas, where the earth and ice meet. Ruled by cold and hardness, far from the

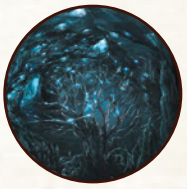
fluidity of water (destined to freeze), it is the emblem of stiffness and stubbornness.

There are no archetypal forces of the Gods in this World, for their perfection has no place in this frozen realm. The World of Jotunheimr is separated from Midgardr by a mountain range where lies the fortress of Utgardr, built to prevent the Jötunn from invading the realm of Men.

Vanaheimr

To the west is Vanheimr, the kingdom of the Vanir, the minor Gods, and a world of emanations of the Primal Fire and illuminated by the light of Ljosalfheimr. In this place lies dynamic thought and Nature in its cyclic emanation: the great wheel of life watched over and ruled by the divine beings that reside there.

Here, is no place for the stillness of the great initial emptiness or even for the Superior Entities that existed at the beginning of time.



Svartalfheimr

Below Midgardr, among the roots of Yggdrasill, is Svartalfheimr, a kingdom situated in the shade of the World Tree. Far from the friction of the Initial Forces, this plain is inhabited by the Døkkálfar (the Dark Elves); driven out of the upper realms, they worship a false World Tree made from the original stone of this Kingdom.

Here, natural magic is absent, as well as that of the Gods, the wickedness of Helheimr its only resonance. This realm is surrounded by darkness and Hell, that part of the world where Musphellsheimr fire flows as the only exception. The two Worlds are near where rises Nidavellir, the realm of the Dvergar and their renowned forges.

Only in this place, unlike the rest of Svartalfheimr, it is possible to find the archetypal force of the Gods.

Helheimr

In the depths of the Cosmos, beneath the roots of Yggdrasill is the reign of the giant daughter of Loki, Hel, who with divine powers rules over the dishonorable dead, the sick or diseased, in a place called Náir.

This marshy moor, lashed by the wind and rains, is the ancestral emanation of the stillness of the ice, that stasis at the end of a life without the flame of honor and virtue. In this world, the magic is permeated by cold death, one without memory, without name or future.

Only the echoes of the archetypal forces of the Gods and the ancient force of the Superior Entities have power in this kingdom.

Yggdrasill, the Ash of the Worlds

The Yggdrasill ash tree is the most imposing and best of trees, with its immense trunk, branches and roots over which clear waters flow. It supports all Nine Worlds.

The tree rests on three roots, which in turn, point in three different directions, guaranteeing it nourishment.

The first root sinks into Niflheimr and slips into the well of Hvergelmir, sinking to the abyss of Helheimr where it holds the snake Níðhoggr and his bloodline prisoner.

The second root extends to Jotunheimr, slipping into the spring of Mímisbrunnr, where wisdom and knowledge are hidden.

The third root rests on Midgardr, feeding off the spring of Urðarbrunnr, where swans live. Here the Æsir gather in council and the caretakers of the tree, the three Norns, live. The location of the source of the Urðarbrunnr is located in a place unknown to the people of Midgardr and beyond their reach.

Death in the Nine Worlds

When a character dies in the Nine Worlds, the Æsir will immediately judge them within one minute. Once their fate is sealed, the Valkyries take them to the eternal feast in Valhalla or they sinks into the abyss of Helheimr and the clutches of Hel.

"The fifth is Glathsheim,
and gold-bright there
Stands Valhall stretching wide;
And there does Othin
each day choose
The men who have fallen in fight."
GRÍMNISMÁL (8-9)
Poetic Edda

The body of the fallen and all their earthly belongings are then recreated in the appropriate afterlife.For this reason it's impossible to resurrect a character after one minute from his death.

Alignments

The ethics of the *vikingar* are based on different values from the classic 5th edition alignments (Lawful Good, Neutral etc.). Respect of the **Nine Virtues** and a honorable death are the key to becoming one of the Einherjar to be welcomed into Valhalla.

The **Journey to Ragnarok** alignments are instead:

- Lawful Honorable
- Chaotic Honorable
- Lawful Dishonorable
- Chaotic Dishonorable

The Nine Virtues

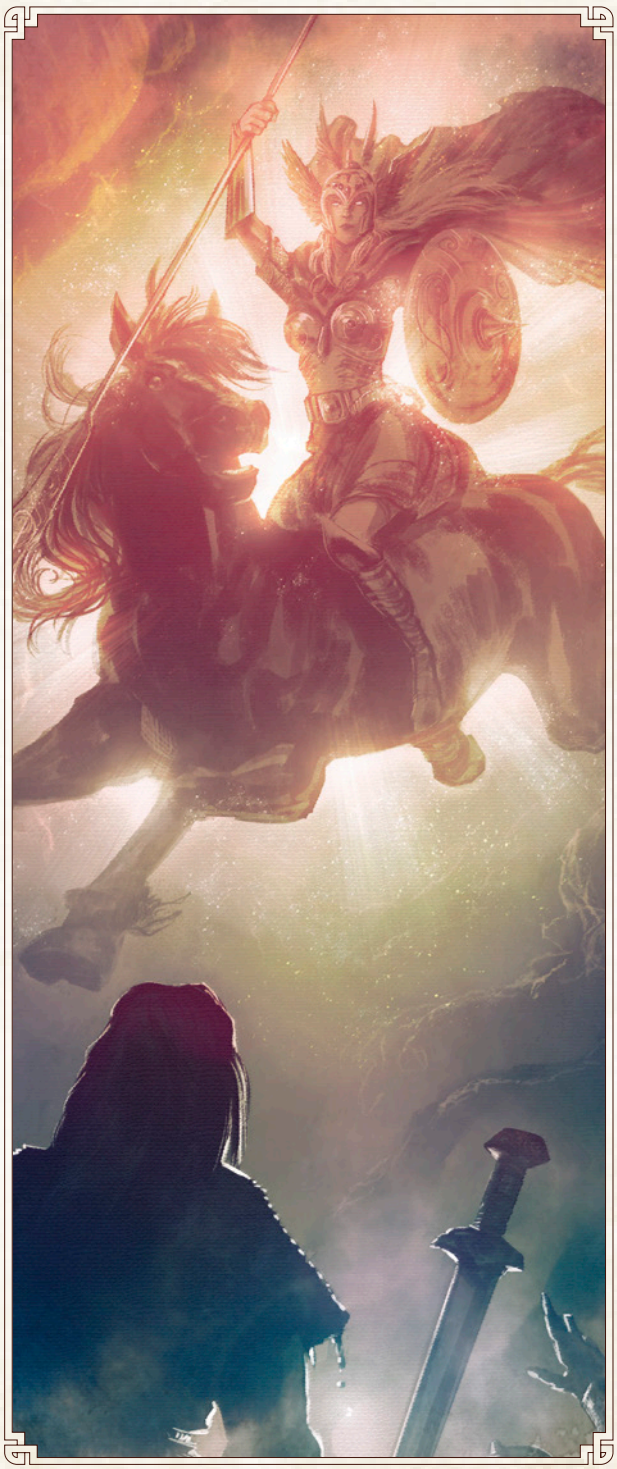
The Asatru moral code can be summed up by the **Nine Noble Virtues**, these makes a character Honorable and represent the summation of the ancient lore contained in the Poetic Edda. They are:

1. **Courage**
2. **Truth**
3. **Honor**
4. **Loyalty**
5. **Discipline**
6. **Hospitality**
7. **Industriousness**
8. **Self-reliance**
9. **Perseverance**

Asatru Ability (Wisdom)

Norse characters may learn the Asatru skill.

This skill is based on Wisdom and allows the character to recognize and sometimes understand the energies, entities and divine influences of the Nine Worlds.



Optional Rule: Magic in the Nine Worlds

Norse culture is a very rich and complex macrocosm where infinite forms of magic and religion merge, creating innumerable interpretations, all of which can be traced back to the three oldest Initial Forces: the Primordial Fire of Muspellsheimr, the Infinite Ice of Niflheimr and the Water of the Cosmos runs along the roots of Yggdrasill. These three entities, united together in different and sometimes unharmonious solutions, have shaped the Nine Worlds, different from each other by results of their origin (depends on how much of Ymir is present in each of them) and their resonance with the three Initial Forces. The direct consequence is the existence of different and not always stable agglomerations of magic. The magical force differs from World to World and it is not possible to foresee its effects or the provenance of the energies it was channeled as. Spells manifested with energy from other Worlds cause one of four types of reaction to the arcane forces present in that realm where the caster is.

- ***Altered:*** the effect of each magic is aesthetically altered depending on the World.
- ***Augmented:*** the effect of every magic is maximized. Example: 1d6 damage will result 6.
- ***Decreased:*** the effect of every magic is minimized. Example: 1d6 damage will result 1.
- ***Unaltered:*** the effect of each spell is unaltered.

Option 1: Schools of Magic

	Abjuration	Conjuration	Divination	Enchantment	Evocation	Illusion	Necromancy	Transmutation
Ásgardr	Augmented	Alterated	Decreased	Augmented	Unaltered	Augmented	Decreased	Decreased
Ljosalfheimr	Alterated	Alterated	Alterated	Augmented	Decreased	Augmented	Decreased	Alterated
Midgardr	Unaltered	Unaltered	Unaltered	Unaltered	Unaltered	Unaltered	Unaltered	Unaltered
Niflheimr	Decreased	Decreased	Unaltered	Augmented	Alterated	Augmented	Augmented	Decreased
Muspellsheimr	Augmented	Augmented	Alterated	Decreased	Alterated	Decreased	Decreased	Augmented
Jotunheimr	Augmented	Unaltered	Alterated	Augmented	Augmented	Alterated	Unaltered	Augmented
Vanaheimr	Augmented	Augmented	Decreased	Alterated	Decreased	Alterated	Decreased	Augmented
Svartalfheimr	Alterated	Alterated	Alterated	Decreased	Augmented	Decreased	Augmented	Alterated
Nidavellir	Augmented	Augmented	Alterated	Augmented	Augmented	Alterated	Augmented	Augmented
Helheimr	Decreased	Unaltered	Augmented	Decreased	Alterated	Decreased	Augmented	Augmented

Option 2: Damage Types

	Acid	Cold	Fire	Force	Lightning	Necrotic	Poison	Psychic	Radiant	Thunder
Ásgardr	Unaltered	Decreased	Augmented	Decreased	Augmented	Decreased	Decreased	Decreased	Alterated	Augmented
Ljosalfheimr	Decreased	Decreased	Augmented	Augmented	Unaltered	Decreased	Decreased	Augmented	Augmented	Unaltered
Midgardr	Unaltered	Unaltered	Unaltered	Unaltered	Unaltered	Unaltered	Unaltered	Unaltered	Unaltered	Unaltered
Niflheimr	Augmented	Alterated	Unaltered	Decreased	Decreased	Augmented	Augmented	Augmented	Decreased	Decreased
Muspellsheimr	Decreased	Unaltered	Augmented	Augmented	Augmented	Decreased	Decreased	Decreased	Augmented	Augmented
Jotunheimr	Decreased	Augmented	Decreased	Augmented	Augmented	Decreased	Unaltered	Augmented	Decreased	Augmented
Vanaheimr	Decreased	Alterated	Augmented	Augmented	Decreased	Alterated	Augmented	Decreased	Alterated	Decreased
Svartalfheimr	Augmented	Augmented	Decreased	Decreased	Unaltered	Augmented	Augmented	Decreased	Decreased	Unaltered
Nidavellir	Unaltered	Augmented	Decreased	Augmented	Augmented	Augmented	Augmented	Alterated	Augmented	Unaltered
Helheimr	Alterated	Augmented	Decreased	Augmented	Decreased	Augmented	Augmented	Augmented	Unaltered	Decreased

Chapter 2

People of Midgardr

In the chapter "People of Midgardr" you can find all the information and the rules necessary for the creation of characters in the **JOURNEY TO RAGNAROK** setting.

Clans **18**
- Bear Warriors 19
- Gjallarhorn 22
- Icy Crows 25
- Jötunn Sons 29
- Odhinn's Eye 32
- Wolves of the Shadow 35

Classes **38**
- Barbarian 38
- Bard 40
- Cleric 41
- Druid 42
- Fighter 43
- Monk 45
- Paladin 46
- Ranger 47
- Rogue 48
- Rune Master 50
- Sorcerer 57
- Warlock 59
- Wizard 61

Backgrounds **63**
- Bondhi 64
- Gothi 66
- Huscarl 68
- Jarlr 70
- Skògarmadhr 72
- Thallr 74
- Vaeringhi 76
- Vikingr 78

Equipment **80**

CLANS

THE CLANS OF MIDGARDR

This chapter present a brief description of the main clans of Midgardr.

Every human player character should be part of one. It is not mandatory, but it's highly recommended, as the clans play a key role the adventure. The following descriptions are the "stereotypes" of the great clans, each one being an alliance of many villages, families a smaller clans that share the same moral, political and social values.

The Game Master and the players are free to create new minor clans or sub-clans within the existing ones. In the Norse culture clans were mostly linked to family lineage. During your adventures on Midgardr, you are going to meet representative of minor clans in every hall and every village, these are – usually – people sharing the name of a renowned ancestor.

Still, the information of this chapter are meant to help you choose the most appropriate clan for you character. More informations concerning the politics and geography of the clans are in the Setting of Midgardr chapter.

Bear Warriors (*Birnir Rekkar*)

Berserkers. Bear-men. Savages. There are a number of epithets to define the folks from the mountains of Norrvegr and they all describe their lifestyle pretty accurately.

The Bear Warriors don't talk much. They are practical, spontaneous and tend solve every problem with brute strength. Almost nobody can stop them once they commit.

A true Bear Warrior will never pass a chance to show his or her strength and will always be at the forefront against any opponent.

The Bears tend to wear heavy furs – usually bears' or from other mountain animals – and wield heavy weapons to maximize their strength advantage with devastating effects. Those who are skilled in magic wears totems upon totems, made of bone, wood or any other material avaible at the top of their mountains.

An ancient motto of the lands of the North says: "It's not important to be friend with a Bear, what's important is that the Bear is on your side of the shield wall".

The King of the Mountain

The Bear Warriors aren't a proper clan, but they are identified as such by the other denizens of the White Mountains. The people of this region are, in fact, primitive, savages, violent and have little time or interest for politics.

The reason behind this error is that almost all the chieftains of the villages scattered across the mountains live in fear and under the thumb of Snjallrsons. Ever This family have ruled Fjalltindr ("top of the mountain") the topmost village on the mountains for many years. The current "King of the Mountain" is Gamallbjarki ("old little bear") of the Snjallrson.

Strength is the only law on the mountains and another clan might challenge and replace the Snjallrsons at any moment.

Gamallbjarki, "*Old Little Bear*" Snjallrson

Cold as a Glacier

The Great White Mountains are cold, inhospitable and the resources are scarce. The inhabitants struggle to survive each passing day. Over time, this extreme lifestyle transformed these people into mighty creatures with a strength vastly superior to the dwellers of the valleys. At the same time, their temper changed, the mountain-folk are cold and distant like their homeland.

Natural Raiders

Since time immemorial, the lack of natural resources has driven the mountain clans to cross the ford during the more mild season, when their' not blocked by ice. Only the most ferocious and powerful warriors undertook this journey and their objective was to raid everything in their path.

After many years of conflicts, this tradition mellowed out, as the other clans started offering the Bears to participate the spring raids. Over time, this new custom became more and more common, up to the point that no ship sailed without a couple of Bears on board and they became a curiosity in the coastal villages thanks to their fame of mighty warriors.

The Priests of the Mountain

Contrary to the popular opinion, the mountain dwellers aren't just mighty warriors. every village hosts at least one priest that is skilled in the ancient rituals to commune with the spirit of the mountain and harness its power.

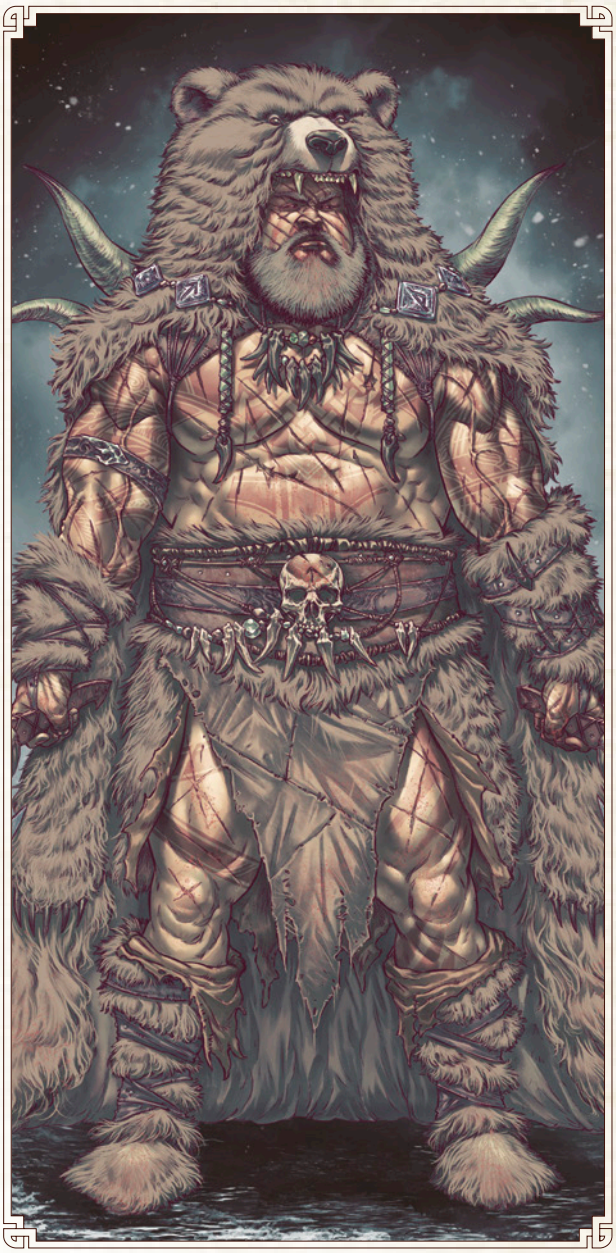
These seers and sorcerers are highly respected and they often clash with the those Icy Crows that visit the Bears' villages.

While the Bear Warriors are, in their own way, followers of Æsir and Vanir, they also practice many rituals to cuddle the favors of the Mountain, which they worship as a true deity. these barbaric religious practices are blasphemous in the eyes of the Crows, who do their best not to speak about them, because abusing the Bears' hospitality might have lethal consequences.

The Curse of the Bear

Recently, the snowstorms have become more and more powerful, blocking many mountain passes, but strange rumors started to circulate between the high-altitude villages. They spoke of a terrible curse that turns warriors into bloodthirsty monsters. Many were cast out of their villages under the suspicion that they were "cursed" and, according to other rumors, they founded their own village beyond Fjalltindr, in the uninhabited part of the mountain.

Some villages literally disappeared overnight, as if they were swallowed by the mountain itself. According to the Bears' sages, the Mountain is angry and it lust for blood have to be satiated before Ragnarok.



Guàrdinjandr, Cheftain of the Cursed Bears

Relationships with other clans

Gjallarhorn

These people with fancy clothes are great warriors, but none of Mountain-folk have seen one of them in a very long time. It's possible that the Great Winter killed them all. They should have worn thicker clothes.

Icy Crows

The Crows are considered wise and welcome. They know the tales of Odhinn and the other Gods. They can figure who is right without resorting to a battleaxe.

Unfortunately many of them are weak and haven't survived this winter season that grows ever stronger. They died of cold or they were offered as sacrifices to quench the craving for blood of the Mountain.

Some of them decided to become a voluntary sacrifice, they climbed to the top of the Mountain to beg for an audience, but never returned.

Jötunn Sons

The folks of the swamp talk too much and they words are empty. It's better to shut their mouths before they utter a curse.

Odhinn's Eye

The people of the great hall and ships were always kind with the Bears and allowed them to cross the sea. This doesn't mean that the Bears are ready to kneel and kiss their boots or follow their orders: if the people of the great hall push their luck too far the Bear will show them the fury of the Mountain.

Wolves of the Shadow

The Wolves are trustworthy warriors, they are not as powerful as the Bears, but they show honor on the battlefield. This is the greatest praise a Bear can offer.

GJALLARHORN

The Gjallarhorns are proud, dedicated and pragmatic.

They are protectors born and raised, they are ready to go any length to shield their companions, guiding them to fight as single, cohesive force.

While they carry weapons clothes and armors of vastly superior quality to the Odhinn's Eye, the Gjallarhorns tend to favor dark and simple design over lavish and shiny ones. In everyday life and on the battlefield, a Gjallarhorn favor actions over words.

While every Gjallarhorn desires to show her valor in a raid, they are all dedicated to protecting their homeland first.

A true Gjallarhorn is always ready to abandon any task to rush back and defend the homeland when it's in peril.

BLOOD OF THE FIRST VIKING KING

The Gjallaorn clan, formed by the descendants of the first Viking King, rules uncontested upon the peninsula and the islands of the Jutland.

Despite the constant threat of an invasion, the kingdom of Jutland is, probably, the richest and most stable of the North. Because of this, the royal family is very much loved by both the nobles and the population. This state of "peace" was born from many years of bloody and brutal war that drove the opponents of the royal family almost to extinction.

The cheerful and kind ways, typical of the Gjallahorn clan, are misleading. A visitor should not think that the clan lacks resolve, the royal family is ready to use the iron first when needed.

DEFENDERS OF THE NORTHEN LANDS

The ruling family didn't become legend just because of its strength and wealth, it also built the Danevirke, a great and ingenious fortification system that stretch across the entire peninsula, protecting it from the assaults from the nearby Frank Empire.

The first queen herself ordered the construction of this great fortification and, to honor her memory, a force of Gjallarhorn's shield maidens choose to fight on the borders, all worthy descendent of the great heroine of ancient times.

The clan itself is named after the gigantic horn that sits in the capital. If the Danevirke should fall, a system of lighthouses across the peninsula would immediately alert the capital and the great horn will be heard loud and clear.

According to legend, the horn was sounded once and it's so powerful that it can be heard in all of Midgardr.

The Gjallahorns are very faithful to the gods and, according to legend, the clan descend from the god Heimdallr and the clan took the name of his warhorn. This belief gives their chosen task a divine aura, they protect the North like Heimdallr protects Asgardr.

Rich and Humble

Beside the political stability and more fertile lands, compared to other regions of the North, the main source of wealth of the inhabitants of the Jutland are the raids. The peninsula is perfect to send ships against the Frankish coasts and toward those inhabited by the strange people of the East.

While today the sea are under the control of the Odhinn's Eye, it's still possible to find good sailors and shipyards in the peninsula and the nearby islands. There is also the historical alliance between these two clans that created many terrifying raider fleets that terrorized all the seas of Midgardr.

Almost every important village of the Jutland has stone buildings and the quality of life is far higher than the rest of the North. In spite of all this prosperity, the nobles of the Jutland tend not to boast their wealth, especially compared to the Odhinn's Eye.

Ever since Fimbulvetr hit the Jutland the situation has changed dramatically and most of the population wouldn't have survived the first years without the help of the royal family and the great stashes of supplies.

The Queen of Legends

During the last year, a great tragedy stroke the royal family: a furious sea storm destroyed the ship of King Horik Gottfredson, killing the King and his first-born Erik Barn ("the Child"), while they were sailing toward Heill Hofn to meet their ally Asbjørn the Red. Apparently, nobody survived the shipwreck.

The population feared a time of political turmoil, because the only living descendant was the king's daughter, princess Thorunn. The young princess didn't give up, showing to be a true Gjallahorn, she summoned her faithful men of women and, in a single night, eliminated all the nobles and leaders that conspired against her. After this show of strength, it was simple to convince all the remaining sages to crown her Queen. She took a second name in honor of her late father becoming Queen Thorunn Horikdottir. After establishing her power, the Queen took up sword and shield and marched to Danevirke with her elite guard, fighting on the forefront against the Franks' invasion. According to many rumors, the Great Winter hit the lands beyond the wall with incredible ferocity, causing a spike in the number of Franks' attacks. The enemy hopes to invade the Jutland to raid its resources.

Covered in the blood of the enemies and surrounded by the superb warriors of the elite guard, the Queen demonstrated her great skills as a leader, earning her spot in legends and tales. It didn't take long for the Skalds to start comparing Thorunn with the first queen of legends, she who started the construction of the Danevirke.

Today, the people of Jutland, in spite of the extreme poverty, see its warrior queen as a sign of hope. Thorunn has become the incarnation of the faith and hopes of her people.

While the Queen keeps a strict control over the Jutland, she know that tradition is against her and the court nobles, who never fully supported her, push so that she find a husband worthy of the crown. Thorunn isn't happy with this perspective, but she also knows that an alliance might help the Jutland rise again.

Thorunn Horikdottir

BEYOND THE DANEVIRKE

It's not just the dreadful weather that bother the Gjallahorns. While the Franks' attacks suddenly stopped, those few spies that returned from the enemy lands have gone mad. They keep blathering about a terrible disease, green lights and a terror that will soon arrive from the South. Thorunn made sure that these men could find an honorable death and that their ravings didn't circulate among the people.

The Queen doesn't have resources to spare to discover what is really happening beyond the Danevirke, right now the only course of action is to keep the realm stable and survive the Great Winter. In spite of these precautions, the rumors have spread among the commoners fueling the collective hysteria. Thorunn will soon be forced to take action.

RELATIONSHIPS WITH OTHER CLANS

Bear Warriors

It's rare to find any barbarian from the mountain in the Jutland, but not completely unheard of. Many inhabitants of the far North are skilled sailors, who dedicated their live at raiding and were "adopted" by a warlord of Jutland. The tales of the Skalds made these mighty warriors famous. A Bear Warrior will always be welcomed with kind awe and amazement by the people of these regions, who consider him a legendary warrior.

Icy Crows

The Queen has conflicting opinions about the Icy Crows in her territory.

On one hand, they are very useful to help those in need and investigate the strange events of the last year. On the other, they are a danger to the kingdom's stability. The Queen is perceptive enough to know that, behind their shows of goodwill, the Crows have a precise design and that myths and superstitions are much more effective than a sword to control her people. So, the Queen harbors some well-grounded suspicions about the Icy Crows. She won't trust them fully until they show their real goals. Until then, Thorunn would much prefer to hang them, but she can't risk to create some martyrs, and keep with the tradition that the royal family has never allowed any kind of political interference.

Jötunn Sons

For the people of Jutland the existence of the outcasts' clan is almost a myth. While Thorunn is a very "progressive" ruler, she will never be able to forge a true alliance with the Jötunn Sons, because her subjects are still very devout to tradition. This doesn't mean that Queen cannot find a use for the Jötunn Sons and their unique abilities: the outcasts might take care of some delicate matters, like eliminating those few nobles that she doesn't trust fully, yet.

Odhinn's Eye

The Gjallahorns don't know about the recent changes at the hall of King Asbjørn and, despite this lack of communication, believe that the Odhinn's Eye will heed their call. The population – unaware of the recent marriage of King Asbjørn – hopes that the two clans might unite through the marriage between their heroic monarchs: King Asbjørn and Queen Thorunn. Due to situation getting worse and worse, it's probable that the Queen will soon send a delegation to ask the Odhinn's Eye for help, crossing the islands of Jutland and the region of Svitjod.

Wolves of the Shadow

The Gjallarhorn clan never had any direct relationship with the forest clan. Some Wolves fought alongside the Gjallahorns during raids, but the differences between the Clans and the alliance with the Odhinn's Eye put a stop to any possible treaty.

Still, the Gjallahorns deeply respect the Wolves because of the prowess of their warriors.

The current Queen is less traditionalist and might be incredibly grateful to the Wolves if they provide her the help she so desperately need. She might even change her allegiance, although she has only heard rumors about what is happening oversea.

Icy Crows (Jokullsrafn)

The Icy Crows are famous for being meditative, serene and intelligent.

A member of the Icy Crows often has visions of future events or cast the runes to peer beyond the veil of fate. The Icy Crows are also experts of ancient magic rituals passed on orally within the clan.

A true Icy Crow live to serve the circle and its principles, she would do anything to preserve them.

An Icy Crow will never pass the opportunity to tell a story, recall a legend or pass down a myth. It doesn't matter how urgent are her obligations, she will always find time to tell about the way of the Gods and keep the culture of the Nordic people alive.

Serving the Circle

Despite their preeminence in the politics of the North, the Icy Crows aren't a proper clan, they're a vast and highly structured circle, formed primarily by hermits, wise seers, sorcerers and Skalds. they live according to a precise code of conduct, fully devoted to preserving the divine order on Midgardr.

The Icy Crows fulfill this divine call by retelling the legends of the Gods, they spread the cultural and moral values through their actions.

Teachers, Judges and Arbitrators

The Icy crows are more than protector of the cultural heritage, they often handles administrative and bureaucracy for the other clans. It's quite common for a Crow to sit next to the Jarl – as an adviser or a judge of the feuds between the citizens – or the fulfill the role of the Løgsøgumaður (expert of the law) during a þing, a gathering of a great clan.

Their presence – as adviser, teachers and wise men or women – through almost every village of Midgardr gives the Icy Crows an immense network of informants that the circle can always use for its own ends.

A Lifelong Path

While every Icy crow is free to act as she saw fit, there's a precise hierarchy within the circle.

The headquarter of the order is in the famous temple of Uppsala (see page 110), in the region of Svitjod, very close to the forests of the Wolves of the Shadow.

When a youngster join the circle, she has to swear an oath to Fate itself and sever every bond with her previous life. These new recruits must embrace neutrality and have a single purpose: serve the circle and pass on its values.

These adepts are called *Rót* ("Root") and usually, after a first term of studies in Uppsala, they serve a *Mímistafr* ("Pillar of Wisdom") as apprentices for ten years, following the master in her journeys. During the long apprenticeship a *Rót* must learn the old tales, how to cast and read the Runes of Knowledge and study the principles that regulate the life and death of every Crow.

Although there is no official age to join the Icy Crows, it's a common custom to send small children to the circle. There are a number of reasons for that, these children might be orphans or their parents swore an oath to the Gods. Some villages – especially the Wolves of the Shadow' ones – send at least three children to the Crows every year as a tribute. In some, much more rare, circumstanced a kid might be sent because she was born with spot or other birthmarks that looks like the sacred Runes, hinting at a higher call.

An Icy Crow might remain a *Rót* for just a few month or her entire life. This spiritual journey has no per-determined length and only when the *Mímistafr* thinks the *Rót* is ready, she would be appointed a proper *Mímistafr* during a ceremony at the temple of Uppsala.

After the apprenticeship ends with a trial decided by the master (usually a game of hnefatafl), the *Rót* becomes a *Mímistafr* and can participate fully at the life of the clan and the meeting of the circle, but she can't vote.

These sages – the *Mímistafr* – are the heart of the circle and, beside the usual responsibilities of every Icy Crow, they are constantly traveling between Uppsala and the villages of other clans. With very few exceptions, a *Mímistafr* cannot stop in any given place for a long time. These continuous travels help the circle to keep its network alive, going from *Mímistafr* to *Mímistafr* across all the Northen lands. Additionally, a *Mímistafr* must take care of the education of the *Rót* – usually having one apprentice at every time – and she must also rely instructions to the *Flakkàndi* she met.

Some *Mímistafr* choose to become *Flakkàndi* ("wanderers") and pass the rest of their lives wandering from a village to the next, serving the typical duties of an Icy Crow at each stop. They're free to go wherever they want, unless the circle assign them a particular task.

Although they usually live in Uppsala, some *Léradhr* are allowed to act as advisers to a Jarl of a different clan, while others choose to become hermits.

The *Léradhr* usually act as teachers and mentors to the lower ranks, passing on the tradition and the rules of the clan. They're also part of council of the *Léradhr*: the ruling body that debates how the circle should answer to the political evolution of Midgardr. They have no decision-making power, though, this is usually reserved to the three *Mímaneidhr* ("tree of wisdom").

According to tradizione, the three *Mímaneidhr* are chosen from three different age groups, to represent the Norns and have a different point of view of every given decision.

To make a decision official, all three *Mímaneidhr* must agree.

When a *Mímaneidhr* dies or choose to abdicate, the *Flakkàndi* bring the news to every member of the Icy Crows and the circle gets ready for the new investiture.

To become a *Mímaneidhr*, a Crow must face three extreme trials:

- Swallow hot coals to become a vessel of the primordial fire of Muspell, bringer of life and death.
- Be buried up to the neck on a beach, at the water's edge, waiting for the tide to shift; to conquer the sea and become one with Landvaettir, the spirit of earth.
- Offer and officiate a sacrifice.

If more than one candidate survive these trials, the circle of the *Mímistafr* choose the one that made the most significant sacrifice as the new *Mímaneidhr*.

After becoming a *Mímaneidhr*, a *Mímistafr* renounce her name and receive a new spiritual name from the circle of the Crows.

While a Crow cannot have a family, procreating is not forbidden, just not recommended outside of certain times of the year. During certain festivities the Icy Crows are used to organize great ritual orgies and every child conceived during these conclaves is considered a child of the entire circle and raised by the entire community.

THE BROKEN CIRCLE

Today, the circle of the Crows is more fractured and weaker than ever. Every important decision requires the approval of all the three *Mímaneidhr* and, when this doesn't happen, the Icy Crows are forced to remain neutral until there is a unanimous vote.

The current *Mímaneidhr* are (from the oldest to the youngest):

The old Spekisvidhr, *"Wood of Knowledge"*

The adult Blóttré, *"Tree of Sacrifice"*

The very yong Límrún, *"Rune of the Branches"*

During the last year, the biggest point of contention between the *Mímaneidhr* has been which side the Crows will support, at least politically, in the impending war between the Odhinn's Eye and the Wolves of Shadow.

Under the religious perspective, every Crow thinks that it's shameful and dishonorable for the King to deny the Æsir and the Vanir. Almost the entire clan thinks that the King's companion is a powerful witch and some believe she's, at least partially, responsible for the coming of the Fimbulvetr.

At the same time, there are no doubts that Ragnarok is at the gates and facing the twilight of the gods with the circle so weak and fractured will bring shame to all the Crows. It's imperative to find a solution as soon as possible.

Finally, the circle has sent many *Mímistafr*, along with their *Rót*, to investigate the rumors, more and more frequent with each passing day, of monsters appearing and other magical events. Unfortunately, the terrible weather conditions make journeys harder and harder.

Relationships with other clans

Bear Warriors

The Bears are considered pure being, the closest true incarnations of the Nine Virtues. Because of that, the Crows see them as exuberant children that need guidance, so that they continue to follow the tradition and honor the gods. Usually, at least one Crow lives all year around at each Bears' village to arbitrate those conflict that would be solved through violence otherwise. These Crows also teach to the children and pass on ancient legends.

Recently, the Sages of the snowy mountains stopped sending news. Many think this is due to the terrible weather, but the circle has grown more and more worried by this lack of communication.

Gjallarhorn

The Icy Crows always looked with suspicion and fear at the rulers of the Gjallarhorn clan, because they never allowed the Crows to interfere in the internal politics of their lands and were ruthless in punishing those who tried to meddle.

The Crows that still lives in these lands are trying to contact the circle, but the weather isolated them and the few missives that came through were garbled and unreliable. They speak of a terrible war with the Franks and of something horrible beyond the Danevirke, but the only way to discover the truth would be send other warriors into the unknown across the Jutland.

Jötunn Sons

It doesn't matter how honeyed are their words, nor that the Wolves trust them and neither that they now seem willing to follow the Virtues: the cursed blood remain such. The Crows know better than anyone else who the true enemy is.

Despite the rule of neutrality, every Crow with a lick of common sense will never turn her back to a Jötunn Son. trusting a *Gargan* is never a good idea.

The origin of this rivalry is ancient and is grounded in the foundation of the outcast clan, but only a handful of people knows

Not all the battles are fought with swords and shields. Since time immemorial these two clans duel using cunning, magic and politics.

Odhinn's Eye

While the King is bringing shame to the clan denying the Gods, the Odhinn's Eye is still considered an ally by many Crows. The reason is twofold: most of the Odhinn's Eyes still pray the Æsir and the Vanir and the entire clan still honor the Crows as keepers of virtue and knowledge.

Still, the spreading of the faith of the Flame might ruin the relationship between these two clans and many scandalmongers whisper that the *Mímaneidhr* haven't reach an agreement yet because the King bribed at least one of them.

Wolves of Shadow

The Wolves are the clan closest to the Crows. While they are often too impulsive, they are, without a doubt, the most devout clan.

Recently, the Crows are relying more and more on the Wolves to investigate the strange sightings of magical beings. While the rule of neutrality prevents the Crows from openly admitting it, many of them would immediately side with the Wolves to eliminate the King of the Odhinn's Eye and his clan.

JÖTUNN SONS (*JOTHNARSØNIR*)

The Jötunn Sons are mellifluous, cunning and full of tricks.

It is a clan of outcasts, proud of their dissolute lifestyle and openly mocking the Nine Virtues. Their clothes and equipment are usually eccentric, yet functional. They are, in fact, great experts of traps, poisons and other obscure contraptions.

Barring some rare accidents, the Jötunn Sons try to keep a neutral facade toward the other Clans: the last thing they want is becoming the common enemy of every other clan of North.

When a Jötunn Son goes into battle, she always takes time to find the best way to win without dying and – although considered a dishonorable behavior by many – this is a clear sign of the clan's superior strategic abilities. These qualities and their vast knowledge of the magical arts makes them very sought after allies for oversea raids, in spite of the outcast status.

THE OUTCASTS' CLAN

Assassins, thieves, traitors and cursed ones, it doesn't matter why they were cast out from the Clans, those who have the guts to look for the way through the swamps and survive, will find a clearing beyond the bogs and be welcomed among the outcasts known as the Jötunn Sons.

The Jotuns are the only clan that does not follow the Nine Virtue and even brags about this freedom. They call themselves *Gargan* ("snakes").

The clan continues to exists thanks to the constant influx of outcasts, but also the sexual freedom enjoyed by its members. Furthermore, many mothers that discover the signs of frost giants' blood or other curses upon they children try, as last act of motherly love, to give them to the *Gargan*, to spare the young ones a death sentence.

THE WAY PAST THE SWAMP

The main Jötunn's settlement is an encampment in a dark and accursed clearing, at the heart of a foul swamp. The precise location of Fínnbol (see page 114) is a secret but, even if it wasn't, it would be hard for other clans to infiltrate it. According to some rumors it should be in the northern part of Svitjod, where the forest becomes a wasted plain.

The Jötunn Sons survive thanks to the scarce resources of the swamp and the outcome of their nightly raids in the villages near their encampment. The inhabitants of this region are so terrified that the often leave offerings and necessities along the borders of the swamp, hoping to keep at bay its inhabitants, feared like evil spirits.

Hrókr Fjalson, *"The Crow Son of the Mountain"*

CHILDREN OF THE GIANT

The origins of the Jötunn Sons clan are lost to time and today very few people remember how this pack of outcasts united and has become one of the most important clans. Many believe that the growth of the outcast's clan is a consequence of the power of its founder, the legendary Hrókr Fjalson, *"The Crow Son of the Mountain"*. Others claim that Fjalson has been the only leader of the Jotuns since their foundation, over 200 years ago. It's possible that Hrókr Fjalson is just one of the many lies created by the outcast clan to bolster its reputation and strike fear into the hearts of the Northeners.

Very few know the truth: Hrókr Fjalson is real and so are the rumors that he's the child of an unfortunate encounter between an ice giantess and a mortal. This half-breed has a really unusual look and, also, an incredible longevity, far superior to ordinary humans.

Only four people – Hrókr himself and the three *Mímaneidhr* of the Icy Crows – know the truth about how the Jötunn Sons came to be: Hrórk was a very powerful and respected *Mímistafr* of the Crows, according to many it was written that he would become a *Mímaneidhr*, but something went wrong. The Jötunn blood pushed the Crow closer and closer to ancient and forbidden rites. His desire for power consumed his sense of honor, making the council more and more worried. When his *Rót* was found dead, with the body covered in unknown symbols and riddled with terrible malformations, Hrókr was cast out from the Crows. Since that time the rare blue blood, like his, is considered a terrible curse.

The hatred toward the children born with even a hint of ice giant blood is so widespread among the Crows that has spread to all the other Clans. It has become customary to abandon these children, considered abominations.

Hrókr never accepted his exile and remains jealous of his superiors. He passed the last 200 years hiding in the swamp and preparing for a vendetta. After this exile, desperate to escape, he discovered a path through the swamps and, when he reached the clearing, an ancient and magical statue of Loki. Desperate and without anywhere to go, Hrókr put his fate in the hands of the God and Loki answered, through the statue. It has become tradition for Hrókr to pass the same day every year talking to the statue, waiting for instructions. This is an important festivity for the Jötunn Sons and long, wicked celebration follows it.

The objectives and aims of the Jötunn Sons are obscure and mysterious. The outcast clan blindly follows the orders of the half-giant, but these are so unclear and guttural that nobody can understand them.

Another key character of the Jötunn Sons is Kynbani ("*Bane of the Kins*") Bergelmirson, who claims to be the son of Belgelmir himself. Kynbani lives on a stilt house along the river that surrounds the encampment. There he welcome the youth of the clan, telling them about the deeds of the Jotuns to fuel their hatred toward the Æsir.

Kynbani, *"Bane of the Kins"*

Lies Until the End of the World

The members of the clan workship Loki above any other deity and believe that the rest of the Æsir are wicked liars: according to their beliefs the Æsir stole the magic from Midgardr because they feared the potential dormant in mankind.

All the Jötunn Sons have been waiting for the Great Winter that heralds Ragnarok, as the oracle foreseen, this will be the time of vengeance for the outcasts and glory for the Jotuns.

The Jötunn Sons despise all the other Clans, but not openly, considering them lapdogs of the Icy Crows. The reserve a special, unlimited, hatred for the Crows, to the point of organizing schemes and conspiracies to bring down the circle.

In the depth of their souls, almost all Jötunn Sons desire vengeance against the other Clans. Being part of the Jotuns means that one was either cast out or, at best, was born among the *Gargan* and taught to hate everyone else since childhood.

Relationships with Other Clans

Bear Warriors

Upon the mountain of the far North everything continues are the oracle foresaw.

It doesn't matter that the Bears are forming an alliance, the ancient prophecy foretold that a sickness will strike the mountain clans and, thanks to their alliances, spread to the people of the valleys and, eventually, to all the people of the North.

Gjallarhorn

The oracle showed to the half-giant the fate of the men of Jutland: the chieftain of the Jotuns, as always, revealed only what he needed, but he seem certain that the warriors defending the Danevirke are too busy to participate the upcoming war.

Icy Crows

The Icy Crows has always been a problem: the Jötunn Sons grew up longing for a vengeance against those who first marked the *Gargan* as renegades.

At the moment the Icy Crows are the only one that might be cunning enough to unveil the lies of the Jotuns, but the circle is weaker and more fractured than ever. This might be the right time to eliminate the current *Mímaneidhr* and replace them with someone more malleable.

Odhinn's Eye

The Odhinn's Eye clan is one of the greatest threats to the schemes and the survival of the Jötunn Sons.

Nothing ever helped the *Gargan* more than King Asbjørn denying the Æsir. The Wolves of the Shadow are bidding their time, but sooner or later the chieftain would move against the heretics and the Jotuns are waiting just for the blood to smear the snow.

Wolves of the Shadow

Everybody think that the Jötunn Sons are allied with the Wolves of the Shadow, but the *Gargan* don't know the meaning of the word. The Wolves are just a mean to their ends and this is the only reason why the remain nonbelligerent.

ODHINN'S EYE (*ODHINSAUGA*)

The Odhinn's Eye clan is the most powerful and feared among the vikingar clans. It's famous for its brave warriors and great strategists, clad in shining armors and armed with magnificent weapons. They're able to overwhelm any enemy thanks to their superior numbers and the perfect coordination of the warriors behind the shield wall.

The Odhinn's Eyes consider themselves superior to the other Clans and hope to, one day, unify all the people of Midgardr under their banners, creating a kingdom based on law and innovation.

SACRED ORIGINS

The Odhinn's Eye is the largest and most powerful clan in the lands of the North. Although they're relatives of the same family that rule the Jutland, they always tried to demonstrate that they're from a sacred bloodline, descendants of Odhinn himself. Although all the Odhinn's Eyes believe this theory – and don't appreciate jokes about it – it's not hard to find those who consider it just a way to intimidate the other clans.

The clan appeared out of the blue and rose to power quickly, annexing all the nearby clans with strength and guile, destroying all resistance by any mean necessary. In less than half a century, what started as a simple one-family clan has reach across the entire region of Norrvegr, becoming a true royal household.

THE KINGDOM OF THE FJORDS

The kingdom of the Odhinn's Eye encompass primarily the coast of Norrvegr, but the coastal villages of Svitjod are within its sphere of influence.

From his lavish hall in the capital city of Heill Hofn, the King governs villages and outposts thanks to a host of trusted Jarls, who receive the authority to rule freely on their territories in exchange for absolute loyalty and subordination to the crown. During the expansion of the Odhinn's Eye, many opposing clans were replaced by these Jarls and their families. This division of power is the source of many quarrels and instabilities between the Jarls. Usually the royal family doesn't intervene, leaving their vassals to figure it out between them. Only if the King or his advisers suspect that one of these squabbles might endanger the stability of the kingdom the army intervene to drown the dissidents in their own blood.

SEAFARERS, CONQUERORS AND MERCHANTS

The Odhinn's Eyes are famous across the Northern lands as great shipbuilders and even greater sailors; these skills allowed them to explore far away lands and return heavy with loot. Their raids are nothing short of legendary.

This also allowed the clan to forge important commercial relationships with merchants from far away lands and it's very common, in the largest villages of the clan, to find exotic market stalls, full of strange a marvelous items. The clan include a large number of

King Asbjørn, "*the Red*"

Queen Sknaht, *"Queen of the Flame"*

farmers and ranchers that, usually, prefer to live in the smaller and quieter inland communities.

THE KING OF FLAME

The current ruler, King Asbjørn the Red, is one the most ambitious and ferocious rulers the Odhinn's Eye ever had. Under his iron fisted rule the clan's influence has grown steadily, it took control of many other villages in the region, expanded its borders and bringing many minor clans under the crown.

In spite of all his power, the King is the center of a great cultural schism within the clan: about six months after he took the throne, Asbjørn the Red returned, despite the terrible weather, from a raid in the West, in the land of Hibernia (Ireland). His loot wasn't of precious metals, but of flesh and blood, a Hibernian wife.

Nobody – except Asbjørn's most faithful retainers – really knowns what happened in thos far away lands and nobody knows how the King's ship was able to return despite the fury of the sea. What is known is that the King married Sknaht (Brannagh), daughter of a powerful ruler of Hibernia and priestess of the flame god of those lands.

If the marriage was part of a political alliance, or if it was even properly celebrated, is the favored rumor of the commoners. What is known is that Asbjørn has embraced this cult of Flame more and more, eschewing the customs of the ancient gods.

Confronted with the warnings and curses of sages and priests, the King stated – time and again – that he doesn't consider this "change" of faith problematic: he consider the Flame as a manifestation of the sacred power of Odhinn, from whom he descends. Moreover, in the villages of the Odhinn's Eye there's the absolute freedom of religion, at least so far. Every day the god of the Flame gains new acolytes.

It's hard to understand if these conversions are the result of real faith or just a way to curry the favor of this violent and powerful monarch. Many at court think that the King's most trusted wore the badge of the Flame for purely political reasons.

The public opinion is very divided even in regard of the King's companion, Sknaht priestess of the Flame: some worship her as a goddess, others think she is a curse made flesh. In spite of these different opinion everybody is in awe of the Queen, the rumors of her great mystic powers are more than substantiated.

The Long Winter

The Odhinn's Eye clan doesn't give much credit at the rumors about the impeding Ragnarok. Despite the fear and the worries of wise men and women, the King thinks that the harsher weather is just a random event and he doesn't want to change his plans because of it. This doesn't mean that the Long Winter isn't causing problems to the clan, but the King's loyalists fake optimism while everybody can see that the weather is leaving its mark on the economy of the kingdom.

The harvests are poor, the cattle get sick or die of frostbite and. worst of all, the terrible state of the sea delay raids and trade missions. So far the clan has been able to survive on the resources accumulated during the years of plenty, but they are going to be depleted soon.

Relationships with Other Clans

Icy Crows

Despite the appearance of this men, the circle of sages of the Icy Crows still keeps the King in the highest regard.

No member of the Odhinn's Eye will deny hospitality to traveling Crows and will always listen to their teachings with utmost respect. So, every Icy Crow will always find free lodgings at the villages of the Odhinn's Eye.

Jötunn Sons

The relationships with the Jötunn Sons are scarce and not very friendly. The outcast aren't welcome in the villages of the Odhinn's Eye and must tread carefully to avoid trouble.

Only the converted to the cult of the god of the Flame speak of equality and piety and are friendly to the Jötunn Sons. Because of this they're often considered naive.

Gjallarhorn

There have not been news from the allies of the Jutland, not for some time. Asbjørn was expecting the King of the Gjallarhorn and his son – hoping to ask their help the coming war – but their ship never arrived. The Red believes that his ally decided not to depart because of the terrible weather.

At the moment King Asbjørn is too busy with his own conquests to bother with the events of the Jutland, but he believes that his allies will be ready to assist him again in the future.

Because of the winter weather it's hard to meet any Jutlander in Norrvegr, but those who are stuck here are welcomed as family in the villages of the Odhinn's Eye.

Wolves of the Shadow

The relationships between the Odhinn's Eye and the Wolves of the Shaodw were never very peaceful.

Over the year, the expansionist ambitions of the Odhinn's Eye and the wildly different traditions of the two Clans made them natural enemies.

While a real war hasn't erupted yet, over the last year the clashes between the two Clans have grown more and more frequent. According to the survivors the attacks of the Odhinn's Eye against the villages of the Wolves are nothing short of true massacres.

Despite the mounting tension, the Odhinn's Eyes don't consider their rivals a real threat, due to their small numbers. They think that, if a true conflict erupts, they would be able to erase the Wolves from the chronicles.

Small groups of Wolves, or even lone travelers, may enter the Odhinn's eye villages, but they will be disarmed and under constant surveillance.

Bear Warriors

The members of the Odhinn's Eye have a very superficial approach toward the mountain Clans, especially the ruling clan of the Bear Warriors. They believe that, sooner or later, King Asbjørn will lead his army up the mountains and force these savages into a blood bond. Meanwhile, the mountain-folk that journey across the lands of the Odhinn's Eye usually sell their might as mercenaries and laborers. They might stir the general curiosity, but they are usually welcome.

Wolves of the Shadow (Myrkir Vargar)

The Wolves of the Shadow are famous as ferocious warriors, skilled in taking advantage of terrain in battle, using simple – yet effective – team tactics to strike down their enemies at best possible moment. Among he Wolves of the Shadow there are many Úlfheðnar, warrior-shamans that fight covered only in wolves' pelts.

The Wolves use simple equipment of low quality and they wear wolves pelts and fangs as clothes or ornaments. This makes them even more feral and savage in the eyes of the other clans.

The clan lives in harmony with nature, following the Nine Virtues. According to the Wolves reuniting the clans under a single ruler would weaken the linage and would be a terrible shame in the eyes of Æsir and Vanir. They truly enjoy the natural competition between the warriors of the North.

The Savagery of the Hunt

The Wolves of the Shadow clan arose from the families of hunters that traditionally lived in the Svitjod region, especially the great inland forests.

The Wolves lives following the ways of their ancestors, they are nomadic hunters and their encampments moves between the clearings of the great forest. Over time, these routes between fixed locations have become a true border, recognized by other clans. The Wolves consider this region a holy hunting ground: whoever hunts or disturb the forest face a swift and silent death.

Warrior Shadows

True to their traditions the clan didn't grow in numbers, nor expanded its boundaries, but the Wolves of the Shadow are still a great threat or a powerful ally to the other great clans. It's a very well know fact that some of the fiercest, bravest and most skilled warrior of Midgardr live among the Wolves.

According to the Wolves of the Shadow there's no difference between hunting and waging a war: the youngsters are trained, since childhood, to consider both with the same attention and dedication. The life and training of these young warriors is marked by extreme tests of survival, to improve their body and mind.

The Wolves of the Shadow are true masters in taking advantage of terrain and weather. yet, even on an open battlefield, the "packs" showed their mettle, fighting as coordinated units and crushing the enemies under their impetus. A true Wolf never leaves a prey behind. It doesn't matter if it's an animal of an enemy, both will hear only a rustle of leaves or a light step before death caught it.

Koltønn Ginnungason, *"Ashen Tooth, Son of Nothing"*

THE TIME OF THE WOLVES

Talking of peace was, perhaps, possible once, but now that the Great Winter is here the Time of the Wolves is at hand. According to the most radical packs the mention of wolves in the Voluspa is no mere coincidence. Many, especially among the youngest and most ferocious warriors of the clan, believe that it's time for the Wolves of the Shadow to show the Gods their valor and secure their places among the Einherjar. At the same time the infidels usurpers of the Odhinn's Eye have shows their true colors of blasphemous traitors, lapdogs of the witch, the whore of the Westerners. She dripped hexes and lies in their ears, turning them against the Allfather, from whom they shamelessly claim to descend.

According to the "letter" of the legends, this cold climate can only be a sign of the wrath of the Gods that so many people of Midgardr denied.

The constant snowfalls and the days growing shorter and shorter are a great boon for the raiding packs. They attack outposts and caravans of the Odhinn's Eye as payback for the massacres in the villages traditionally affiliated with the Wolves of the Shadow.

Despite the public excitement, the truth is very different: many families are in dreadful conditions, the clan always survived by hunting and exchanging the loot from their raids and both are now impossible with this weather.

The chieftain – also known as "pack leader" – Koltønn ("ashen tooth") – also know as Ginnungason ("son of the abyss") – and many elders know how critical the situation is and, for now, are trying to calm down the warriors. Koltønn has to take some important decisions, soon, for the survival of the clan, before a young and radical Wolf decide to challenge him.

Relationships with other clans

Bear Warriors

The Wolves of the Shdow consider the Bear Warriors as the key factor in the war against the Odhinn's Eye.

Securing an alliance with the fearsome Berserkers of the northern mountains, the Wolves of the Shadow would be able to stop hiding in the forest and face the Odhinn's eye on the battlefield. Even the army of King Asbjørn won't be able to resist a joint attack from wolves, Bears and Jotuns.

Gjallarhorn

According to the scarce news from the nearby islands, it seem that the people of Jutland are too busy protecting their borders to bother with their old allies.

The Wolves fear that the Gjallarhorns might come to rescue the Odhinn's Eye, once their problems are over. The two clans together will be unstoppable.

Some Wolves of the Shadow are more optimist and believe that, when faced with King Asbjørn's heresy, the Gjallarhorn clan would abandon its old allies and help the Wolves.

Icy Crows

The Wolves of the Shadow have the utmost respect for the Icy Crows. Even a rude answer to a Crow represent a great dishonor for a Wolf. The Crows spread the word of the Gods and they are feared and respected for this. Many wolves are in awe of the Crows because, the rumors say, they are able to cast terrible curses upon those that disrespect them.

For these reasons, the Wolves' leader has tried to persuade the crows to stand up against the Infidels of the Odhinn's Eye.

If the Icy Crow would deny King Asbjørn their favor, it's highly possible that many families would abandon the clan, making the defeat of the heretic King much easier.

Jötunn Sons

The wolves consider the Jötunn Sons as potential allies in the impending war against the Odhinn's Eye, despite their reputation as tricksters.

In recent years the Wolves allowed the Jötunn Sons to stay in their villages, whereas they previously drove them off as outcasts.

In spite of this grant, many Wolves – especially the older ones – consider the Jötunn Sons to be a threat and don't trust them, but not openly.

Odhinn's Eye

The Wolves of the Shadow are about to wage a true all-out war against the Odhinn's Eye.

More and more villages across the Svitjob – once faithful to the Odhinn's Eye, now enraged by the blasphemy that corrupted the court – are leaving the clan to join the Wolves.

The only reason to delay is that Koltønn knows that facing the great army of King Asbjørn without allies would cost the life of too many of his warriors, perhaps all of them. Forging powerful alliances might tip the scales in favor of the Wolves and, at that time, nothing could stop them from fighting to the bitter end.

CLASSES

In **JOURNEY TO RAGNAROK** the players take the role of fearless norse raiders known as Vikingar. Magical or monstrous beings are an uncommon sight on Midgardr, found chiefly in legends and lore. For this reason, it's suggested you play only human characters, although all races from the 5th edition books are compatible. All Backgrounds and Alignments presented in Journey to Ragnarok are designed with humans in mind.

The changing of reality as the character become pawns and victims in the gods' games will awaken extraordinary magical and physical abilities as they gain levels.

BARBARIAN

PATH OF THE STORM WIELDER

Wind, Rain and Thunder. The Storm is the quintessential force of nature, comparable only to volcanoes and earthquakes. A Barbarian can tune in with such a force by manifesting the will to become unstoppable and inescapable. This bond is not without risk: once summoned, the Storm can only grow until it discharges its immense power on something or someone. Such as you.

STORM CALLER

When you choose this Path at 3rd level, you harness the power of the storms. Every time you use one of your Storm Wielder features, you gain a number of Storm Charges.

You can hold up to a number of Storm Charges equal to your barbarian level .

Every time you have a number of Storm Charges equal to your level,or when your Barbarian Rage ends,

you immediately lose all charges and receive 1d6 points of damage as the unbridled storm surges through your body. This damage cannot be prevented in any way.

Thunder Blow

Starting at 3rd level, you can channel the might of a gale-force-wind. When you use the Attack action while raging, you can empower your weapon to deal an extra 1d6 thunder damage with each successful attack. You gain one Storm Charge for each attack empowered this way, two charges on a critical hit.

Starting at 10th level, Thunder Blow feature adds 1d8 thunder damage instead of a 1d6.

Calamity Rod

Starting 3rd level, you can discharge the storm on another living creature. As an action, while you are raging, make a single melee weapon attack against a creature. If it hits, the target and all other creatures within 5 ft. of him suffer 1 thunder damage for every Storm Charge you possess and you lose your all Storm Charges.

If the attack fails, you gain a number of Storm Charges equal to your Rage Damage.

Starting at 10th level the area of effect of your Calamity Rod feature increases to 10 ft.

Unleash the Gale

Starting at 6th Level, you have advantage on saving throws made to resist being moved, pushed or knocked prone. Also, when you're hit by a melee attack, you can unleash a sudden wind, causing 1d6 thunder damage to the attacker and gaining a Storm Charge.

Imbue the Cloud

Starting at 6th level you can fill your weapon with the essence of a rumbling blizzard cloud. When you activate your Thunder Blow feature, you can convert all the weapon damage (whether slashing, piercing or bludgeoning) into lightning or cold damage. This feature also converts any extra damage, including your Strength or Dexterity bonus.

Every time you make an attack with Imbue the Cloud, you gain a Storm Charge, in addition to the one gained from Thunder Blow.

One with the Winds

Starting at 10th level , you can cast *Control Weather* as a ritual.

Step of Thunder

Starting at 14th level, as a bonus action, you can cause a halo of lightning to surround you until the end of your turn, gaining 5 Storm Charges.

When you do, each creature with 5 ft of you must make a Dexterity saving throw.

On a failed save, the creature takes 5d6 lightning damage.

On a successful save, the creature takes half as much damage. The DC is 8 + your proficiency bonus + your Constitution modifier.

BARD
COLLEGE OF VALHALLA

All Bards share a common passion for stories, but many of them sing of the past. Bards of Valhalla instead recognize when the present is full of grandeur and learn how to instill such greatness into others. Their words and songs chant of heroes present, creating legends for future generations.

STEF

Starting at 3rd level, every time you use Bardic Inspiration, a number of friendly creatures up to your Charisma modifier can use their reaction to sing a choir.

Each one of these creatures gains 10ft bonus movement speed and a +1 bonus on their next ability check or attack roll. These bonuses last until the beginning of your next turn.

To benefit from this feature, a creature must be able to see and hear you and respond vocally.

TESTIMONY

Starting at 3rd level, every time a creature uses one of your Bardic Inspiration Die, you gain a number of temporary HP equal to the result of the roll.

DRÆPLINGR

Starting at 6th level, you weave words to present someone as an awe-inspiring figure.

Choose one creature within 30 ft (including yourself) and one skill, set of tools, weapon or musical instrument. The creature gains proficiency with it, and its proficiency bonus is doubled.

If a creature sees the chosen target use that particular skill or object, it must make a Charisma Saving Throw to avoid being enthralled by the performance.

A creature enthralled by such manners won't attack the performer nor you, and will be generally friendly toward both for the duration.

HEROES CALLING

The ultimate proof of the greatness of a deed; by declamating a tale about what's happening, a warrior from Valhalla comes to aid you. Should one of your comrades fall in battle, the tale will add a new Lausavísa, and more Warriors will come.

Staring at 14th level, as an action, you can expend one use of your Bardic Inspiration.

You summon a Spirit that takes the form of a typical warrior of the region (reference the statistics of the Gladiator on the Monster Manual).

The spirit follows your verbal commands, acts during your initiative and disappears if it drops to 0 Hit Points.

This apparition last for 1 minute and only one spirit at a time can be present with this feature.

Once you use this feature, you can't use it until you finish a long rest. If one of your allies that you can see dies, you regain this feature.

CLERIC
SACRIFICE DOMAIN

There's power, in renouncing. Gifts and offerings are always appreciated, but some deities care as much about them that the act alone become power for the true worshipper. Bearing a permanent scar becomes a sign of attachment, and a receptacle of divine favor. Clerics of the Domain of Sacrifice channel every voluntarily loss, theirs or others, into a clear request for power, greatness, and luck.

Sacrifice Domain Spells

Cleric Level	Spells
1st	*False Life, Purify Food and Drink*
3rd	*Blindness/Deafness, Enhance Ability*
5th	*Bestow Curse, Beacon of Hope*
7th	*Blight, Death Ward*
9th	*Geas, Hallow*

RITUAL OF THE HONORED OFFERING

Starting at 1st level, as part of a long rest, you can perform a ritual. Choose a number of Permanent Injures (see sidebar) equal to your Wisdom modifier among any number of creatures you can see.

Each participant can choose one of the following benefits for every injury it offered during the ritual:

Benefit of Fortune. The recipient can reroll a single ability check, attack roll or saving throw.

Benefit of Endurance. As a bonus action, the recepient can spend and roll one of its Hit Die, healing that amount of Hit Points. If one choose this benefit multiple times, it can use multiple dice in a single bonus action.

Benefit of Knowledge. The recipient chooses one1st-level spell they do not know nor can prepare." e poi "If they take this benefit multiple times, ithey can learn a higher level spell, but must have spell slots of the appropriate level.

Every benefit lasts until the next long rest.

BONUS PROFICIENCY

At 1st level, you gain proficiency with heavy armors.

BLESSED SCARS

Starting at 1st level, after you take damage while you are already under your full Hit points, you gain temporary Hit Points equal to your Wisdom Modifier, and you add that same amount the next weapon attack and damage roll you make within your next turn.

You can't benefit from this feature if you already have any amount of temporary Hit Points.

CHANNEL DIVINITY: GLORY OF MARTYRDOM

Starting at 2nd level, you can offer a volunteer's life on the altar of war. As an action, you or a willing creature you can see reduce all damage taken by 2 (before applying resistances and vulnerabilities), gain advantage on all saving throws, but receive only half the effect of any healing. These effects last 1 minute.

Consecrated Loss

Starting at 6th level, if an ally within 30 ft. that you can see takes damage, you can spend your reaction to grant him the benefits of Blessed Scars. This ability can't be use on a creature who already has any amount of temporary Hit Points.

Divine Strike

At 8th level, you gain the ability to infuse your weapon with divine energy. Once on each of your turns, when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage.

When you reach 14th level, the extra damage increases to 2d8.

This Pleases the Gods.

Starting at 17th level, you can decide to gain advantage or disadvantage on your death saving throws.

As an action, you touch a character that has been restored to life within the last hour. It gains resistance to bludgeoning, piercing and slashing damage from nonmagical weapons and it can lose this benefit as a reaction to negate all the damage from a single instance as soon as it gets hit.

A creature can receive the benefit of This Pleases the Gods only once before completing a long rest.

What is a permanent Injury?

Honor comes from battle and gods grievous wounds please the gods. But what makes an Injury eligible for the Ritual of Honored Offering?

As a rule of thumb, any mutilation that hampers the character. Here are some examples:

- A missing eye, or being blind
- A missing an ear, or being deaf
- A missing hand or arm
- A missing foot or leg
- A missing nose
- A disfiguring scar that renders you hideous
- Suffering a permanent reduction of the number of spell slots available

The GM's word on what is considered a Permanent Injury is final, and should allocate appropriate drawbacks depending on the nature of the Injury. If you remove the negative effects of such Injury, by magic or any other mean, you cannot reap the benefit of the Ritual.

Druid

Circle of Yggdrasill

Druids that enters the circle of World Tree understand a fundamental law; there are many worlds and each must be respected and protected, in its own way. The bond with nature must change accordingly to what "Nature" means in each Realm and this circle has sworn to blend with the forces of every part of the Yggdrasill.

Soul Under the Bark

Starting at 2nd level, at the end of a long rest, choose a favored energy type: radiant or necrotic.

The other becomes your adverse energy type.

As long as you are on your native World, you gain the following benefits:

- You add your Wisdom modifier to damage rolls of spells and cantrips that deal the damage of your favored energy type;
- You have advantage on saving throws against effects that deal your adverse energy type;
- You have resistance against your adverse energy type;
- While you are in Wild Shape, every time you successfully hit a creature with one of your natural attacks, you can decide to switch the damage to your favored energy type.

When you are on other Worlds, the GM can choose two different energy types in accordance with the nature of the World. You decide which one becomes your favored and which one becomes your adverse.

Branch Explorer

Starting at 6th level, while you are on your Native World you can detect the presence of non-native creatures within 60 ft. as an action.

This ability gives you the number and the general direction, but not any information about the type of creatures, nor their precise location.

When you are somewhere other than your Native World, you are acclimated to their extreme conditions.

You have advantage on saving throws caused by environmental conditions.

Leaf of the World Tree

Starting at 10th level, you can call the very essence of another World to aid you. As an action, choose one World other than the one you are on. A spherical area with a radius of 40 ft. centered on you becomes imbued with the characteristics of that World. This area is fixed in space and it does not change the local geography, nor does it materialize any creature of the chosen World.

This effect lasts 1 minute. The area counts effectively as part of the chosen World, changing the laws of magic and physics accordingly.

At the GM's call, this feature might introduce hazardous condition from the chosen World.

Shaker of the Roots

Starting at 14th level, every time you score a critical hit or cast as spell of 1st level and above, you emit a blast of your favored energy type within a 10-foot radius around you.

Enemy creatures inside the area take 2d6 damage, or half damage on a successful Dexterity saving throw.

Fighter

Martial Archetype: Warden

Where others retreat, the Warden stands. Where other falls, the Warden holds the line. Those who decide to become Warden learn different techniques to rebuke any assault against them and their allies. While the typical Warden (or Shield Maiden, the feminine counterpart) favor a weapon and a shield, this is not the only choice.

Warden Tactics

When you choose this archetype at 3rd level, you learn two Tactics, detailed below. Unless specified otherwise, these Tactics are always active.

Interpose. If an enemy within reach of your melee weapon hits a creature other than you, you can interpose your weapon. As a reaction, roll your weapon damage die and subtract the result from the creature's damage roll. If all damage is negated this way, you deal half the negated damage to the attacker. If you're holding two melee weapons, roll both weapon's dice and choose the better result. You must use this feature before knowing the damage total.

Overwatch. While you're holding a ranged or thrown weapon, you vigil over an area, preemptively distracting any attacker. If an enemy within 20 ft. of you hits a creature other than you, as a reaction you can roll your weapon damage dice and subtract it from the enemy's damage roll. If this reduces the damage to 0, nothing else happens.

If the attack still deals damage, you deal half the negated damage to the attacker.

You consume ammunition or lose the thrown weapon regardless of the result. You must use this feature before knowing the damage total.

Reaction Surge. You learn how to react faster than anyone else. During a round, you have an additional reaction. You may only use your reaction once for each triggering event. Once you use this feature, you must finish a short or long rest before using it again.

Violent Retaliation. When you make an attack of opportunity, you gain a bonus on your attack and damage rolls equal to the number of Warden Tactics you know.

Shield Wall. You coordinate your allies to withstand an assault. When you take the Dodge Action, you and all allies within 5 ft gain advantage on Strength and Dexterity saving throws. Enemies

consider the terrain within reach of you and your affect allies as difficult terrain.

Shield Bearer

Starting at 7th level, you are always ready for battle. You can stow a weapon and don a shield, or stow a shield and draw a weapon, when you would normally be able to draw or stow only one of such objects.

Also, you can grant a +1 bonus to an ally's Armor Class until the start of your next turn as long as they remain within 5 ft. of you.

Improved Warden Tactics

At 10th level, you learn two additional Warden Tactics chosen from the list below. Unless specified otherwise, these Tactics are always active.

Improved Reaction Surge. You gain the Reaction Surge Tactic or, if you have it already, you gain an additional use of it between two rests.

Invigorating Strike. When you hit a creature with a weapon attack, you can forgo adding your relevant ability modifier to the damage roll to gain 1d8 temporary hit points.

Protective Stance. As an action, you adopt a particular defensive guard. You protect all allies within reach of your melee weapon (or 5ft if you aren't wielding a melee weapon). If an attack would hit anyone of them, confront its AC and yours; if yours is higher, the attack is redirected on you. This stance lasts until the start of your next turn. While you are in this stance, you can make a single weapon attack as a bonus action.

If you have the Wall of Iron Tactic, you gain its benefits while you use Protective Stance.

Powerful Riposte. You learn the Interpose or Overwatch Tactic. If you already knew one of those, instead you can add your Strength or Dexterity modifier (depending on your weapon) to the damage negated when using said tactics.

Superior Warden Tactics

At 15th level, you learn one additional Warden Tactic, chosen from the list below. Unless specified otherwise, these Tactics are always active.

Adept Maneuverer. You have resistance against damage from attacks of opportunity.

Cover Retreat. Allies within reach of your weapon (or 20 ft. if you have a ranged weapon) can Disengage as a Bonus action.

Superior Reaction Surge. You gain the Reaction Surge Tactic or, if you have it already, you gain an additional use of it between two rests.

Master Warden Tactics

At 18th level, you learn one additional Warden Tactic, chosen from the list below. Unless specified otherwise, these Tactics are always active.

Inescapable. If you damage an Enemy up to one size larger than you, you can knock him prone as a reaction.

Bastion. If you are about to receive an amount of damage equal to or less than your Armor Class, you can halve it as a reaction (before applying damage resistance or vulnerability). You can use this ability three times, and you regain all expended uses with a long rest.

Monk
Way of Glima

A glimpse. A flash. The prowess of many warriors comes from fine training in martial arts, but your monastic path already granted such feats. By adopting the techniques of Glima, you become a master in controlling your opponents, locking them into close combat and causing pain by twisting arms and legs. You dominate your foes with fast movements, quick defenses and overwhelming strength.

Lausatok

At 3rd level, you gain proficiency in Athletics and you can use your Strength score, instead of your Dexterity score, when calculating Armor Class with the Unarmored Defense feature.

Hand on the Neck

You are an expert close combat. Entering in a lock means ruin for your foes, as your grip on them is painful and hampers their movement.

At 3rd level, you gain the following features:

- Creatures you are grappling have disadvantage on all attack rolls.
- When you successfully grapple a creature, or when that creature escapes your grapple, you can spend 1 Ki Point to deal damage equal to your Martial Art Die + your Strength or Dexterity modifier.

Destructive Throw

Your mastery in holds and grips lets you hurl anything you're currently holding in your hand.

Startingt at 6th level, as an action, you spend 1 Ki Point to use whatever you have in your hand, not anchored to the ground, as a projectile.The object (or creature) must be Large or smaller. This is an improvised simple thrown weapon with a range of 10/30 ft. that deals damage equal to Martial Arts Die + your Strength or Dexterity modifier on impact. If the hurled object is a creature, it takes the same amount of damage, regardless if that attack hits or miss.

Grip of Iron

Starting at 11th level, if you are about to lose a contested grappling check (that is, any ability check used for entering or escaping grapples and such), you can spend 2 Ki Points to strengthen your grip. You take bludgeoning damage equal to your level + the difference between your check and your opponent's check, but you automatically win the check. This damage cannot be prevented by any means, as you deliberately open your guard to ensure your hold on the target.

Flash Victory

You effortlessly achieve "victory", the takedown of your opponent while you are standing up, free of any grip.

Startingt at 17th level, if you are within reach of an enemy at the start of the round, you can spend 4 Ki Points to make a grapple attempt with advantage on the roll.

This check happens before the normal initiative count and you are still entitled to your normal turn.

You can use Destructive Throw as a bonus action.

PALADIN
OATH OF THE CHOSEN

Since you were able to understand words, you knew you would be destined for great battles. Maybe your family trained you to become a great warrior, or perhaps you hear whispers in your head promising great rewards. Whatever the case, you were Chosen and this fact alone motivates you and your allies to go the extra mile when swords clash. Swearing the Oath of the Chosen binds you to a glorious destiny!

TENETS OF THE CHOSEN

Seek Honor Through Battle. If a situation can be resolved with a honorable battle between factions that recognize valor, this will be your chosen course of action. Those who do not respect your position shall be treated with tyranny, treachery and all the lowest forms of combat.

Uphold your Position. You shall demand to be listened to if you believe you're in the right, and you will have an open ear from the wise. No authority can simply deny your request, and any solid justification will be listened to.

Demand the River, Reward the Sea. When asking for anything you need on your mission, you will always repay more than what you have requested.

Oath of the Chosen Spells

Paladin Level	Spells
3rd	*Command, Heroism*
5th	*Enthrall, See Invisibility*
9th	*Beacon of Hope, Bestow Curse*
13th	*Compulsion, Dominate Beast*
17th	*Geas, Hold Monster*

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Balance of Battle. As an action, choose one friendly and one hostile creature within 30 ft. The hostile creature makes a Charisma Saving throw. On a failed Save, every time the hostile creature makes an attack roll he also rolls 1d4 and subtracts the result from the attack roll. At the same time, the friendly creature rolls an additional 1d4 when he makes an attack roll and adds it to the final result. These effects lasts for 1 minute. On a successful Save, only the friendly creature gains the effect of this feature.

Unearthly Vigor. Your blessed presence brings renewed strength to your allies. When you use your Lay on Hands feature, you can spend 10 points of healing and your Channel Divinity to remove a single level of exhaustion. No more than one level can be removed with this feature during a single use.

AURA OF VALOR

Starting at 7th level , your mere presence create an aura of inspiration that exalts those around you.

All allies within a 20 ft radius that successfully makes a saving throw, gain advantage on the first ability check or attack roll within their next turn.

At 18th level, the radius of this aura extends to 40 ft.

FEAST OF ODINN

Starting at 7th level, you feast like you're already in Valhalla. You gain the nourishment of a full meal from a single flask of ale or chalice of wine.

Stalwart Recovery

Starting at 15th level, when you fall to 0 hit points you can spend a reaction to use *Lay on Hands* on yourself.

Valkyrie / Einherjar

You ascend to your preordained fate! You gain your eternal reward before your final death, as you become a creature that can sit with the gods at their banquet.

Starting at 20th level, you no longer need to eat or drink to survive.

As an action, you transform into a divine emissary, gaining the following effects for 1 minute.

- You don't need to breathe.
- You are Immune to every spell that requires a Wisdom or Charisma Saving throw.
- If a creature within your Aura of Valor dies, you can teleport at its location as a reaction and immediately make a single weapon attack or cast one spell with a casting time of 1 action or 1 bonus action.

Ranger
Wolf Pack Archetype

Emulating the Wolf Pack means becoming part of something greater than yourself. You ensure that your group triumph by trusting your allies and creating opportunities for them to exploit. Each of their wounds fuels the boiling anger that drives your animal instinct and to give everything you have got in a fight.

Wolf Pack Fighter

You can lead your pack of comrades with every strike. At 3rd level, you gain the following features:

- If you hit a creature with a melee attack, the next attack made by one of your allies against the same creature gains advantage.
- If you hit a creature with a ranged or thrown weapon attack, that creature gains disadvantage on opportunity attacks until the start of your next turn.
- If an enemy deals damage to one of your allies, you can use your reaction to howl. If you do, you deal 1d6 psychic damage against that creature.

Wolf Pack Leader

You learn to conduct your pack on every track. Your ability to navigate the wild becomes exceptional, and you learn to anticipate the moves of your enemies. At 7th level, you gain the following features:

- You and your allies can travel at fast pace stealthily, or without penalties to passive perception, but not both.
- When an enemy moves, you or one of your allies can move up to 10 ft. as a reaction. If an ally wants to use this ability, both of you must be conscious. You must be able to speak or make visual signals and your ally must be able to hear or see you.

Swift Strike

Starting at 11th level, every time you kill an enemy creature with an attack, you can immediately make an additional attack with a melee or thrown weapon.

Wolf's Endurance

Starting at 15th level, once per round during your turn, you can expend of your Hit die to regain 1d8 + your Constitution modifier hit points. This feature does not require an action nor a bonus action.

ROGUE
UNSHAPED ARCHETYPE

Lies and cruelty. For some rogues the innate potential to deeply harm others, in the flesh and the soul, becomes a path to follow. By discovering and channeling such power through acts and words, you learn how to twist your appearance and your trickery becomes a deadly weapon.

WAY OF THE TRICKSTER

At 3rd level, you learn the *Minor Illusion* cantrip.

You learn to twist minds and bodies on a whim. You gain access to a pool of spells and spell slots according to the following table. You regain all the expended spell slots after you finish a short or long rest. Your Spell Save DC for Way of the Trickster is 8 + proficiency bonus + Charisma modifier

Starting at 3rd level, you can cast *Disguise Self* and *Charm Person* with your Way of the trickster.

Level	Slots	Slot Level
3	1	1
4	1	1
5	1	1
6	1	1
7	1	1
8	1	1
9	2	2
10	2	2
11	2	2
12	2	2
13	3	3
14	3	3
15	3	3
16	3	3
17	4	4
18	4	4
19	4	4
20	4	4

Vicious Wounds

Starting at 3rd level, after hitting with a sneak attack, you can twist the weapon (or projectile) deep inside the body of the target. The target has his movement speed halved and disadvantage on opportunity attacks until it uses an action to remove the weapon or projectile.

Also, any creature that successfully makes a saving throw against one of your Way of the Trickster spells takes psychic damage. Roll a number of d4 equal to your Sneak Attack Dice.

Once a creature suffered a Vicious Wound (from attack or spell), it is immune to these effects for 1 hour.

Smoke and Mirrors

Starting at 6th level, your lies and deceits are incredibly durable. Anytime you succeed a Deception check, or someone fails to see through one of your disguises, that target is thoroughly convinced that it's perceiving the truth. No amount of proof presented by anyone other than you can convince the target. This effect lasts for an hour.

Improved Way of the Trickster

At 9th level you add *Alter Self*, *Enhance Ability* and *Mirror Image* to your spell selection for Way of the Trickster.

Superior Way of the Trickster

At 13th level you add *Major Image* and *Phantom Steed* to your spell selection for Way of the Trickster.

Mirror Riposte

Starting at 17th level, your deceiving nature lets you turn the tide of a battle.

As a Reaction, when you or another creature within 30 ft. is hit by an attack, you can magically swap positions with another creature within 30 ft. of you. If one or both creatures creatures are unwilling to trade places, they may attempt a Charisma Saving Throw.

If he succeeds, this ability fails.

If the swap takes places, the creature now in place takes the result of the attack. He is still entitled to any saving throw required by the attack.

Once you use this feature, it can't be used until the next short or long rest.

Mastery of the Trickster

At 17th level, you add *Confusion* and *Greater Invisibility* to your spell selection for Way of the Trickster.

Rune Master

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	1	2	3	4	5	6	7	8	9
1	+2	SpellCasting, Ritual Casting, Futhark Circle, Runic Cantrip	1	4	2	-	-	-	-	-	-	-	-
2	+2	Ætt, Ætt spells , Circle Rune	1	5	3	-	-	-	-	-	-	-	-
3	+2	Protect the Inscribed, Expertise	1	6	4	2	-	-	-	-	-	-	-
4	+2	Ability Score Improvement	2	7	4	3	-	-	-	-	-	-	-
5	+3	Futhark Circle (d8)	2	8	4	3	2	-	-	-	-	-	-
6	+3	Rune Restoration	2	9	4	3	3	-	-	-	-	-	-
7	+3	Ætt Circle	2	10	4	3	3	1	-	-	-	-	-
8	+3	Ability Score Improvement	2	11	4	3	3	2	-	-	-	-	-
9	+4	Cantrips of the Ætt	2	12	4	3	3	3	1	-	-	-	-
10	+4	Futhark Circle (d10)	3	13	4	3	3	3	2	-	-	-	-
11	+4	Ætt Improvement	3	14	4	3	3	3	2	1	-	-	-
12	+4	Ability Score Improvement	3	15	4	3	3	3	2	1	-	-	-
13	+5	-	3	16	4	3	3	3	2	1	1	-	-
14	+5	Weaver of Fates	3	17	4	3	3	3	2	1	1	-	-
15	+5	Futhark Circle (d12)	3	18	4	3	3	3	2	1	1	1	-
16	+5	Ability Score Improvement	3	19	4	3	3	3	2	1	1	1	-
17	+6	-	3	20	4	3	3	3	2	1	1	1	1
18	+6	Improved Weaver of Fates	3	22	4	3	3	3	3	1	1	1	1
19	+6	Ability Score Improvement	3	22	4	3	3	3	3	2	1	1	1
20	+6	Enduring Prophecy	3	22	4	3	3	3	3	2	2	1	1

Hitpoints

Hit Dice: 1d8 per rune master level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per rune master level after 1st

Proficiencies

Armor: Light armor
Weapons: Simple weapons
Tools: Rune Crafting set
Languages: One of your choice
Saving Throws: Wisdom, Strength
Skills: Choose two skills from Arcana, History, Insight, Nature, Perception, Religion, Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a quarterstaff or (b) a sling
- a rune set
- (a) a priest's pack or (b) a dungeoneer's pack
- Leather armor, and two daggers

Spellcasting

Runes are more than mere symbols. They are icons of power, a fundamental principle of the universe, such than even gods study and learn them. They can predict and alter the fate of all beings, living and unliving. As you attune to particular set of runes, you gain the ability to bring miraculous effects upon friends and foes.

Cantrips

You know one cantrip of your choice from the Rune Master spell list. You learn additional Rune Master cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Rune Master table.

You also have access to a special pool of cantrips; see the Runic Cantrip ability.

From 10th level, when you gain a new cantrip, you can choose it from the Rune Master Cantrip list, or from the Runic Casting Cantrip list. If you choose one from the latter option, it is removed from the Runic Casting Cantrip list and it is added to your Rune Master Cantrip list.

Spell Slots

The Rune Master table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *Cure Wounds* and have a 1st-level and a 2nd-level spell slot available, you can cast *Cure Wounds* using either slot.

Spells Known of 1st Level and Higher

You know four 1st-level spells of your choice from the Rune Master spell list.

The Spells Known column of the Rune Master table shows when you learn more Rune Master spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the Rune Master spells you know and replace it with another spell from the Rune Master spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Wisdom is your spellcasting ability for your Rune Master spells. Your magic comes from the intrinsic essence that resides in the Runes, the symbols of power. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a Rune Master spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ritual Casting

You can cast any Rune Master spell you know as a ritual if that spell has the ritual tag.

Spellcasting Focus

You can use the runes carved on your equipment or your tattooed runes as a spellcasting focus for your Rune Master spells.

Runic Casting

Your training with the Runes lets you focus on some particular aspects of the magic. By painting yourself on the forehead or on your left hand palm a particular rune, you absorb its power and its knowledge.

At the end of a long rest, you can choose one of these cantrips, until the end of your next long rest, you know it and can use it.

Every time you take a long rest, you may choose a different Runic Casting cantrip.

Runic Cantrips

Message
Poison Spray
Share Blood (see page 56)
Produce Flame

Futhark Circle

You can cast a rune circle, carving the Futhark alphabet on the ground with your magic.

You use an action on your turn to choose a point on the ground within 60 ft., creating a 10 ft. radius Futhark Circle.

To maintain the circle active, you must use a bonus action each turn and you must be able to see it.

When a creature you can see attacks a target other than you that is inside the circle, you can expend on of your Futhark Circle Dice as a reaction and subtract its result from the enemy's attack roll.

You have a number of Futhark Circle Dice equal to your Wisdom modifier (a minimum of one). You regain any expended Futhark Circle Dice when you finish a long rest.

Your Futhark Circle Die is a d6, and changes when you reach certain levels in this class. It becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Ætt

At 2nd level, you begin to develop a particular affinity with one of the main groups of runes. The Runes of Freyja, of Tyr and of Heimdallr grants you a vocation for a particular magic. Your choice grants you additional features at 7th level and again at 9th and 11th level.

Ætt Spells

Each Ætt has a list of associated spells. You gain access to these spells at the levels specified in the Ætt description. Those spells are added to the Rune Master spell list for you.

Protect the Inscribed

Starting at 3rd level, as part of a long rest you can paint a special rune combination on the skin of one your allies. This ally is now your Inscribed, and has the following advantages:

- It is always considered as being inside your Futhark Circle.
- You can target the Inscribed with one of your spell even if you can't see him, and the effective range of any spell is considered doubled to determine if the Inscribed is an eligible as a target.

You can only have one Inscribed at any time. Should you decide to Inscribe another ally, the former one will lose any benefit.

Expertise

At 3rd level you choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with Rune Crafting Set. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Rune Restoration

Beginning when you reach 6th level, you regain all of your expended Futhark Circle Dice when you finish a short or long rest.

Weaver of the Fates

The Runes not only talk about the future, they can control it. You learn to chain the outcome of an action to another creature's fate.

Starting at 14th level, every time someone hits with an attack or successfully cast a spell against a single target that you can see inside your Futhark Circle, as a reaction you can spend one of your Futhark Circle Dice. If you do, you can target one creature inside your Futhark Circle and duplicate the attack or spell against him. The original attack roll must still equal or exceed the Armor Class of the new target; and the target of the copied spell can still make the same saving throws as the original.

Once you use this ability, you can't use it until you complete a long rest.

Improved Weaver of the Fates

Starting at 18th level, you can use your Weaver of Fates one more time between each long rest.

Enduring Prophecy

Startingt 20th level, when you roll for initiative and have no Futhark Circle Dice left, you regain one die.

Heimdallr's Ætt

The affinity with the runes of Heimdall express the desire to face adversity. The runes protect the invoker, negating harm and hindrances. Rune Masters of Heimdall often becomes wardens of a community or answer the call for help of the oppressed.

Heimdallr's Ætt Spells

You add the following spells to your Rune Master spell list at the appropriate level.

Spell Level	Spells
1st	*Heroism, Shield of Faith*
2nd	*Barkskin, Protection from Poison*
3rd	*Glyph of Warding, Spirit Guardians*
4th	*Private Sanctum, Stoneskin*
5th	*Wall of Force, Antilife Shell*
6th	*Guards and Wards*
7th	*Magnificent Mansion*
8th	*Power Word Stun*
9th	*Imprisonment*

Algiz Seal

At 2nd level, you gain the ability to expend one of your Futhark Circle Dice as a reaction to force rerolling an opportunity attack made against a target inside the circle.

Circle of Heimdallr

Starting at 7th level, allies inside your Futhark Circle reduce any damage by an amount equal to half your Wisdom Modifier. This reduction is applied before resistances and vulnerabilities

Every time you use your bonus action to maintain your Futhark Circle, you can move it up to 5 ft.

Cantrips of Heimdallr

At 9th level you add the *Ray of Frost* and *Resistance* cantrips to your Runic Cantrip list.

Vigilance of Eihwaz

Startingt 11th level, you and your Inscribed require only 1 hour of sleep during a long rest to gain its full benefits, you can do other light activities for the remaining time. Also, both of you gain advantage on Wisdom (Perception) checks.

Freyja's Ætt

The Rune Masters who choose to dedicate themselves to the Freyja's Ætt become beacons of hope, abundance, and prosperity. Like the Vanir Goddess, these Rune Masters fill empty barns, mend broken bones and stand tall where hope is lost. They tend to become doctors, midwives and keepers of the land, draping the world with blessings and health.

Freyja's Ætt Spells

You add the following spells to your Rune Master spell list at the appropriate level.

Spell Level	Spells
1st	*Create or Destroy Water, Goodberry*
2nd	*Aid, Lesser Restoration*
3rd	*Revivify, Water Breathing*
4th	*Death Ward, Fabricate*
5th	*Creation, Raise Dead*
6th	*Heroes' Feast*
7th	*Regenerate*
8th	*Antipathy/Sympathy*
9th	*True Resurrection*

Blessing of Ansuz

At 2nd level, you gain the ability to expend one of your Futhark Circles Dice as an action to heal a target inside the circle by a number of hit points equal to your Futhark Circle Die + your Wisdom modifier.

Circle of Freyja

Startingt 7th level, allies inside your Futhark Circle gains advantage on death saving throws. Additionally, an ally regains 1 hit point if he rolls a 19 or a 20 on a death saving throw.

Every time you use your bonus action to maintain your Futhark Circle, you can expand its radius by 5 ft., up to a maximum of 30 ft.

Cantrips of Freyja

At 9th level you add the *Dancing Lights* and *Mending* cantrips to your Runic Cantrip list.

Ætt Improvement: Trust of Wunjo

Starting at 11th level. you and your Inscribed can take the Help action as a bonus action.

Tyr's Ætt

The Ætt of the God of Justice is a straightforward but hard calling: payback for every wrongdoing seen or heard. Judging and declaring for entire clans and villages, Rune Masters who tend toward this Ætt have the unbridled power of destruction at their disposal to ensure that no menace stands before them.

Tyr's Ætt Spells

You add the following spells to your Rune Master spell list at the appropriate level.

Spell Level	Spells
1st	*Guiding Bolt, Shield*
2nd	*Magic Weapon, Spiritual Weapon*
3rd	*Ligthing Bolt, Sleet Storm*
4th	*Banishment, Ice Storm*
5th	*Flame Strike, Hold Monster*
6th	*Chain Lightning*
7th	*Arcane Sword*
8th	*Incendiary Cloud*
9th	*Storm of Vengeance*

Retribution of Tìwaz

At 2nd level, you gain the ability to expend one of your Futhark Circle Dice as a reaction when you or a friendly creature inside the circle is hit. Every enemy inside the circle takes radiant damage equal to the result of your Futhark Circle Die roll.

Circle of Tyr

Starting at 7th level, enemies inside your Futhark Circle lose any resistance to bludgeoning, piercing and slashing damage from nonmagical weapons.

Every time you use your bonus action to maintain your Futhark Circle, you create a secondary Circle around yourself. This new Circle has a 5 foot radius, it's centered on you and follows you if you move. It lasts until the start of your next round.

Cantrips of Tyr

At 9th level you add the *Sacred Flame* and *True Strike* cantrips to your Runic Cantrip list.

Ætt Improvement: Duty of Justice

Starting at 11th level, you and your Inscribed have advantage on Intelligence (Insight) and Intelligence (Investigation) checks.

Rune Master Spell List

Cantrips
Chill Touch
Guidance
Light
Shillelagh
Thaumaturgy

1st level
Alarm
Bane
Bless
Command
Comprehend Languages
Cure Wounds
Detect Evil and Good
Detect Magic
Detect Poison and Diseases
Expeditious Retreat
Faerie Fire
Jump
Longstrider
Purify Food and Drink
Sanctuary
Sleep
Speak with Animals
Thunderwave

2nd level
Augury
Blindness/Deafness
Darkness
Darkvision
Enhance Ability
Enlarge/Reduce
Gentle Repose
Hold Person
Locate Animals or Plants
Locate Object
Moonbeam
Pass without Trace
Prayer of Healing
See Invisibility
Warding Bond
Web
Zone of Truth

3rd level
Beacon of Hope
Bestow Curse
Clairvoyance
Dispel Magic
Fear
Haste
Magic Circle
Phantom Steed
Plant Growth
Remove Curse
Slow
Speak with Dead
Tongues

4th level
Arcane Eye
Compulsion
Confusion
Control Water
Divination
Hallucinatory Terrain
Locate Creature

5th level
Commune
Contact Other Plane
Dispel Evil and Good
Dominate Person
Geas
Insect Plague
Planar Binding
Scrying
Seeming
Telepathic Bond
Teleportation Circle
Wall of Stone

6th level
Circle of Death
Contingency
Create Undead
Find the Path
Forbiddance

7th level
Conjure Celestial
Etherealness
Fire Storm
Symbol

8th level
Antimagic Field
Control Weather
Dominate Monster
Earthquake

9th level
Astral Projection
Foresight
Time Stop

New Cantrip: Share Blood

Necromancy cantrip
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous
Target: 1 willing or unconscious creature

The creature's skin and yours open, creating wounds that let you share the essence of life itself.

You reduce your hit point maximum by 1d4, and the target heals the same number of hit points. The hit point maximum reduction by this spell restores with a long rest.

Alternatively, if the target of the spell is not unconscious, it can choose willingly to reduce its hit points by 1d4 and heal you by the same number of hit points.

The healing and reduction increase to 3d4 at 5th level, to 5d4 at 11th level and 7d4 at 17th level.

Share Blood is added on Cleric, Druid, and Warlock spell list.

Sorcerer
Jötunn Origin

The lineage of the inhabitants of Jotunheimr predates even Odinn himself. Such eternal power flows through gods, monsters and men alike. The glacial presence of Ymir grants you arcane abilities, reminding constantly that cold, in the end, awaits us all…

Son of Jotunheimr

The endless cold is part of you, your source of power. But, once you have used its magic potential it starts seeping on your very flesh.

Starting at 1st level, the first time you use all your slots of a certain spell level, a part of your body become ice. This transformation invigorates you, healing a number of hit points equal to the spell slot that triggered the transformation plus your level, and you gain three times that number as temporary hit points.

While you are in this state, you gain the following benefits:

- You gain resistance to cold damage.
- As an action, you can inflict freezing pain with a mere touch. Make a melee spell attack; if it hits, you deal damage equal to 1d6 + your Charisma modifier + the spell slot level that triggered the transformation.

These effects last for a minute.

Once you used this feature for a particular spell slot level, you cannot use it again for that level until you perform a long rest.

Starting at 5th level, your freezing touch deals 2d6 damage. At 11th level it deals 3d6, at 17th level it deals 4d6.

Skin of Endless Frost

Your blood pulses in unison with the realm of your ancestors.

At 6th level, when you are hit by a melee attack, you can, as a reaction, spend 2 sorcery points to emit flash frost. The attacker makes a Dexterity saving throw. If it fails, it becomes incapacitated and its speed becomes 0. If it succeeds its speed is halved. These effects lasts until the end of his next turn.

Frozen Heart

As your power grows, so does your connection to your ancestors. Your demeanor becomes more distant, colder and callous.

Starting at 14th level, you have advantage on saving throws and skill checks made to resist being intimidated, charmed, or frightened.

THE BONES OF YMIR

The World was made from the Bones of Ymir, the First Giant. The Frost Jötunn lineage runs deep into the very fabric of the universe, recalling the ancient nature of the World.

At 18th level, as an action, you can expend a spell slot and create an area of intense cold.

Snow begins to fall, blanketing everyone and everything in a half a mile radius. If you use this feature underground or underwater, the snow falls on the surface and does not reach you.Every creature within 30 ft. of you takes cold damage at the beginning of its turn equal to the level of the slot used plus your Charisma Modifier. A successful Constitution saving throw halves this damage.

While the Bones of Ymir are active you can spend and action and conjure an Ice Elemental. The Elemental appears within 5 ft. of you, acts during at your initiative count and follow your orders. You can do this a number of times equal to the level of the slot used.

All these effects lasts 1 minute.All the Ice Elemental summoned with this ability immediately disappear. The snow melts at normal speed.

After using the Bones of Ymir, you must finish a long rest before using it again.

ICE ELEMENTAL

Large elemental, neutral

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Armor Class 17 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 30 ft, burrow 30 ft, swim 30 ft.

Damage Vulnerabilities Fire
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages Terran
Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The Ice Elemental makes two slam attacks.
Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft, one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Warlock
Otherworldly Patron: The Endbringer

Nidhoggr. Fenrir. Jörmungandr. Deep within the abyss of the Nine Worlds, terrible beasts wait to unleash the apocalypse on both man and god. Through dreams and prophetic quests, you reached one of these fiends and agreed to become the vessel of their hate toward the living and bring utter destruction in their name. Why you agreed to such a pact is up to you, but ultimately, even the monster will meet their fate…

Expanded Spell List

The Endbringer lets you choose from an expanded list of spells when you learn a Warlock spell. The following spells are added to the Warlock spell list for you.

Spell Level	Spells
1st	*Inflict wounds, Shield*
2nd	*Alter Self, Enlarge/Reduce*
3rd	*Haste, Stinking Cloud*
4th	*Evard's Black tentacles, Stoneskin*
5th	*Antilife Shell, Cloudkill*

Ranchor

You have an almost bestial behaviour. Your skin is unnaturally tough and you react to any menace with unbridled fury.

Starting at 1st level, while you are not wearing any armor, your Armor Class is 13 + your Dexterity Modifier.

As a reaction, when you are hit by a melee attack, you lash out at your attacker, dealing force damage equal to your Charisma Modifier (minimum 1). This damage improves by 1d8 at 5th level, 2d8 ah 11th level and 3d8 at 17th level.

Ageless Spite

Your patron despises any failure in ending another one's life, and urges you to keep going in such moments.

Starting at 1st level, every time you deal damage to a creature with a warlock spell or cantrip and one or more damage dice rolls a 1, you heal 1 hit point per such die.

If you choose the Pact of the Blade feature at 3rd level, this feature extends to the damage of your pact weapon.

If you choose the Pact of the Chain feature at 3rd level this feature extends to the damage deal by your familiar's attacks. Additionally, your familiar benefits from the healing gained by this ability.

Relentless

Driven by your patron's prophecy, you do not stop against any obstacle

Starting at 6th level, attacks of opportunity against you are made with disadvantage, and getting up from prone costs you only 5 ft. or your movement. Also, your movement speed cannot be reduced by any means, though you can still become Restrained or Paralyzed.

Last Assault

Starting at 10th level, when you are reduced to 0 hit points, you can use your reaction to cast a Warlock spell, make one attack with your pact weapon or let your familiar make one attack of its own.

Once you use this feature, you cannot use it until you take a short or long rest.

Life Devourer

Starting at 14th level, when you hit a creature with an attack, you can use this feature to devour it. The creature is magically shrunk and absorbed inside your body. While in this state, it is restrained and incapacitated.

At the beginning of its turn, the creature can make a Strength saving throw; if it succeed, it is freed from your body and expelled to the nearest free space. If it fails, it suffers 3d10 acid damage as you slowly dissolve its body.

If a creature is slain by such damage, its body disintegrates completely, but you can regurgitate any object it wore or carried, intact

Once you use this feature, you cannot use it until you finish a long rest

Warlock

Otherworldly Patron: The Norns

Distant and aloof, your patrons are a conclave of three women that sit at the Well of Destiny, sprinkling Yggdrasill with its water so that it may never rot. Although they control the fate of all creatures – gods, monsters and men alike – they cannot prevent all the ruinous event that the future can bring. So, they are willing to strike a bargain, conceding a strand of their power to a Warlock ready to do their bidding.

Expanded Spell List

The Norns lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level	Spells
1st	*Bless, Create or Destroy Water*
2nd	*Augury, Locate Object*
3rd	*Clairvoyance, Nondetection*
4th	*Divination, Locate Creature*
5th	*Commune, True Seeing*

Urðr, Verðandi and Skuld

At 1st level, the Norns instill in you the power to control the fates of those around you. When a creature you can see makes an attack roll, ability check or saving throw, you can use your reaction to roll 1d6 and add or subtract the result from the d20 roll. You must use this feature before knowing the result of the action you are trying to manipulate.

You can use this feature once on a humanoid, undead or beast; once on an aberration, giant or monstrosity; and once on a celestial, dragon, elemental or fiend.

You regain all expended uses after a short or long rest.

Clay for the Weakened

Starting at 6th level, just as your patrons preserve the World Tree, you can preserve your life and those of your allies. As an action, you can touch a willing creature and remove one of the following conditions: Blinded, Charmed, Deafened, Paralyzed, Petrified or Poisoned. The creature becomes immune to that particular condition for 1 minute.

Once you use this feature, you can't use it again until you finish a short or long rest.

Break Gungnir

Startingt at 10th level, if you are hit by a ranged attack, you can make a spell attack roll. If your result is higher than the enemy's, you redirect the attack to another target of your choice within its range, using your attack roll result instead. Once you successfully redirect an attack with this feature, you cannot use it again for 1 minute.

Weaving your own Fate

Starting at 14th level, you can reroll any of your own ability check, attack roll or saving throw whose die roll is 3 or lower, but you must accept the second result, even if it's lower. Note that if the roll is made with advantage or disadvantage, you can only reroll one those dice.

Wizard
School of the Wanderer

In times and places where there's no written knowledge, the world itself is an open book. Wizards who follow the School of the Wanderers are renowned travellers, adept socializers, and connoisseurs of arcane mysteries. As all the Nine Worlds are suffused with power, the Wanderers learn to use it as a conduit for their magical might and a as font of arcane wisdom.

Through the Heart

Your experience in discovering the world extends to your fellow men. With just a few words, you are able to understand the needs of your interlocutors.

Starting from 2nd level, during a conversation lasting longer than 1 minute you can attempt a Wisdom (Insight) check opposed by a Charisma (Deception or Persuasion) check, as chosen by the target. If you succeed, you know exactly what the target currently desires the most. This feature does not work on creatures immune to the Charmed condition.

Through the Earth

As you gradually uncover the secrets of magic, you learn to instill power into your surroundings.

If you cast a spell of 1st level or higher with a range of touch or expressed in ft., you can decide to channel it through the surrounding. Choose one point in a space that you can see within 15 ft. of you, it becomes the origin point of the spell and you calculate line of effect from that point instead of your actual position.

Once you use this feature, you cannot cast spells except cantrips until the end of your next turn.

Knowledge of the World

You have traveled far and accomplished many things, adaptability has become your ally.

Starting at 6th level, at the end of a long rest, you can recall the actions of countless people you have met before and learn from your memories. Choose two specific skills, weapons or sets of tools. You gain proficiency with them until the end of your next long rest.

For example, you can gain proficiency in Deception and the longsword, or learn to use alchemist's tools and carpenter's tools.

World of Knowledge

Magic shapes worlds just as they shape magic. By tapping into raw arcane power, you discover new forms of incantations.

Starting at 6th level, as an action, you can forget one prepared spell of 2nd level or higher. If you do, the GM chooses two wizard spells whose level is one lower than the one you have forgotten and that you don't know. You pick one and it becomes prepared for you for the following 8 hours. The spell is not memorized for you and it does not appear in your spellbook; as such,

you cannot transcribe it into your spellbook or create a spell scroll of it. You have just enough instinctual understanding of the spell to cast it.

You can use this feature up to three times, but you must wait at least 1 minute betwen each use. Once you consumed your uses, you cannot use this feature until the end of your next long rest.

Every time you use this feature, you cannot cast spells except cantrips until the end of your next turn.

First Impressions

Starting at 10th level, you have advantage on the first ability check made when socially interacting with someone you've never met before. This feature does not work on creatures immune to the Charmed condition.

Lingering Magic

Starting at 10th level, as a reaction made when one or more targets within 45 ft of you receive 10 or more points of energy damage, you tap into residual energy. Until the end of your next turn, any spell you cast that deals that damage or include that type of energy among its effects is considered cast using a slot 1 level higher than usual.

After casting a spell empowered this way, you cannot cast spells except cantrips until the end of your next turn.

Make Connections

Starting at 14th level, when you converse for at least 10 minutes with a creature you can see, you can magically strengthen or remove the memoy of you from its mind. The creature makes a Charisma saving throw against your Spellcasting DC. On a failed save, you decide if the creature forgets you the moment he doesn't see you anymore, or if he can perfectly recall your look, appearance and what you have talked about. On a successful save, the creature is immune to this feature for a month.

This feature does not work on creatures immune to the Charmed condition.

Shared Connections

Starting at 14th level, if the target of one of your spells fails a saving throw against it, you can also sever their connection with magic. The target cannot cast spells, benefit from magic items and any magical attack they have is considered nonmagical. These effects last until the end of his next turn.

You can use use this feature three times before a long rest.

Once you use this feature, you cannot cast spells except cantrips until the end of your next turn.

Spellbooks without literature.

As you can imagine, there is a noticable level of discrepancy in using the Wizard class in a setting with no common writing. How could you resolve that?

This is definitely up to you and your GM, but here are some ideas.

- You have some rudimentary knowledge of runes, not enough to channel power through them, but enough to combine them into strings of power that you record on slabs of bark, weave into a mantle, or carve into your staff.
- By reading the runes, you gain a minuscule whiff of their power.
- You draw your spells. You create elaborate representations of the effect of the spell, and this helps you remember all the gestures and words you need to cast them.
- You create fetishes. For every spell you know, you craft a little totem made by stones, feathers, blood (usually your own) and other significant components. Only you can properly understand such totems, and you carry them inside a "sage satchel" for when you need them.

BACKGROUNDS

In this chapter, we enter the depths of the characters' minds, investigating from what point their history originates the source of the motivations that drive them to move in the world, pursuing a specific purpose, and the ideals that guide them on their journey.

While the class will define how characters face the challenges that fate puts before them and gives the clans a choice of how to move, or not move, within a society and to who they ally themselves, the Backgrounds focus on the beginning of a characters story, the motivations that have led him to become what he is and what he was before leaving for adventure in this world held in the hard grip of Fimbulvetr.

On Midgardr a man is judged by his strength, his respect for the Nine Virtues and his social class, so a Background is designed to represent the characters belonging to the Norse social system and culture, based on honor and pride of independence.

Leading each settlement is the Jarlr, a unique and exclusive title, inferior only to the Konungr (King). The Jarlr governs sitting at the head of Thing, an assembly of elected local councilors chosen from the freemen, such as the Bhondi, Gothi, Hersir, Huscarl, Vaeringjar and Vikingar.

However, not all men are born equal. Slaves and outcasts, Thrallr and Skògarmadhri occupy the lowest rungs on the competitive social ladder of Midgardr.

Every man is moved to a higher destiny that is written at the time of his birth, this chapter serves to define his first step, but the rest of the path is in the hands of the players.

To what glorious Fate will you lead your characters?

BONDHI

This term designates a man in possession of a small plot of cultivated land. In the harsh and hostile northern territories, owning a piece of arable land can be quite complicated. On Midgardr a free man is part of a complex social organism regulated by precise laws.

Land and animals are the wealth of these men, free before the law and rich enough to arm themselves so that, in the recent past, a class of freemen competent in the use of weapons has formed in Norse society. The possession of such land allows the Bondhi to buy the necessary equipment to go to war. The greater the wealth of a land, the better the equipment to arm these warrior peasants.

Being Bondhi is a major social responsibility as well as constituting a tough lifestyle marked by hard work. Being a Bondhi, however, is also a source of great pride. A Bondhi will fiercely defend his independence and autonomy both in the Thing and with the force of arms.

The Bondhi gather in Fridhr when they descend into battle, ie bands belonging to the same community or Thing, bound by kinship relationships.

These formations of warriors share close bonds and are very combative, even if inclined to impulsive deeds for the salvation of their families.

Skills: Animal Handling, Perception

Tools: Artisan tools

Equipment: common clothes, an artisan's tool of your choice, a bracelet adorned with a rune, a simple weapon, a terracotta container, a leather bag with 15 gp.

PRIVILEGE: A HEARTH TO RETURN TO

When choosing this background, you also choose a location on Midgardr. In that place, you have a plot of land with a house and, at your discretion, a family waiting for you. You are welcome by the community of that location and you can turn to them in times of need.

SUGGESTED CHARACTERISTICS

Being a Bondhi is in itself a matter of pride, personal independence, a plot of land to cultivate and to be able to say he is the lord in his own home are goals to defend, whether they have been conquered with prowess in battle, or through hard work and commitment. Sometimes, however, this is not enough and a Bondhi aspires to larger estates or positions that are more prestigious.

BONDHI VARIANT: HERSIR

A Hersir is a prominent member of a community who holds sufficient wealth and land to be able to liaise with a local lord and interact with the community, which he represents. A Hersir has the same rights and duties as any Bondhi. Indeed, he will have more burdens due to having to finance military expeditions and leading his own countrymen in battle, making sure that every man is sufficiently armed for battle, that there are provisions necessary to the expedition in progress and that the state of health of his companions is good.

However, this also has advantages. Being such an influential figure allows you to have a say on many issues, especially in the face of overly despotic or weak lords.

VARIANTS PRIVILEGE: GREAT HOLDINGS

In addition to the privilege of "A Hearth to Return to", as Hesir your estate is not limited to a home and a small cultivated plot, your large estate yields fruit for you and your home. If you choose this variant, start the game with 5 gp more, moreover, the profit you earn from the sale of the produce from your land is 2 gp per day, which you can withdraw each time you return home. Furthermore, you are considered a prominent member of your community, but money, power, and influence always attract envy and enemies: by staying away from home for a long period there is the risk of finding your property usurped and your family missing. In addition, the local lords you are bound to will certainly be asking for favors and contributions.

D8	PERSONALITY TRAITS
1	My place is at home.
2	The affairs of the Gods do not interest me. I must look only to my work.
3	After the raids that allowed me to gain my position, I want to stay away from trouble.
4	Traditions are as important as work.
5	I believe that in order to obtain anything you need sacrifice effort and commitment.
6	I am a quiet man who respects those above him.
7	I miss the iron and blood of battle.
8	I have never left my home and the world seems too large for me.

D6	IDEALS
1	**Respect.** Respect traditions and men must respect me. (Honorable)
2	**Work.** Nothing counts in life but hard work and enjoying its fruits. (Neutral)
3	**Travel.** Home will always be waiting for me, while the world outside will not. In addition, I want to see it all. (Chaotic)
4	**Greed.** I want more, there is no limit to which I will go or the means I will take to get it. (Dishonorable)
5	**Duty.** All my efforts are put into my duties, as a master, a warrior and a man. (Lawful)
6	**Ambition.** I aspire to become something more than just a landowner, the position of Jarlr or even the glory of the Gods await me! (Any)

D6	BONDS
1	I have a friend in trouble and I must save him.
2	I must defend my home at all costs.
3	I hide something important in my house, no one suspects it.
4	I have sworn loyalty and I will never fail in this oath.
5	Someone plots to have me lose what I have conquered.
6	I lead others with my exemplary behavior.

D6	FLAW
1	Sometimes I forget my most important treasure: my home.
2	My house, at times, seems to suffocate me.
3	I do not think I really deserve what I have managed to achieve.
4	I am willing to risk everything to get what I want, even my loved ones.
5	I am afraid of the world outside my home.
6	A little man has nothing to do with stories, legends and Gods.

GOTHI

The Northern communities have always lived their spirituality in a natural and spontaneous way. Although they do not have a true faith, they are aware of being part of a much larger cosmos. The Nine Worlds, the Æsir and the Vanir, the spirits of nature and the ghosts of the dead, these entities for these populations are as present and "tangible" as their own homes.

To mediate with these entities the Gothar exist. A Gothi is not a priest in the strict sense, nor an ascetic figure: he is a common person who, with simple rituals or prayers, is the link between his community and the vast universe that surrounds them.

These practices are, mostly for, solving the small needs of everyday life. Sowing a field, building a house, helping a pregnant woman are all activities for which the watchful eye of a Gothi is required, to ensure that everything goes the right way.

Skills: Asatru, Medicine

Tools: Herbalist's tools

Equipment: ceremonial dress, herbalist's tools, a polished stone talisman with a rune, 5 pieces of aromatic bark, a leather bag with 15 gp.

PRIVILEGE: GOOD WISHES AND HOSPITALITY

As Gothi you are welcome in any community that respects the traditions of the Ancient Gods. You will be welcomed in the halls of the Jarlr or the village chief; you will be offered food and shelter for the night in exchange for auspicious rituals. This welcome also extends to those who accompany you.

SUGGESTED CHARACTERISTICS

Other Gothar through oral recognition of respect for traditions educates the Gothi, as a child. Usually, second-generation students choose this path, but it is not strictly necessary, just like the social class.

This path is prohibited to slaves and renegades. These figures have the responsibility of passing on traditions, rites and religious ceremonies to future generations, keeping alive the spirituality of the community.

The common defects in a Gothi are their excessive attachment to ancient traditions and a lascivious infatuation with new ways, which is completely opposed to his formation. Typical defects of the Gothi is neglecting their duties or exploiting their social position for their own benefit.

D8	PERSONALITY TRAITS
1	My life is a continuous search for the Gods.
2	The affairs of mortals do not interest me; I seek the knowledge of the Gods.
3	Nothing happens by chance, everything is driven by fate.
4	I feel a great concern for the future that never abandons my thoughts.
5	I stubbornly follow the ancient traditions and lament times past.
6	Those who do not respect traditions do not deserve my respect.
7	I entrust myself to the Gods for every aspect of my life.
8	I spent much time as a foreigner, wandering from one village to another, that I no longer feel comfortable in the life of the community.

D6	IDEALS
1	**Teaching.** The purpose of my life is to train the new generations under the sign of the Gods. (Honorable)
2	**Knowledge.** Each event is a sign of the Gods and deserves to be studied to understand its nature. (Neutral)
3	**Discovery.** Traditions and teachings are a starting point from which to discover the world. (Chaotic)
4	**Enrichment.** I have to use my knowledge and position to live in the most comfortable way possible. (Dishonorable)
5	**Tradition.** My strength is that of the ancient traditions, in that knowledge there is all that is needed in my life. (Lawful)
6	**Aspiration.** Guided by my knowledge I aspire to reach the Gods who guide my life. (All)

D6	BONDS
1	I have to fulfill the mission entrusted to me by my mentor.
2	One day, in the world, there will exist no other Gods but mine.
3	I put my community before all else.
4	I had a vision of the Gods and I want to find them in person.
5	The only temple I need to be occupied with is my body.
6	I want to find out if there are gods beyond the sea.

D6	FLAW
1	I do not accept versions of the world other than that recounted in the traditions.
2	What happens in the outside world questions my faith in the Gods.
3	I fear that my lifestyle is not honorable to lead me to the Gods.
4	I am far too intrigued by what I do not know.
5	Sometimes I change traditions or divination results, to gain personal advantage.
6	I do not think I have the respect or consideration that I deserve.

Huscarl

Sentinels, guardians, custodians. The Huscarlar are all this, individuals in charge of a specific and delicate task. In the past, the term generally indicated a man who defended his home, today, these tasks are not limited only to the home.

A Huscarl can be recruited by anyone who can afford his services, to monitor, at the cost of his own life, a home or person, also acting as a bodyguard.

Being Huscarl is a great honor and a source of good compensation, but it is a role that is not without risks. It is about placing the protection of a place or a person at the expense of their own safety, pain, death or exile.

It may happen that prestigious figures like a Jarl or Konungr hire more than one Huscarlar for the defense of their halls or to form groups of elite warriors to take into battle.

Being a Huscarlar is the most "immaculate" way that a man can take to cover himself in fame and lasting wealth, but it is also the longest.

Skills: Insight, Investigation

Equipment: common clothes, Huscarl uniform, a large cloak, a helmet decorated with a rune, a martial weapon, a leather bag with 20 gp.

Privilege: Huscarl Skills

A Huscarl remains such until his death. Only Huscarl who are dishonorable or guilty of crimes, betray the solidarity pact that binds them.

With this background, you can count on the support of Huscarl guards, even from other areas, if you are able to prove your membership. Except for situations of open hostility.

Suggested Characteristics

An honorable and respectable occupation with good earnings but high risk. Being a Huscarl means responsibility and integrity but sometimes it is a position occupied by power or to give vent to the bloodlust.

D8	PERSONALITY TRAITS
1	I am very suspicious of those I do not know.
2	I try to display my honor on every occasion.
3	Once having gained my trust, I will never disappoint.
4	I never lose my concentration.
5	I do what I do to be able to vent my violence without problems.
6	For me, actions are worth more than words.
7	If I can rest, I will, I am very lazy.
8	Being a guard does not mean being surly, I am very nice and I love socializing.

D6	IDEALS
1	**Oath.** Nothing on this earth is worth more than the oath of a man. (Lawful)
2	**Independence.** I only intervene when I consider it right. (Neutral)
3	**Competition.** I live every situation as a challenge that I cannot lose. (Chaotic)
4	**Power.** I will perform my duties as a guard until the right opportunity presents itself for me to gain power. (Dishonorable)
5	**Protection.** Those who have the strength to defend themselves must first defend others. (Honorable)
6	**Comfort.** Mine is an honorable but dangerous profession, I do it to be able to enjoy its rewards (Any)

D6	BONDS
1	A bond with a person, who is very important to me, but distant, draws me far away.
2	I am here because I want to protect someone in particular.
3	I committed a dishonorable act that must never be discovered.
4	I have no ties or interests with the people I have to protect.
5	I envy a colleague very much.
6	What I must really protect I have yet to find.

D6	FLAW
1	I am afraid I have been content with choosing this life.
2	I am tired of my life.
3	I have no half measures; everything for me is black or white.
4	I blindly trust all those above me.
5	The only God I follow is money.
6	I do not think I deserve to rest with my fathers in Valhalla.

JARLR

The oldest families boast of descending from a famous ancestor, a hero or even a deity, a sort of aristocracy that rather than governing a region administrates it. It is not uncommon for a Jarlr to be elected by the Thing.

You are the leader of a regional army in battle, you choose the best men for your retinue, regulate the distribution of wealth and privileges among the Norse.

An expert in law as well as politics, you are required to be present as a judge at trials.

Skills: Asatru, History

Equipment: fine clothes, embroidered cape, a precious ring engraved with a rune, a brooch with a symbol of the family name, a leather bag with 25 gp

PRIVILEGE: HEROES BLOOD

When choosing this background, you also choose a Midgardr location. In the chosen location, you are considered the leader.

You, or your family, own the largest house in the village, which is also the center of the town's social life. Your opinion is highly valued as if it were the law.

The ardor of your ancient ancestors has been handed down in your blood and elevates you among the proudest of men.

Great respect is due to you, and no one will ever refuse you an audience or hospitality, you are worthy of the name you hold among your peers.

SUGGESTED CHARACTERISTICS

Being a Jarlr means having great honor and respect but it also means great expectations.

From an early age you grew up with the heroic tales of your ancestors and you are expected to be worthy of their name.

Educated in the oral traditions of the Gods and in the laws of your land, you must remember that you are not superior to other men.

For a Jarlr the border between pride and arrogance is likely to be very subtle, as well as the desire to become more powerful or aspire to become king.

D8	PERSONALITY TRAITS
1	I believe that my heritage alone is worthy of making a great man of me.
2	I feel that a great destiny is reserved for me.
3	I look at everything from the top to the bottom.
4	I feel like an ordinary person and reveal my heritage only when necessary.
5	I believe that I am always right.
6	Every moment is opportune to narrate the exploits of my ancestors.
7	I am insecure despite being educated to command.
8	Responsibilities suffocate me.

D6	IDEALS
1	**Hero.** Like my ancestors, I must live a life worthy of being remembered for the great deeds I have accomplished. (Honorable)
2	**Power.** My power and determination are the burdens with which my existence is judged. (Neutral)
3	**Pleasure.** Life should be squeezed like a sweet fruit to get as much as possible out of it. (Chaotic)
4	**Domain.** My place is higher than that of other men, so everyone must serve me. (Dishonorable)
5	**Justice.** It is my task to enforce the laws of my land in the most equitable and just way possible. (Lawful)
6	**Destiny.** The hand of fate and the gods guides me on the path to glory. (Any)

D6	BONDS
1	Nothing is more important to me then my family.
2	I have a rival who has bested me in all things since my childhood.
3	I feel that somehow my ancestors are guiding me.
4	A person very important to me left for the sea and did not return.
5	I have a sacred task entrusted to me by an oracle, only I can accomplish it.
6	My pride is my people.

D6	FLAW
1	When I am proved wrong, I quickly pass to violence.
2	I really do not think that I am worthy of my ancestors.
3	In front of gold, my sense of justice falters.
4	I am attracted to the pleasures of flesh and wine.
5	Despite my heritage, I am often inappropriate and awkward.
6	Behind the mask of a powerful man, there is one weak and fearful.

SKÒGARMADHR

You are literally called "the one who lives in the woods", it is the worst fate that can happen to a Norseman.

Your assets have been expropriated, all your rights have been removed, and you have been exiled from the community and from your family.

Forced to live in the woods, you must constantly watch your back as a death sentence hangs over you: anyone you meet can and must kill you, remaining unpunished.

You wander aimlessly; your only purpose is survival. No refuge, no rights, only hardships and a probable violent death await you.

Skills: Stealth, Survival

Equipment: ragged clothes, an oath bracelet with a broken rune, a stone knife, 5 gp.

PRIVILEGE: FALSE IDENTITY

After surviving in the woods during the winter you have moved to an area far enough away that no one knows your name or your story and you have built a second fake identity, pretending to be an oracle beggar, a freed slave or the only survivor of a dark tragedy.

Meet other Skògarmadhr like yourself, scattered throughout safe hiding places in the depths of Midgardr's forests.

SUGGESTED CHARACTERISTICS

Being a Skògarmadhr is the lowest and most degrading of human conditions. In your past, there are terrible and dishonorable acts that have cost you exile from your community.

The purpose of a Skògarmadhr is mainly to see the dawn of the next day and make do with what you can to survive.

But not all Skògarmadhr deserve the fate they face, some are betrayed or framed by their enemies.

They can try to redeem their name, although it is almost impossible.

D8	PERSONALITY TRAITS
1	I now struggle to relate to another human being.
2	I do not give value to money or possessions, survival is all that counts.
3	I grieve for the times in which I lived in society.
4	My behaviors are more like that of a beast.
5	I do not trust anyone.
6	I cannot resist the pleasures of good food and meat.
7	I have an honorable attitude, as I consider it correct in spite of the unjust condition in which I find myself.
8	I cannot afford distractions, I am always focused.

D6	IDEALS
1	**Redemption.** I do not know if it is possible or not, but I want to win back the honor of a man. (Honorable)
2	**Peace.** The only things I yearn for are love, peace and tranquility. (Neutral)
3	**Madness.** Hunted by the world of men, I will live in the world of fools. (Chaotic)
4	**Deception.** My past remains what it is; the consequences of my actions will remain unpunished if I am able to deceive even the Gods. (Dishonorable)
5	**Traditions.** Living far from society does not prevent me from continuing to live according to the customs of my people. (Lawful)
6	**Loneliness.** There is nothing left to me but to live far from the affairs of men and gods and die alone. (Any)

D6	BONDS
1	I have a contact that helps me despite my condition.
2	Someone in the village suspects me.
3	I have a man who has sworn to kill me on my heels.
4	In the most remote lands, there is a community of people like me.
5	I made a friend who suspects nothing of my past.
6	I do not want relationships of any kind with other human beings.

D6	FLAW
1	Even though I look for its solace, I cannot hold my alcohol.
2	Risk of betraying myself by revealing my identity if provoked.
3	I do not think I deserve an honorable death.
4	To redeem my name I am willing to do anything, even commit dishonorable acts.
5	I feel constantly hunted and do not trust anyone.
6	Every day a piece of my mind yields to madness.

THRALLR

The life of a Thrallr is hard, the life of a slave, forced to perform any task that your owner imposes on you.

Whether by debt, imprisonment or condemnation by the assembly, as Thrallr you have lost all rights and you will be bound to the will of a master.

Luckily for you the Norsemen are not ruthless or cruel masters: you have food, clothes and a roof over your head.

You can free yourself through hard work or worthy deeds. Norsemen, wherever they live in the lands of the North, will always remain a pragmatic people, to be a slave is not a detestable fate, provided you do not become a human sacrifice…

Skills: Animal Handling, Performance

Equipment: poor clothes, work tools, rune engraved on a piece of wood given by the master, a wooden bowl, 5 gp.

PRIVILEGE: PROTECTED BY THE MASTER

You are considered the property of your master and, as such, you have value.

You can always count on the support of your master, able to help you in case of need even after having redeemed yourself through your labors.

Food and shelter for the night you will always have at your master's house unless you have escaped or done dishonorable deeds.

SUGGESTED CHARACTERISTICS

Life is hard for a Thrallr, who has to settle for a meager meal and a roof over their heads in exchange for all their sweat.

Being away from one's home and the feeling of having no power over one's own destiny can create strong and tempered personalities.

A Thrallr often tries to redeem his life through work or conducting business for his master, this is how he might try to liberate himself. Freedom and independence can be regrets, but also dreams and goals.

THRALLR VARIANT: FOREIGN SLAVE

Whether you are the spoils of a raid on the other side of the sea. That you were bought from the slave markets in the Deep South.

Defeated in battle and taken as a slave, it changes little: you find yourself forced to serve a master of a people very different from yours, in an almost alien environment, with rules, laws, and morals of a distant culture and, for you, difficult to understand.

If you decide that, your background as a Thrallr is due to one of these reasons you can choose the privilege "Foreign knowledge" instead of "Protected by the owner".

VARIANT PRIVILEGE: FOREIGN KNOWLEDGE

If the character has the Thrallr background, you can choose this privilege instead of "Protected by the Master".

Your origin from a foreign country means that your basic knowledge of the world is very different from that of the Norse people.

You can ask your master for information and information that is more precise about the foreign country you come from, as well as having the advantage in the arcane, religion or history trials concerning the customs of cultures or foreign countries.

D8	PERSONALITY TRAITS
1	Despite being a slave, I am never broken.
2	Great ambitions are hidden behind my fatigued face.
3	I am a quiet person who thinks only of his duty, and of having enough food and a roof over his head.
4	I am gentle and kind.
5	My eyes hide a great sadness.
6	My way of speaking is simple and concise.
7	I am not comfortable in social situations.
8	I appreciate the simple joys of life.

D6	IDEALS
1	**Fidelity.** Mine is not just a job, but also a task. Faithfully serve to the best of my abilities for the good of the master. (Honorable)
2	**Survival.** To remain alive, I must continue to work. (Neutral)
3	**Adventure.** I would very much like the chains of monotony of my slave life be broken to let me live an adventure in life. (Chaotic)
4	**Escape.** Every day may be the right day to escape and rediscover my freedom. (Dishonorable)
5	**Patience.** The efforts of an honorable and just life are always repaid. (Lawful)
6	**Liberation.** With effort and hard work, I will be able to redeem my freedom. (Any)

D6	BONDS
1	I feel affection only towards animals.
2	I consider my master as a friend or a family member.
3	I will never forget my real family.
4	There is a mystery related to my previous life that makes me more than a simple slave.
5	Plot a dishonorable deed together with other servants.
6	I have many friends, even in the upper castes.

D6	FLAW
1	Sometimes I forget my place.
2	My will is easily bent.
3	Resentment builds in me day by day.
4	For the money, I am willing to do anything.
5	False promises of freedom are pitfalls that make me do things that are inconvenient.
6	I am persecuted by bad luck.

VAERINGI

Not all Norsemen feel the need to seek glory by crossing the sea and fighting. You have chosen to venture with your ships to the continent, going up the rivers to trade.

You formed brotherhoods, swearing on the sword and promising to protect and share revenues with your brothers. Need and pragmatism require those who embark on these journeys to be a skilled and experienced fighter, an astute trader and an attentive connoisseur of human nature and foreign cultures.

Some groups of Vaeringjar settle along the rivers and found new kingdoms where river trade is a source of great wealth.

A distant empire of the continent seems to have established a military body, founding the Vaerengjalidh, the Vaeringjar Guard.

The Emperor, in his marble and gold court, admires the courage and strength the Norsemen have shown in battle and has offered them the opportunity to fight as his bodyguards. The salary is very high, as is the prestige of such an honor, and the Vaerengjar who return home after an expedition with the commercial brotherhood or as veterans of the Guard have great influence on the community.

They are forgiven for their extravagance in dress, in the tastes of food and in their way of speaking.

Skills: Insight, Persuasion

Tools: Artisan's tools

Equipment: common clothes, a rudimentary portable scale, a metallic weight for trade with an engraved rune, a small jewel of foreign origin, a leather bag with 15 gp.

PRIVILEGE: SACRED OATH

The oath taken on the sword that every Vaeringjar carries when joining a merchant group is considered sacred and more important than any other bond on Midgardr.

Like Vaeringjar you will always find passage by ship or work to earn some money. You can even get help from other Vaeringjar with whom you are not in conflict.

SUGGESTED CHARACTERISTICS

You are independent, curious and awake; you are not interested in power but certainly in gold, sometimes too much.

You have no ties to your native land and the world, beyond the sea, you think is a land of opportunity and income.

D8	PERSONALITY TRAITS
1	I can never stand still; I must always be active and moving.
2	I always win my bet.
3	I carefully evaluate each situation by listing the pros and cons.
4	Showing my wealth and success is part of my duty.
5	I never really settle down.
6	I prefer to solve every situation without extracting weapons if possible.
7	I do not know the meaning of regret and nostalgia.
8	Fortune smiles on the clever man, one such as me.

D6	IDEALS
1	**Perseverance.** Even after a failure, I always get back up and start my journey again. (Honorable)
2	**Comfort.** This is just a way to live quiet and fulfilled, materially and not. (Neutral)
3	**Discovery.** I travel and trade to discover new and fascinating things about the outside world. (Chaotic)
4	**Dishonesty.** I will do anything to get more than I should from each transaction, especially by using deception. (Dishonorable)
5	**Honor.** Doing my job well makes me an honorable man who deserves respect. (Lawful)
6	**Premonition.** To take me along my travels is a recurring dream that I believe is a message from the Gods. (Any)

D6	BONDS
1	I am loyal to myself first of all.
2	My companions are my brothers.
3	I travel in search of a person dear to me and of who I have lost track.
4	Someone near to me wants to betray me.
5	I have a secret mission to complete and my travels act as a cover.
6	I left because I was no longer welcome in my home.

D6	FLAW
1	My eyes fall to a new goal even if I have not finished the old one.
2	For greater profit, I am willing to turn a blind eye or do something dishonorable.
3	I leave everything behind a little too easily.
4	I cannot resist a bet or a challenge.
5	I am full of the desire to travel continuously.
6	Alcohol and gambling are my daily bread. However, I often go wrong.

VIKINGR

Fara i vikingu: Depart as a Viking, an expression in Norse that simply means independence.

Pirates, adventurers, looters, sailors and mercenaries: these are Vikingar and this is you.

Showy, with provocative tattoos covering the arms, neck and chest, garish or deliberately unsettling clothes, make-up around the eyes and incisions on the teeth, all to distinguish yourself from a Bondhi.

Plundering and raiding is an easy way to become famous and rich, as well as to gain glory in the eyes of the Gods.

Certainly, it is also the easiest and quickest way to die. You will only be able to return home if you prove yourself to be one of the ablest, strongest or luckiest.

Death is a constant companion for you, but the rewards are worth the risk: raids are a valid tool to gain influence at the political level.

In a Thing the relevance of an individual is given by his possessions and his prestige; as Vikingr your success in raids can determine your influence and with increasing prestige, the number of men ready to follow you grows. If the Bondhi communities are based on family ties also on the battlefield, for a Vikingr like you, your bonds are tightened through the Fòstbroedhralagr rite, the Blood Brother Oath.

This ceremony makes men brothers on a spiritual level. In this way, any previous bonds have been severed and a new bond has been forged, just as strong, but free from family ties, a further reason why you are feared or envied at home; new ties with greater freedom and autonomy.

Skills: Athletics, Intimidation

Tools: Navigator's tools

Equipment: flashy clothing, a solar stone with an engraved rune (counts as a navigator's tools), a martial weapon, a pointed tattoo cannula, a leather bag with 20 gp.

PRIVILEGE: BROTHERHOOD OF BLOOD

The blood pact that binds you to your fellow raiders is worth more than any family bond.

Each of them will put his life at risk in order to protect you and will grant you all their aid, even siding against those who are your superiors.

As Vikingr the population nurtures great respect towards you as well as fear.

SUGGESTED CHARACTERISTICS

As Vikingr you are a resolute person, determined, and convinced that the path you have taken is the most direct for gaining glory and immortality, to be worthy of entering the legends.

An exceptional fighter, without fear of death, you often give in to excesses: violence and death accompany you as inseparable lovers.

D8	PERSONALITY TRAITS
1	Staring death in the face is the feeling that most exalts and gives me joy.
2	I am extremely loyal to traditions.
3	I am tireless and insatiable.
4	I hardly ever speak... with the living.
5	I live every day as if it were the only one worth living.
6	I love to look unique and extravagant.
7	Despite appearances, I am a thoughtful and strategic type.
8	I take maniacal care of my person, my body is a temple dedicated to the gods.

D6	IDEALS
1	**Death.** I live, I fight and I will die with honor. (Honorable)
2	**Wealth.** Raids are a great source of income, risk your life to live better (Neutral)
3	**Challenge.** My life is a constant challenge of fate and the Gods, they will have to work hard to end it. (Chaotic)
4	**Cowardice.** When the situation turns bad, we are the first to flee, leaving behind no witnesses. (Dishonorable)
5	**Power.** The defeats inflicted on foreign enemies are a victory for the entire Norse community. (Lawful)
6	**Destiny.** This life is part of my destiny, by fighting, I will discover where it will take me. (Any)

D6	BONDS
1	My ship is my best friend.
2	My companions are my real family.
3	I discovered directions to an enormous treasure beyond the sea.
4	I hate those above me in the chain of command.
5	I have an enemy among my companions.
6	I formed a bond with an enemy during a truce.

D6	FLAW
1	I do not know how to calm or moderate my fury.
2	I have no respect for anyone outside of what is shown on the battlefield.
3	Death actually frightens me.
4	I have no care for my safety.
5	I have doubts about the Gods and ancient traditions.
6	I am tormented by all the deaths I have caused.

EQUIPMENT

EXOTIC ITEMS:

During the Character creation phase, it is advisable to consider the Exotic Items, not available at the time of the creation of the character but obtainable only on the bodies of foreign enemies or trading, at double of the original price, with merchants in large cities.

Armors

- Splint Mail
- Plate Armor

Weapons

- Glaive
- Halberd
- Hand Crossbow
- Heavy Crossbow
- Light Crossbow
- Rapier
- Scimitar

Items

- Book
- Crossbow bolt
- Hourglass
- Ink Pen
- Lantern, Bullseye
- Lantern, Hooded
- Magnifying Glass
- Paper
- Spellbook
- Spyglass

AXES MATTER

In addition to the items included in the "Weapons" table, add the short bearded axe and assault axe to the Martial Melee Weapons.

The short bearded axe has a value of 6 gp and weighs 2 lb, inflicts 1d6 slashing damage and possesses the Finesse, Light and Thrown (range 20/60) properties.

The assault axe has a value of 12 gp and weighs 4 lb, deals 1d8 slashing damage and possesses the Finesse property.

Clan Heirlooms

The clan Heirloom are exclusive objects that are manufactured only at the clan to which they refer and can be obtained only as a reward for having accomplished large enterprises or as a sign of recognition by a clan chieftain.

Owning an Heirloom is a unique honor that is rare and is synonymous with great value.

Bear Warriors Claw of the Mountain

The Bear Warriors have never been particularly interested in the art of forging and believe that the Mountain they worship as a deity has encouraged them by discovering her heart: a vein of a very resistant cold rock that the Bear Warriors have learned to shape in the head of powerful two-handed war hammers, delivered into the hands of their strongest warriors to symbolize the power and the link with the Mountain.

A Claw of the Mountain counts as a maul and the character that holds it has advantage on Strength (Athletics) ability checks to break down objects.

In addition, when a character hits a critical strike against a shielded opponent, the player may choose to break the shield instead of inflicting the damage from the attack.

Gjallarhorn: Clangorous Horn

The Clangorous Horn is a beautiful battle horn made from a fine selection of long-horned cattle raised by the royal family that guards the Danevirke wall.

As a symbol of the Gjallarhorn, it gives advantage on Charisma (Persuasion) ability checks to those in possession that own it, if carried out for commercial exchanges.

Once blown, it can be heard up to about 3 kilometers away and gives to the person who played it and its allies advantage on Saving Throws against the effects of fear for 1 minute.

Icy Crows: Runic Branch

Obtained from a sacred ash at the Icy Crows, one of Yggdrasill's avatars on Midgardr, this staff is decorated with engraved knots and runes and has a white quartz embedded in one of its ends.

Its incredible resistance ensures that a Runic Branch has the characteristics of a quarterstaff, giving advantage on Wisdom (Asatru) ability checks to those who hold. It can also be used as an arcane or divine focus by a spellcaster.

Jötunn Sons: Witch's Tooth

The extreme conditions in which the Jötunn Sons are accustomed to living have refined their adaptability and the tools with which they can cope.

This reindeer horn knife has the characteristics of a dagger, but its blade is of a special alloy: a character can use this knife to light a fire, thanks to the sparks produced by the blade if rubbed, even in rough conditions.

In a bone insert on the end of the handle has a small rattle, which legend serves to keep evil spirits away while eating lunch.

A character who owns it has an advantage on Wisdom (Survival) ability checks.

Odyn's Eye: Ulfberht Sword

The smiths of Odhinn's Eye clan are famous for their ability to forge, as well as having the best steel available throughout Midgardr to arm their formidable army. Their masterpiece is the Ulfberht sword, a long, very sharp sword destined for the best warriors.

The reputation that the common weapons risk breaking up against this prodigious blade discourages many warriors to confront with those who hold it.

By embodying the power of Odhinn's Eyes, a character who shows this sword has the advantage on Charisma (Intimidation) ability checks against the other inhabitants of Midgardr.

Wolves of the Shadow: Shadow of Leafage

The coordinated battle tactics of the Wolves of the Shadow clan give their best in the forest environment, where they manage to camouflage themselves in the vegetation to engage in deadly surprise attacks.

Their most daring warriors are equipped with these wooden shields, light but very resistant, covered with a weave of evergreen leaves to ensure maximum camouflage.

A character carrying a Shadow of Leafage shield has advantage on Dexterity (Stealth) ability checks when trying to hide in vegetation or between the bush, as well as having the armor bonus of a shield.

Chapter 3

The Journey to Ragnarok

This section of the Journey offers a brief preview of what will be the journey of the characters within the Nine Worlds, from their rise on Midgardr to the Final Battle.

THE JOURNEY TO RAGNAROK

Midgardr (1-7):

The characters have the chance to gather fame and power on Midgardr, influencing the events of the mortal realm. As shown in the table on page 126, the characters have multiple ways of attracting the attention of the gods. Exploring Midgardr, the characters will meet various NPC's and will know their goals, as they gather the necessary fame, honor and power.

Loki's role: the Æsir think that Loki is imprisoned in a cave of Eitr on Niflheimr, chained to a boulder while a snake torments him. The reality is that the god of deception managed to free himself without being discovered by Æsir and now plot behind them for the coming of Ragnarok.

In this chapter, the gods stay distant, playing their role of mythological figures. Loki, too, does not interfere with the journey of the characters. Unless they undertake a very specific course of action, he intervenes only when the characters are ready to start their Journey to Ragnarok.

Niflheimr (7-8):

The group wakes up in Nilfheimr; the place is utterly inhospitable and the characters run the risk of clashing with the Hrímþursar, the hoarfrost giants. There is only one way out of this realm.

Loki's role: at this stage, the Trickster God's influence is still latent, every now and then directing the characters to the cavern of Gnipahellir through visions or clues. This tunnel connects the World of Ice to the domain of the goddess Hel and is completely frozen, with no coming back.

Helheimr (8-9):

After crossing Gnipahellir, the group faces Garmr, the chained guardian. Garmr is an encounter beyond the power of the group to take on, as Fate itself set that it cannot be killed yet, being one of the protagonists of Ragnarok, so it must be bypassed rather than fought. Then, they will meet Hermóðr, sent there to rescue Baldr.

Loki's role: The Trickster God, also the father of Hel, led the characters to this Realm to put their mettle to the test. Because of this, Garmr does not behave like the fierce opponent he actually is and Hel allows the heroes to walk her realm.

Ásaheimr

Ásaheimr is the World the Æsir come from. There lies the city of Ásgarðr and its temples and palaces. No word can portray the marvel that is the world of the Æsir, as here live legends. Fate converges here like the winds in the eye of the storm.

Ljósálfheimr

In Ljosálfheimr live the Ljósálfar, the Light Elves, created and protected by the God Freyr. Covered mostly in thick vegetation, it is in continuous evolution and shaped by the magic and will of its inhabitants.

Múspellsheimr

The burning World of Múspellsheimr predates the others. This region burns and crackles and is utterly inhospitable for those who were not born there. Here live the fire giants, the Múspellsmegir, and the soul tasked with guarding its borders is named Surtr.

Jotunheimr

Jötunheimr is the World of the Jötnar, a desolate and barren land. It is located beyond the great mountain ridge surrounding the lands of Midgardr.

Miðgarðr

Miðgarðr is the *"Middle-Fence"*, placed at the center of the universe. There live the scions of men, a pawn in the hands of the gods.

Vanaheimr

Vanaheimr is the land of the Vanir. A realm where nature itself rules over the bones of a dead civilization. Its people wield the Seidhr, a secret form of magic orally passed from one generation to another, capable of altering nature according to one's wish.

Niflheimr

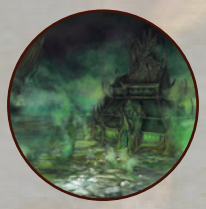
The frozen and misty Realm of Niflheimr is in the extreme north, where lies the region of eternal ice, and is the bleakest and coldest of the Nine Worlds. Constantly whipped by winds and snowstorms, Niflheimr is the most ancient of the Nine Worlds, together with Múspellsheimr.

Svartálfaheimr

The World of Svartálfaheimr is in the underground, very close to the borders of Nilfheimr. It is split in half by violence among the two people living there, the Dvergar and the Døkkálfar.

Helheimr

In the furthest and darkest corner of the universe, to the north, lies a desolate land, flensed by the winds and beaten by rain. Helheimr, the domain of Hel, queen of the dead, as repulsive as she is beautiful.



ASGARDR:

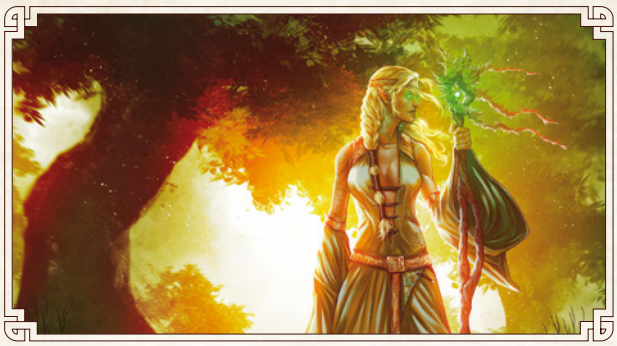
By now, the characters have attracted the attention of the Æsir. After their arrival, they are welcomed by Heimdallr and immediately summoned by the council of the gods where they meet all the major deities for the first time. They are introduced to Odhinn as valorous and exceptional warriors. The Allfather, then, tasks them with going to Svartalfheimr to defeat Farnir, the dragon, although his main goal is to recover Andvari's ring, as he clearly tells the characters. The hero Sigurd failed in this task and during their travel there the characters will have the chance to recover his blade.

Loki's role: here he makes his first appearance in his true form. He is intrigued by the characters but does not show his curiosity as his true goal is to have them become Odhinn's champions.

SVARTALFHEIMR (9-10)

In the underground world of Svartalfheimr, the characters find themselves trapped in a realm torn by the conflict between Dark Elves and Dwarves. Their mission will lead them through the caves of Nidavellir, where they will face the king of the Dwarves and the curse of his ring.

Loki's role: he witness the unraveling of events, ready to "help" the characters should the challenges they face be too hard or they lose their way. He never shows his presence, preferring instead to trick the group into believing the help they receive is from Odhinn.



LJOSALFHEIMR (10-11)

Here, Odhinn meets the character to have the ring they took from Fafnir back, in the hopes he is not discovered. Of course, his plans are thrown to the wind and the heroes are forced to meddle in the affairs of the Light Elves and bear a much heavier burden.

Loki's role: he continues to follow the group from a distance, not wanting to reveal his presence just yet. The trust that Odhinn put in the characters is a weapon he wants to temper to see how strong it can become.

VANAHEIMR (11-12)

Questing for clues on this realm is meant to put the players to the test due to the bizarre nature of the magic wielded by the Vanir. The characters need a guide to move about a world where nature was left free to grow as it wished.

Loki's role: the Trickster God intervenes once again only if absolutely necessary and, even so, wearing Odhinn's appearance. He will not help the players, as he fears the power of the Vanir.

Jotunheimr (12-13)

The group is once again put to the test, here. They will explore the land, meeting famous Jötnar, until they arrive at the fortress of Utgardr, its capital. Only the giant Hymir knows the exact position of what they are looking for.

Loki's role: this is the last test for the group, as overcoming the challenges of this realm is the final deed to be worthy of the project the Trickster wants them to be part of.

Muspellsheimr (13-14)

Now armed with Odhinn's trust, the group faces the final challenge, a suicide mission where only the favour of the gods will allow them to take the lava world on and find out where Naglfar is moored.

Loki's role: he appears to the player, revealing his plan. To complete the construction of Naglfar, the Muspeli Jötunn need the bones of the bravest heroes of Midgardr. The characters are mutilated and killed, only to be elevated to the vaunted rank of Einherjar and brought to Valhalla just in time for the opening of its gates and the beginning of Ragnarok.

Ragnarok (14-15)

Ragnarok begins and the characters are faced with choices:

- Recovering the Svalin shield fell after Fenrir's sons devoured the Sun and the Moon
- Saving Lif and Lifthrasir
- Participating in the epic clashes between ancestral creatures and Gods.

Closing: Epilogue

A few words on distances

In Journey to Ragnarok, distances are measured in a "cinematographic" way. Measuring the exact distance between point A and point B is not necessary; on Midgardr, the arrival of Fimbulvetr darkened the vast majority of the stars, so orienteering is almost impossible and on the other Worlds… well, they might not even have stars, to begin with.

In the tales and myths we used as sources for this book, there is no mention of a specific measuring system, because that is not their point, so introducing one here would make little sense. As such, the Game Master has the power to lengthen or shorten the travel time between two locations as it fits their campaign and GM style better. As such, nothing prevents from using the system you prefer: the maps we included in the book are meant as just a hint on how to find the way of doing things that suits your group best.

CHAPTER 4

THE JOURNEY: MIDGARDR

This section of the Journey is dedicated to the Midgardr setting; the descriptions of the places and characters that the Heroes will be able to explore and meet during their journey through the Nine Worlds are reported, with an appendix on the statistics.

Midgardr **92**
- General Features 92
- Map 93

Norvgr **94**
- The Coastal Area [1-2] 94
- Heill Hofn 97
- The Snowy Mountains [4-5] 99
- Siste Klintr 103
- The Trolls Cavern 104

Svtjod **106**
- The Great Forest [2-3] 106
- Skjult Borg 108
- Uppsala 110

Fenmark **113**
- The Swamp [4-5] 113
- Fínnbol 114

Jutland **117**
- The Peninsula [4-5] 117
- Danevirke 118
- Siste Festning 120
- The Islands [4-5] 122

The Journey on Midgardr **124**

Expand Midgardr **128**

Encounters on Midgardr **130**

Midgardr

"Brothers shall fight and fell each other;
and sisters' sons shall kinship stain;
hard is it on earth, with mighty whoredom.
Axe time, sword time, shields are sundered,
wind time, wolf time, ere the world falls.
Nor ever shall men each other spare. (...)"

VOLUSPÁ (45)
Poetic Edda

In this age the ties and constraints that regulate the Nine Worlds are increasingly blurred and magic, along with some creatures not native to Midgardr, penetrates the barrier between the Worlds, making it possible for the characters to use their own special and magical abilities.

The Fimbulvetr (*"Great Winter"*) consists of the first winter, three years in length, without seasons in between, in which the Sun will give neither light nor heat. Then a second winter lasting another three years will follow, in which all social ties will fall into ruin.

The seers say that in the end the Sun and the Moon will be devoured by the wolves that have chased their chariots since the dawn of time, after which the Ragnarok will begin.

Climate and Weather: The Fimbulvetr has fallen on Midgardr for more than a year, changing the world of men. All terrain is considered difficult and movement speed is halved; visibility is reduced and the characters suffer disadvantage on Wisdom (Perception) checks when traveling on open ground. During the night the temperatures are harsh and all characters who cannot find shelter must pass a **DC 10 Constitution saving throw** every hour or receive a level of exhaustion. Creatures with resistance or immunity to frost or who have equipment suitable for low temperatures automatically pass the tests.

Light and Visibility: The sky is perpetually covered and the sun obscured. Because of this, sunlight is considered so weak that anyone who is vulnerable to daylight suffers no malus.

Brothers against brothers: The extreme weather conditions and the desperate lack of resources mean that suspicion and fear poison the relationships between the clans. For this reason all social interaction tests suffer disadvantage.

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JUTLAND
Siste Festning
Skjult Borg
SVJTIOD
Uppsala
Heill Hafn
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Finnbol
NORVGR
Siste Klintr
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MILES
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Norvgr

The territories of this region are characterized by jagged fjords and high snow-capped mountains. The few plains that lay halfway between the coast and the mountains are usually covered with woods and are sparsely inhabited.

Most of the settlements are located along the coast and are under the strict rule of the Odhinn's Eye, allowing those in the clan's good graces to travel safely and quickly.

The same cannot be said for the mountains and the surrounding areas: the slopes of the great white mountains are full of caves and cracks used as dens by wild beasts or shelters for groups of bandits formed by those who opposed the rule of the Odhinn's Eye.

Finally, the White Mountains are a place suitable only for those who have great survival skills, the entire mountain range is a huge trap of snow and ice, a desolate place where only the fierce barbarians of the mountain Clans live.

THE COASTAL AREA [1-2]

The coasts of Norvgr are rich in villages, shipyards and large cities located on the main fjords. This dense network of settlements, connected to each other by safe paths, represents the imposing kingdom of the Eye of Odhinn.

The two main cities of the kingdom are Heil Hofn and Særhurdh, the *Seagate*. The first is famous for being the kingdom's capital and the seat of the ruling house. The second, instead, is the market for the Northern lands due to its strategic position and its reputation.

Traveling through these lands is safe and it is easy to find hospitality, although enemies of the crown will find only open hostility.

The rule of the Eye of Odhinn is deeply rooted and absolute in the coastal villages, those not in agreement with the King's policies have long since left the region or have suffered a painful death. The largest settlements are governed by the faithful Jarl, and smaller villages are watched over by a great many loyal minor clans who wait for nothing more but to show their loyalty to the crown in exchange for greater power.

Despite the military rigidity and extreme weather

conditions caused by the Fimbulvetr, the cities of the Eye of Odhinn are varied and exotic thanks to the presence of merchants and artisans who come in search of wealth from all over Midgardr.

Another special feature is the increasingly widespread presence of temples dedicated to the One God of the Flame. These buildings are often surrounded by enthusiastic acolytes in search of new followers and who are at the same time viewed with hatred and curiosity by the population.

Random Encounters

To determine random encounters in this region, check the "**Norvgr - The Coastal Area" Table** on page 152.

Small Villages

The smaller villages of the coastal area are all subjected to the control of the Eye of Odhinn: Brokununnr, "*Rumbling Wave*", Eikinfjordhr "*Oaken Fjord*", Jarnóss "*Iron Estuary*", and the city of Særhurdh, "*Seagate*".

These settlements are similar in structure to the larger coastal cities but of smaller dimensions.

All the Jarls of the coastal area are trusted men of the King, who were often seated thanks to his support. Because of this, in the smaller villages the atmosphere is tenser than in the larger cities, even though most of the people are still loyal to the crown.

Shipyards

A few of the fjords are used for the construction and maintenance of ships, instead of being inhabited.

Those sites are occupied by one or more craftsmen who dedicated their lives to building vessels for the glory of the clan. Although often ambiguous and solitary characters, these people are held in high esteem because of this duty.

Shipyards are a key resource for the Eye of the Odhinn clan so they are well guarded.

The construction of new vessels must be agreed upon with the local Jarl and any work not approved is considered a serious betrayal of the clan and is severely punished.

2d10 Guards watch over the shipyard that host **1d4 Commoners**.

Community of the Only Flame

The first settlement where the only inhabitants are followers of the Only Flame.

The community consists of a few dwellings made of thatch, timber and skins, organized around a small stone church.

The interiors are bare, the only object of value being a huge effigy of the One God of the Flame made of gold worth at least 200 gp located on a wooden altar at the back of the church.

A group of fanatics obsessed with the new faith live there. They will do anything to convince new arrivals to join their community and if they believe that they are in danger or are being laughed at by strangers they reveal a violent and frightening nature.

In the village are always present **8 Priests of the Only Flame** (see page 143) and **Leif Logisson** (see page 141), as well as **1d10 Commoners**.

Cursed Woods

Some of the woods near the coast are surrounded by ancient stones carved with runes and adorned with fetishes with a reputation for being cursed.

Many sages agree that these woods grow on the ruins of the ancient lost city of the Trolls.

For this reason almost no one dares to enter these woods and those who do often come out terrified. Those who are not lucky enough to return disappear forever into the thick foliage of the trees.

The woods are inhabited by **Trolls** (see page 149) that if threatened or disturbed will attack the characters.

1 SQUARE = 15 FT.
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Heill Hofn

Heil Hofn (*"Safe Harbor"*) is the capital of the Eye of Odhinn kingdom and is considered to be one of the richest and most opulent cities in the North. Inhabited by the King and those loyal to him, its strategic position makes it almost impregnable.

Despite the extreme conditions of the last few years, the splendor of the city still lives on thanks mainly to its flourishing market.

A. Barricade

With the exception of those parts overlooking the sea, the settlement is defended by a wooden and earthen barricade about 15 ft. tall.

Both sides of the fortification are composed of sharpened wooden poles, with an earthen walkway in the middle. Usually every section of the barricade is patrolled by at least one **Guard**.

B. Defensive Towers

Outside the walls there is a series of simple wooden watchtowers, about 30 ft. tall.
Defensive Towers usually house a **Guard**.

C. Poor District

This part of the city is mainly composed of simple wooden houses, inhabited by the poorest citizens of the city, usually farmers.

Despite their conditions the locals are still very loyal to the King, because if it were not for the security guaranteed by the Clans' power, their living conditions would be far worse.

Each dwelling is inhabited by **2d4 Commoners** and contains farming implements.

D. Hunters District

Although not only inhabited by hunters, this part of the city is famous for hosting some of Norvgr's most famous explorers.

The buildings in this area look more expensive than those of the peasants and are usually adorned with animal skins and trophies. When entering one of these houses, it is clear that the inhabitants are people of a higher social class than the average citizen.

It is said that the Heil Hofn hunting district is the ideal place for those who want to find a guide, an expert scout or information on traveling or hunting routes.

Within each building live **1 Scout** and **1d4 Commoners**, containing hunting supplies, trophies and 1d4 items from the **Adventuring Gear Table**.

E. Fishermen's District

The part of the city that overlooks the sea is mainly inhabited by fishermen or sailors. Since the great winter has hit Midgardr the inhabitants of the district have fared much worse.

This district is the perfect place for anyone looking for an expert seaman. Few, however, still dare to challenge the extreme conditions of the sea and many preferred to find other ways to get by.

Buildings are inhabited by **2d4 Commoners** who roll sea- and navigation-related checks with advantage and contain fishing or sailing implements and 1d4 rations of salted fish.

F. Heroes District

The dwellings built close to the King's great house are where his most loyal retainers live.

Most of them are veterans of many raids and battles, who earned the trust of the King by fighting at their side for many years. The buildings in this area are of excellent workmanship. Lately it's quite common to see religious symbols for the Only Flame in the buildings and on it's inhabitants.

Each building is inhabited by **1 Shieldmaster** (see page 144) and **1d4 Commoners**. They also contain 200 gp worth of precious items, a weapon, a suit of armor and 1d100 gp.

G. The Great Hall of the King

This imposing and sumptuous hall is built on a rocky hill in the center of the village, dwarfing all the other buildings. The main room of the building is accessible by a stairway carved into the rock itself.

The center of the Mead Hall is occupied by wooden tables and benches while the walls are decorated with tapestries and precious objects looted in the many raids carried out by the king.

On the opposite side of the entrance is the king's enormous throne flanked by the queen's smaller one. Both are made of precious wood, carved with beautiful details of famous battles and decorated with precious stones from past raids.

On the sides of the hall, wooden panels and fabric walls form rooms dedicated to guests and servants, while the private quarters of the royals are located behind the two thrones.

It is said from the very rock of the hill have been carved other rooms, believed to be dungeons used to contain the enemies of the King or the laboratories where the Queen performs her magical rituals.

In the palace can be found **King Asbjorn** (see pag 131) and **Queen Sknaht** (see pag 145). **4 Shieldmasters** are always guarding the palace and **5 Commoner** servants can be found inside the hall.

The palace contains various treasures for a total value of 1000 gp at the discretion of the Game Master.

H. Church of the Flame

This small construction of unusual white stone differs completely in style from the other buildings of the village. This is the first temple dedicated to the One God of the Flame and was built by explicit order of the queen.

Every day, under the indignant glances of the citizens, the resident **Priest** carries out the sacred rites of the flame and bolsters the ranks of the faithful.

The inside is completely bare except for a few benches reserved for the faithful, and an altar bearing a flame effigy made of solid gold. The Priest is always present inside and during the rituals the temple is filled with the faithful. The only object of value is the golden effigy which has a value of 200 gold coins.

I. The Stables

These modest-sized buildings host the steeds of the richest citizens.

In the stables there are usually around ten horses cared for by **2 Commoners**. Every 30 minutes or so a **Guard** patrols the area.

L. The Docks

The part of the on the sea consists mainly of a dense network of piers and marinas.

Vessels of different sizes and classes moor there waiting for the terrible weather to lift.

M. Sacred Rocks

An old hermit lives among the rocks near the city walls. It is said he is able to see the future and the will of the Gods.

As the rocks are taller than the city walls he is often seen perform his rituals in the early hours of the morning. In the past the sages and the King spoke to the people from here, but after King Asbjorn's latest raid and his religious conversion it is said that he has never again set foot there.

N. The Great Market

This area of the city is occupied by a market square welcoming merchants from all the corners of Midgardr. There, one can find exotic or special items or better prices when dealing in the more common ones, if gifted in the art of barter. The few local craftsmen usually live near the market and can create objects of mediocre quality.

In the market stalls one can find items up to a value of 75 gp on sale (for more information see the equipment section on page 80).

THE SNOWY MOUNTAINS [4-5]

The hinterland of Norvgr is the opposite of its coastal counterpart, the fjords almost immediately leaving space to a long and mighty snow-capped mountain range.

The little land that lies between the mountains and the sea is uneven terrain, covered with thick forests. For this reason, the settlements of the Eye of Odhinn are fewer and farther between moving towards the mountains and it is commonly held that the valleys offer shelter to hermits, bandits or outcasts.

Following the hidden paths and climbing the White Mountains, it only gets worse.

The weather on the tops of the snow-capped mountains is always extreme. Constant wind and storms make it difficult to cross the passes and even the shortest journey is challenge against a deadly trap of ice, crevasses and hungry predators.

To find the first settlements of the Bear clan living on these inhospitable peaks it is necessary to follow what is called "The Path". It is an impervious, often barely visible trail that leads into the heart of the mountains all the way to the highest peak, home to many of the Bear Warriors villages.

From here lucky travelers can enjoy one of the rare moments of calm on the mountain and admire the unique and breathtaking view of the lands of the North.

RANDOM ENCOUNTERS

To determine random encounters in this region, check the **"Norvgr - The Snowy Mountains" Table** on page 152.

BANDIT CAMP

This primitive camp is covered by the forest cover and rises in a massive rocky creek at the foot of the White Mountains. The Bandit Chief Guthrum Óeidhar "*The Savage*" was once the Jarlr of a village that opposed the dominion of the Eye of Odhinn. Today he leads a gang of twenty, criminals and outcasts from other clans who also opposed the Eye of Odhinn.

The camp is mostly composed of wooden shacks and is hidden in the vegetation and is occupied by Bandits only during rests between raids. In case it is discovered, it can be easily dismantled and moved.

Present in the camp are **Guthrum Óeidhar** (see pag 137) and 20 Bandits.

THE PATH

Voices and legends speak of this Path that allows travellers to cross the White Mountains and avoid the greatest risks. Tradition has it that those who discover the Path must not reveal it, as only the brave and worthy should have the privilege of using it.

According to various sources the beginning of the path is marked by a few rocks placed at the base of the mountain range. The rocks look very old and worn, bearing bas-reliefs that represent a man in the act of putting his arm into gaping maw of a giant wolf.

A **DC 10 Wisdom (Asatru)** check makes it clear that this is a representation of the sacrifice of Tyr, the ultimate heroic deed to the community.

To follow the path it is necessary to find the Teiwaz rune representing the God, placed under different imposing sacred rocks.

In several places the rune is not easily identifiable and must be found with a **DC 15 Wisdom (Perception or Survival)** check.

ICE TRAPS

The crevasses are one of the greatest threats to those who decide to venture on the peaks of the White Mountains.

Whenever the characters travel without following the runes on the Path or they fail a check to find them, the Game Master must roll a d20: on a result of 13 or more, the characters are in the proximity of a crevasse.

The characters at the front of the group must make a **DC 13 Dexterity** saving throw to avoid falling into the crevasse that just opens under their feet or suffer damage by falling fall damage. The crevasses usually do not exceed 90 ft. in height.

SMALL VILLAGES

Below the shadow of the highest peak of the mountain are some of the smaller villages of the Bear Warriors: Brotninnfjall "*Broken Hill*", Raudhhals "*Red Ridge*" and Thytr-brekka "*Howling Ascent*".

These small settlements are mostly inhabited by small, family-sized clan loyal to the lords of the peak.

They are usually made up of a few huts where large and savage men live. However, despite their frigid and wary ways, they will honour the Nine Virtues and will not refuse hospitality to travelers.

These small Bear Warrior clans are concerned with what they call "the curse".

According to the elders, the mountain is thirsty for blood and some villages have already fallen to its wrath. It is said that these villages are less populated because their warriors fall into insanity and choose the path of solitude on the ice of the mountain.

In every village there is present **1d12 Berserker**.

GHOST VILLAGE

The village of Thagallvørdhr, "*Silent Guardian*", seems to have been razed by a tremendous force.

There are no human remains or corpses in the village but the ruins are soaked in blood.

Passing a **DC 10 Intelligence (Nature or Medicine)** check reveals that it is of human origin.

Another **DC 15 Intelligence (Investigation)** check shows strange marks on some of the remains in addition to blood that seem to be claw marks. A **DC 12 Intelligence (Nature)** or **Wisdom (Survival)** check reveals that they were probably left by a large animal, like an exceptionally large bear.

Passing a **DC 16 Wisdom (Survival)** checks to follow its tracks allows the characters to spot bloodstains that lead towards the top of the mountain beyond Siste Klintr.

THE SHRINE OF THE PEAK

At the top of the mountain, high above any settlement, the sages have built a shrine of bones and stone where they bring their sacrificial victims for the mountain to feed upon. According to the villagers, only the sages had the courage to climb to the shrine on the peak, as all the others were terrified at the idea of being devoured by the mountain itself.

The sanctuary is surrounded by the remains of flesh and the impaled corpses of human beings.

With a **DC 15 Intelligence (Investigation)** check it is possible to identify some of the impaled men as Ice Crows. A **DC 13 Wisdom (Survival)** shows traces of blood and the footprints of large animals moving on the opposite side of the peak.

Hidden Entrance

On the other side of the summit there is a small depression in the rock, the entrance to a well-hidden cave and tunnel that goes down into the depths of the mountain.

This passage is completely unknown to the locals, who believe that this side of the mountain is cursed because it is rarely touched by sunlight.

Once on the opposite slope of the peak, the entrance of the cave is visible by passing a **DC 15 Wisdom (Perception)** check.

Characters with a passive Perception score higher than 15 notice it without the need for a check.

Cave of the Cursed Berserker

The hidden entrance to the cursed summit allows access to a long natural underground corridor that descends into the depths of the mountain itself.

The cave walls are scarred by large claw marks.

A **DC 13 Intellect (Nature)** check reveals that they were probably left by an oversized bear. There are also runes apparently painted with blood.

A **DC 15 Wisdom (Asatru)** check is required to recognize the Uruz rune drawn upside down, meaning ferocity, aggression and dependence (see page 308).

Finally, the tunnel opens into a huge underground cave permeated by a strong smell. A **DC 13 Intellect (Nature)** or **Wisdom (Survival)** check allows the characters to recognize the smell as blood, corpses and the urine of wild animals.

The cave descends deep, opening into a cavern. Several bestial humans and other, bear-like creatures are either sleeping or wandering around. The floor is covered with bones and pieces of corpses that are occasionally gnawed on by both men and beast.

In the cave live **Guàrdinjandr** (see page 136) and **5 to 10** of his **Cursed Berserkers** (see page 133), at the Game Master's discretion.

A **DC 18 Wisdom (Asatru)** check allows the characters to remember ancient legends of cursed berserker warriors who fell prey to their own fury, becoming creatures obsessed with human flesh.

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Siste Klintr

On the highest peak of the White Mountains the barbarian clans erected the great fortress of Siste Klintr (*"Last Cliff"*).

The local traditions have it that the clan dominating the fortress is the ruler of the mountain. The transition of power from one clan to another has never been peaceful, reigning house keeping its power through brute force and terror.

A. Barricade

The village is naturally protected by the cliffs surrounding the peak. The only pass in the mountain is blocked by a wooden barricade about 15 ft. tall and 10 wide with a packed earth and perennial ice walkway. At either side of the main gate there are two lookout posts, from which guards mount watch.

Each post garrisons **1d8 Berserker**.

B. Huts

The vast majority of buildings in the village is rudimentary wooden huts, as the only social difference among the Bear clan are the slaves captured during raids or survivors of one of the many battles with minor clans.

1d4 Berserker of the Bear Warriors and **1d4 Commoner** slaves live in the huts with survival implements, heavy bear skins and a few pieces of gold.

C. Tents of the Mountain Sages

This part of the village consists of huge tents and is festooned with rune stones and effigies bearing pieces of flesh and bone, remains of some ancient ritual sacrifice. Here is where the elders and the sages of the mountain live, following traditions that are said to be older than the gods themselves.

They believe that the mountain itself is alive, to be prayed to and venerated to escape its wrath. Because of this, these sorcerers constantly practice rituals and sacrifices of all kinds, rarely on willing victims.

Inside the huts there are always at least **5 Mìmirsfar (Priests)**, several trinkets as well as ritual sacrificial tools. A **DC 15 Intelligence (Investigation)** or **Wisdom (Perception)** check reveals that among the various remains of the sacrifices, there are pieces of leather with Ice Crows heraldry.

D. Holmgang Circle

Within this circular palisade of sharp stakes, the locals solve disputes through the Holmgang, duels in which the challenger seeks often deadly compensation for offenses they received.

One side of the palisade is the cliff itself on which the village sits, making the Holmgang even deadlier because of the prodigious strength of the berserkers that allows them to throw over many of their challegers.

E. Clan Chieftain's Hut

The largest hut in the village is the one that houses **Gamallbjarki** (see page 135) and his family. Made of heavy wood, the interior is entirely covered in bear skins, one side dedicated to a massive hearth, lit for warmth and cooking.

The various rooms are simply divided by heavy tarpaulins but usually after the banquets guests and Lords alike fall asleep near the hearth.

F. Storage

This hut, next to the Chieftain's residence, stores the clan's food reserves. So they last as long as possible, foodstuffs are usually rationed.

G. Observatory

From this wooden structure on the cliff's edge it is possible to observe all the villages that lay below the summit. Tradition has it that the chieftains of the peak spend much of their time here observing their domain.

THE TROLLS CAVERN

The characters can hardly find this hidden and inaccessible place until they are in possession of all the fragments of the Troll kingdom map. When the Midgardr adventure begins, part of the map is in **Revr**'s (known as the Fox) possession (see page 143), while the other two pieces can be found with the Trolls who infest the cursed forest. Whenever the characters kill a Troll or pass a check to steal a fragment, there is a 25% chance of finding a piece of the map.

The entrance to the Troll cavern consists of a huge stone door embedded in the rock of the mountains, decorated with runes and ancient engravings.

Always closed and camouflaged with vines and trees. With the complete map, the door becomes incredibly easy to find.

Overcoming a check of **Wisdom (Asatru) DC 15** you can interpret part of the engravings depicting the Kings of the Northern lands bowing before a colossal Troll wearing a crown.

Thanks to powerful magic the Troll King is able to see who comes to the door, but he is hardly intrigued by humans who, in case they stay too long in front of the door, will be attacked by **1d6 Trolls** (see page 149) from the wood sent by the king to devour them.

The **Troll King** will immediately open the door if the **Troll Kidh** is accompanied by the characters, who bow before the door, as depicted by the inscriptions, or if the characters bring with them a treasure of great value.

Once inside, the only way to leave this place is to kill the Troll King, trick or convince him to entrust the characters with a task.

The inside of the cavern is a natural grotto, modified by the Trolls rough excavations in the stone. The environment is humid and warm, compared to the cold of the forest. The darkness is interspersed with a few sporadic fires whose smoke finds its way out through a few natural chimneys. The rough floor does not allow safe footing. However, the Trolls excavations have leveled the cavern floor in the larger rooms making it more comfortable for moving about.

A. Entrance

Usually, in this cleft immediately beyond the colossal portal, there stand **2 Troll** guards. They watch over those who venture near the door and give the alarm in case of trouble.

Whoever shows up at the gates to the cave without arousing the interest of the King, will receive no answers and, if the adventurers cause no damage, they will be free to leave unharmed. Otherwise, any other behavior will trigger the fury of the trolls.

B. The cave of the Troll Kidh

This cave is filled with furs and strange artifacts made of bones that resemble simple children's games, macabre and roughly made. A massive **Troll** cries and despairs continuously. The creature is mad with grief over the disappearance of the Troll Kidh and will ferociously attack anyone who she thinks has her "pup". In the room there are, in addition to the games, the remains of rotting meat and little else.

C. Throne Room

A large fire illuminates this vast natural cave and the light of the flame is reflected on a pile of treasure accumulated on one side of the cave (the cave is about 2000 square meters). The throne, made of tree trunks and bear fur, sits on a raised wooden dais.

In front of the throne, a multitude of swords are stuck in the ground: of every makes and size, among these 45 swords are *magic weapons* +1 but only 1 stands out among the others, covered by **1d12 Swarms of Poisonous Snakes**.

This is the **Skofnung** sword (see page 301).

Sitting on the throne, the **Troll King** rules his vast court, happy to ignore the events of human beings.

Unfortunately, the kidnapping of the Troll Kidh has changed things. In the throne room there are always, in addition to the **Troll King** (see page 150), at least **12 Trolls** and more can be summoned by a simple cry of alarm. If the characters are in this room, they can avoid fighting by swearing on their honor to bring back the Troll Kidh. The King will consent to free the group, granting until the new moon, that they return, with or without the child. The king may be lenient, in case the characters return empty-handed, respecting their given word. Otherwise, the king will offer a rich reward to those who bring him the heads of the characters.

D. Tunnels

In every tunnel is nested the den of a **Troll**: these creatures burrow into the bare rock where they curl up and fall into a state similar to the hibernation of animals. You understand too little about the physiology of these creatures to know when this happens, but the Trolls can recover from this state almost instantly and unleash themselves in a homicidal frenzy searching for meat to devour.

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1 SQUARE = 15 FT.

SVTJOD

Sheltered by the great White Mountains, lie the green and lush plains of Svtjod. These wild and sparsely inhabited lands are covered by huge woods and extend from the inner shores of the North Sea to the dead lands of the Keel.

Most of the local villages are ruled by independent Clans whose allegiance changes following the wind.

In the southernmost part of Svtjod is the great forest, a sacred and dark place where the legendary Shadow Wolves clan lives. There stands the ancient settlement of Uppsala, home to one of the most important shrines.

Traveling eastwards, the woods and the green plains give way to the grayness of the marshes. This unhealthy and cursed land is inhabited by slimy and deceitful men, the secret location of the clan of outcasts also known as the Jötunn Sons.

Going south, beyond the great forest, is the important city of Uppsala, seat of the most important temple in the North. Ideal destination for those seeking advice from the gods or wishing to offer an important sacrifice, it is also the seat of the Druidic Circle of the Icy Crows.

The Svtjod is a dangerous place for the inexperienced travelers, the long distances between settlements punishing the imprepared. Those who do not know the path could easily cross sacred or, worse still, cursed grounds without knowing they need the permission of its guardians.

THE GREAT FOREST [2 – 3]

The innermost areas of Svtjod, thanks to the natural shelter offered by the great White Mountains and the many rivers that run through them, are dominated by vast expanses of green forests with the occasional large clearing.

Because of such features, most of the villages are built on the forest edge or in its clearings, as venturing into the heart of the forest means trespassing into the lands of the Shadow Wolves clan.

The clan's territories have no real border, so the most experienced travelers usually avoid crossing the forest. A longer trek is usually preferred to avert the risk of trespassing into the sacred hunting grounds.

However, not everyone is afraid of such dangers, as the legends speak of ancient ruins hidden deep in the forest and full of treasures. For the common folk, however, such folly only bolsters the ranks of the unwary who have disappeared.

Random Encounters

To determine random encounters in this region, check the "**Svtjod - The Great Forest" Table** on page 153.

Coastal Villages

The coastal villages of Ásodhull "*River Saddle*" and Vatnakinn "*Water Jowl*" are usually loyal to the Odhinn's Eye but are not as large or splendent compared to those in Norvgr. Usually, the troops of the kingdom or the Jarl loyal to the king are not particularly interested in "occupying" these villages, left under the control of minor clans with little political influence.

Recently several of them have been growing distant from the King and are gradually being influenced by the Shadow Wolves. King Asbjorn has not yet taken action in the regards of these "rebel" villages but many of the coastal inhabitants fear that soon the reckless actions of some clan leaders will have dire consequences.

Villages on the Edge of the Great Forest

The villages of Skidhfyrd "*Army of Wood*" and Varmrfors "*Warm Fall*", located on the edge of the forest, are historically loyal to the Shadow Wolves clan.

Like the coastal ones, they are small in size and belong to minor Clans whose members in recent years have developed a hatred towards the King's arrogant expansion.

The villagers provide what aid they can to the bands of Shadow Wolves, supplying them with basic necessities and other resources, knowing they can take refuge in the forest without incurring the wrath of the Shadow Wolves in case of dire need. However, such is a concession that should not be abused.

Destroyed Village

This village of Dreymandibù, "*Dreaming House*", is very close to the forest and seems to have been struck by a terrible tragedy.

From a mountain of charred bodies rises a thick column of black smoke that produces a stench of death that can be smelled from miles away. Also, the banners of the Odhinn's Eye clan are clearly visible from a distance.

At the center of the village the Odhinn's Eye has set up camp for a garrison of **10 Guards** commanded by **Jarlr Gundabald** (see page 137).

They are not aggressive, unless attacked, but the guards have orders to bring anyone approaching the village to the presence of the Jarl, usually inside a huge tent among the smaller tents that house his men and horses. At the edge of the camp are two impaled corpses that seem to belong to two young warriors of the Shadow Wolves clan. **A DC 15 Intelligence (Medicine)** check tells that they died at least ten days ago and have been dragged for a long time.

The original inhabitants of the village are all dead.

If the players decide to investigate the abandoned houses or the funeral pyre they can gather the following information by passing a **DC 13 Intelligence (Investigation)** check:

Some homes show serious damage, as if something powerful had furiously hit them.

Some of the corpses in the pyre seem to have been crushed by something heavy, while others have been completely ripped in half.

If the characters try to find tracks by passing a **DC 13 Wisdom (Survival)** check they see inhumanly large footprints, heading into the nearby bush. These tracks seem to be a couple of days old, not as fresh as those left by the soldiers of the Odhinn's Eye, leading to a hut in the forest before disappearing in the undergrowth.

Forest Hut

A few hours walk from the destroyed village, inside the brush, there is a small hut made of stone and mud. The hut is inhabited by three sisters Gertrud, Melega and Dontoka (see page 151), **3 Green Hags**.

It is possible to tell the presence of the hut in the distance by the smoke coming from its chimney.

Inside, there is usually only Gertrud, as the others are often out in the woods.

The hut is filled with herbs and other ingredients typically used for many different potions and boiling over the fire is a huge pot that contains a colorful liquid with a disgusting smell. Gertrud frequently stirs the pot's contents frequently.

Passing a **DC 13 Wisdom (Survival)** check allows to spot many non-human footprints in the vicinity of the hut.

The **Troll Kidh** (see page 149) is hidden among the trees and is keeping a watchful eye on the characters. Should they show any sign of aggression towards the hags he will act immediately and rush to their aid.

Lost Ruins

Inside the forest there are several abandoned ruins. According to legends, they are all that is left of an ancient kingdom that once thrived there.

According to other tales they are the remains of the dwellings of the gods when they still walked among Midgardr.

The ruins are full of treasures but are also protected by a powerful curse. The spirits of their guardians still haunt their empty armor, attacking on sight.

Those who enter these ruins immediately awaken the spirits and are attacked by **5** suits of **Animated Armor**.

Inside one of the ruins the **Conqueror's Axe** (see page 296) is kept, which is said to have belonged to the founder of the Wolves of the Shadow clan.

The other ruins, at the discretion of the DM, hide a magical object of an *uncommon* type.

Minor Camps

The smaller clearings, devoid of sacred stones, are usually occupied by minor camps where live those Shadow Wolves who prefer different hunting grounds or simply greater autonomy. Their loyalty to the ruling household of the clan, however, is always beyond question.

This "independence" is often only temporary and during the following hunting season the camp may reunite with that of the Pack Leader. In such occasion, it is customary that the bounty from the hunt is divided once again among everybody.

Camps of this kind are usually occupied by few families and consist of pack tents, where **1 Druid**, **1d6 Scouts** and **1d10 Commoners** live and sleep.

Camp of the Bloody Wolves

Many young warriors who do not fully share their Leader's caution live in this camp.

It is small and its warriors are in a perpetual state of warlike frenzy, launching every day small assault packs towards the territories of the Odhinn's Eye where they engage in acts of guerrilla warfare against the soldiers of the King.

Despite their attitude, these young Wolves declare themselves loyal to the Pack Leader. In fact, despite the more cautious approach of their Leader, no law bans these raids and their heroic deeds are often seen as honorable behaviour by the most.

The young Wolves might soon choose an actual commander, who will be inevitably forced to challenge the current Leader for his place as the clan Chieftain of the Shadow Wolves.

The camp is only a few small tents which are often moved to facilitate attacks against the Odhinn's Eye and at all times **1d10 Thugs** and **1 Bandit Captain**, armed with Assault Axe (see page 80) and Longbow, are there.

Skjult Borg

The Shadow Wolves are a nomadic clan, their camps moving among the glades of the great forests following the wildlife migrations. They hunt in a sacred ground they consider their own. The clan's main camp is inhabited by the Pack Leader **Koltønn Ginnungason** (see page 139) and his most loyal supporters. It is difficult for a traveler to reach Skjult Borg "Hidden Village" unless the Shadow Wolves themselves allow it, as the surrounding woods are heavily patrolled by the clan's assault packs and those who are not welcome never reach the clearing.

Despite its size, the camp is designed to be moved from one glade to another as the seasons change therefore using cloth, simple wood and foliage as building materials.

A. Pack Leader's Tent

The clan Chieftain's tent is the largest in size and of a better quality, made from fine leathers and skins stitched together. It can accommodate many people and its center is dedicated to a small fireplace used for warmth and cooking. Being guests in the tent of the Pack Leader is a great honor as it is usually occupied only by his large family and his most loyal men.

The interior of the tent is adorned with the Pack Leaders hunting trophies. In addition to **Koltønn**, **3 Scouts** and **4 Berserkers** live in the tent.

B. The Tents of the Pack

The whole camp consists of a cluster of small tents around that of the Pack Leader and are mainly occupied by single, extended families. There are no social differences dictated by possessions or wealth within the clan, so the larger tents are inhabited by those who have shown their honor to the clan, earning a more central place within the camp.

Other then in size, the tents do not differ from each other in craftsmanship, heavy leather, rope and wood being the only materials available. The interiors are usually decorated with hunting trophies,

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1 SQUARE = 15 FT.

protective amulets and other trinkets. Each tent hosts **1 Scout** or **1 Berserker**.

C. Reserve

In these tents, the elderly and women of the village take care of butchering game animals, being careful not to ruin the hides or other useful parts.

Meat is cured in this part of the camp, using ancient traditional methods to make last as long as possible without the need for precious salt.

D. Tents of the Ice Crows

The clan of the Shadow Wolves is historically tied to the Druid Circle of the Ice Crows, so that inside the main camp there are always some tents reserved for those wise men when they visit the clan Chieftain.

This part of the camp is usually located near one of the sacred stones where the Crows perform their rituals.

At the discretion of the Game Master in some tents can be found *Mímistafr* (**Priests**) of the Ice Crows and their ceremonial implements.

E. Sacred Stone

Each clearing where Skjult Borg stops holds at least one sacred stone. These ancient boulders are covered in ancient runes and are used by the Ice Crows to perform rituals and sacrifices.

Should one of the characters examine the inscriptions and pass a **DC 13 Wisdom (Asatru)** check, the DM casts and interprets a rune. (See *Rune Divination*, page 304).

F. Hidden Lookout Posts

Simple wooden structures covered in foliage surround the camp and serve as a lookout posts to control its boundaries without being seen.

This simple defensive system is easily moved and allows the lookouts to strike from hiding at any enemy that approaches while at the same time providing cover from possible attacks.

G. Pyre

Every time the camp settles, a huge wooden pyre is placed at its entrance. At nightfall, it is set on fire so that the hunting packs can easily find their way back if they are slow to return from the hunt. In other, sombre, occasions the pyre is often used to burn the bodies of those who have died with honor.

These, however, are not its only uses, as it is also lit to commemorate important holidays or perform rituals.

Uppsala

Located in the southern part of the great forest under a huge hill this peaceful village lies on the ruins of the ancient city from which it takes its name.

The inhabitants of the village are, moreover, peasants and farmers who live a quiet life, contributing in large part to the sustenance of the many sages living in the temple.

Once an opulent and rich city, today the settlement is mostly modest huts and stables built out of the remains of the Uppsala of old.

The village is under the control of Jarlr Alrekr Sigtholllr *"Pillar of Victory"*, who managed to be at the same time vassal to King Asbjorn and friend to the Leader of the Shadow Wolves.

A. The Jarlr's House

The house of the **Jarlr Alrekr Sigtholllr** (see page 130) is the largest and oldest dwelling in the village, the only one dating back to its golden age.

Its mighty structure and wooden walls are etched with fine knotwork and scenes portraying the Æsir.

Within it, in addition to the Jarlr, live **4 Guards** and **4 Commoner** servants.

B. Temple of Uppsala

A sacred path connects the village of Uppsala to its temple, climbing the hill and then plunging into the trees for a few hours of traveling before allowing pilgrims to see the imposing temple.

A thick fog almost always shrouds the hilltop, giving the temple a mystical and yet frightening appearance.

All are welcome to Uppsala, whether in search of answers or forgiveness, and every day pilgrims bearing offerings arrive at the temple and are welcomed by the priests who live on the hill.

The temple and most of the sacred structures surrounding it date back to the ancient splendor of Uppsala. Only thanks to the meticulous care of the sages they have been preserved to the present day.

The hill hosts several circles of Druids and priests, that of the Icy Crows that make Upsala their true home being among the largest and most illustrious.

C. Pilgrims Camp

This area is the only one where pilgrims visiting Upsala can rest, a barren land for travelers to pitch their tents. No other comforts are offered to those who come in search for divine help.

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1 SQUARE = 15 FT.

D. The Workshop of Svenn Skallfoss

Not all those who arrive in Uppsala are there for the temple, however. It is said that the local blacksmith is none other than the famous **Svenn Skallfoss** (see page 151), one of the best of all Midgardr.

According to others, Svenn once worked for the court of King Asbjorn of the Odhinn's Eye clan, going into "exile" for his dark past.

There are also those who believe he unearthed a dwarven forge dating back to the first settlement of Uppsala.

Whoever he is, those with enough gold to attract his attention have never been dissatisfied with his work.

E. Offering Fence

Simple wooden fences contain the offerings that the pilgrims have brought for the Gods.

Each enclosure contains a different type of offering, the most common being treasures and livestock although it is not unusual to see people as well.

F. Sacrificial Altar

At the center of a depression in the ground there is a huge rectangular stone that the sages think dates back to the age when the gods still walked in Midgardr.

Most of the sacrificial rites take place on this altar and for this reason its rock is stained red so that not even the strongest rain can wash it away.

A hole in the stone collects the blood spilled during the sacrifices and channels into vessels that are placed in front of the altar during the rituals.

G. The Priests Camp

This part of the hill is home to the many Priests and Druids staying or passing through the temple, either to pose questions to the Æsir or to offer a sacrifice.

In sharp contrast with the pilgrims' area, the Priests camp is quiet and peaceful, the only noise that interrupts the calm is their litanies regularly rising above the tents.

Wisemen from all over Midgardr stay and, if the characters are looking for an expert on some arcane matter, they will surely find them here.

H. Seat of the Icy Crows

The circle of the Icy Crows uses as its headquarters an ancient and complex stone building. Thanks to the care of the clan the building is in excellent condition but its interior has been completely emptied and it is now a mystery what its original function was.

The largest part of the complex is composed of 5 adjoining buildings where all the Icy Crows not currently traveling throughout Midgardr sleep and live.

Close to the center of this complex is a larger building in which clan meetings are held, while in the side rooms are the quarters of the three great *Mímaneidhr* (see page 25): **Límrún**, the very young (see page 142), **Blóttré**, the adult (see page 132) and **Spekisvidhr**, the old one (see page 146).

I. Yggdrasill

At the top of the hill in front of the temple is a huge ash tree said to predate even the very founding of Uppsala. Many sages agree that the tree is an effigy of Yggdrasill on Midgardr and for this reason it is considered sacred and only certain priests can approach it and take care of it.

FENMARK

THE SWAMP [4-5]

When seawater seeps into the ground, the forest begins to die, slowly withering into a gray and putrid marsh.

This dead land located in the extreme east of Svitjod separates the verdant forest from the endless desolation of the Keel.

The locals have small, thin bodies and a sickly appearance, rarely offering hospitality or showing kindness to strangers.

But the real evil lies in the heart of the swamp itself; in the center of this land hidden by foul mists lies the camp of the outcast Jötunn Sons.

Death awaits those who consider these desolate lands to be less dangerous than the forest. Under the stagnant water, hungry and wicked creatures wait to put their fangs into their next prey.

The composition of the terrain makes it very difficult to move, the best solution being to travel using rafts.

RANDOM ENCOUNTERS

To determine random encounters in this region, check the "**Fenmark - The Swamp" Table** on page 153.

VILLAGES OF THE SWAMP

The villages of Algràsol *"Gray Sun"* and Flaugunbarr *"Needles in the Wind"* on the edge of the marsh are stilt houses inhabited by men who move around the swamp using simple wooden rafts.

These villages look destitute and the locals, few and far between, scarcely want to deal with outsiders.

Finding something of value or interest in these places can prove difficult and a prolonged stay could easily make the inhabitants aggressive.

Those who live at the edge of the swamps often leave small food offerings to the wandering specters.

The Marshes

Moving through the marsh can prove very difficult a task especially for those who do not know the way.

It is said that there is a path that can be used to cross the swamp safely, the Nilfgata, or *"Path in the Mist"*. it is also said that the Jötunn Sons and the Stilt Dwellers know of it but are very reluctant to reveal its location.

In any case, moving inside the swamp requires a **DC 17 Wisdom (Survival)** check every hour spent into the marshes. The check is rolled with advantage if the group includes a raftsman of the Stilt Dwellers who is willing to cooperate.

On a fail, the characters suffer a local event. After three successes, the group finds the path is marked by small bone charms attached to the tree trunks. If so, they do not need to roll checks to advance anymore.

A Jötunn Son knows the way and does not need to roll any checks, but they may enjoy watching their companions despair in the swamp.

Villages of the Hrimgrimnir Sons

Taking the Nilfgata, the characters must pass a **DC 20 Wisdom (Survival)** check to find evidence of a recent fight and drag marks leading out of the path.

If they choose to follow these tracks, they must pass a second **DC 15 Wisdom (Survival)** check not to lose their way in the marshes and arrive at one of the hidden camps of the Hrimgrimnir Sons.

These people are Jötunn Sons who have been exiled from their clan because of their hunger-induced cannibalism. They now live in small camps along the Nilfgata, feeding on whoever they find and worshiping Hrimgrimnir, the most terrifying of all Jötunn.

As ancient as time itself, born out of one of Ymir's feet and with six heads, Hrimgrimnir is addicted to any vice and it is said he terrorizes the whole Jötunn population.

Each village of the Hrimgrimnir Sons is inhabited by **1d4 fanatic cultists** and **1d10 cultists** armed with Bearded Axes (see page 80).

Fínnbol

In the heart of the swamp surrounded by green mists and dangerous creatures is Fínnbol, a sanctuary of the outcast and dishonored. The place that the Jötunn Sons clan calls home, it is a cluster of huts and stilt dwellings built on a flat land of peat.

Fínnbol is barely accessible and incredibly dangerous and the fact that it has no guards does not mean that anyone who enters is not being watched.

Entering the village of the outcasts does not mean that one will be allowed to leave it on their own two feet.

A. Stilt Dwellings and Peat Huts

Located in the middle of the swamp, the Jötunn Sons camp is a series of stilts joined together by wooden walkways and earthen embankments, alternated with peat huts where the land is denser.

B. Hrókr's Hut

Near the effigy of Loki is the peat hut of the founder of the Outcast clan, **Hrókr Fjalson** the half-giant (see page 138).

The powerful sorcerer spends most of his time inside his hut enshrouded by incense and other vapors that cause powerful hallucinogenic effects. Entrance is forbidden unless specifically invited.

C. Kynbani's Hut

Northwards on the river banks, removed from the village and its matters, **Kynbani Bergelmirson**, "Bloodbane" (see page 140) lives in his hut.

Kynbani goes back and forth from a clearing not far from the village (see *Kynbani's Goals*).

D. Effigy of Loki

A huge statue representing the god Loki rises in the center of Fínnbol. According to the legend, it was already in the swamp when Hrókr took refuge there.

Many Outcasts spend their days in front of the statue in the hope that it will speak to them as it did to the half-giant, but the effigy remains silent.

Once a year Hrókr holds a large ritual in the presence of the whole clan and speaks with the statue, revealing then to everyone the will of Loki.

Observing the statue, the characters will notice nothing unusual. Should they make use of means of magical perception, the statue reveals a powerful chaotic dishonorable aura.

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1 SQUARE = 15 FT.

E. The Green Pyre

A huge wooden pyre is placed in front of the statue of Loki and is lit whenever Hrókr must speak to the clan.

When the pyre is lit it does not behave normally, the wood has in fact been treated to emit a green flame and hallucinogenic fumes that gives strange visions to anyone who breathes them.

F. Penitent's Cage

Living with the Jötunn Sons does not mean absolute freedom, however. The great and venerable Hrókr can take the life of all those he wants as well as enforce cruel punishments.

Those who incur into the Sorcerers wrath without being killed serve their sentences locked into a small cage exposed to the elements and the ridicule of their companions.

JUTLAND

The peninsula of the Kings and the surrounding islands are the richest and most organized region of the Northern lands, its powerful and enlightened ruling house turning into a more developed region.

The islands and peninsula share a jagged and hard land perennially beaten by the wind and unsuitable for agriculture. For this reason, Jutlanders amassed their great wealth mainly by raiding, now rendered almost completely impossible by bad weather.

The peninsula is dominated by the Queen of the reigning clan's overwhelming power, who keeps the peninsula under control thanks to the support of the entire population and the noble families.

The islands, not as wealthy as the peninsula, have remained isolated due to the extreme conditions of the sea, their lords reigning from their isolated fortresses.

THE PENINSULA [4-5]

The populated centers of the peninsula are actual fortresses linked together by a great road that traverses the entire region north to south. The marshlands have been partly reclaimed and their peat used to construct buildings and defensive earthworks. Danevirke, the best known of these barriers, separates the peninsula from the territories of the hostile Franks.

The peninsula is completely crossed by the wide highway, a beaten path that connects the capital of Siste Festning in the north to the great wall of the Danevirke in the south connecting along the way all the other minor Trelleborg.

RANDOM ENCOUNTERS

To determine random encounters in this region, check the "**Jutland - Dry Land" Table** on page 154.

RÍK BRAUT, THE GREAT PATH

The southern gate of Siste Festning immediately opens onto the great dirt path that connects the whole of the Jutland peninsula, linking the three main Trelleborg together, and ends near the Danevirke.

For most of the route, the trail is wide and can easily be traveled on foot or horseback. In some places traveling along the main road is more complicated due to the uneven ground or the erosion of sea water.
Travelling along the great path is no longer as safe as it once was, as now the queen's troops mostly garrison the fortresses and the wall.

SIGNAL FIRES

Every mile, the path passes near wooden 30 ft. tall towers on top of which have been placed wooden pyres ready to be lit in case of emergency.

In the past, clan guards watched over them, now barely a few workers live there, tasked with keeping an eye on the nearby pyres and lighting the fire should the need arise.

1d4 commoners live in a peat hut near each pyre, garrisoned by 1d4 Guards.

MINOR TRELLEBORGS

Before reaching the great barricade, the Rìk Braut passes through the other two main fortresses of the peninsula, Gryttir Vordhr *"Rock Guardian"* and Skjald Rif "*Shield Shore*".

Although these fortresses are smaller than Siste Festning, they share the same construction though lacking the royal palace and the Great Horn.

The Minor Trelleborgs of the peninsula are governed by Jarl loyal to the Queen, living in the core of their fortress.

Because of the extreme weather conditions the poor and destitute wait in line at the entrance of the Trelleborgs. Should the characters need or want to gain access to fortresses, they would have to find ways of convincing the guards to allow them in. Or arm themselves with a great deal of patience.

THE ROTTING FOREST

The closer to the wall, the stranger the area becomes. Tales are many of what happens beyond the barrier, but according to some the evil permeating the lands of the Franks slipped past the wall and tainted the peninsula.

Some forests in the southern part of the peninsula have been infected by this evil, the trees gray, their trunks spotted and the earth dry and lifeless.

Those who lived near these woods have disappeared without leaving a trace, their abandoned dwellings bearing signs of struggle and traces of blood.

Some escaped from this fate by fleeing at the first strange signs and have joined the swarms of refugees who ask to enter the fortresses.

The air inside these forests is unhealthy and every hour the characters spend in this terrain they must roll a **DC 15 Constitution** saving throw or suffer a level of exhaustion.

The forest is inhabited by creatures that have been corrupted by the evil spirits haunting the kingdom of the Franks, who wish death to all the living.

If the characters manage to kill or exorcise the corrupted beasts, the curse on the forest is lifted and it will slowly return to normal.

DANEVIRKE

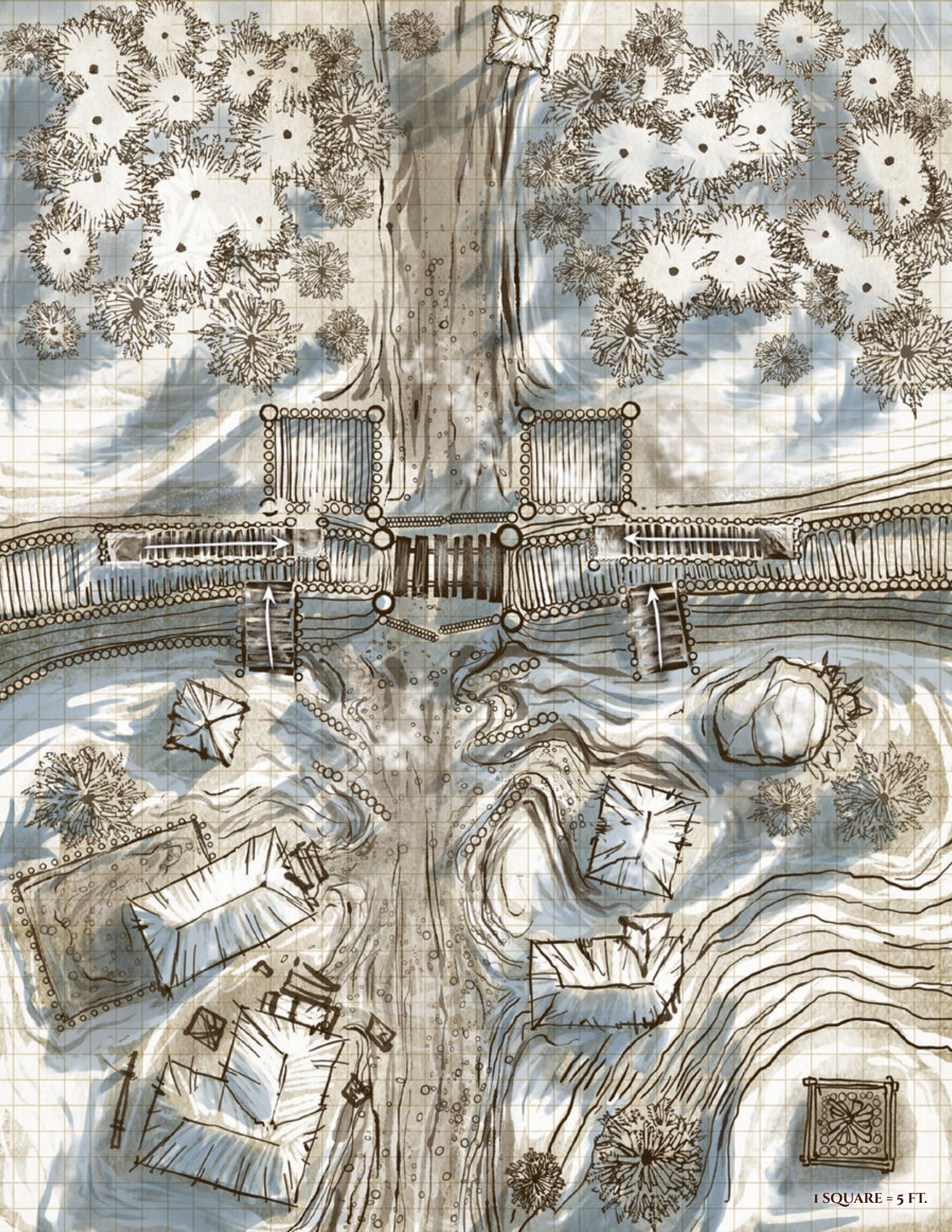
An enormous fortification that runs across the peninsula separating it from the enemy Franks.

Depending on the events that occurred during the *The Grey Wanderer* adventure, or according to the GM's choices, the situation in the camps in defense of the Danevirke can vary:

- Erik *"The Sleepless"*, formerly Captain of the Danevirke Guard, is now a **Corporeal Draugr** (see page 133) and is still in possession of the **Angurvadal** sword (see page 196). He terrorizes the camps in defense of the Danevirke, creating notices problems to the Gjallarhorn clan.
- Erik was killed in the city of Silasthorp beyond the Danevirke and now the Guard is preparing to face the enemy without a charismatic guide.
- Erik was saved during the events of *"The Grey Wanderer"* and will be very grateful and hospitable should he meet again the characters he owes his life to.

In any case, the Danevirke is constantly under attack by the enemy Franks, who always fight with more ferocity. Each assault unit is generally composed of a **Knight**, a **Priest** (or **Priest of the Only Flame**, see page 143) and **8 Guards**.

If any soldiers of the Frank army were to be captured and interrogated, they will reveal to the characters precious information, see *"Expand Midgardr"* on page 126.


1 SQUARE = 5 FT.

SISTE FESTNING

The capital of the Kingdom of the Gjallarhorn clan is the largest fortress in the Northern lands, the first to see a family leader becoming King.

The stronghold is overcrowded because of the many refugees seeking shelter from the weather inside the walls. The Queen has given orders to help all those in need but every day that passes the already complicated situation becomes more and more critical.

A. Perimeter Walls

The encircling city walls are 20 ft. tall and 10 wide, constructed out of wood, earth, and peat, with a footbridge about 3 ft. wide protected by wooden spikes. Above two of the gates are wooden defensive towers a few meters high, from which take cover and attack enemies. At the back of each of the towers there is a wooden ladder that allows to go down or climb the walls of the fortresses.

Each tower houses at least **one Guard** while **1d12 others** patrol the walls.

B. Entrance Gates

Four huge, wooden gates allow access inside the fortress, each leading to one of the main roads. They are operated by hand and can be blocked with heavy wooden beams placed from the inside.

C. External Guard Towers

Outside the walls of the fortress, there are a series of simple wooden watchtowers about 30 ft. tall that host **2 Guards**.

D. Refugees' Huts

Outside the Trelleborg, wooden huts have been built at the Queen's order to provide shelter to the refugees.

The area is always patrolled by at least **four Guards** who offer a hot meal and shelter to those in need.

However, their duty is also to break any revolts among the many refugees who crowd the perimeter of the wall waiting to gain access to the fortress.

E. Dwellings

The buildings inside the fortress, much like its defenses, are well-made but not opulent, built out of stone and peat.

The interiors are practical, simple and yet more varied than those that are found in other regions of the northern territories.

Those who have the honor of living inside the fortresses are usually part of the clan's army or warriors with many raids under their belt, their homes decorated with well-made weapons or strange objects obtained during their travels in strange lands.

Every dwelling is inhabited at least **1 Veteran** and **1d4 Commoners**. Inside there are weapons at the discretion of the Game Master and 3d100 gp worth of treasures.

F. Craftsmen's District

This area of the fortress is where the Jutland artisans live. For the right price, they provide for weapons and armor of superb craftsmanship, as it is well known that no one in the Northern lands can compete with their skills. The area is also inhabited by merchants who, few in numbers, have no dedicated area of their own.

In this district, the characters can buy both equipment and exotic items (see page 80), but all prices have doubled.

G. The Great Gjallarhorn

In the large square of the fortress, in front of the entrance to the royal palace, stands the imposing Horn of the clan. It is said to be a faithful reproduction of the one belonging to the god Heimdall, after which the Gjallarhorns have been named.

No one now living has ever heard the sound of the horn but the legends say that it has been blown only once by the first King and the sound echoed throughout Midgardr.

The horn is to be blown only in case of great danger, the Queen willing to do so only should the Franks were able to break through the Danevirke. Whoever dares to use the horn for futile reasons would be immediately executed by the Queen herself.

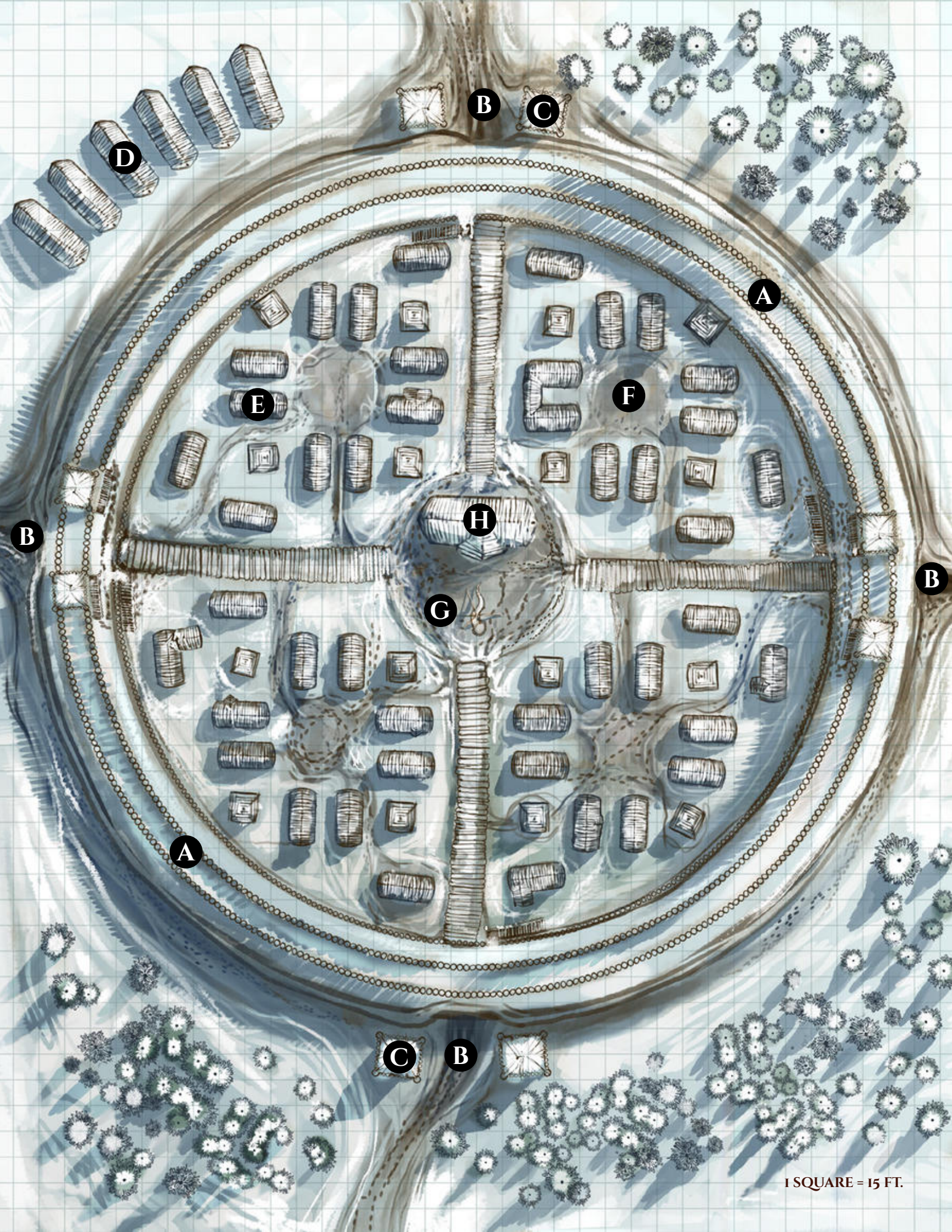
H. Royal Palace

The royal palace, too, was built in ancient times by the first clan King preferring functionality to pomp, using only the best stone extracted from the mountains south of Jutland. Many argue that even Dwarf craftsmen contributed to the construction effort.

A huge wooden door allows access to the entrance hall where two Veterans ensure that only those in possession of a valid invitation and no weapons are allowed inside.

A smaller door opens onto the throne room located on the side opposite to the entrance.

Two series of four columns precede the throne, decorating the room, and, when the court is gathered, one of the eight Shield Maidens from the Queen's Royal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1 SQUARE = 15 FT.

Guard stands at attention in front of each.

At the end of the colonnade, a series of steps lead to the magnificent stone throne on which the queen sits when she receives guests.

The other rooms of the palace are located at the sides and behind the throne room and are occupied by the Queen's personal guard and her servants. No longer having blood relatives, Thorun wanted the palace to be populated only by women.

The palace contains 2.000 gp worth of treasures at the Game Master's discretion.

THE ISLANDS [5]

Those who live on the Jutland islands feel abandoned and betrayed by the kingdom and antipathy towards the peninsula has begun to grow. The local Jarls, then, declared their independence by forming a league of nobles outside the control of the mainland.

The Queen is at the moment forced to focus her resources to maintain control of the peninsula but in her heart she waits for the opportunity to rain down punishment upon the noble rebels.

Reaching the islands is a deadly undertaking even for the best of seamen and given the current political instability of the islands few are willing to set sail to them.

RANDOM ENCOUNTERS

To determine random encounters in the sea, check the "**The Sea Midgardr" Table** on page 154.

REBEL TRELLEBORGS

Almost all the inhabitants of the islands have taken refuge in the fortresses of the rebellious nobles accepting their rule and often sharing their resentment towards the crown.

The rebel trelleborgs share the same characteristics of the mainland ones but have been further fortified to prevent attacks by bands of bandits and wild creatures and any markings of allegiance to the Gjallarhorn clan have been either defaced or replaced.

Only those who profess complete loyalty to the league of independent nobles can hope to live inside the fortress and those who are suspected of being still faithful to the crown are usually hung outside the trelleborg as a warning.

Each rebel Trelleborg has an army consisting of **9 Guards**, **1d12 Shieldmasters** (see page 144), **3 Assassins**, led by a **Noble**.

COASTAL VILLAGES

On the coastal area of the islands there are still a few villages loyal to the crown waiting for the arrival of the Queen's army to purge the rebellious nobles.

These locals barely survive to the assaults by bandits and the scarcity of resources, but they know the area very well and could prove to be ideal allies for those wanting to challenge the power of the rebels.

SAMSØ ISLAND

A little more than 6 miles from the coast lies the island of Samsø, famous for the tombs of twelve berserker. No one dares to approach and it is considered a cursed place: it is said that the Twelve Berserkers who were killed on those banks refuse to leave this world, haunting the island. Numerous fishermen say they have seen terrifying nocturnal fires on the island, but no one has ever dared to land.

If the characters decide to explore the island, they will find twelve fires that rise from openings in the ground, where the twelve warriors are buried in a circle.

They were twelve brothers, nephews of Svafrlame, who claimed to descend from Odhinn himself and who had blackmailed Dwarfs make for him the **Tyrfing** sword *"Finger of Tyr"* (see page 302), the deadly but cursed sword that brought ruin to his entire bloodline.

Passing a **Wisdom (Asatru) DC 13** check, the characters understand that they must pay tribute to the fallen warriors in order to communicate with them. In hailing the berserkers with respect, a **Draugr (corporeal** see page 133**)** appears from the fire of one of the openings.

It is **Agantyr** (see page 151), owner of the sword, the oldest of the other eleven brothers (**Incorporeal Draugr**, see page 134).

Should the character convince him to give them the sword, Agantyr relinquishes it if defeated in a duel or interested in their motivations. When freed from the curse, he dissolves.

If the characters show disrespect to him, Agantyr and his brothers attack.

DRAUG - © MILIVOJ ĆERAN

THE JOURNEY ON MIDGARDR

The first part of the adventure is designed to give the player the opportunity to take an active part in the political and mystical events that are taking place on Midgardr and write their story. Will they fight for a clan, quest for power and glory or will they investigate ancient mysteries chasing after evil creatures of other Worlds?

Setting this kind of game can be complicated at the beginning, especially for novice GMs, so we have decided to give you some tips on how to start your adventure depending on the composition and level of your party.

Remember, however, this is just advice. As the GM you SHOULD expand, adjust and rewrite this material to turn the Journey to Ragnarok into a truly epic experience for your players.

PARTY FORMED BY MIXED CLAN CHARACTERS

Returning from a distant voyage

The characters return to the lands of the North exhausted after a long journey, to take part in the great raid led by the then-prince Asbjorn. Fimbulvetr hit, however, and the extreme weather conditions considerably slowed their return home.

When they return to the North, the situation is rather different than what it was when they left. When they departed, the Clans were at peace, while the present political situation is of discord and war.

It is advised to have the adventure begin in one of the coastal villages of Norvgr or Svitjod perhaps near Uppsala or Heil Hofn.

Summoned by Destiny

The characters' dreams are disturbed by strange visions of the Yggdrasill tree or they are summoned to the Druid Circle of the Icy Crows in Uppsala, whether they felt the need to go there or found themselves there by chance.

An Elder of the Ice Crows awaits their arrival, who saw in his dreams the characters beginning a journey to resolve the fate of the Northern lands. Because of this, he will do anything to join the group in their search.

PARTY LOYAL TO A CLAN

Odhinn's Eye

Parties loyal to King Asbjorn begin their adventure in the territories of Norvgr at the service of the clan.

These groups should be composed primarily of characters from the Odhinn's Eye clan or those that have not yet chosen their allegiance (Gjallarhorn, Bear Warriors, Icy Crows). Of course, there should not be members of the Jötunn Sons or Wolves of the Shadow.

Such parties begin their adventure with a mission against a rival clan entrusted to them by a Jarlr, the King in person or perhaps a prisoner.

Wolves of the Shadow

Parties loyal to the Pack Leader should begin their adventure in the territories of Svtiod at the service of the clan.

These groups should be composed primarily of characters from the Wolves of the Shadow clan, the Jötunn Sons or those that have not yet chosen their allegiance (Gjallarhorn, Bear Warriors, Icy Crows). Of course, there should not be members of the Odhinn's Eye clan.

Parties of this type begin their adventure with a mission against a rival clan entrusted to them by the Pack Leader, other warlords or after being attacked or imprisoned by enemies.

PARTY WITH CHARACTERS ABOVE FIRST LEVEL

Players who want to start with characters of a level higher than first or who want a more difficult challenge may choose to start from other points in Midgardr.

The White Mountains, the Great Forest or the Swamp can be ideal starting points for the adventure for characters of second to fourth level.

Even the Jutland peninsula is perfect as an advanced starting point especially for those players who want to carry on the adventure that ended in *The Grey Wanderer*.

The Voyage on Midgardr

Depending on the clan of origin of the characters, their players might receive different pieces of information, at the beginning of Fimbulvetr, to push them towards a specific mission. Whatever their first steps, the characters must gather enough glory to attract the attention of the gods, by conquering honor and fame in Midgardr, the mortal realm.

The Game Master is free to use both the background and clan of the characters to help the players in choosing one of the many adventures listed in this chapter. As an example, King Asbjorn is willing to put an end to the disputes with the bandits living in a village at the foot of the White Mountains. Although a frontal attack would bring much honor to the characters, more cunning adventurers might want to kidnap or kill their leader, Guthrum Óeidhar. Such adventure is fitting for characters belonging to the Odhinn's Eye clan.

Characters closer to the Wolves of the Shadows might want to visit Jarlr Alrekr Sigthollr, of Uppsala, to see what he needs in order to turn his back to the King and his heretical wife. Instead, should the characters be indifferent to clan politics, they might simply want to wander off, looking for adventure. As winter is drawing closer, nights are longer and the tales of monsters are more frequent at every campfire.

In the Norvgr region, the Cursed Woods are ridden with trolls, while on the snowy mountains crazed berserkers slaughter those few travelers who still pass from those lands. In the Svtjod area, a whole village was destroyed under mysterious circumstances, while in the peninsula the barrier that should keep at bay the curse ravaging the Frank lands seems to be losing its strength. Honorless characters, should they want to swear themselves to a darker goal, could look for a statue, half submerged in putrid swamp waters, that appears to answer the questions of those who find it.

Once the characters have shown they can influence the events leading to Ragnarok, they are chosen by the gods for a sacred mission and are able to carry on with their adventure in one of the following ways. As always, they are but suggestion: you are free to adapt them or come with new ones depending on your story and plot.

Advancement of the Characters on Midgardr

As the characters make their way in this dangerous world, challenges and intrigues will increase in level and, consequently, so does their fame and influence, perhaps by overthrowing one of the rulers and conquering their kingdom.

The table on the next page shows how to advance characters through the milestone mechanism, the Game Master is free to use it as a starting point and model the rewards, depending on its history.

In the event that a group prefers to use a classic advancement system through experience points, the Game Master can assign additional rewards for achieving goals and not just for eliminating opponents.

This type of system is more suitable for a group that wants to further expand **Journey to Ragnarok** both in terms of the duration of the game and the material to be integrated. As with the milestone mechanism, the reputation of the characters will increase as they reach each new level.

Reputation

The reputation of the characters is based on how the characters earn the milestones; being the hero of a clan often means being the enemy of an opposing faction.

The Game Master is free to interpret the fame of the characters as a tool for their own story; in the early stages, the simplest way could be giving advantage or disadvantage through social trials depending on the places they journey through.

Activity	Example	Milestone	Reputation	Effect
Carry out the initial quests offered by the clan chieftains or hunt minor monsters or dangerous wild creatures.	Defend the borders of King Asbjorn from the bandits. Gain the trust of the Wolves of the Shadow, demonstrating honor to them.	When the characters complete a task of this kind for the first time, they reach the second level.	The characters are known for their achievements in the groups with whom they collaborated directly.	Characters may be helped / hindered in a lesser way by clans who know their fame.
Conclude definitively some of the quests of the clan chieftain or eliminate moderately dangerous monsters.	Eliminate the threat of bandits from the coast. Solve the enigma of the destroyed village in Svjtiod.	When the characters complete a task of this kind for the first time, they reach the third level.	Characters begin to be very well known within the clans influenced by their deeds.	The characters will be welcomed as friends / foes by the clans who know their fame.
Influence one of the clan's choices to tip the balance.	Turn over the political stalemate of the Crows. Freeing the mountain from the Berseker's curse.	When the characters complete a task of this kind for the first time, they reach the fourth level.	The characters are famous throughout Midgardr as well as their goals or the faction with which they have sided.	Some allies will actively help the heroes as some enemies begin to attack them if possible.
Take an active part in the conflict or eliminate threatening monsters.	Join a band of Wolves to kill a clan Chieftain of the Odhinn's Eye. Kill Trolls or discover the treasures of the ancient ruins.	When the characters complete a task of this kind for the first time, they reach the fifth level.	The characters begin to play a role of power within the clans, could become general or advisors of one of the leaders.	Bands of allies will join the heroes and at the same time bands of enemies will be hired to kill them.
Consolidate the power of their allies or reduce the power of a clan.	Restore power in the rebel islands of Jutland. Conquer villages or minor territories of a rival.	When the characters complete a task of this kind for the first time, they reach the sixth level.	The characters now play a role of prestige and leadership within the allied clans.	The characters become owners of a territory or Jarlr of a minor village.
Become a clan Chieftain.	Killing or overthrowing a Rival clan Chieftain.	When the characters complete a task of this kind for the first time, they reach the seventh level.	The characters are at the head of a clan.	The villages under the clan bow to the power of the new chieftain while the faithful to the old sovereign seek revenge.
Conquer the North	Now the characters have accumulated enough power to decide the fate of the North: will they shed more blood in search of new possessions or will they try to bring peace to the Fimbulvetr?			

THE ADVENTURE CONTINUES

Reaching the sixth level the characters have gained such power that they can now change the fate of the Northern lands, shaping them at will.

In reality, there are still threats beyond the abilities of the characters, such as the evil Troll King (see page 150) and the army of undead in the lands of the Franks (see *Expand Midgardr* page 128), but, at this level, the Game Master should allow the players to get drunk on their accumulated power, preparing them for first big plot twist of the campaign.

At the end of the section *"The Journey on Midgardr"* three alternatives are presented to bring the characters to the end of this Journey, at the discretion of the GM the possibilities are many.

The characters have become the most valiant warriors on Midgardr and Loki has laid his eyes upon them, ready to make them the new puppets in his game.

They will be involved in a great enterprise, during which, however, they will lose their senses and will awaken on a desolate stretch of ice, in the World of Niflheimr, thus reaching the seventh level.

THE BEGIN OF THE JOURNEY

When the characters have reached an adequate level, it is time for the Game Master to set the scene for the next step of their journey.

It is key that the players can live this moment as a significant and memorable event.

It should be the last scene of the session, to leave the players with a great cliffhanger to make them muse on what might happen next.

The Game Master must not give explanations; the surprise is the beginning of the next session when the characters find themselves in another world...

This narrated sequence represents the moment the game takes an unexpected turn for the characters, they are about to leave their World of origin and explore the Nine Worlds that they had just heard of in legends in myths before that day.

The Game Master should have prepared some ambience music (see page 325 for advice on the choice of music), to set the adequate mood, dim the lights and read in a grave tone the following paragraph:

While once you were nameless among the throngs of your clan, now you have carved for yourselves a place of honor in the history of the northern lands.

Now bards sing of your deeds, and your name is known by everybody, causing terror in your enemies and earning you the admiration of your allies.

Wherever you go, Jarlar and Kings throw rich banquets in your honor and the requests of help in these dark nights of the long winter grow by the day.

During a night similar to many others, as sleep quickly took over your mind, a vision shakes you.

Jörmungandr, Midgardr's serpent, rises from the abyss of the sea, crushing the World into fragments among its coils. As death and desperation surround you, you catch a glimpse of gleaming figures on the top of a mound of mangled bodies. You try to climb this mountain of dead flesh, sinking into it as you try to reach the light, crushing the air out of your lungs.

You start shaking in your sleep when a biting cold suddenly wakes you up. Your body is ice-cold, in spite of your being drenched in sweat.
Something changed. You are not in your bed, with your fur blankets, anymore.

At this point, your players will want to know the fate of their characters, arrived on Nilfheimr. Now, however, is the perfect moment to close the session and leave wrapping their heads around what happened and what might happen next session.

EXPAND MIDGARDR

BEYOND THE NORTH

The men of the North are skilled travelers and expert explorers driven by fame and wealth they have traveled far and wide discovering distant and exotic lands inhabited by men with skin, costumes and divinities different from their own in the North.

Below is a brief description of these places that may serve as a starting point for the GM in the event that the characters find a way to travel beyond the North despite the critical conditions of the Fimbulvetr.

FRANKLAND

Beyond the barrier built by the Jutlanders lies the immense kingdom of the Frankland, ruled by an ancient lineage of emperors. With its imposing castles, hosts of paladins, templars, and priests ready to die for the faith of the sacred light, the mighty kingdom has now been struck by an obscure curse. It first infected the plants and animals, turning them poisonous and aggressive, eventually corrupting the minds and bodies of the people into servants of an ancient evil.

Linguistic differences and continuous warfare have kept the Jutlanders ignorant of the real Frank conditions, no longer the opulent kingdom of shining knights but now the dominion of an evil and ancient Draugr with great powers bestowed upon him by the great winter. He has turned the Frankland into a realm of terror and death inhabited by the undead, ghosts and other nameless horrors.

The army camped in front of the Danevirke and the desperate people behind it are all that remains of the Frank citizens, hopeful to find safety beyond the wall as the priests of the sacred light have repeatedly foreseen.

KEEL

To the South East of the Northern territories extends the land known as Keel or the Great Desolation.

This expanse of ice perpetually beaten by strong winds is considered uninhabitable except for a strange people, nomadic mystics called Lapi.

Besides being famous for their ability to survive in such a hostile land the Lapi are also known for being wizards of the wind, with the innate power to control the air currents.

These strange people are despised and feared by the inhabitants of the North who look upon the Lapi with distrust.

Ambitious men who looked beyond ethnic prejudices have tried to convince the Lapi wizards to join them during their navigations to exploit their powers and always have the winds at their favor.

No one can say with certainty, but according to many this idea is pure folly and dangerous, as a Lapi wizard onboard a ship can only bring disaster.

COLONIES IN THE FROZEN SEA

Some explorers have gone beyond the most extreme North and reached unknown and uninhabited islands where they founded colonies in the hope of finding good farmland.

From the very beginning, the colonization of these islands proved to be difficult, as there are periods when the sea completely freezes, making impossible going back and forth.

Since the beginning of the Fimbulvetr no one knows what the fate of the settlers who remained on the islands is and nobody is crazy enough to take the chance to find out.

THE KINGDOM OF THE ENGLAR

The islands to the west of the Northern lands are ruled by several Kings who vie for power with the aim of unifying all the territories under their own crown.

However, these areas are not famous just for their armies and kings. From here came the wife of King Asbjorn and her faith, the religion of the Eternal Flame. Great treasures are hidden within castles and temples, but the Englar are deadly warriors, rivals even to the men of the North.

Their warrior priests do not fear death and are said to possess incredible powers given to them by their unwavering faith in the Flame.

Some raids have been successful against the villages near the coast but when the Englar armies take the field they are an opponent too powerful for the Northern raiders.

THE THREE NORNS - © MILIVOJ ĆERAN

THE GREAT STEPPE

To the South East of the Northern lands extends the great steppe, an alien and immense place inhabited by men of long spears.

These lands offer great opportunities for daring travelers but the risks are high.

None of the travelers who have ventured east have found the end of these lands and the men of the North are not used to traveling on hard land for such long distances. In addition, the natives of the steppes are skilled and cruel fighters, lethal adversaries even for the powerful Vikingar. however, many still choose to put their lives at risk to discover the incredible mysteries of the great steppe.

THE LANDS OF THE INNER SEA

In the South of the world there is an inland sea which can be reached only by following routes known to a selected few. Such journey is fraught with danger and many ships have disappeared in the attempt to follow the Southern route. The inland sea bathes many lands, each of which inhabited by very different people. Darker of skin than the Northern people, they have a predisposition for the arts of politics and commerce.

THE LAND OF THE SPIRITS

Although mostly just myths, there are those who say that pushing even further west one reaches an immense land. This place is inhabited by evil spirits who haunt a world forgotten by the Gods.

Those who miraculously returned from there claim that no man should challenge the wrath of the Gods trying to reach them.

THE WELL OF URÐARBRUNNR

The third root of Yggdrasill stretches out on Midgardr. The legends tell of the Well of Urðarbrunnr, where the three Norns tend to the tree. They live there and each day they feed it with pure water, that then falls as dew, and cover it in clay from a spring.

The legend holds that the Nors are called Urðr (*"Past"*), Verðandi (*"Present"*) and Skuld (*"Future"*), who weave, sing and play with the runes bearing the thread of Destiny.

The exact location of the Well of Urðarbrunnr is unknown as it seems to be shrouded in the mythical mists that protect the place the Æsir are said to gather and hold council, the *Thing*.

ALREKR SIGTHOLLR

"One day, these ruins will shine again like in ancient times and I will be worthy of my ancestors".

Thanks to his political and speech skills, young Alrekr – son of a humble merchant – climbed the social ladder, gaining the trust of Kings and Jarls. After a great struggle with the noble houses that controlled the city, the father of King's Asbjorn made him Jarl of the ancient city of Uppsala.

While Uppsala is within the territories of the Odhinn's Eye, Alrekr earned the respect of the other Clans as well and today the jarl plays the role of mediator to prevent a new war in his city.

Despite the appearances, the jarl and the Icy Crows aren't going along well: a year ago the jarl's firstborn son became *Límrún,* new *Mímaneidhr* of the Crows. This political move tied the jarl's hands, preventing him from swearing fealty to another clan to stabilize the city.

Alrekr

Roleplaying Alrekr

The jarl of Uppsala hides his true nature behind a calm and polite facade.

Alrekr is ready to do anything to achieve his goals and to face any opponent with his trademark guile and skill.

He will use those PCs that appear to be a useful resource, otherwise he will ignore them or find a clean way to dispose of them.

Alrekr's Goals

The main goal of the Jarl is to restore Uppsala to its ancient glory. He thinks that the influence of the Icy Crows bogged down this process and that the city should be controlled by a clan that can provide greater stability and security.

Meanwhile, he wants to free his firstborn from the Crows' clutches; Alrekr is no fool, he knows that this "great honor" they bestowed upon his son is just an attempt from the circle to control him.

If the characters oppose the circle or try to bring Uppsala under the wing of another powerful clan, Alrekr will do anything in his power to help them.

ALREKR

Medium Humanoid (Human), Chaotic Honorable

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	16 (+3)	18 (+4)	16 (+3)	18 (+4)

Armor Class 18 (scale armor, shield)
Hit Points 76 (7d8 + 21)
Speed 30 ft.

Saving Throws Str +3, Con +5
Skills Deception +6, Insight +6, Perception +5, Persuasion +6
Senses passive Perception 15
Languages Common
Challenge 3 (700 XP)

ACTIONS

Multiattack. Alrekr makes two shortsword attacks.
Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

REACTIONS

Jarlr's Guard. If Alrekr fights in Uppsala and is not incapacitated, on initiative count 20 (losing initiative ties) he can summon 1d4 Guards to defend him.

Asbjorn, the Red

"I ask you one last time… do you renew the oath of fealty to your king?"

After the death of his father, Asbjorn's first order as King was to sail to the coasts of Englar for a glorious raid. Very few know exactly what happened to the young and brave prince – eager to make new discoveries and dreaming of sailing over all the seas – during those years among enemies, but when he returned he was a completely different man.

The sea returned to the Odhinn's Eye a powerful and ruthless King that greatly expanded the border of the clan's lands.

The King also returned married to an alleged princess of Einglar, Sknaht, and converted to her faith, which spreads in the lands of the Odhinn's Eye with each day that passes.

King Asbjorn

Roleplaying Asbjorn

Asbjorn is a straightforward and violent man, he demands absolute loyalty from his subjects and rarely comes to trust those he frowns upon.

The only person he trusts without reservation is his beloved queen. Her wish is his command and the King will do anything to satisfy her.

If Asbjorn thinks that the PCs might damage him somehow, he will do anything in his power to eliminate them or, if they might come in handy, break them to make them his slaves. At the same time, he's very generous with those who serve him.

Asbjorn always wear the sign of the eternal flame on his chest. He believes that it's just another "human" way to represent the gods, so he respects those who follow the ancient ways.

Asbjorn's Goals

The main goal of the King is to create a safe and powerful kingdom that spans all the Northlands.

He's constantly looking for skilled individuals that can deal with his enemies, both internals and externals. He will probably ask the PCs to deal with rebellious bandits in his lands or personal enemies among the other clans, rewarding them with gold, lands or positions within the Odhinn's Eyes.

At the same time, the King doesn't like to hear rumors about the end of the world or monsters within his land and reward those who "silence" these ideas or deal with the rumormongers in a discreet way.

Asbjorn

Medium Humanoid (Human), Lawful Honorable

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	16 (+3)

Armor Class 19 (scale armor, shield)
Hit Points 118 (12d10 + 36)
Speed 30 ft.

Saving Throws Str +9, Cha +7
Skills Asatru +5, Athletics +9
Damage Immunities fire
Senses passive Perception 11
Languages Common
Challenge 7 (2,900 XP)

Fierce. Asbjorn has advantage on all saving throws against being frightened.

Actions

Multiattack. Asbjorn makes three attacks with the Ulfberht Sword or two attacks with the Ulfberht Sword and one Shield Bash.
Ulfberht Sword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 6) slashing damage +3 (1d6) fire damage. or 12 (1d10 + 6) slashing damage +3 (1d6) fire damage if used with two hands.
Shield Bash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) bludgeon damage. If the target is a Medium or smaller creature, it must succeed on a **DC 15 Strength** saving throw or be knocked prone.
Leadership (Recharges after a Short or Long Rest). For 1 minute, Asbjorn can utter a special command or warning whenever a non-hostile creature that he can see within 30 ft. of him makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand him. A creature can benefit from only one Leadership die at a time. This effect ends if Asbjorn is incapacitated.
Royal Gaze. Asbjorn can intimidate an opponent with the sheer power of his gaze. A creature within 5 ft. of him must succeed on a **DC 15 Wisdom** saving throw or suffer disadvantage on all melee attacks against Asbjorn for 1 minute. At the end of its turn, an intimidated creature can attempt a new **DC 15 Wisdom** saving throw to end this effect. This ability doesn't work on a creature who previously succeeded on the saving throw.

Reactions

Parry. Asbjorn adds 3 to its AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a shield.

Liar Actions

Royal Guard. If Asbjorn fights in a territory controlled by the Odhinn's Eye and is not incapacitated, on initiative count 20 (losing initiative ties) he can summon 1d4 Guards to defend him.

BLÓTTRÉ, "TREE OF SACRIFICE"

"Everything I did was to ensure the safety of this circle".

When Blóttré was picked up by the circle he was barely a toddler, left as a gift by an unknown clan.

Blóttré has lived his entire life in the circle and struggled to reach an important position within the clan's ranks. Unfortunately, once he arrived he realized how much the circle needs to the be reformed to face the troubled times ahead. His master, Spekisvidhr, was a wise and good teacher, but now it's time for him to step down.

The first encounter between Blóttré and King Asbjorn was a casual affair, but every encounter since was much more serious. During some secret meetings, Asbjorn promised his full support, if the circle would ever collapse.

If Uppsala would ever to fall under the influence of the throne, Asbjorn would shower Blóttré with gold and make him the sole *Mímaneidhr*.

Blóttré

Roleplaying Blóttré

Blóttré is a man that uses his intelligence and skills to make his opponents feel insignificant.

If necessary, he can put aside his polite facade in an instant, showing his true colors of an authoritarian sage.

Blóttré's Goals

Blóttré is planning to kill the other Mímaneidhr and infiltrate Asbjorn's warriors in Uppsala to seize control of the city. He is very suspicious and won't trust the PCs unless they can prove to be an agent of Asbjorn himself or they have rock-solid reasons to destroy the circle.

Blóttré isn't aware of the plans of Jarl Alrekr – because he doesn't trust him – but the PCs might be the perfect tool to join the schemes of these two conspirators.

BLÓTTRÉ

Medium Humanoid (Human), Lawful Dishonorable

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	14 (+2)	18 (+4)	12 (+1)

Armor Class 14 (padded armor)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

Saving Throws Int +6, Wis +8
Skills Asatru +8, Deception +5, Nature, +8, Persuasion +5
Damage Resistances radiant
Senses passive Perception 14
Languages Common
Challenge 5 (1,800 XP)

Spellcasting. Blóttré is a 9th-level spellcaster. His spellcasting ability is Wisdom (spell save **DC 16**, +8 to hit with spell attacks) and he has the following druid spells prepared:
Cantrips (at will): *poison spray, shillelagh, thorn whip*
1st level (4 slots): *cure wounds, entangle, fog cloud, thunder wave*
2nd level (3 slots): *barkskin, gust of wind, moonbeam*
3rd level (3 slots): *meld into stone, plant growth, sleet storm*
4th level (3 slots): *blight, grasping vine, stoneskin*
5th level (1 slot): *tree stride*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage or 3 (1d8 - 1) bludgeoning damage if used with two hands.
Change Shape (2/Day). Blóttré magically polymorphs into a beast with a challenge rating of 1 or less, and can remain in this form for up to 4 hours. He can choose whether his equipment falls to the ground, melds with his new form, or is worn by the new form. Blóttré reverts to its true form if it dies or falls unconscious. He can revert to its true form using a bonus action on its turn.
While in a new form, Blóttré can't speak and retains his game statistics and ability to speak, but its AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and he gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that he lacks.
When Blóttré returns to his true form, he retains the same amount of hit point he had prior to the transformation.

CURSED BERSERKER

These skinchangers have completely lost their humanity and now they survive as cursed bear, thirsting for human blood. Their minds are completely clouded by an insatiable hunger that never leaves them.

A long time ago, the skinchangers were proud berserker warriors with supernatural powers, but something corrupted their spirits, like a disease, and now they only way to save them is to kill them.

The Cursed Berserkers answer only to the commands of their leader and immediately attack any human being in suight unless the leader restrains them. it's rare for one of these creatures to become human again, but when it happens the guilt of its actions often crushes him.

CURSED BERSERKER

Medium Humanoid (Human), Chaotic Dishonorable

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	9 (-1)	11 (+0)	9 (-1)

Armor Class 12 (padded armor or natural armor in Bear Form)
Hit Points 64 (8d8 + 16)
Speed 30 ft. (40 ft. in Bear Form)

Senses passive Perception 10
Languages Common (can't speak in Bear Form)
Challenge 2 (450 XP)

Reckless. At the start of its turn, the Cursed Berserker can gain advantage on the first melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.
Bear Form (recharge after a long rest). As an action, the Cursed Berserker can take the form of a Cave Bear for 1 hour. Its strength becomes 20 (+5), but its intelligence drops to 7 (-2). It gains darkvision (60 ft.) and advantage on all Wisdom (Perception) rolls related to smell. Any equipment he's wearing or carrying isn't transformed.
If the Cursed Berserker dies or become incapacitated, it reverts to its human form.

ACTIONS

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.
Multiattack (only in Bear Form). While in Bear Form the Cursed Berserker makes two melee attacks, one with its claws and one with its bite.
Claws (only in Bear Form). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.
Bite (only in Bear Form). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

DRAUGR

Even the bravest warriors who have led an honorable life may have a moment of weakness and lose their honor or fall into battle without having completed the businesses for which they were intended.

Seeing themselves denied their place among the Einherjar, they remain attached to life in the form of Draugr, possessing or not of their body (see **Draugr, Corporeal** and **Draugr, Incorporeal**). Wandering tormented by dispelling their pain on the living or trying to ward off their condition.

DRAUGR, CORPOREAL

Medium undead, any Chaotic

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	12 (+1)	16 (+3)	18 (+4)

Armor Class 18 (plate)
Hit Points 85 (14d8 + 6)
Speed 30 ft

Saving Throws Dex +2, Wis +2, Cha +2
Damage Immunities necrotic, poison
Condition Immunities exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive perception 13
Languages Common
Challenge 10 (5900 XP)

Magic Resistance. The Draugr has advantage on saving throws against spells and other magical effects.
Marshal Undead. Unless the Draugr is incapacitated, it and undead creatures of its choice within 60 ft. of it have advantage on saving throws against features that turn undead.
Spellcasting. The Draugr is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +7 to hit with spell attacks). The Draugr has the following paladin spells prepared:
1st level (4 slots): *command, compelled duel, searing smite*
2nd level (3 slots): *hold person, magic weapon*
3rd level (3 slots): *dispel magic, elemental weapon*

ACTIONS

Multiattack. The Draugr makes 3 longsword attacks.
Longsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10+4) if used with two hands, plus 18 (4d8) necrotic damage.
Hellfire Orb (1/Day). The Draugr hurls a magical ball of fire that explodes at a point it can see within 120 ft. of it. Each creature in a 20 ft. radius sphere, centered on that point, must make a DC 17 Dexterity saving throw. The Sphere spreads around corners. A creature takes 18 (5d6) fire damage and 18 (5d6) necrotic damage on a failed save, or half as much damage on a successful one.

REACTIONS

Parry. The Draugr adds 6 to its AC against one melee attack that would hit it. To do so, the Draugr must see the attacker and be wielding a melee weapon.

DRAUGR, INCORPOREAL

Medium Undead, Any Alignment

STR	DEX	CON	INT	WIS	CHA
7 (+2)	14 (+2)	10 (+0)	10 (+0)	16 (+3)	15 (+2)

Armor Class 11
Hit Points 75 (15d8)
Speed 0 ft, fly 40 ft (hover)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non-magical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive perception 11
Languages all those it knew in life
Challenge 6 (2.300 PE)

Legendary Resistance (3/Day). If the Draugr fails a saving throw, it can choose to succeed instead.
Ethereal Sight. While Draugr is on the Material Plane, it can see up to 60 ft. in the Ethereal Plane and vice versa.
Incorporeal Movement. The Draugr can move through objects and creatures as if they were difficult terrain. It suffer 5 (1d10) force damage if it ends its movement inside an object.

ACTIONS

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.
Etherealness. The Draugr enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Ethereal Plane, and vice versa, yet it can't affect or be affected by anything on the other plane.
Horrifying Visage. Each non-undead creature within 60 ft. of the Draugr that can see it must succeed on a **DC 13 Wisdom** saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the Draugr can see within 5 ft. of it must succeed on a **DC 13 Charisma** saving throw or be possessed by the Draugr; the Draugr then disappears, and the target is incapacitated and loses control of its body. The Draugr now controls the body but doesn't deprive the target of awareness. The Draugr can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the Draugr ends it as a bonus action, or the Draugr is turned or forced out by an effect like the Protection From Good and Evil spell.
When the possession ends, the Draugr reappears in an unoccupied space within 5 ft. of the body. The target is immune to this Draugr's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

LIAR ACTIONS

On initiative count 20 (losing ties) the Draugr can cause one of the following effects:
Automatic Possession: The Draugr automatically possesses the character that wields its object of desire (physical or figurated). The target can be free if succeeds a DC 17 Wisdom saving throw or dropping to 0 hp (in that case the Draugr will immediately leave the body) or if the Draugr loses interests in the target.

Gamallbjarki Snjallrson

"You don't fear the mountain? Then you're already dead".

Gamallbjarki Snjallrson *"Little Old Bear"* didn't earn the respect of the mountain by being gentle. The mountain taught him the way of strength and he always follows that path.

With his strength, he has been able to control the peak and the barbarian clans and punish those who tried to challenge his leadership.

Despite his rude behavior, Gamallbjarki Snjallrson always does everything in his power to ensure the well-being of his people, managing men and resources to survive the harsh environment of the mountain.

Gamallbjarki

Roleplaying Gamallbjarki

Gamallbjarki Snjallrson is a giant of a man, all brute strength and few words.

He prefers acts over words and will be very generous with those characters that help him. He unleashes his fury only upon his enemies and those who try to trick him.

While he's devoted to the ancient gods, Gamallbjarki Snjallrson – like many other mountain barbarians – believes that there are older and more powerful beings than the gods, like the spirit of the mountain. He doesn't fear death but is afraid of the mountain's ire and what it could possibly bring down upon his people.

Gamallbjarki's Goals

Gamallbjarki Snjallrson is looking for skilled individuals to discover what is going on. If the PCs help the chieftain, he will become a stalwart ally, ready to take the full might of his clan down into the valley to side with the party.

Gamallbjarki

Medium Humanoid (Human), Chaotic Honorable

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	8 (-1)

Armor Class 16 (hide armor)
Hit Points 100 (10d12 + 30)
Speed 40 ft.

Saving Throws Str +9, Con +7
Skills Animal Handling +2, Asatru +4, Athletics +9
Damage Resistances all non-psychic and non-magical damage
Senses passive Perception 11
Languages Common
Challenge 6 (2,300 XP)

Reckless. At the start of his turn, Gamallbjarki can gain advantage on the first melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.
Feral Roar (recharge 5-6). As a bonus action, Gamallbjarki can utter a powerful roar that scares his enemies. Every opponent within 60 ft. that can see and hear Gamallbjarki, must make a **DC 15 Wisdom** saving throw. On a failed save it suffer 5 (2d4) psychic damage and has disadvantage on its next attack roll against Gamallbjarki, on a successful one takes half that damage and has no disadvantage. This ability doesn't work on creatures that are immune to being frightened.

ACTIONS

Multiattack. Gamallbjarki makes three attacks with the maul.
Maul. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 6) bludgeon damage.
Powerful Maul Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) bludgeon damage. The target must succeed on a DC 15 Strength saving throw or be pushed 15 ft. away from Gamallbjarki and be knocked prone.

GUÀRDINJANDR, PACK LEADER OF THE CURSED BERSERKERS

"Give me your strength… SATE MY HUNGER"

The Leader of the Cursed Berserkers was once a warrior and scout of the Northlands, famous for his valor and feared for his supernatural berserker's powers. The curse stroke him when, in order to survive, he was forced to feed on human flesh. This is now just a distant and buried memory.

Unfortunately, the curse was even able to infect others, starting with the first berserkers sent to kill the Leader of the Cursed Berserkers. As the pack started to grow, the Leader of the Cursed Berserkers decided to lead them to a place where they could reproduce.

Guàrdinjandr

Roleplaying Guàrdinjandr

The Leader of the Cursed Berserkers is the only one among his peers that can, partially, control his skin-changer powers.

He can shift between his bear and human form at will but, most of the time, he prefers to remain a giant monstrous werebear.

When he's looking for information about what is happening in the Northlands, the journeys to nearby settlements masquerading as a polite traveler, but this becomes more and more difficult. When he's with his pack, his countenance is that of a feral beast.

Guàrdinjandr's Goals

The only thing that interest the Leader of the Cursed Berserkers is to feed his pack and himself, hoping to sate the insatiable hunger.

He will destroy anyone that crosses his path, but he might curse particularly skilled warriors, adding them to the pack ranks. He's the only Cursed Berserker that can spread the curse.

When the pack will be ready, he will lead it down into the valley to bring death and destruction.

GUÀRDINJANDR

Medium Humanoid (Human), Chaotic Dishonorable

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	11 (+0)	12 (+1)	12 (+1)

Armor Class 12 (padded armor or 13 natural armor in Bear Form)
Hit Points 80 (10d8 + 30)
Speed 30 ft. (40 ft. in Bear Form)

Damage Immunities all non-magical damage
Senses passive Perception 11
Languages Common (can't speak in Bear Form)
Challenge 5 (1,800 XP)

Reckless. At the start of its turn, the Leader of the Cursed Berserkers can gain advantage on the first melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.
Bear Form. The Leader of the Cursed Berserkers can use his bonus action to polymorph into a cave bear, a bear-humanoid hybrid or back into his true humanoid form. As a bear or a hybrid, he has Strength 20 (+5) and gains darkvision (60 ft.) and advantage on all Wisdom (Perception) rolls related to smell. Any equipment he's wearing or carrying isn't transformed. If the Leader of the Cursed Berserkers dies, he reverts to its human form.

ACTIONS

Multiattack. As a humanoid the Leader of the Cursed Berserkers makes two battleaxe attacks. As a bear he makes two claws attacks. As hybrid he can attack as one or the other.
Assault Axe (only in humanoid of hybrid form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 4) slashing damage, or 12 (1d8 + 7) in hybrid form.
Claws (only in bear or hybrid form). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.
Bite (only in bear or hybrid form). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Gundabald

"Drop that sword, before it's too late".

The left hand of King Asbjorn, Gundabald has always been at the King's side since their unruly childhood. After following the King in the great raid, Gundabald was appointed Jarl of a coastal village very close to Heil Hofn.

Roleplaying Gundabald

Gundabald believes in Asbjorn without reservations and he's willing to do anything to help the King achieve his goals. He's both feared and respected and has no qualms about showcasing his strength and dedication when someone questions him. He doesn't consider dishonorable getting his hands dirty to serve his lord's will.

Gundabal's Goals

Gundabald put his lord above everything and he has a blood debt toward Asbjorn, who saved him during a raid when they were younger.

He's ready to do anything to serve the King and he would oppose his friend and lord only if confronted with definitive proof of a manipulation.

Gundabald can be found in any of the clan's villages, accompanied by his soldiers, but at the beginning of the adventure, he should be in the destroyed village, while he tries to frame the Wolves of the Shadow and eliminate any clues to the Trolls' presence. At the same time, he was ordered to deal with any busybody.

If the Pcs start investigating, showing they don't believe Gundabald's reconstruction, he will offer them shelter for the night and will try to kill them while asleep.

Gundabald

Medium Humanoid (Human), Lawful Honorable

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Armor Class 18 (scale armor, shield)
Hit Points 80 (9d10 + 27)
Speed 30 ft.

Saving Throws Str +7, Con +6
Skills Athletics +7, Perception +4
Senses passive Perception 14
Languages Common
Challenge 5 (1.800 XP)

Brave. Gundabald has advantage on all saving throws against being frightened.
Brute. A melee weapon deals one extra die of its damage when Gundabald hits with it (included in the attack).

ACTIONS

Multiattack. Gundabald makes three attacks with the battleaxe or two attacks with the battleaxe and one Shield Bash.
Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, or 15 (2d10 + 4) slashing damage if used with two hands.
Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (3d4 + 5) bludgeon damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

REACTIONS

Parry. Gundabald adds 3 to its AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a shield.

Guthrum Óeidhar, the Rebel Leader

"Don't take another step or my men are going to shoot… who sent you?"

Guthrum, the Rebel Leader, was a clan chieftain from a coastal village that refused to kneel to King Asbjorn.

He survived the brutal massacre of his home village at the hand of the King's warriors only because he was out hunting when they arrived.

Since then, he lives in the woods surrounding the white mountains and has gathered a group of rebels and bandits, each with its own bone to pick with the throne.

Roleplaying Guthrum

Guthrum is no longer the strong man he once was, he's growing weaker and gloom veils his eyes. He had to make compromises with people he once would have exiled from his village, but there is little choice: to fight the King he has to rely on criminals, not proud warriors.

The Rebel Leader required a proof of fealty from the PCs before dealing with them. He fears that, soon, Asbjorn will send someone to kill him and so he doesn't trust strangers.

Guthrum's Goals

Guthrum needs to find allies and resources to face and dethrone Asbjorn. To this end, he steals gold from caravans and villages of the Odhinn's Eye and kidnaps generals and Jarl from the coastal villages.

If the PCs want to "work" with him they must prove their dedication to the cause: raiding a village or shipyard of the Odhinn's Eye, kidnapping an important member of the clan or finding powerful allies to the cause.

Right now, the Rebel Leader have no contacts with other clans, but the PCs might be the right one to act as ambassadors.

Guthrum Óeidhar

Medium Humanoid (Human), Chaotic Honorable

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Armor Class 17 (studded leather armor, shield)
Hit Points 71 (10d8 + 21)
Speed 30 ft.

Saving Throws Str +5, Dex +5, Wis +2
Skills Asatru +3, History +4, Persuade +4
Senses passive Perception 10
Languages Common
Challenge 3 (700 XP)

Strategic Guidance. As a bonus action, Guthrum grants advantage to an attack roll to an ally he can see within 30 ft.

ACTIONS

Multiattack. Guthrum makes three battleaxe attacks.
Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.
Leadership (Recharges after a Short or Long Rest). For 1 minute, Guthrum can utter a special command or warning whenever a non-hostile creature that it can see within 30 ft. of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand him. A creature can benefit from only one Leadership die at a time. This effect ends if Guthrum is incapacitated.

REACTIONS

Parry. Guthrum adds 2 to its AC against one melee attack that would hit him. To do so, it must see the attacker and be wielding a shield.

Hrókr Fjalson

"I am vengeance… let death and destruction come through me."

Very few people know that Hrókr Fjalson really exists and even less are aware that he's the result of the unholy union of a frost giantess and a simple mortal. Thanks to his mixed blood, Hrókr has an unusual appearance and long lifespan, way superior to other mortals.

Only two people know how the Jötunn's Sons came to be: the oldest *Mímaneidhr* of the Icy crows and Hrókr himself. The half-blood was once a powerful and respected *Mímistafr* and many thought it was already written that he would become a *Mímaneidhr*, but something went wrong. Under the influence of his giant blood, Hrókr became more and more interested in ancient forbidden rituals. The lust for power destroyed his honor, making the council more and more worried. When they found his Rót – his apprentice – dead, covered in unknown symbols and his corpse twisted by terrible deformities, Hrókr's was exiled.

Hrókr never accepted his exile, nor the spite of his betters. During his escape, he found a way through the bogs, to a hidden clearing, where he discovered an ancient and powerful statue of the god Loki. Desperate and without a purpose, Hrókr put his life in the hands of the god and he answered his prayers through the statue.

It time and protected by the bogs, Hrókr reunited more and more outcasts like him, forced to flee from their own past. It has been almost a century since the day when Hrókr discovered Loki's statue and today the Jötunn's Sons number as much as the most prolific Minor Clans.

Hròkr

Roleplaying Hròkr

Hrókr's half-giant appearance is the less terrifying part of him, which give a good measure of how dreaded he is.

He is almost always holed up in his home, where he plans new tricks and traps for his enemies.

His ability to exploit fears and worries is unrivaled and he often uses powerful hallucinogenic poisons to induce terror. Thanks to his giant blood, he's immune to these toxins.

It's very hard to surpass his skill with words or to hide anything from him. The half-giant seem to possess an infinite number of ways to coerce the truth out of somebody and to manipulate it.

Hròkr's Goals

Loki revealed to Hrókr Fjalson his goals: the sorcerer is the spark that will ignite a fratricidal war between the Clans before the Ragnarok.

The other goal of the half-giant is destroying the Icy Crow's circle or subject it to a more "agreeable" power, like the Wolves of the Shadow.

Hrókr

Medium Humanoid (Human), Chaotic Dishonorable

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	16 (+3)	10 (+0)	8 (-1)	18 (+4)

Armor Class 10 (unarmored)
Hit Points 80 (10d8 + 30)
Speed 30 ft.

Saving Throws Wis +3, Cha +8
Skills Arcane +4, Asatru +3, History +4, Intimidate +8, Perception +3, Religion +4
Damage Immunities cold
Senses passive Perception 13
Languages Common
Challenge 6 (3,900 XP)

Spellcasting. Hrókr is a 10th-level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks) and he has the following sorcerer spells prepared:
Cantrips (at will): *chill touch, frost ray, minor illusion, shocking grasp, poison spray*
1st level (4 slots): *chromatic orb, disguise self, fog cloud, silent image*
2nd level (3 slots): *crown of madness, suggestion, gust of wind, web*
3rd level (3 slots): *counterspell, lighting bolt, sleet storm*
4th level (3 slots): *greater invisibility, ice storm, stoneskin*
5th level (2 slot): *cloudkill, cone of cold*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage or 4 (1d8) bludgeoning damage if used with two hands.

REACTIONS

Cold Aura. After being hit by a melee attack, Hrókr can use his reaction to freeze the attacker, who must make an immediate **DC 16 Dexterity** saving throw. On a failed save it becomes incapacitated and its speed drops to 0, on a successful one its speed is halved. These effects last until the end of the target's next turn.

KOLTØNN GINNUNGASON

"Get ready to strike… on my mark".

One doesn't become pack leader with words or wealth, but by earning the respect of the warriors he fought side-by-side in battle after battle. Like all the pack leaders before him, Koltønn Ginnungason, *"Ash Tooth, Son of the Nothing"*, showed his honor in many skirmishes between the clans during his youth.

Today, Koltønn Ginnungason is no longer that young bloodthirsty viking, but a man who bears the scars of many harsh winters and has to think of his pack's well-being first, as his old allies become dreaded enemies, much greater in numbers and strength.

Koltønn

Roleplaying Koltønn

Koltønn Ginnungason's thoughtful behavior should not be mistaken for weakness: he can be violent and merciless if he thinks that this can bring even the smallest benefit to his clan.

Koltønn is as caring of the members of his pack, as he's distrustful of those who enter the forest without his permission. These are considered enemy spies sent to kill him, unless they can offer definitive proof of the contrary or another Wolf vouches for them.

Koltønn's Goals

Koltønn Ginnungason struggled to keep a balance that grows more and more unstable.

He knows that his fate is to wage war and kill the apostate King but, opposite to many of his clan's warriors, he knows that the Wolves alone won't stand a chance against Asbjorn's war-dogs.

At the same time, he's aware that his clan is a bunch of young hot-blooded warriors that want nothing more than to go into battle and prove their honor. He's certain that, without a show of strength from him, some young warrior will soon challenge him or one of the old ones will question him in front of the minor packs.

The pack leader is desperately looking for new allies and the PCs might be the right tool, but they have to prove their loyalty first, dealing with one of the many dangers of the great forest or raiding a settlement of the Odhinn's Eye.

KOLTØNN

Medium Humanoid (Human), Chaotic Honorable

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	10 (+0)	16 (+3)	12 (+1)

Armor Class 19 (studded leather armor, shield; 18 when wielding two weapons)
Hit Points 100 (12d10 + 36)
Speed 30 ft.

Saving Throws Dex +9, Con +7
Skills Animal Handling +5, Asatru +7, Stealth +9, Survival +7
Senses Passive Perception 13
Languages Common
Challenge 7 (2,900 XP)

Shield of Shadow and Branches. Koltønn's shield grants him advantage to **Dexterity (Stealth)** rolls in the woods.
Hidden by the Leaves. While in the woods or another area with many plants, Koltønn can use his action in combat to make a **Dexterity (Stealth)** roll and hide, even if he's in plain sight.
Dual Axes Mastery. Koltønn can fight with two non-light axes. He can also drop the shield and grab an axe or drop an axe and strap the shield as part of his Attack action.
Pack tactics. Koltønn and all his allies within 30 ft. have advantage on an attack rolls against a creature if at least one ally, non-incapacitated, is within 5 ft. of it.

ACTIONS

Multiattack. Koltønn makes two melee attacks and one ranged attack, or one melee attack and two ranged attacks.
Assault Axe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 5) slashing damage.
Handaxe. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 3) slashing damage.

Kynbani Bergelmirson

Few know the story behind the eyes of Kynbani Bergelmirson, who claims to be a descendant of Bergelmir. Many believe that he was born blind, but the truth is known only to Hrókr and Kynbani himself.

Not all of the Jötunn's Sons support Hrókr's madness, a few try to oppose and dethrone him, but the half-giant's retaliation is always brutal and merciless. When he discovered that Kynbani and his three brothers were planning to kill him, Hrókr lured them into the swamp. He forced Kynbani to watch while he butchered his brothers, then blinded him and left him in the swamp.

Kynbani managed to return to the village, but he was accused of murdering his brothers while he was hallucinating. Nobody was ever able to prove him guilty, but Kynbani holed up in his stilt house.

After many years, he started teaching the deeds of the Jotuns to the clan's young ones, fuelling their hatred for the Æsir.

Kynbani

Roleplaying Kynbani

Kynbani is just pretending to have accepted his place as an outcast among the outcasts.

He spends all his time in his stilt house at the edge of the village, welcoming those who seek his tales and bowing his head to Hrókr. He only shows his true spirit during his rare public appearance, when he speaks against the Æsir and the other Clans.

If the CPS shows to be brave, he will pretend to be a victim and ask for their help. This is actually a trick to use them to get his revenge.

Under the mask, Kynbani wants revenge and his hatred for Hrókr still burns strong. He's only biding his time.

Kynbani's Goals

The real purpose of Kynbani is to bring his brothers back to Midgardr and take revenge with them.

Thanks to the dark arts he managed to imprison their spirits in a dead clearing not far from the Jötunn encampment.

His two brothers live in this place in the form of **Incorporeal Draugr**, torn apart by an endless hatred and pain, caused by being divided between two worlds.

Kynbani wants to give back to the brothers a physical body and the characters could be ideal victims for this purpose. If the characters follow Kynbani in the dead clearing they will be attacked immediately by the Draugr whose sole purpose is to take possession of their bodies to return to the village and kill Hròkr. The dead clearing is a place known only to Kynbani who has traced a huge runic circle in the ground in which the Draugar are found.

Kynbani

Medium Humanoid (Human), Lawful Dishonorable

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	16 (+3)

Armor Class 13 (leather armor)
Hit Points 42 (7d8 + 14)
Speed 30 ft.

Skills Arcane +3, Deception +5, Persuade +5
Senses passive Perception 10
Languages Common
Challenge 3 (700 XP)

Spellcasting. Kynbani is an 8th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks) and he has the following sorcerer spells prepared:
Cantrips (at will): *dancing lights, frost ray, mage hand, minor illusion*
1st level (4 slots): *color spray, disguise self, mage armor, magic missile*
2nd level (3 slots): *invisibility, mirror image, phantasmal force*
3rd level (3 slots): *major image, phantom steed*
4th level (3 slots): *phantasmal killer*

ACTIONS

Javelin. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 3 (1d6) piercing damage.

Leif Logisson

"My sons, do not fear, nobody will hurt you here. The flame protect us and guide us to help those in need".

Leif Logisson, *"Successor, Son of The Flame"*, leader of the Flame Community was a warrior during Asbjorn's great raid and met the priest of Heil Hofn in the land of the Englar. He was invited to the royal palace as ambassador and was immediately fascinated by the cult of the eternal flame. He converted and became a priest before the King even considered marrying Sknaht, despite the scorn of his brothers in arms.

Roleplaying Leif

Leif looks like a crazy fanatic, he always wears a white linen garment and a wooden medallion with the symbol of the eternal flame. He's extremely paranoid and fears that many plotting the destruction of his "perfect" community, making him suspicious one any outsider.

Leif's Goals

Recently Leif's conversion techniques have become more and more extreme. Any pagan that comes too close to the community is invited to spend the night at Leader of the Flame Community's home where he will try anything to persuade his guest to embrace this new faith.

If this first attempt doesn't work, Leif will try to capture the travelers and lock them in a small cage under the church to continue his holy work.

For those who don't accept conversion, there's only one way: let the eternal flame burn their flesh.

Leif

Medium Humanoid (Human), Lawful Dishonorable

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	12 (+1)	8 (-1)	14 (+2)

Armor Class 12 (padded armor)
Hit Points 60 (10d8 + 10)
Speed 30 ft.

Skills Perception +1, Persuade +4, Religion +3
Senses passive Perception 11
Languages Common
Challenge 2 (450 XP)

Fanatic. Leif has advantage on all saving throws against being charmed or frightened.

Fiery Eminence. As a bonus action, Leif can expend a spell slot to cause his melee weapon attacks to magically deal an extra 10 (3d6) fire damage to a target on a hit. This benefit lasts until the end of the turn. If Leif expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. Leif is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks) and he has the following cleric and sorcerer spells prepared:
Cantrips (at will): *fire bolt, sacred flame, thaumaturgy*
1st level (4 slots): *burning hands, cure wounds, sanctuary*
2nd level (3 slots): *scorching ray, silence, spiritual weapon*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage or 7 (1d8 + 3) bludgeoning damage if used with two hands.

REACTIONS

Shield the Leader. When a creature attacks Leif, he can use his reaction to choose an ally within 5 ft. The ally interposes between him and the attacker, suffering any possible damage.

Límrún, "Rune of the Branches"

"Don't worry, father… I won't disappoint you".

Young Límrún is the unwilling pawn in a much larger political scheme.

His appointment came out of the blue and, no matter how painful it was to leave his family, such a great honor cannot be refused.

Límrún now lives near the great tree and meets his father only during official ceremonies.

Límrún

Roleplaying Límrún

Límrún received a strict education, which made him polite and considerate. Unfortunately, his father didn't have time to teach him the fine art of deception and speechcraft. The child is still a pure and innocent soul, constantly surrounded by the other sages of the circle, who often make decisions in his name.

Límrún's Goals

While Límrún considers his appointment a great honor, he doesn't love living with the circle. He wishes there was someone trustworthy to help and guide him. With each passing day, he realizes that many among the sages use him to further their own goals. If the PCs show that they are loyal to him, he will trust them.

Límrún

Medium Humanoid (Human), Lawful Honorable

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	10 (+0)	14 (+2)	8 (-1)	11 (+0)

Armor Class 12 (unarmored)
Hit Points 44 (6d8)
Speed 30 ft.

Skills Asatru +1. Arcane +4, Perception +1
Senses passive Perception 11
Languages Common
Challenge 1 (200 XP)

Spellcasting. Límrún is a 2nd-level spellcaster. His spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks) and he has the following wizard spells prepared:
Cantrips (at will): *frost ray, light, mending*
1st level (3 slots): *color spray, magic missile, shield, thunder wave*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

PRIEST OF THE ONLY FLAME

"Repent while there is still time! The end is nigh, the only Flame will purge this world of impiety!"

This Englar priest came from overseeing with Asbjorn to found the first church of the eternal flame in the Northlands. He's a fat, bald and doesn't really like his new life, but he saw firsthand what happens to those who defy the will of the King and have no intention of risking his own life. He speaks the Norse language with great difficulty and he's not convinced that his own faith suits the strange people of these lands – which he doesn't respect all that much – but he's true to his call and follows all the prescribed rituals.

He's ready to accept new converted to the eternal flame and avoid any contacts with the pagans who aren't willing to do so. He's in constant communication with the community of the eternal flame and he's very happy of how it's developing.

PRIEST OF THE ONLY FLAME

Medium Humanoid (Human), Lawful Honorable

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10(+0)	13 (+1)	10 (+0)	16 (+3)	14 (+2)

Armor Class 10 (unarmored)
Hit Points 32 (6d8 + 6)
Speed 30 ft.

Skills Medicine +5, Religion +5
Senses passive Perception 13
Languages Common
Challenge 2 (450 XP)

Fiery Eminence. As a bonus action, the Priest of the Eternal Flame can expend a spell slot to cause his melee weapon attacks to magically deal an extra 10 (3d6) fire damage to a target on a hit. This benefit lasts until the end of the turn. If the Priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.
Spellcasting. The Priest of the Eternal Flame is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks) and he has the following cleric spells prepared:
Cantrips (at will): *light, mending, sacred flame, thaumaturgy*
1st level (4 slots): *cure wounds, purify food and drink, sanctuary*
2nd level (3 slots): *continual flame, lesser restoration, spiritual weapon*
3rd level (2 slots): *beacon of hope, spirit guardians*

ACTIONS

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

REVR, THE FOX

"I have just the right job for people like you…".

Nobody knows the true identity of this strange adventurer, famous across all the Northlands. According to the rumors, the Fox is a skilled treasure hunter of great skill and bravery.

The truth is that the Fox is very adept at exploiting his companions and he's always looking for new adventurers to trick and kill, exploiting any potential danger nearby, to get away with any treasure they find.

Revr

Roleplaying Revr

Revr is a cunning and charismatic character, who can easily find the right friends at the right time.

He is going to offer the PCs a chance to find ancient treasures, hinting at how this is going to be absolutely within their abilities and he is the right man to help them. He always finds a way to make himself essential to the adventure and, at the right moment, he will betray the PCs and take the loot.

The Fox will approach the PCs as soon as their fame starts to spread across the Northlands, asking their help for one of his goals.

During fights and other dangerous situations, the Fox tends to hide and let the PCs deal with enemies, traps or other hidden dangers.

Revr's Goals

The Fox has two main goals, but the GM might decide to add others.

- ***The Great Forest Ruins:*** The Fox knows the location of some ruins in the great forest and he is going to try and persuade the characters to accompany him. Of course, he won't mention the guardians.
- ***The Map for the Troll King's Throne:*** The Fox found a piece of map that, apparently, lead to the gate of the famous kingdom of the Trolls. There are two more pieces, in possession of some Trolls that live in the cursed forest of Novgr. Revr is going to ask the PCs to accompany him, without mentioning the Trolls.

While Revr is an antagonist, he's also fickle and might, depending on the situation, become an ally.

The GM should let the flow of the story dictate how this character will be remembered.

REVR

Medium Humanoid (Human), Chaotic Dishonorable

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	14 (+2)	11 (+0)	16 (+3)

Armor Class 15 (studded leather armor)
Hit Points 60 (10d8 + 10)
Speed 30 ft.

Saving Throws Dex +6, Int +5
Skills Deception +6, Perception +3, Stealth +6, Sleight of Hand +6
Senses passive Perception 13
Languages Common
Challenge 6 (2,300 XP)

Assassinate. During his first turn, Revr has advantage on attack rolls against any creature that hasn't taken a turn. Any hit he scores against a surprised creature is a critical hit.
Evade. If Revr is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.
Sneak Attack (1/Turn). Revr deals an extra 13 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the Fox that isn't incapacitated and the Fox doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Revr makes two shortsword attacks.
Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 6 (1d6 + 3) piercing damage, and the target must make a **DC 13 Constitution** saving throw, taking 13 (4d6) poison damage on a failed save, or half as much damage on a successful one.
Longbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target.
Hit: 7 (1d8 + 3) piercing damage.

SHIELDMASTER

"We fight for our King and die for our King.".

The members of the elite royal guard live near the King's palace. These warriors are experts shield wall fighters, handpicked by the King himself after they fought at his side during many battles and raids.

The shieldmasters swore their eternal fealty to the throne and will never betray their King or master. They will help the PCs if so order the King or if they can prove that he has been tricked.

SHIELDMASTER

Medium Humanoid (Human), Lawful Honorable

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	10 (+0)

Armor Class 18 (scale armor, shield)
Hit Points 80 (10d8 + 30)
Speed 30 ft.

Saving Throws Str +6, Con +5
Skills Asatru +3, Perception +3
Senses passive Perception 13
Languages Common
Challenge 4 (1,100 XP)

ACTIONS

Multiattack. The shieldmaster makes two battleaxe attacks.
Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.
Shield Bash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 9 (2d4 + 4) bludgeon damage. If the target is a Medium or smaller creature, it must succeed on a **DC 13 Strength** saving throw or be knocked prone.

REACTIONS

Parry. The shieldmaster adds 3 to its AC against one melee attack that would hit him. To do so, it must see the attacker and be wielding a shield.

SKNAHT

"Why this furrowed brow? Let me ease the burden of your heart, tell me about your deepest fears."

Very little is know about the Queen of the Odhinn's Eye: allegedly, she's a princess of the Englar, offered to Asbjorn to seal an alliance to stop the raids.

Many suspect that she's a witch, who somehow altered the King's mind. No one even remotely conceived that she is actually a manifestation of the god Loki who, after having fun corrupting the minds of the Englar's kings pushing them to slay one another, decided to return home in style.

The cult of the Only Flame is another trick of the God of Mischief. The Only Flame represent the giant Surtur and every prayer offered to it makes the fire giant more powerful before his arrival during Ragnarok.

Sknaht

Roleplaying Sknaht

Sknaht is extremely beautiful and feral. She's always observing with her great dark eyes and rarely speaks, but always keep a perfect composure.

When she speaks, her voice makes the heart of any man tremble, she is so skilled with words that she can enchant even the wisest men. Her tone is like the smoothest velvet and it's rare for someone to deny her requests.

Loki will never reveal his true nature, unless the PCs can take Sknaht down to 0 hit points. If this happens, the God of Mischief will appear in his true form and, mildly amused, free the King of his enchantments before disappearing.

Sknaht's Goals

Sknaht intends to enjoy her vacation of Midgardr sowing chaos among the mortals. The Queen wants war, so that voilence and bloodshed can empower Hel's undead army, at the same time she wants to spread the cult of the eternal flame on Midgardr, so that the prayers can increase the power of the great Surtur.

She will do anything in her power to defend her beloved Asbjorn, but she might as well choose a new champion, making sure that the King dies prematurely in an accident if this suits her purpose better.

SKNAHT

Medium Humanoid (Human), Chaotic Dishonorable

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	16 (+3)	16 (+3)	20 (+5)

Armor Class 13 (hide armor)
Hit Points 88 (14d6 + 28)
Speed 30 ft.

Saving Throws Wis +7, Cha +9
Skills Insight +7, Perception +7, Persuasion +9
Damage Immunities fire
Senses passive Perception 17
Languages Common
Challenge 8 (3,900 XP)

Magic Resistance. Sknaht has advantage on saving throws against spells and other magical effects.
Spellcasting. Sknaht is a 12th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks) and she has the following cleric and sorcerer spell prepared:
Cantrips (at will): *friends, mage hand, message, minor illusion, sacred flame, true strike*
1st level (4 slots): *burning hands, charm persons, fog cloud, shield*
2nd level (3 slots): *flaming sphere, scorching ray, suggestion*
3rd level (3 slots): *bestow curse, fire ball, gaseous form*
4th level (3 slots): *confusion, fire wall, greater invisibility*
5th level (3 slots): *animate object, dominate person*
6th level (1 slot): *sunbeam*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

REACTIONS

Flaming Rebuke. When another creature hit Sknaht with a melee weapon, it must make a **DC 17 Dexterity** saving throw. The creature takes 10 (2d10) fire damage on a failed saving throw or half as much on a successful one.

Spekisvidhr, Wood of Knowledge

"Our fate entertwines with all the nine worlds. Focus and you are going to feel how Yggdrasill's roots hold up everything".

Spekisvidhr is the oldest and wisest member of the circle, he is incredibly long-lived and has held his position for many winters, teaching to entire generations of young Crows.

He's the only one who knows the truth about how the Jötunn's Sons came to be, to his eternal shame. While he was extremely young at the time and had no part in it, he thinks that the circle made a grave mistake exiling Hrókr, instead of trying to heal his spirit.

Spekisvidhr

Roleplaying Spekisvidhr

Old Spekisvidhr is an ancient man, who seems like a relic of a time long past. His body is broken, plagued by too many winters, yet everybody can see how much power he has in his spirit.

Spekisvidhr always speak slowly and calmly, if he notices that someone didn't understand he stops and wait for the right moment to lecture his listener with a short and brief remark.

His wisdom is so great that anyone in his presence feels small and stupid but, as of late, Spekisvidhr looks very gloomy: he regrets some of his past choices and feels that he's at a crossroad that might decide the salvation or the doom of the circle.

Spekisvidhr's Goals

Spekisvidhr has only one goal: preserve the circle and its neutrality.

He fears the machinations of the Jötunn's Sons above everything else and can sense the obscure schemes within the order. For this reason, he doesn't want to endorse any clan and believes that a war among the Northmen will only allow evil to spread further.

Above all else, he regrets letting himself being talked into appointing the son of Jarl Alrekr and if the PCs shows that their goal is to keep the peace, he will ask for their help.

Spekisvidhr

Medium Humanoid (Human), Lawful Honorable

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	11 (+0)	14 (+2)	20 (+5)	12 (+1)

Armor Class 11 (leather armor)
Hit Points 60 (12d8)
Speed 30 ft.

Saving Throws Str +6, Wis +9
Skills Arcane +6, Asatru +13, History +6, Intimidation +5, Perception +9
Senses passive Perception 19
Languages Common
Challenge 8 (3,900 XP)

Spellcasting. Spekisvidhr is a 12th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks) and he has the following runemaster spells prepared:
Cantrips (at will): *chill touch, light, sacred flame, shillelagh, thaumaturgy*
1st level (4 slots): *bless, sanctuary, shield, thunder wave*
2nd level (3 slots): *gust of wind, spiritual weapon, zone of truth*
3rd level (3 slots): *haste, lighting bolt, magic circle*
4th level (3 slots): *banishment, compulsion, ice storm*
5th level (2 slot): *dominate person, teleportation circle*
6th level (1 slot): *circle of death*
Master of the Futhark Circle. Spekisvidhr can cast a rune circle, carving the Futhark alphabet on the ground with his magic. He use an action on his turn to choose a point on the ground within 60 ft., creating a 10 ft. radius Futhark Circle. To maintain the circle active, he must use a bonus action each turn and he must be able to see it. When a creature Spekisvidhr can see attacks a target other than him that is inside the circle, Spekisvidhr can roll 1d10 and subtract the result from the enemy's attack roll. Enemies within the Futhark Circle lose any damage resistance to bludgeoning, slashing and piercing damage from non.magical weapons. Spekisvidhr is always considered inside a Futhark Circle. Spekisvidhr has a number of Futhark Circle Dice equal to your Wisdom modifier (a minimum of one). He regains any expended Futhark Circle Dice when you finish a long rest and his Futhark Circle Die is a d10.

Actions

Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 +2) bludgeoning damage or 8 (1d10 + 2) bludgeoning damage if used with two hands.

Reactions

Spekisvidhr's Retribution. When Spekisvidhr or one of his allies within the Futhark Circle is hit, Spekisvidhr can use his reaction to cause 5 (1d10) damage to every enemy within the circle.

THORLEIF SIKIRODDR, "SILK VOICE"

"Please, let me come with you, I swear I will make you legends".

The people of his village always considered Thorleif Sikiroddr a great storyteller and an accomplished Skald.

For this reason, when he was younger, he embarked on a great journey across the Northlands, looking for inspirations for his ballads. Unfortunately, the reality is much colder, muckier and way less glorious than the stories told.

The arrival of the Great Winter didn't improve the situation and now the Skald is desperately looking for a way to survive and keep composing ballads on anything but the eternal snow.

Thorleif

Roleplaying Thorleif

Thorleif Sikiroddr is a beautiful and charismatic man, who can raise the spirit of any man and catch the eye of any woman when he plays his instruments.

His main vices are women and mead and, while he claims to be looking for adventure, he might be too scared to face any danger beyond his reach.

Thorleif's Goals

Thorleif Sikiroddr is looking for ideas to create new ballads and gain even more fame.

If he meets the PCs, he will do anything to convince them to let him join and, if they refuse, he will follow them anyway.

He is going to stay with the party until he has enough material for a new exciting ballad (at the GM's discretion), after that he will go his separate way to compose and spread the word of the PC's deeds. Depending on how the PCs acted, this might increase or destroy their reputation, providing advantage or disadvantage to social rolls.

THORLEIF

Medium Humanoid (Human), Chaotic Honorable

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14(+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Armor Class 13 (leather armor)
Hit Points 40 (6d8)
Speed 30 ft.

Skills Asatru +4, History +3, Performance +5
Senses passive Perception 12
Languages Common
Challenge 2 (450 XP)

Song of Rest. Thorleif can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.
Taunt (2/day). Thorleif can use a bonus action on his turn to target one creature within 30 ft. of him. If the target can hear him, it must succeed on a **DC 12 Charisma** saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of Tholeiff's next turn.
Spellcasting. Thorleif is a 5th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks) and he has the following bard spells prepared:
Cantrips (at will): *dancing lights, thaumaturgy*
1st level (4 slots): *animal friendship, cure wounds, heroism, speak with animals*
2nd level (3 slots): *animal messenger, magic mouth*
3rd level (2 slots): *plant growth, speak with plants*

ACTIONS

Longsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage or 6 (1d8 + 2) slashing damage if used with two hands.

THORUNN HORIKDOTTIR

"I ask you to swear by loyalty and leave immediately to the Wall, to investigate the incident and return to report what you'll discover".

Queen Thorunn Horikdottir didn't have an easy or happy life.

After her father and brother disappeared at sea, her household was on the brink of disaster and it would have been destroyed by other ambitious nobles if it wasn't for Thorunn's strength and her innate knack for politics.

After getting a measure of political stability, Thorunn set off to the Danevirke, to win the hearts of her subjects, fighting against the invaders alongside her shieldmaidens.

The Skalds everywhere tell the tale to the return of the great queen and her Valkyries. Despite the terrible state of Jutland, the entire peninsula unconditionally love with the Queen.

Thorunn

Roleplaying Thorunn

The queen of Gjallarhorn clan is as beautiful as spring and as cold the Great Winter.

Her life was never easy, but these hardships forged her into a woman of iron, her personality is sharper than any blade forged on Midgardr. Yet, she always look perfect and sunny like an autumn morning. She doesn't allow anyone to interrupt her while she speaks and, usually, one glance of her icy blue eyes is enough to shut up the fool.

In spite of her cold disposition, the Queen is intelligent, smart and always polite. She lets those who deserve her attention speak and always rewards those who serve her, sometimes with one of her rare smiles, like a warn glimpse of summer during Fimbulvetr. On the other hand, whoever opposes her will be dealt swiftly with her own blade.

Thorunn's Goal

Thorunn has a score of problems and she's always looking for trustworthy agents. Her first priority is to defend the borders against the invading Franks, those who enlist in the Danevirke's Guard have many chances of winning her favor.

She also wants to know what is going on beyond the Wall, but she doesn't want panic to spread across the Jutland, so discretion is paramount.

Then, she needs to show her power, punishing the rebellious jarls of the islands. A group of brave warrior that can achieve this will be compensated with grants and honors.

Finally, the queen knows that, sooner or later, she has to find a worthy husband to keep the nobles in check. The obvious seems King Asbjorn, since the news of his recent marriage haven't reached the Jutland, yet. There are numbers of powerful clan chieftains and jarls that might step forward if they understand that Thorunn's priority is an alliance to stabilize the kingdom.

THORUNN

Medium Humanoid (Human), Lawful Honorable

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	10 (+0)	13 (+1)	14 (+2)

Armor Class 19 (studded leather armor, shield)
Hit Points 100 (12d10 + 36)
Speed 30 ft.

Saving Throws Dex +9, Con +7
Skills Animal Handling +5, Asatru +7, Stealth +9, Survival +7
Senses passive Perception 13
Languages Common
Challenge 7 (2,900 XP)

Champion of the Shield Wall. Thorunn's allies within 5 ft. of her can use their reaction to add 3 to their AC or to Thorunn's AC.
Inspiring Leader. Thorunn's allies within 60 ft. of her have advantage to all saving throws against fear or charm effects.
Indomitable (2/day). Thorunn can re-roll a failed saving throw.

ACTIONS

Multiattack. Thorunn makes three longsword attacks.
Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage or 12 (1d10 + 7) slashing damage if used with two hands.
Leadership (Recharges after a Short or Long Rest). For 1 minute, Thorunn can utter a special command or warning whenever a non-hostile creature that she can see within 30 ft. of her makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand her. A creature can benefit from only one Leadership die at a time. This effect ends if Thorunn is incapacitated.

REACTIONS

Parry. Thorunn adds 3 to hers AC against one melee attack that would hit her. To do so, she must see the attacker and be wielding a shield.

TROLL OF MIDGARDR

"Off with his head, so he's stop squirming".

The trolls of Midgardr are greedy, shy and cruel.

They prowl the woods during the night in small group, usually two or three trolls, hoping to find some unsuspecting traveler to rob and eat. In spite of their size, trolls are very skilled at hiding among the trees and rarely leave any trace.

They surprise their victims jumping them out of nowhere and hitting very hard and fast. But they're not dangerous just because of their size and strength: each troll is very skilled at crafting lethal implements and their weapons often have magical properties.

One of the main weaknesses of the Troll is that they're not very bright. According to many Skalds, the best way to escape a Troll's grasp is to trick it.

TROLL KIDH

"Gnuuuu….ghuuuuu".

This troll is a bit smaller and less violent and cruel than most of its siblings and is, in fact, the son of the Troll King. For some obscure reason, the Three Witches that live in the forest kidnapped him and now they are lovingly raising him as their own.

The "kid" hasn't developed the usual troll temperament and doesn't understand the situation all that well. He loves the witches and roams around the woods eating more or less everything.

A few days ago, strange lights and sounds lured him away from the witches and he found a weird place, where strange pink creature he never tasted before lived in houses.

The inhabitants attacked him immediately and, as retaliation, the "kid" destroyed the entire village and slaughtered them all.

TROLL OF MIDGARDR

Large Giant, Chaotic Any Alignment

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Armor Class 16 (natural armor and thick troll clothes)
Hit Points 84 (8d10 + 40)
Speed 30 ft.

Skills Perception +2, Stealth +4
Senses darkvision 60 ft., passive Perception 12
Languages Common, Giant
Challenge 5 (1,800 XP)

Natural Camouflage. The troll is unnaturally skilled at hiding among the trees. It has advantage to all Stealth rolls while he's in a forest and can hide behind trees or among the shrubbery, even if it doesn't provide cover.
Keen Smell. The troll has advantage on **Wisdom (Perception)** checks that rely on smell.
Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The troll makes three attacks, two attacks with the troll mace and one with the bite.
Troll Mace. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.
Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 7 (1d6 + 4) piercing damage.

TROLL KIDH

Medium Giant, Chaotic Dishonorable

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	18 (+4)	7 (-2)	5 (-3)	7 (-2)

Armor Class 16 (natural armor and thick troll clothes)
Hit Points 62 (6d20 + 32)
Speed 30 ft.

Skills Perception +0, Stealth +5
Senses darkvision (60 ft.), passive Perception (10)
Languages Common, Giant
Challenge 4 (1,100 XP)

Natural Camouflage. The Troll Kidh is unnaturally skilled at hiding among the trees. It has advantage to all Stealth rolls while he's in a forest and can hide behind trees or among the shrubbery, even if it doesn't provide cover.
Keen Smell. The Troll Kidh has advantage on **Wisdom (Perception)** checks that rely on smell.
Regeneration. The Troll Kidh regains 5 hit points at the start of its turn. If he takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. He dies only if he starts his turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The Troll Kidh makes two attacks, one with the troll mace and one with the bite.
Troll Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.
Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 6 (1d6 + 3) piercing damage.
Screeching Cry. The Troll Kidh can cry and scream. For 1 minute each creature within 60 ft. must make a **DC 13 Wisdom** saving throw at the start of its turn. On a failed save, it takes 1d4 psychic damage and have disadvantage to all attacks against the Troll Kidh. The cry is very loud and can be heard from very far away.

TROLL KING

"No creature of Midgardr can best me,
I hope you are ready for a painful death".

Nobody knows how this monstrosity came to be, but no one doubts that the Troll King has earned his title thanks to his sheer size and boundless rage.

Thanks to these qualities, His Monstrosity defeated every opponent until he retired in the heart of the mountains. From there – he says – he commands the troll people while gazing upon the hoard accumulated over centuries of murdering and pillaging.

While there is a Troll King, the species as a whole lacks of a clear hierarchy. The strongest trolls lords over the weaker and their only, apparent, interest are killing, stealing and hoarding treasures to satisfy their sadistic needs.

Roleplaying the Troll King

The Troll King is one of the most devious and evil creature that ever existed. The humongous Troll consider himself as the strongest being on Midgardr and every other creature beneath him.

If the PCs meet the Troll King and somehow challenge him, he will immediately attack to show them his superior might.

Humbling themselves in from of the Troll King and offer him a gift – or promising one – might buy the PCs a few minutes, but it's very likely that the Troll King will eat them nonetheless out of spite or boredom.

Troll King's Goals

The Troll King hates all the human rulers of Midgardr and will be extremely grateful to whoever brings him a human king to devour.

The King is also very worried about his beloved son (the Troll Kid), who went missing months ago. He is going to be very grateful to whoever is going to bring the child back safe and sound.

If the PCs met the Troll King too soon, they might escape with their lives promising to fulfil one of either of these tasks or bribing the King with vague promises of a great ransom.

The King's gratitude will be short-lived. After a few minutes, he will give in to his hunger and, while he will be more merciful and eat his guests after killing them, he won't let anyone escape.

TROLL KING

Huge Giant, Chaotic Dishonorable

STR	DEX	CON	INT	WIS	CHA
25 (+7)	13 (+1)	24 (+7)	9 (-1)	10 (+0)	12 (+1)

Armor Class 15 (natural armor a thick troll clothes)
Hit Points 189 (14d12 + 98)
Speed 30 ft.

Saving Throws Str +11, Wis +4
Skills Athletics +11, Perception +4
Damage Immunities cold
Senses darkvision (60 ft.), passive Perception 14
Languages Common, Giant
Challenge 12 (8,400 PX)

Natural Camouflage. The Troll King is unnaturally skilled at hiding among the trees. It has advantage to all Stealth rolls while he's in a forest and can hide behind trees or among the shrubbery, even if it doesn't provide cover.
Keen Smell. The Troll King has advantage on **Wisdom (Perception)** checks that rely on smell.
Regeneration. The Troll King regains 10 hit points at the start of its turn. If he takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The Troll King dies only if he starts his turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The Troll King makes three attacks, two with the troll hammer and one with the bite.
Troll Hammer. *Melee or Ranged Weapon Attack:* +11 to hit, reach 10 ft. or range 60/120 ft., one target.
Hit: 26 (3d12 + 7) bludgeoning damage.
Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target.
Hit: 20 (2d12 + 7) piercing damage. If the target is a Medium or smaller creature, it must succeed on a **DC 18 Strength** saving throw or become grappled and entangled. Until this grapples ends, the Troll King cannot bite another creature.
Swallow. Troll King makes one bite attack against a Medium or smaller target he's grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the Troll King, and it takes 20 (3d12) acid damage at the start of each of the Troll King's turns. If the Troll King suffers 30 or more damage from a swallowed creature, he must succeed on a **DC 18 Constitution** saving throw on regurgitating all the swallowed creature, who will fall prone within 10 ft. If the Troll King dies, a swallowed creatures can crawl out of his body using half of its movement and emerge prone.

LEGENDARY ACTIONS

The Troll King can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The Troll King regains spent legendary actions at the start of his turn.
Troll Hammer. *Melee or Ranged Weapon Attack:* +11 to hit, reach 10 ft. or range 60/120 ft., one target.
Hit: 26 (3d12 + 7) bludgeoning damage.
Locate. The Troll King makes a Wisdom (Perception) roll.
Roar. The Troll King utters a fearsome roar. A single creature within 60 ft. of the Troll King, that can see and hear him, must succeed on a **DC 18 Charisma** saving throw or become frightened for 1 minute. At the begging of each of its turns, the target can make a **DC 18 Charisma** saving throw to end this effect. This ability doesn't work on a creature who previously succeeded on the saving throw.

Minor NPC

Agantyr (Corporeal Draugr)

"Only those not afraid of death can wield Tyrfing, as only ruin follows in its wake!"

Agantyr is not hostile to the characters if they address him with the due respect. He attacks them only if threatened, attacked in the first place or insulted, shouting in rage. As he bellows, eleven Incorporeal Draugr rise from the ground and join the fight on his side.

Agantyr, who in truth wishes to get rid of the sword, can be challenged to a duel or convinced to hand it over. In that case, he warns the characters of the perils and misfortune it causes to its bearer.

Gertrud, Melega and Dontoka (Green Hags)

"Why don't you enter and eat some stew, dear?"

These three hags live in a hut in the great forests and believe they are the incarnation of the three Norns of the sagas.

Although they are incredibly skilled in both magic and the brewing of powerful potions, they are not adept in the art of divination and because of this they usually act in difficult to foresee ways causing any kind of trouble.

Their last "vision" had them kidnap the son of the Troll King, succeeding against all odds, who now lives with them in the great forest.

Heil Hofn Scouts (Scout)

"The path through the mountains? I wouldn't lead you there even if you forced me… if the pay is good enough, though, I might change my mind."

The scouts of Heil Hofn are famous for being the best explorers in the whole of Midgardr. For the right price, these expert trackers can point the safest roads and fastest paths to the characters.

Svenn Skallfoss (Veteran)

"With weapons in such a bad state, how do you think you can honor the gods?! Pass by tomorrow and you will find them as good as the day they were forged!"

Svenn Skallfoss is considered one of the best blacksmith in the northern lands. According to some, his skills match those of the Dwarves of Nidavellir, as he is capable of forging items with magical properties, like them.

As his fame spread, King Asbjorn wanted him at his court to craft weapons and armor for his army. Initially enthusiast, the blacksmith forged formidable blades for the King's own guard and taught the craftspeople of Heil Hofn incredible techniques to make their weapons superior to those of the King's enemy and to conquest the Clans of the northern lands.

However, as Asbjorn returned from the great raid with a bride that made him forsake the Gods, Svenn fled Heil Hofn to find shelter close to the Uppsala temple.

Today, he offers his craft and skill to those adventurers who show respect to the Æsir and Vanir, who can buy all sorts of items in his shop, including those of a more exotic make.

Svenn can forge in a month any +1 magical weapon for 1000 gp.

If the characters earn his favor or liking, he gifts them a **Sword of Skallfoss** (see page 302).

The Reef Hermit (Commoner)

"Come closer… enter the cavern… I was waiting for you."

Among the reef close to Heilf Hofn are a few sacred rocks, where lives a crippled, wise man who is said to be able to see through the mists of time.

This man, hunched and misshapen, is always covered in black clothes stitched with runes and other magical symbols. To be granted an audience with this wise man, one must leave an offer at the entrance of the cavern, usually a sacrificial animal.

In the past, he was an advisor and the court of Asbjorn and his father before him, both kings often visiting him to ask for his wise opinion. To honor him, they spoke to the population from the sacred rocks.

This wise man despised the religion of the One Flame and firmly believes that Queen Skhnat is a dangerous witch who tainted the King's mind.

If the characters listen to his words and indulge him, the Reef Hermit gifts them a **True Sunstone** (See page 302).

CASUAL ENCOUNTERS

These tables are to be considered as tools in the hands of GM, useful to break the monotony of a journey, or as a characteristic element of the geographical area to which they refer. To consult them the GM can extract a rune, the effect of which can influence the result, or launch a d6.

Each column should be the result of separate shots, according to what the GM has in mind to move the game. Each table can be modified according to the vision of Midgardr that every GM builds in the theater of his mind.

Moreover, if an event described particularly attracts the GM, he can choose it without the use of a die roll or the influence of a rune.

NORVGR - THE COASTAL AREA

ÆTT / D6	FOES	ENCOUNTERS	WEATHER
FREYJA ↑ 1	-	An errant Gothi	The sky is clear, but the air is cold
FREYJA ↓ 2	1d6 Wolves	A dying child, telling the tale of the destruction of her village at the hand of an enormous Troll	Freezing winter mist
HEIMDALLR ↑ 3	-	A group of pilgrims freshly converted to the Only Flame heading to the Community	Clouded sky, cold sea breeze, ideal for sailing
HEIMDALLR ↓ 4	2d6 Bandits	A group of Asbjorn's guards looking for a criminal	A strong wind rises from the sea
TYR ↑ 5	-	A merchant and their mercenary escort heading to the capital	It snows
TYR ↓ 6	1d2 Warg	A vessel in distress is visible from the coast	The coast is wracked by a storm

NORVGR - THE SNOWY MOUNTAINS

ÆTT / D6	FOES	ENCOUNTERS	WEATHER
FREYJA ↑ 1	1d4 Swarms of Crows	A mastiff who lost his master	A few sunrays mitigate the harsh weather
FREYJA ↓ 2	1d6 Ice Mephit	A man covered in grievous wounds dies rambling about a curse	It snows heavily and fresh snow starts coating the land
HEIMDALLR ↑ 3	2d6 Thugs	A man who forsook Asbjorn is trapped in a crevasse	The sky is clear and it does not rain
HEIMDALLR ↓ 4	2 Cave Bears	A family abandons the mountains, as life there is too harsh	The air is noticeably chilly
TYR ↑ 5	2 Winter Wolves	A rock carved with one of Tyr's runes that might mean something	Dark clouds and roaring thunders shake the mountain
TYR ↓ 6	1 Air Elemental	A Runic Branch, broken and drenched in blood	The mountains are wracked by a terrible storm

SVTJOD - THE GREAT FOREST

ÆTT / D6	FOES	ENCOUNTERS	WEATHER
FREYJA ↑ 1	2d4 Vine Blight	A group of the Blood Wolves	The sky is dark and covered by clouds
FREYJA ↓ 2	1d4 Treant	A weird looking old lady, gathering mushrooms	Light and low mist
HEIMDALLR ↑ 3	1d4 Giant Elk	A wandering Druid, looking for communion with nature	Wintery, yet not extreme, weather
HEIMDALLR ↓ 4	1 Galeb Duhr	A crazy adventurer, talking of ruins infested by spectres	A strong wind rustles the tree canopies
TYR ↑ 5	2d6 Wolves	The remains of a group of soldiers of the Odhinn's Eye who borne the Flame	Heavy snowfall
TYR ↓ 6	1 Troll of Midgardr	Troll Kidh	A storm, with hail and thunders

FENMARK - THE SWAMP

ÆTT / D6	FOES	ENCOUNTERS	WEATHER
FREYJA ↑ 1	1 Shambling Mound	A surly raftsman crosses the bog	The sun faintly peeks through thin clouds
FREYJA ↓ 2	2d4 Spectres	Corpses floating in the water	Freezing rain
HEIMDALLR ↑ 3	1d4 Swarms of Centipedes	Irreverent children	Clouded sky, although it does not rain
HEIMDALLR ↓ 4	1 Black Pudding	A crazy man, behaving more like a beast	It snows slowly but steadily
TYR ↑ 5	1d6 Dire Wolves	A group of forsaken looking for something	Thick mist
TYR ↓ 6	1 Ghost	An apparently abandoned and drifting raft	The air is biting cold and frost coats everything

JUTLAND - DRY LAND

ÆTT / D6	FOES	ENCOUNTERS	WEATHER
FREYJA ↑ 1	1d4 Corrupted Snakes (Basilisk)	A shieldmaiden (shieldmaster) riding a majestic steed	The sun faintly peeks through thin clouds
FREYJA ↓ 2	1d4 Aberrant Insect (Chuul)	Remains of a destroyed camp	Strong wind
HEIMDALLR ↑ 3	1 Corrupted Boar (Bulette)	A group of Danevirke Guards heading to the Wall	Clouded sky, although it does not rain
HEIMDALLR ↓ 4	2d6 Corrupted hen (Cockatrice)	Refugees heading to a fortress for protection	Scattered and thin mist
TYR ↑ 5	1 Awakened Tree (Treant)	A wounded rebel	Torrential rain
TYR ↓ 6	1 Corrupted Toad (Otyugh)	A wounded and terrified man rambles about the awakened dead	A dark storm looms from the south

THE SEA MIDGARDR

ÆTT / D6	FOES	ENCOUNTERS	WEATHER
FREYJA ↑ 1	1d6 Killer Whale/Hunter Shark	Fishing ships	The sky is clear and the wind is moderately strong
FREYJA ↓ 2	1d6 Wight	A ship with no flags	The wind is still, but gelid
HEIMDALLR ↑ 3	2d6 Pirates (Bandit Captain)	An approaching ship, with a clan banner	The sky is partially clear and the weather is stable
HEIMDALLR ↓ 4	1 Water Elemental	The way is blocked by icebergs and frost	It snows heavily and the cold is beyond freezing
TYR ↑ 5	2 Giant Sharks	The survivors of a shipwreck in distress	Thick fog and rough sea
TYR ↓ 6	1 Aboleth	The remains of a destroyed mighty warship	A terrible storm rises from the sea

Chapter 5

The Journey: Niflheimr

This section of the Journey is dedicated to the Niflheimr setting; the descriptions of the places and characters that the Heroes will be able to explore and meet during their journey through the Nine Worlds are reported, with an appendix on the statistics.

Niflheimr **158**
General Features 159
Map 161

The Journey on Niflheimr **163**

Encounters on Niflheimr **164**

Niflheimr

At the beginning of time, there was Ginnungagap, the endless pit, the abyss of abysses. Two forces were born from its bottomless void: the First Fire and the Primordial Ice. The first shaped the World of Muspellsheimr, the second giving birth to Nilfheimr.

Placed northernmost of Midgardr, Nilfheimr is the realm of the Primordial Ice, constantly whipped by the winds and frost storms and covered in a milky layer of icy snow. Eleven rivers run its length, the Élivágar or *"Frozen Waves"*, formed at the beginning of time. They grew so distant from their spring that they froze and became poisonous.

They come from Hvergelmir, the *"Thundering Cauldron"*, an immense pit opening at the center of the realm, its content boiling furiously and its howls echoing all across the World.

Deep within Hvergelmir sinks one of the enormous roots of Yggdrasill, the Ash Tree of the World, feeding from its restless waters.

Tall mountains rise from the plains, providing natural shelter to the giants roaming these lands. They are Hrímþursar, Frost Giants, direct descendants of the towering Ymir.

They are scions of Bergelmir, the one who survived the massacre of first generation of giants at his father's hand. Hrímþursar live in tribes, wandering the endless ice wastes and, although they are known to remain in the same area for relatively long periods, they do not cross the rivers that surround their lands.

When they do, however, they are aware that meeting with other tribes means trespassing into their territories, which can only lead to war.

As they live alongside others of their kind and dead creatures and feed on poisonous ice and salt, Hrímþursar are extremely aggressive.

They are also known for relishing in acts of cannibalism in the wake of particularly violent fights.

Lost within the fog and ice, lies Gnipahellir, the cavern that connects Nilfheimr to the Realm of Hel.

As it is the only way out of this place, its entrance is littered with the countless corpses of those who looked for a way to escape.

General Features

Weather: Extremely cold. Without proper equipment, the characters must pass a **DC 15 Constitution** saving throw every hour or suffer one level of exhaustion.

Lighting: The eternal flame of Muspellsheimr is reflected off the snow, through the fog, allowing for 180 ft. of difficult vision.

Sounds: The crunching of boots on snow, the distant flow of a river, the constant howl and hiss of the wind.

Terrain - Plain: Although there are no roads or paths, travel pace remains normal in this part of the World.

Terrain - Mountain: The steep slopes of the mountains are challenging to climb, counting as difficult terrain.

Terrain - River: Wading the waters and sailing on them are impossible.

Terrain - Sea: Extremely hot. Even with proper equipment, the characters must pass a **DC 15 Constitution** saving throw every 180 ft. of travel or suffer one level of exhaustion.

The Grey Mountains

Extremely tall, snowy peaks, clustered in isolated ranges of steep mountains split the land of Nilfheimr between the plains of the Élivágar rivers. Ancestral home of the Frost Giants, who love hiding there while waiting between migrations, they are riddled with caverns, caves and shelters where those not used to the poison cannot survive.

The price for taking refuge from the storms outside of there is dear: almost every rock sheds sleet that finds its way into the caverns, filling them with lethally poisonous fumes.

In spite of this, it is easy to find Aptrgangar not only while traveling through Nilfheimr, but also here. Being on the path of such creatures never leads to any good: their ferocity and determination in being reunited with the goddess Hel are such that nothing will stop them.

Not they have much to lose, anyway…

Élivágar, the Frozen Rivers

Slabs of ice grind one on the other, like massive bones, their friction howling and spreading a dense hail of ice shards and toxic poison.

Sight beyond even a few dozens of feet from the banks is made impossible by the thick and poisonous fog.

Their flow is wide and deep, averaging each of the Élivágar at a width of 210 ft. Crossing them is possible, although extremely dangerous, as breathing the fumes is deadly for both body and mind. If a character tries to cross one of the Élivágar, they must pass a **DC 17 Wisdom** saving throw every 30 ft. On a failure, the Game Master casts a rune; if it is upright they check the **Poisons Chart**; if it is reversed, they check the **Mental Damage Chart**.

These rivers were born at the beginning of time, when the frozen palls surrounding Nilfheimr were melted by the burning waves of Muspellsheimr, raining down as caustic water. Such substance, called Eitr, is poisonous and is the reason why the vast majority of the Jotunkind born from it is aggressive and evil.

On the map, starting from the north clockwise, the eleven rivers are: Gjöll, Svöl, Gunnthrá, Fjörm, Fimbulthul, Slidr, Hríd, Sylgr, Ylgr, Víd and Leiptr, each naming and feeding a hrímþursar tribe.

The best known of the rivers is Gjöll, the closest to Gnipahellir, the cave to the Realm of Hel and the one crossed by the River of the Dead.

Gjöll, after entering the atmosphere of Helheimr, is twisted by the influence of the dreadful Queen of Hell, becoming the deadly river of swords.

Hvergelmir, the Boiling Sea

Born from the liquid gushing from the horns of the stag Eikþyrnir, it is one of the three springs at the foot of Yggdrasill. Source of the Élivágar from the center of Nilfheimr, the well of Hvergelmir is an immense sea, boiling within the ice, at the center of which rises a massive column of steam.

Alongside it, the coasts are irregular raft-like slabs of ice, floating on the warm water. It can be crossed, although at great peril, as it is extremely easy to fall underwater and be buried below the ice.

The pak is a dangerous place, so when walking from one slab to the other it is better to be extremely careful. If one were to fall into the water, they would suffer gravely. The farther from the coast, the higher the temperature, so much that directly crossing the sea is impossible.

The air is toxic, the heat is intolerable and the thick pall of steam eliminates all possible points of reference.

The River of the Dead

The mortal remains of those who died in disgrace, loathed by the gods and spiteful of their rules, rise again in Nilfheimr, still bearing the clothes and items they did when they fell.

These cyanotic corpses, their eyes milky and their appearance shriveled, rise from the omnipresent coat

of sleet and wander, looking for Helvegr, the path to the Realm of Hel.

Gathered in one roving host, they appear like an imposing greenish tide, slowly drifting towards Gnipahellir, new corpses coming from all around Niflheimr to bolster their ranks.

Being scorned in life, one cannot expect much from them, even in death. They are not aggressive, but can become ferocious if prevented from finding Helheimr.

Gnipahellir, the Cavern

This tunnel connects Nilfheimr to Helheimr and is home to Helvegr, the magical path all the risen dead must walk.

The cavern is located in a hilly area in the northern region of the world, close to the river Gjöll and not too far from the relative hrímþursar tribe camp. This ridge looks like an imposing mountain of white snow from afar. Closing in, however, it takes the form of a cavity as dark as the starless night, made of smooth, black onyx, plunging into the depths of Nilfheimr.

The winds, normally extremely loud, now are unnaturally still, leaving only silence and a deep, dull rumble from deeper within the cavern in their absence.

The tide of the dead enters the cavern and steadily drifts forward, disappearing from sight a few hundred ft. from the entrance. Inside, there is no wind, only cold emanating from the dark stone.

Entering the cave is challenging: the floor and walls are smooth and slippery, without footholds for those who wanted to climb.

Without climbing equipment, attempting characters would be slammed onto the floor by violent bursts of air just a few ft. from the entrance of the cavern, to the point where keeping an erect stance is a challenge.

Characters equipped for the task can attempt a **DC 15 Strenght (Athletics)** check with disadvantage every 30 ft. to climb up the gorge. Failure means a quick fall down to the darkest depths of the cave.

On the other side of the cavern, lies the realm of Helheimr.

Hrímþursar Camps

Frost Giants are despicable creatures, poisoned in both body and mind by the ice they feed upon.

They treat as "non-hostile", since "friends" would be too complex a concept for their intelligence, only those who belong to their tribe… and sometimes not even their own.

Their endless wandering and the scarce food tire them greatly. When they choose to stop somewhere they think is good for resting, they gather in small groups a few dozen ft. apart and fall asleep into the snow. Each tribe is named after the river running in their plain, consequently leading to many misunderstandings that culminate in ferocious feuds.

Upon arriving in one of their camps, one can find 4 to 8, fifteen feet tall, heaps of snow, each three or for hrímþursar deep in their slumber.

Generally, in such camps movement is scarce and the giants sleep as long as they deem necessary.

Only rarely a Jötunn thinks they have unresolved matters with their kin and pretend to be deep in slumber, then to stand up as the others sleep. It is in that moment that the poisonous ferocity accumulated in centuries is unleashed with glacial violence, followed by acts of heinous cannibalism.

Meddling with such camps is never a good idea, moreover if not made of ice and salt: any other food source would wake the whole, hungry tribe.

Hrímþursar from Gjöll

Unlike their cousins, the hrímþursar from Gjöll did not have the luck of wandering the plains, as their camp is on an island in the middle of the river. They fortified it with salt and dug caves in the very ice that feeds them, connecting them with tunnels in what looks like an underground city, their community now unassailable from the outside.

The Caves of Eitr

Close to the coasts of Hvergelmir to the northeast and the springs of the Svöl river to the south, low hills rise from the water. Covered in a greenish layer of ice, at a distant glance they look like they are riddled with caverns.

The stretch of sea that separates this isle from the plains can be easily covered on foot.

Once on firm ground, the majority of what looked like caves in the distance are indentations in the rock or canals emanating poisonous fumes. Trespassing is akin to a death sentence: a character must pass a **DC 17 Wisdom** saving throw every 30 ft., casting a rune on a fail. If it is upright, check its result on the **Poisons Table**; if it is reversed, check the result on the **Mental Damage Table**.

Only a close investigation can reveal that one of the depressions in the rock is an actual cavern, apparently leading below the sea level.

The intricate cluster of tunnels making up the inside of the Caves of Eitr is complicated to comprehend.

0
MILES
50
Leiptr
Gjöll
Svøl
GNIPAHELLIR
HRÍMÞURSAR FROM SVØL LANDS
HRÍMÞURSAR FROM GUNNTHRÁ LANDS
HRÍMÞURSAR FROM LEIPTR LANDS
HRÍMÞURSAR FROM GJØLL CAMP
Víd
Gunnthrá
HRÍMÞURSAR FROM FJØRM LANDS
HRÍMÞURSAR FROM VÍD LANDS
Fjørm
Ylgr
HVERGELMIR
HRÍMÞURSAR FROM YLGR LANDS
HRÍMÞURSAR FROM FIMBULTHUL LANDS
Sylgr
Fimbulthul
HRÍMÞURSAR FROM SYLGR LANDS
HRÍMÞURSAR FROM HRÍD LANDS
HRÍMÞURSAR FROM SLIDR LANDS
Hríd
Slidr

Tunnels and shafts of varying size twist and coil one on the other, in a descending spiral. On its floor, many tens of feet deep, lies a hemispherical grotto almost forty feet in diameter, dense with a pall of poisonous dust, almost invisible to the naked eye.

The majority of its perimeter is lined with the green and bluish skin shed by a gigantic serpent. At the center of the place, hanging from the ceiling and bolted to the ground, the characters see two pairs of broken chains.

The area is completely devoid of any valuables and highly dangerous, because of both the poison and the potential presence of a dangerous snake.

Poisons Table

Nilfheimr is the quintessential realm of ice, although it is not made up of water, but Eitr, a form of energy that exists since the dawn of time and poisons the body and mind of those who are not used to it. Cast a rune to determine the effect on the following table.

Ætt / D6	Effect
Freyja ↑ 1	The character is scalded by the exhalations, suffering 5d6 poison damage.
Freyja ↓ 2	The character suffers from painful spasms, rolling to hit with disadvantage until the next long rest.
Heimdallr ↑ 3	The character's body falls limp under the effect of the *Feign Death* spell.
Heimdallr ↓ 4	The character is riddled with pustules and pocks and is under the effect of the *Contagion* spell.
Tyr ↑ 5	The character is wracked by painful hallucinations, suffering disadvantage to their saving throws until the next long rest.
Tyr ↓ 6	The character inhales the mephitic fumes, suffering 5d6 acid damage.

Mental Damage Table

Eitr energy does not only poison, but it also corrupts the minds of those unused to its contact. Cast a rune to determine the effect on the following table.

Ætt / D6	Effect
Freyja ↑ 1	The character is not able to speak until the next long rest
Freyja ↓ 2	The character's sight clouds, imposing disadvantage to all their attack rolls until the next long rest.
Heimdallr ↑ 3	The character suffers from mild amnesia and is under the effect of the *Confusion* spell.
Heimdallr ↓ 4	The character hears voices around them and is under the effect of the *Compulsion* spell.
Tyr ↑ 5	The character is wracked by painful hallucinations, suffering disadvantage to their saving throws until the next long rest.
Tyr ↓ 6	The character must spend their next action attacking the closest creature.

THE JOURNEY ON NIFLHEIMR

The characters wake up in the cold of the plains between the mountain ranges, close to one of the rivers, in the northern regions. It is advised to make the characters' journey begin in the proximity of one of the caves of the Grey Mountains, between the Svöl and Gunnthrá rivers. The environment is definitely hostile and to orientate themselves the characters must pass a series of **DC 17 Wisdom (Survival)** checks, lest they lose their way and stumble upon numerous perils.

As the fog hides any point of reference even a few feet away, the only visible landmark is the immense root of Yggdrasill that connects the vastness of the firmament to the icy ground. By following it, the characters will inevitably reach the wide salty sea at the center of Nilfheimr. From its shores, the unusual hills of the Caves of Eitr will catch their eye.

From one of the isles, whether they have been in the Caves or not, they will be able to see one of the offshoots of the River of the Dead heading north along the shore. If they choose to follow, then they will be led to the caverns of Gnipahellir.

Once the characters will enter Gnipahellir, the will reach the 8th level.

Aptrgangar

"Those who walk after death", the dead who committed heinous acts in life and so wake up in Nilfheimr. However, their destiny is not joining the River of the Dead and move to Helheimr. Instead, they will remain in the frozen limbo of this realm.

Their appearance is that of any other dead person. Frozen body, cyanotic limbs, their eyes milky and apparently incapable of perceiving reality around them.

In truth, their mind is akin to sleeping, waking back up at the barest stimulus. If they sense anything around them, they attack ferociously with the tenacity of the dead. Often, their enemies are the Frost Giants, who, stumbling upon these lifeless bodies, take them for food and quickly devour them.

Aptrgangar

Medium undead, any dishonorable

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	9 (-1)	9 (-1)	12 (+1)

Armor Class 14 (studded leather)
Hit Points 50 (7d8 + 21)
Speed 30 ft

Skills Perception +1, Stealth +4
Damage Resistances bludgeoning, necrotic, piercing and slashing from non magical attacks
Damage Immunities cold, poison
Condition Immunities exhausted, incapacitated
Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 3 (700 XP)

Undead Nature. Aptrgangar do not need to breathe, eat, drink or sleep.
Light Sensitivity. As long as they are exposed to sunlight, 'Aptrgangar suffer disadvantage to attack rolls and sight-based **Wisdom (Perception)** checks.

ACTIONS

Multiattack. Aptrgangar make two greatsword attacks. They can use their Deathly Frost in place of a greatsword attack.
Deathly Frost. *Melee Weapon Attack:* +4 to hit, range 5 ft., one target. *Hit:* 5 (1d4+3) necrotic damage plus 6 (2d6) cold damage. The target must pass a **DC 13 Constitution** saving throw or their hit point maximum is reduced by an amount equal to the necrotic damage they took. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces their hit point maximum to 0.
Greatsword. *Melee Weapon Attack:* +5 to hit, range 5 ft., one target. *Hit:* 11 (2d6+3) slashing damage.

Hrimþursar

Hrimþursar, *"Frost Giants"*, are the true dwellers of Nilfehimr and one of the major Giant kins alongside the Muspellsmegir, the Fire Giants.

With them, hrimþursar share the descendance from the first giant, Ymir, who gave birth to them from his feet.

Of that first generation, drowned in the blood of their own father, only Bergelmir survived, finding shelter on a hollowed trunk he used as a raft to escape and make his legacy last through the centuries.

Their sturdy frames vary in size, with the youngest being barely 7 ft. tall while the oldest towering 14 or 15 ft. above the ground.

Their arms reach well beyond their knees and their legs are thin, if compared to their massive torso and broad, stalagmite-covered shoulders.

Covered only in ice crystals, they have neither clothes nor weapons, using salt blocks they dislodge from the very ground as projectiles.

When conflict sparks between tribes, it starts with a thundering exchange of salt blocks, used as both weapons and as a warning.

Then, both factions slowly close one onto the other, as if gathering their wrath to unleash upon their intruding cousins. When in melee, hrimþursar hit one another in blind abandon, with their bare fists, in an attempt to break the ice that covers their opponents and rend flesh.

Once the fight is over, the winners are known to feast upon the corpses of the vanquished.

Hrímþursar (Frost Giants)

Large giant. chaotic dishonorable

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	21 (+5)	7 (-2)	10 (+0)	10 (+0)

Armor Class 15 (natural)
Hit Points 700 (10d12 + 350)
Speed 45 ft.

Saving Throws Cha +3, Con +8, Wis +3
Skills Intimidation +3, Perception +3, Stealth +3
Damage Immunity frost
Senses passive Perception 13
Languages Common
Challenge 5 (1.800 XP)

Natural Camouflage. When in Nilfheimr, Hrímþursar roll **Dexterity (Stealth)** checks with advantage to hide in the terrain.

ACTIONS

Multiattack. Hrímþursar make two Slam attacks.
Slam. *Melee Weapon Attack:* +8 to hit, range 10 ft., one target. *Hit:* 18 (3d8+5) bludgeoning damage.
Rock. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Hrimpursar

Niflungar

The *"People of the Mist"* is mentioned in many legends, stories told with enthusiasm at banquet halls or whispered with fear at night around the embers of a campfire on Midgardr.

There is true answer answer about who the Niflungar are, but it is said of the great hero Sigurd who conquered a treasure and its eternal curse. Some claim they come from Nani; an ancient and powerful dwarven kingdom located in forgotten places and surrounded by mist but of which no trace has ever been found.

Other, more sinister, sources speak of bodies of dvergar without rest, brutally slaughtered for no known reason.

Niflungar

Medium humanoid (dwarf), any dishonorable

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	12 (+1)	10 (+0)	12 (+1)

Armor Class 14 (hide)
Hit Points 80 (10d8 + 10)
Speed 25 ft.

Skills Deception +5, Stealth +4
Damage Immunities cold
Damage Resistances poison
Senses darkvision 120 ft., passive Perception 10
Languages Common
Challenge 3 (700 XP)

Dwarven Resilience. The Niflungar rolls saving throws against poison with advantage.
Light Sensitivity. When exposed to sunlight, the Nifungar suffer disadvantage to attack rolls and sight-based Wisdom (Perception) checks.

Actions

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) piercing damage. The target must pass a **DC 14 Constitution** saving throw or suffer 24 poison damage. If they fail by 5 or more, they are poisoned for 1 hour.
Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 3) piercing damage.
Petrifying Mist. The Niflungar summons a gelid mist around a creature within 30 ft. of them that they can see. That creature must pass a **DC 14 Constitution** saving throw. If they fail, they start to magically turn into stone and are restrained. The creature must repeat the saving throw at the end of their next turn; on a success, the effect ends. On a failure, they are petrified for 24 hours or until they are freed with a greater restoration spell or other magic.

Chapter 6

The Journey: Helheimr

This section of the Journey is dedicated to the Helheimr setting; the descriptions of the places and characters that the Heroes will be able to explore and meet during their journey through the Nine Worlds are reported, with an appendix on the statistics.

Helheimr **168**
General Features 168
Map 171

The Journey on Helheimr **174**

Encounters on Helheimr **176**

Helheimr

In the darkest and most distant land of the universe, at the extreme north, lies a desolate land, whipped by the winds and battered by rain. It is Helheimr, the domain of the fascinating yet terrifying Hel, queen of the dead.

This realm is tied to Nilfheimr by the cave Gnipahellir, allowing those who have committed grave crimes or died without fighting to pass from one world to the other.

This land is a great, malodorous swamp, dominated by the sweetish stench of decay. Infested with slimy and slithering creatures and branches similar to skeletal arms rising from the bog, a thick pall of mist shrouds the swamplands.

Neither the gaze of sweet Sòl nor the caresses of pale Mani reach here. There are no stars to show the way and the laws of the gods lose their meaning in this realm of desperation. There is nothing for a mortal here; no light, no joy, no hope.

General features

Weather: Constant rain, high humidity and intense cold.
Lighting: None. Visibility is reduced to 0 ft. What follows is for the eyes of the Game Master only, so that they can convey a claustrophobic and riveting experience.
Sounds: The light drumming of water on the swamp and the wind hissing and howling between the rocks.
Terrain - Swamplands: Walking in the slimy water is difficult and progress is slow. While in water, all Dexterity saving throws are rolled at disadvantage.
Terrain - Beaches: Walking on the dense layer of sand is difficult and progress is slow. Running or moving at a faster pace requires a **DC 15 Strength (Athletics)** check.
Terrain - Underground: The smooth yet muddy floor makes progress slow. Running or moving at a faster pace requires a **DC 15 Dexterity (Acrobatics)** check.
Terrain - Gjöll: The river cannot be crossed without suffering 2d6 slashing damage every round and rolling a **DC 15 Strength (Athletics)** check at disadvantage.
Terreno - Nidafjoll: The river cannot be crossed without being dragged away by the stream, suffering 5d6 slashing damage every round and rolling a **DC 17 Strength (Athletics)** check at disadvantage.

Terrain - Linnormr's Nests: The smooth yet muddy floor makes progress slow. Running or moving at a faster pace requires a **DC 15 Dexterity (Acrobatics)** check. The air is dense with mephitic vapors and is incredibly poisonous. Every turn, characters must pass a **DC 12 Constitution** saving throw or suffer 3d6 poison damage.

THE SWAMPS

Stagnant, brackish water, emanating putrid and oily fumes. Its depth varies from a few inches to many feet and every now and then there are patches of solid terrain.

The swamp floor is so muddy and dense, covered in thick moss that oozes a viscous substance. Finding a strong grip for walking is difficult.

Every now and then, figures similar to giant skeletal fingers reach for the sky out of the ground. They give the impression of being made of wood, when instead they are veined stone. The trees of this realm are sculptures the goddess Hel had placed to adorn her domain; a feminine touch, one could say.

Rain constantly falls down from the sky, sometimes hard, sometimes thick, often heavy, never light. Humidity and cold bite without mercy and those unlucky enough to stay for more than 6 hours without a shelter must pass a **DC 17 Constitution** saving throw or suffer one level of exhaustion.

The waters are inhabited by the progeny of the great lindworms, smaller than their ancestors, but equally deadly. They are attracted by heat, since the environment is so cold and humid and a light or the heat of a body would instantly attract their attention.

If a character stays for more than an hour in the water, an immense snake will rise from the water and attack the characters (use the characteristics of the **Hydra**)

Although the whole surface of this realm is swampland, the serpents are its lords, in the bog that separates Gnipahellir from Náströnd flows a river of corpses from the cave to the sea. The dead, as those in Nilfheimr, become aggressive if prevented from walking their path or otherwise disturbed.

THE SEA OF THE DEAD

An endless tide of cyanotic corpses, stacked one on top of the other, slowly moves on, a host of white faces that spills onto the beaches, falling and rolling before walking again, one wave after the other.

This is the Sea of the Dead, the endless host of those who await the ship of Ragnarok. Husks without a will, drained by the eternal ice they condemned themselves to after a dishonorable life. Ever watchful sentinels, refugees left for dead on the shore, look-outs waiting for their vessel, they came from the realm of endless ice, going to a sea of stars crashing on a beach of mist.

Characters cannot swim in this sea; the moment they enter the waters, tens of hands grasp them and drag them to the bottom. To break free of such grasp, one must pass a **DC 21 Strength (Athletics)** check and, each round spent underwater, a **DC 16 Constitution** saving throw or suffer one level of exhaustion.

NÁSTRØND

Crystal dust from the frozen sea settled down after hitting the shores of this realm, the bank crawling with the corpses exiled to Helheimr through Gnipahellir and destined to the sea.

Crossing the host of the dead without disturbing their vigil is impossible. If something other than them were even to approach, they would turn as one to face the threat and would approach it, shambling like zombies. Engaging them in battle is pure folly, as their survival instinct remained in their world of origin.

Among these bodies, however, crawl infamous creatures, servants to the monstrous Níðhöggr, who drag corpses away to the great Lindworm. This large dragon is wedged into the root of the Worldtree, which extends from the skies to the heart of this world, and cannot break free. The creature is eager to feed, its hunger insatiable, and to find something to unleash its wrath upon, so its servants pile their findings close to him.

These servants are not particularly bright and take the living and the dead alike. The Lindworm, in fact, awaits only to be freed to devour everything.

Nidafjoll

A mountain range rises from the northernmost reaches of the world, one of the steepest ridges, reaching for the sky like the waves of an ocean. Climbing those slopes is extremely difficult, but the reward is well worth the effort; from those cliffs, way beyond the putrid marshland, lies a plateau from which to take in the best vista in this world.

Numerous caverns open in the sides of the mountains. Although many are mere bumps in the terrain, two hide the lair of the Lindworms, such as the Lair of Svafnir. For more information, see *Linnormr's Dens* paragraph on the matter.

The other is the cave the cosmic serpent Níðhöggr comes from. Deep within those mountains lie the numerous skin sheddings the Lindworm left behind during its evolution. Although it is said that such material is extremely durable and even magical, nobody ever managed to recover some.

Gnipahellir

The tunnel linking the realm of Nilfheimr to that of Helheimr looks like a dark hole in the ice, sheltered from the wind by a frozen and bare hill. Rows of stalagmites and stalactites at its entrance make it look like an enormous black monster, its jaws gaping open.

The descent is steep, made all the harder by a thick layer of slippery ice. Without proper equipment, progress is still possible, although it requires a **DC 17 Strength (Athletics)** check. Climbing back, instead, is impossible. The inside of the tunnel is dark, as the onyx-like and yet cold stone does not allow light to flow.

By passing a **DC 15 Wisdom (Perception)** check, the characters notice a metal ring right above the entrance to which was fastened an enormous chain that disappears in the mist a few feet away. The other end of the chain imprisons Garmr, who attacks with its renowned murderous wrath all those not deemed belonging to the River of the Dead.

After a **DC 15 Wisdom (Asatru)** check, the characters remember tales about Garmr: it is possible to escape the hellish hound only by wetting a morsel of bread with one's blood, as the creature is well beyond the capability of any Midgardian character.

Gjøll

The River of Swords splits this realm in twain, passing by the Nidafjoll to the north and the Sea of the Dead to the south. Roughly two miles away, characters hear a weird metallic tinkling that turns into a strong noise of metal grinding against metal. When finally they reach the banks of the river, the characters see a kilometer-wide flow of swords, crossed by a golden bridge further downstream.

Gjallarbrú

An elegant structure with a shining parapet, the Golden Bridge crosses Gjöll. Large enough to be seen from anywhere along the river banks, it is the only way to cross the stream, flowing then to the Sea.

As the swamps are on rough terrain, the corpses arrive at the bridge in small groups. Its guardian is Móðguðr, "Battle Wrath", a formidable woman whose duty is to watch over those walk the bridge. Suspicious people are interrogated by the imposing warrior, who is always ready to punish the undesirables or those behaving in a dishonorable way.

Nagrind

At first sight, it looks like a small hill a few dozen feet tall, its top flat, almost as if blunted. Upon closer investigation, one can see it is covered in weird, moving shrubs, which turn out to be arms growing out of the surface of what is a mound of broken, mangled bodies.

An impressive wall, crawling with the arms, legs and faces of the corpses who did not arrive at the sea and so were used in the defenses of the royal palace of this world, forming the Wall of Corpses. Those who investigate could be grappled by many pairs of hands and be torn to shreds by many tens of mouths.

Éljúðnir

The Fortress of the goddess Hel rises not far away from the place where the root of the Worldtree meets this realm. Surrounded by the invalicable Wall of Corpses, a faint greenish luminescence surrounds the mists shrouding it.

The only passage that allows crossing Nagrind is the Gate, a thick fence of mystically interwoven bones from which it is possible to see Éljúðnir, an enormous, multi-storied building. Many wings join on a central, rectangular structure, called höll. Like the palaces of Midgardian kings or the Frankish emperor, these numerous environments are dedicated to the most different functions.

0 MILES 100
NIDAFJOLL
ORMGUDINNA'S DWELLING
NAGRIND
Éljúðnir
DRAUGR'S HUT
GJÖLL
GJALLARBRÚ
GNIPAHELLIR
NÁSTRÖND
SEA OF THE DEAD

The west wing hosts the local garrison, with its sleeping quarters and the armory. There are **22 draugar (corporeal)**, guards ready to intervene at the first sign of danger. In the east wing are the guesthouse and quarters for more important guests.

The north wing, instead, leads to the internal cloister, a rectangular colonnade that surrounds a marvelous stone garden, with skeletal sculptures mimicking trees and flowers. Here are situated the private chambers of the lady of Helheimr, a large room in which rises Kor, the *"decaying canopy bed"* draped in Blikjandabol, or *"lucent disaster"*. A translucent curtain that emits a faint light blue radiance, it is the way the queen chose to defend her sancta sanctorum, as nobody is allowed in that place.

Whoever gazes at the bed sees a most beautiful woman through the curtain calling to them. If the victim fails a **DC 25 Charisma** saving throw, they are charmed and move to the bed, trying to embrace Blikjandabol, ending up crushed and poisoned. Each round, a charmed victim must pass a **DC 20 Constitution** saving throw or suffer 8d8 bludgeoning damage, halving on a success, and 6d8 poison damage, halved on another successful **DC 17 Constitution** saving throw. To break free of Blikjandabol, a character must pass a **DC 20 Strength (Athletics)** check.

At the center of this maze of rooms is located the main body of the palace, the höll, where Hel holds her court. She sits on her throne and keeps a watchful eye on her kingdom, judging the newly arrived and emanating her sentences. On the staircase leading to her throne lies Ganglati, a frost giant always ready to bring all his might to bear if he felt his Queen in danger.

The palace guards are at his beck and call, six draugar rushing to his aid was he to call for them.

Below the höll are the dungeons, a maze of rooms and hallways where are the prisons, torture rooms and Hel's personal treasury. Within, the Queen keeps the untold riches she took by force or deception from the forsaken dead that crossed her Realm.

THE DRAUGR'S HUT

In a particularly putrid place of the bog lies a shack, with a crude outside table and a few benches. The wooden door is securely tied to its hinges, with no sign of life coming from the inside, and the only two windows of the building have no shutters.

The walls are missing a few boards every now and then and the roof is in a bad state of repair, although it could work as a shelter from the incessant rain. Inside, the furniture of the only room is simple and the stench of corpse and decay is so strong it almost covers the putrid smell of the swamp.

The owner of this house is a draugr, a revenant, a dead brought back to life by its own force of will. As he could not escape this new condition, he attempted to make his dwelling more hospitable hoping to find somebody to use as a means of escape or at least as a food source. As his most frequent meal is corpses from the River of the Dead, he is completely deranged and unreliable.

Should somebody arrive (in his madness he believes that the Lady of Hel herself will visit him) he will hide behind the door to assess the poor incoming soul. If he thinks they are weak, he will wait for them to enter the house to try eating them. Otherwise, he will attempt to strike a deal with his "beloved guest" to help them flee from this place and get back to his true home.

Ormgudinna's Dwelling

From afar one would think a frost giant is sitting on a clod of dirt in the swamp. Upon closer inspection, it is revealed as an enormous albino willow tree, its trunk and leaves coated in a viscous and dense, tar-like, substance. It appears this tree contains a house, recognizable by a small door at its base, open on the faint glimmer of a kitchen hearth.

From the top of the tree, split in half, spreads greyish smoke and the smell of burnt logs. This is the dwelling of the Lady of the Beasts, an ambiguous entity who can hardly be trusted. She does not like novelty and thinks that the cycles of time are a source of wisdom. Ormgudinna uses the statblock of a **Night Hag**, including the coven powers.

Linnormr's Dens

The dens of the cosmic serpents are similar in construction. They twist from a central chamber deep in the rock and spiral their way back to the surface in progressively wider tunnels, looking like immense caverns. Depending on the nature of the Lindworm that dug them, they are inhabited by other creatures and filled with natural traps.

1. **Svafnir**, *The Slumbering One*: its den lies within Nidafjoll and is made of many spires and tunnels similar to the shapes of a smoke cloud. The serpent loves retreating in one of the side galleries waiting for its victims to delve deeper before annihilating them with its poison. This way, escape is only possible either by fleeing deeper and deeper in the tunnels or fall to the serpent's breath.
2. **Níðhøggr**: its Nidafjoll den is uninhabited, a crushing sense of desolation afflicting any visitor as if the very absence of the linnormr made those tunnels even more haunted.
3. **Grabakr**, *the Grey-backed*: its dwelling lies in the southern mountains, beyond Gjöll. Grabakr's immense build prevents him from living below the surface, so it learned to meld with the environment. As long as somebody does not step upon it, it is impossible to realize to be walking on the back of this imposing linnormr.
4. **Ofnir** *the Coiling One*: the burrow of this monster is in Gjöll's estuary, its entrance completely submerged in frozen water and made inaccessible by the falling swords. Beyond such hellish place lies an ever-changing spiral of frozen sand and daggers. The linnormr tends to crush those unfortunate enough to travel its caverns as it rushes through them at great speed.
5. **Moinn**, *the Beast of the Moor*: the smallest and calmest of the cosmic serpents, who hid the entrance of its den among the shadows of the root of Yggdrasill to the west of Gjöll. As it is invisible to the outside, those who fall in it realize too late they found themselves in a deadly trap since the linnormr does not take it well to intruders in its lair when it returns from hunting.

THE JOURNEY ON HELHEIMR

The characters took the Gnipahellir from Nilfheim and, after a long and dangerous journey along the River of the Dead, they finally left it. Only darkness awaits them, with the incessant drumming of rain on water and the distant rumbling of backwash.

The entrance is littered with bones and excrements, the area evidently inhabited. Perhaps, a large, wild animal lives in here. If the characters are not cautious, they will meet Garmr, the infernal hound (see page 176).

Once they have escaped the gaping maws of this terrifying beast, the characters are swallowed by the darkness and the rain. They are able to cross the Swamps only relying on their hearing: Gjöll, Náströnd and Níðhöggr make dreadful sounds the characters can use as references for orientation. Each half an hour within the Swamps the group must pass a **DC 17 Wisdom (Survival)**, with disadvantage if they are not relying on hearing, or they will be lost.

When on the banks of the River of Swords, then, they can see the faint glimmer of a brazier in the distance, Gjallarbrù, the Golden Bridge, and its guardian, Móðguðr, "Battle Wrath". Recognising them as living people, when the group reaches the entrance of the bridge she will ask them what is their destination and the reasons they wish to reach the other side.

Móðguðr's questions have no right or wrong answers, she just wants to play with them. However, she does not accept trivial answers, unworthy of heroes looking for the favor of the gods. If questioned she tells the group:

- Somebody already crossed Gjallarbrù, somebody "whose step shook the bridge like five hosts of the dead".
- To leave Helheimr, they should look for the Æsir who rides Sleipnir, who must know the way for sure.

To cross the bridge, the characters have three options:

- Móðguðr will ask them for a tribute. If each character is willing to throw his weapon into the river of swords, he declares that he is willing to let them pass.
- If the characters face it, once it has dropped to 0 PF, Móðguðr will not die but will let them pass, recognizing their value.
- If a character is so brave that he tries to seduce her by kissing her, after a violent punch that will make him lose consciousness, Móðguðr will reward his courage by letting them pass.

From there, delving deeper into the swamp, the group would reach the Palace of Hel, after finding a way around the massive Lindworm trapped within the root of Yggdrasill.

Hailed by the sound of enormous jaws rending piles of corpses limb from limb and passing a **DC 15 Wisdom (Survival or Asatru)** check, the group understands that the direct route is not the wisest. To get to Éljúðnir, they should find a way around the obstacle. Following that route, they will find the Nagrind, although its Gate is not easy to see. By circling the Wall of Corpses, they will meet a fierce-looking warrior, an imposing eight-legged stallion at his side.

He introduces himself as Hermóðr, son of Odhinn, tasked with rescuing Baldr from the realm of Hel. The characters found him wondering if his horse can jump high enough to vault over the Wall. Confident in the help of the group, he suggests the group to request an audience with the Queen.

However, Hermóðr does not know that Loki made so the characters could enter Hel's castle so they could win Baldr's trust and be brought to Asgardr. In fact, both the Gate itself and the Palace doors will open by themselves, without the barest of sounds, a clear sign the group is expected.

When they enter the imposing palace, the characters immediately realize they are not alone. Ganglati was not warned of their arrival and is not inclined to talk, 6 aggressive **draugar (corporeal)** (see page 133) materializing at his will.

Should the fight prove too difficult for the characters, Hermóðr rushes to their help riding Sleipnir. Once the six creatures, Ganglati lets the group in and returns to sleep, lazily leaning into a wall, as the Æsir continues his search for Hel.

A smug clapping comes from the inside of the höll, where an elegant warrior looks in the direction of the group. His skin the color of pearl, his hair and beard white and his eyes light, his pallor is almost a source of light in of itself in such a grim and hostile place.

His light blue tunic is a strong contrast with his large leather belt, its buckle a wide wheel chased and embossed

to look like a sun. By passing a **DC 12 Wisdom (Asatru)** check, he is recognized as the god Baldr.

Alongside him, a revolting figure, even more so if compared to the beauty of the god. Its rotting body the size of a half-giant and its rough skin an agate-hued cobalt, it wears frayed and tattered clothes.

It welcomes the characters with a revolting grin of rotten and yellowed teeth, introducing itself as Ganglöt (**Jötunn**, see page 261) and inviting the group to sit at the table at the center of the höll. A sad parody of a Midgardian feast awaits the characters, putrid flesh in place of roasted meats and swamp water instead of flowing bear, the giant's cackling the only battle song.

Turning down the invite is impolite and would be met with a battle. Ganglöt, enraged, would summon the four giant snakes hidden among the beams in the ceiling to attack the group.

Should the battle turn in Ganglöt's favor, it would force the characters to eat. On the contrary, the giant would flee from the hall, cursing the group and their dishonorable behavior. Eating at the table poisons for an hour and imposes a **DC 15 Wisdom** saving throw, placing the target under the effect of the suggestion spell on a fail. If so, the charmed person keeps eating for the next eight hours.

The Æsir Baldr, whose behavior is clearly unusual, ate the poisonous meats and now is under the effect of the spell himself. To free him from such condition, a successful **DC 17 Intelligence (Arcana)** or **Wisdom (Asatru)** check reveals he must be fed food cooked the Midgardian way. Once he recovers, he thanks his new friends, telling them he is now a guest of the Queen of Helheimr and cannot leave this world without her permission.

As a reward, he gifts Draupnir, the golden ring he wore when he was burned alive, to the characters so they bring it back to Odhinn. The Æsir will then loudly ask Heimdall to open the Bifrost, through which the characters will be able to reach Asgardr.

At this point, characters reach the 9th level.

GARMR

Hellish hound with a long mane, matted with blood, Gnipahellir's chained guardian. Nobody knows who placed the beast there, nor why; the only sure thing about Garmr are its ferocity, cruelty and complete lack of mercy. It is said that the hellhound will break its chains at the arrival of Ragnarok and will fight with the giants against Tyr, in a battle that will kill both of them.

The legend tells that it can be tricked with a morsel of blood imbued with one's own blood.

GARMR

Large beast, lawful dishonorable

STR	DEX	CON	INT	WIS	CHA
28 (+9)	26 (+8)	28 (+9)	7 (-2)	16 (+3)	14 (+2)

Armor Class 20
Hit Points 120 (12d12 + 36)
Speed 60 ft

Damage Immunities acid, fire, frost, necrotic, poison; bludgeoning, piercing and slashing from non magical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Damage Resistances bludgeoning, piercing, slashing
Senses darkvision 180 ft., passive Perception 17
Languages Common
Challenge 20 (25.000 XP)

Sacred Beast. Garmr's attacks are considered magical.
Legendary Resistances (3/Day). If Garmr fails a saving throw, it can choose to succeed instead.
Magic Resistance. Garmr rolls saving throws against spells and magical effects with advantage.
Pack Tactics. Garmr has advantage on an attack roll against a creature if at least one of Garmr's allies is within 5 ft. of the creature and the ally isn't incapacitated. All Garmr's allies have advantage on an attack roll against a creature within 5 ft. of Garmr itself, provided he isn't incapacitated.
Keen Sight and Smell. Garmr has advantage on **Wisdom (Perception)** checks that rely on sight and smell.

ACTIONS

Multiattack. Garmr makes a Slam attack, two Claw attacks and a Bite attack.
Bite. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 24 (4d6 + 9) piercing damage plus 27 (6d8) fire damage.
Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 22 (2d12 + 9) slashing damage.
Slam. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 20 (2d10 + 9) bludgeoning damage. If the target is a Large or smaller creature, they must pass a **DC 18 Strength** saving throw or be knocked prone.

LEGENDARY ACTIONS

Garmr can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Garmr regains spent legendary actions at the start of their turn.
Bite. Garmr makes a Bite attack.
Move. Garmr takes the Dash or Disengage action.
Terrifying Growl (2 actions). Garmr growls. Each hostile creature within 60 ft. of it that can hear it must pass a **DC 20 Wisdom** saving throw or be frightened until the end of their next round.

Hel

""As we walked in this hall, I did not notice I had stepped on a cloak, so rapt I was by the magnificent sight.
With a sudden movement, I turned to apologize and saw this cloak almost entirely covering a young woman. I noticed half of her graceful and seducing face rapidly hiding in the folds of her hood. However, much to my dismay, I got caught in the fabric, wrenching the cloak off her shoulders. I was horrified; the woman was naked. Half of her body was taut and attractive, her skin polished and smooth, while the other half looked like that of a corpse, wizened and rotten in many places, as if it had dried in a bog. Her smell was nauseous, of butchered meat and stagnant waters, and I felt an unnatural frost pervading my innards. Such a fearsome woman looked at me with malignant eyes, angrily covering her horrible figure once again. I feared she would have attacked me, was it not for my companion, who politely sent her away.".

- Thorleif Sikiroddr "Silk Voice"

Queen of the realm of the dead, lady of the eternal mist, monstrous daughter of Loki. Within her flows the primordial Jötnar blood, as she is gifted with the chaotic magical powers of this kin. Usually, she can be seen shrouded in a long cloak, hiding part of her body and visage.

Her visible part is of a bewitching beauty and yet, was she to reveal her true form, she would cause only horror. Half of her body is that of a shapely and attractive maiden, her milk-white skin crossed with sinuous tattoos of snakes intertwined with branches and runes. Her other half, however, is so putrid and rotting that one could tell the pulsing of her organs below her skin.

When particularly furious, her cadaverous side looks like a charred corpse, pulsing with the dying embers of a hearth. She does not love anything or anyone, not even the father who condemned her to a half-life, forcing upon her a monstrous condition and the solitude that dragged her down the path to folly.

As there was a time Hel was not evil, ruling over the dishonorable dead is not a welcome task for her, even less the derision and fear of the Æsir. Far from everything and everyone, in a world shrouded in pain and mist, she spends her time ruling with an iron fist and savagely torturing those who oppose her, waiting for the Ragnarok. It is still not clear what role will she play during the end of time as no prophecy mentions it, but it is sure she will not just watch.

Hel

Large god, chaotic dishonorable

STR	DEX	CON	INT	WIS	CHA
20 (+5)	28 (+9)	20 (+5)	26 (+8)	22 (+6)	28 (+9)

Armor Class 20
Hit Points 300 (22d12 + 110)
Speed 40 ft.

Saving Throws Str +12, Con +12, Wis +13, Cha +16
Skills Deception +16, Intimidation +16, Perception +12, Persuasion +16
Damage Immunities necrotic, poison; bludgeoning, piercing and slashing from non-magical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Damage Resistances radiant
Senses passive Perception 22, darkvision 120 ft.
Languages all, telepathy 120 ft.
Challenge 23 (50.000 XP)

Divine Weapons. Hel's weapon attacks are magical. When Hel hits with any weapon, the weapon deals an extra 6d8 radiant damage (included in the attack).
Trickster's Aura. Every attack against Loki fails unless his attacker passes a **DC 12 Charisma** saving throw.
Legendary Resistances (3/Day). If Hel fails a saving throw, it can choose to succeed instead.
Magic Resistance. Hel rolls saving throws against spells and magical effects with advantage.
Innate Spellcasting. Hel's spellcasting ability is Charisma (saving throw DC 24, +16 to hit). Hel can innately cast the following spells, without the need for components.
At will: *animate object, bestow curse, charm person, circle of death, confusion, create undead, death ward, dominate person, feign death, finger of death, fog cloud, gaseous form, greater invisibility, raise dead, shield, suggestion*
3/day each: *antipathy/sympathy, eyebite, feeblemind, mass suggestion, mind blank, weird*
1/day: *power word kill*

ACTIONS

Multiattack. Hel makes two Deathly Flux attacks.
Deathly Flux. *Ranged Weapon Attack:* +16 to hit, range 60/150 f. one target. *Hit:* 32 (6d6 + 8) necrotic damage plus 27 (6d8) radiant damage.

LEGENDARY ACTIONS

Hel can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Hel regains spent legendary actions at the start of their turn.
Spell. Hel casts a known spell.
Hypnotic gaze. A creature Hel is able to see within 60 ft. must pass a DC 18 Charisma saving throw or be charmed by Hle for 1 minute. A creature who passes the saving throw is immune to the effect for 24 hours.
Teleport. Hel magically teleports in an unoccupied space he can see within 160 ft, with all the equipment she is wearing or carrying on her person.

Linnormr

Sváfnir, Ófnir, Grafvölduðr, Grabakr, Móinn, Góinn. Legends and myths tells of terrible serpents, the Linnormr or Lindworm, the *"hunter snakes"* dwelling in Midgardr where the people only tell of their horrors, trying to relegate them to the realm of poetry. Níðhöggr's kin is so numerous and terrifying because these monsters are constantly eroding the fabric itself of existence and the cosmo, even during peacetime. Loki himself is the father of one of these beings, the titanic Jörmungandr.

Linnormr

Huge giant. unaligned

STR	DEX	CON	INT	WIS	CHA
26 (+8)	13 (+0)	22 (+6)	7 (-2)	10 (+0)	8 (-1)

Armor Class 18 (natural)
Hit Points 210 (17d12 + 102)
Speed 40 ft. burrow 30 ft.

Saving Throws Con +11
Skills Perception +4
Damage Immunities cold, fire, poison
Condition Immunities frightened, paralyzed, poisoned
Damage Resistances bludgeoning, piercing, slashing from non magical weapons
Senses passive Perception 14, darkvision 60 ft., tremor sense 30ft.
Languages -
Challenge 12 (8.400 XP)

ACTIONS

Multiattack. The Linnormr makes one Claw attack and one Bite attack. They can use Swallow instead of making a Bite attack.
Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 22 (4d6+ 8) slashing damage.
Bite. *Melee Weapon Attack:* +12 to hit, reach 10ft., one target. *Hit:* 32 (4d10 + 8) piercing damage plus 10 (3d6) necrotic damage. If the target is a Large or smaller creature, it must pass a **DC 17 Strength** saving throw or be grappled and restrained. The Linnormr cannot use its Bite attack against another target.
Swallow. The Linnormr makes a Bit attack against a Large or smaller creature they are grappling. If the attack hits, the target suffers the attack's damage, is swallowed and the grappling ends. A swallowed creature is blinded, restrained, has total cover against attacks and effects originating outside the Linnormr and takes 21 (6d6) necrotic damage at the beginning of the Linnormr's turn. If the Linnormr suffers 30 or more damage from a creature they swallowed, they must pass a **DC 15 Constitution** saving throw at the end of that turn or regurgitate all swallowed creatures. They fall prone in a space within 10 ft. of the Linnormr. If the Linnormr dies, a swallowed creature is not restrained anymore and can leave the body using 15 ft. of movement and exiting prone.
Necrotic Roar (recharge 5-6). The Linnormr exhales a necrotic breath in a 60 ft. cone. Each creature in the area must pass a **DC 16 Dexterity** saving throw, suffering 56 (16d6) necrotic damage or half that on a success.

Móðguðr, Guardian of the Golden Bridge

Mortals whisper her name with reverence, as legends about this otherworldly entity are many but not in agreement. She is a giantess, as attractive as she is unsettling, tasked with defending the Golden Bridge. She is always bored, as her duty prevents her from leaving this place and those travelers who are not damned souls are a very rare and welcome sight, a challenge for her to enjoy. Sensual and provoking, she has a marked sense of humor and is more than willing to use her allure to catch the unprepared by surprise with open and cheeky opinions. Should somebody try to court her, she would consider it a reward of sorts, while fighting to the death all those who try to trick her.

Móðguðr

Huge giant. chaotic dishonorable

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	21 (+5)	14 (+2)	12 (+1)	22 (+6)

Armor Class 19
Hit Points 216 (18d12 + 90)
Speed 50 ft. (40 ft. while she is Large, 30 ft. while she is Medium)

Saving Throws Str +11, Con +9
Skills Persuasion +10, Perception +5
Damage Immunities cold, fire
Senses darkvision 60 ft. passive Perception 15
Languages Common
Challenge 12 (8.400 XP)

Adaptable. Móðguðr can change her size from Huge to Large or Medium as an action, without any change to her statistics. All her equipment adapts to her new size.
Brazen Beauty. Móðguðr adds her Charisma modifier to he AC score.
Battle Frenzy (recharges after any rest or killing an enemy). If an enemy wounds her, Móðguðr can enter a state of battle frenzy as a bonus action for 1 minute or until she is incapacitated. When in that state, Móðguðr gains the following benefits:

- **Advantage to Strength checks and saving throws**
- **+4 to damage**
- **Resistance to bludgeoning, piercing and slashing damage**

ACTIONS

Multiattack. Móðguðr makes three melee weapon attacks.
Giant Greatsword. *Melee Weapon Attack:* +11 to hit, range 10 ft. (5 ft if she is Large or Medium size) one target. *Hit:* 28 (6d6 + 7) slashing damage.

LEGENDARY ACTIONS

Móðguðr can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Móðguðr regains spent legendary actions at the start of their turn.
Attack. Móðguðr makes a melee weapon attack.
Endless Swords. Móðguðr can summon any kind of swords in her hands.
Infatuating Gaze. A creature within 30 ft. of Móðguðr must pass a **DC 17 Charisma** saving throw or be charmed by her until the end of their next turn. A creature passing the saving throw is immune to this effect for the next 24 hours.

Ormgudinna
(Night Hag, to be considered in a Coven)

At first sight, this woman looks like a simple, feral-looking druid who practices black magic, a snake in each hand.

In truth, to a more accurate inspection, it is obvious that the Lady is a truly supernatural being, its origin ancient and dark. Her language is a hiss, whistling rather than articulating words, as if it was a serpent speaking and not a human. She is incapable of any social interaction and is insular, detached and laconic, fully aware of her ancient power and careless in getting rid of those who oppose her plans. Even her appearance, to a point, reminds that of a snake, her eyes yellow and her irises thin, her visage elongated. From purple lips grow sharpened canines like those of a viper.

Her long, raven black hair dirty and coarse, like the mane of an animal, are her only clothes for her naked body.

Níðhöggr

Níðhöggr is the most ancient of the linnormr, trapped among the roots of Yggdrasill. According to the prophecy of the Seer, when his bonds will break he will fly over the battlefield of the Last Battle, feasting upon the corpses of the fallen.

It is said Níðhöggr shall survive Ragnarok, flying resplendent with the bodies of the dead under his wings.

Níðhöggr

Gargantuan Dragon, unaligned

STR	DEX	CON	INT	WIS	CHA
40 (+15)	10 (+0)	32 (+11)	16 (+3)	18 (+4)	22 (+6)

Armor Class 25 (natural)
Hit Points 700 (35d20 + 350)
Speed 60 ft., climb 60 ft., fly 120 ft.

Saving Throws Str +24, Con +20, Wis +13, Cha +15
Skills Intimidation +17, Perception +13
Damage Immunities acid, fire, frost, poison, thunder; bludgeoning, piercing and slashing from non-magical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses passive Perception 23, darkvision 120 ft., blindsight 60 ft.
Languages Common
Challenge 30 (155.000 XP)

Cosmic Dragon. Níðhöggr's attacks are considered magical.
Legendary Resistances (3/Day). If Níðhöggr fails a saving throw, it can choose to succeed instead.
Magic Resistance. Níðhöggr rolls saving throws against spells and magical effects with advantage.

ACTIONS

Multiattack. Níðhöggr can use its Frightful Presence. It then makes five attacks: two with its Claws, one with its Tail, one with its Horns and one with its Bite.
Bite. *Melee Weapon Attack:* +24 to hit, reach 50 ft., one target. *Hit:* 42 (4d12+ 15) piercing damage plus 21 (6d6) necrotic damage. If the target is a creature, they must pass a **DC 23 Strength** saving throw or become grappled and restrained. Níðhöggr cannot use its Bite against another target.
Claw. *Melee Weapon Attack:* +24 to hit, reach 30 ft., one target. *Hit:* 33 (4d8+ 15) slashing damage.
Horns. *Melee Weapon Attack:* +24 to hit, reach 40 ft., one target. *Hit:* 35 (6d6+ 15) piercing damage.
Swallow. Níðhöggr makes a Bite attack against a Large or smaller creature it is grappling. On a hit, the target takes the Bite's damage, is swallowed and is no more grappled. A swallowed creature is blinded and restrained, gains total cover from attacks and other effects outside of Níðhöggr and suffers 62 (18d6) necrotic damage ad the beginning of Níðhöggr's turn. If Níðhöggr suffers more than 70 damage from a creature within itself, it must pass a **DC 20 Constitution** saving throw at the end of that turn or regurgitate any swallowed creature, who fall prone in a spot within 30 ft. from Níðhöggr. If it dies, a swallowed creature is not restrained anymore and can leave its corpse using 50 ft. of movement and exiting prone.
Tail. *Melee Weapon Attack:* +24 to hit, reach 45 ft., one target. *Hit:* 37 (4d10+ 15) bludgeoning damage. If the target is a Large or smaller creature, they must pass a **DC 23 Strength** saving throw or be knocked prone 10 ft. off where they were hit.
Frightful Presence. Each creature of Níðhöggr's choice that is within 120 ft. of it and aware of it must succeed on a **DC 23 Wisdom** saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if Níðhöggr is within their line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Níðhöggr's Frightful Presence for the next 24 hours.
Necrotic Roar (Recharge 5-6). Níðhöggr exhales acid in a 120-foot line that is 10 ft. wide. Each creature in that line must make a **DC 26 Dexterity** saving throw, taking 120 (35d6) necrotic damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

Níðhöggr can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Níðhöggr regains spent legendary actions at the start of their turn.
Detect. Níðhöggr makes a **Wisdom (Perception)** check.
Tail Attack. Níðhöggr makes a tail attack.
Wing Attack (Costs 2 Actions). Níðhöggr beats its wings. Each creature within 30 ft. of Níðhöggr must succeed on a **DC 26 Dexterity** saving throw or take 30 (4d6 + 15) bludgeoning damage and be knocked prone 20 ft. off where they were hit. Níðhöggr can then fly up to half its flying speed.

Chapter 7

The Journey: Asgardr

This section of the Journey is dedicated to the Agardr setting; the descriptions of the places and characters that the Heroes will be able to explore and meet during their journey through the Nine Worlds are reported, with an appendix on the statistics.

Asgardr **184**
General Features 184
Map 187

The Journey on Asgardr **192**

Encounters on Asgardr **193**

Asgardr

Asgardr opens to the characters in all its endless glory, welcoming with the blaring of horns those who lay their eyes on its walls. There are no words to describe the wonder that is the realm of the Æsir, no song or mortal tale capable of recounting even a fragment of the spectacular beauty of this place. Here, legends walk, breathe, live and love.

Here, against the bastion of certainty that is Asgardr, the sea of doubt and fear that crosses the universe breaks. Fate converges onto the city of the gods like the winds in the eye of the storm and the scope of truth the mortals witness in front of the gods leaves them speechless. Here are the thrones of the gods, here all began and all shall end.

The hazy and distant branches of Yggdrasill can be seen around the peak at the base of Asgardr, from which the Æsir ordained the destiny of the Nine Worlds.

General features

Weather: Temperate and mild, like a summer day.

Lighting: Night and day cycle normally and visibility is as usual.

Sounds: Horns blow far away in the distance, the wind gently caressing the rustling grass.

Terrain - Plain: Walking on the soft grass is very pleasant and very simple. The walking speed is regular on this type of terrain.

Terrain - Mountains: Magnificent mountain ridges rise like statues, almost impossible to climb without following specific paths.

Terrain - Forests: Conifer and evergreen trees, rich in fauna and game. Outside of those few beaten paths, traveling in the forests is incredibly hard.

Terrain - Sea: Falling in the waters means risk falling eternally off the edges of the world. Leaving the waters requires a **DC 22 Strength (Athletics)** check at disadvantage.

Mount Asfell

A gargantuan mountain, upon which was built Asgardr, said to sink its roots into the branches of the Worldtree. So cold it can freeze a Jötunn and its rock so hard it can shatter a diamond, it cannot be climbed.

Idhavollr

In the middle of Asgardr opens an expanse of soft grass, rustling under a warm northern breeze. Those who set foot here feel in an ancient place, as it is surrounded by magnificent palaces and majestic temples, home to the gods. An idyllic painting, this is a place of absolute peace and quiet.

Falling asleep in these meadows grants visions of a distant past or glimpses of a possible future. At the beginning of time, when the Nine Worlds had just been born and humanity still did not know how to use fire, the Æsir gathered here. Placing here their thrones, they formed the first Thing, a gathering of free men usually held by a lögsögumaður, someone versed in the legends.

Breidhablik

A golden glow constantly shines over Asgardr, bathing such a pure and sacred place in a perpetual dawn, where the sun is always bright. There is no hostility or violence and no evil act is perpetrated to harm somebody else, in here. There are no walls, but artfully cared for bushes and plants, colossal trees in place of columns, their branches a roof over the Æsir's heads. Thermal hot springs, small orchards and flowers keep this place in an eternal spring.

The beauty of Breidhablik is universally considered the most precious jewel of Asgardr, especially as what its loss would mean.

Magic runes, etched in the very fabric of the world, shine everywhere, forming a shield against all evil. Whoever tries to break the laws ruling these lands would find themselves immobilized and muted, for a sacrilege in Asgardr is akin to betraying the very foundation of civilization.

Those who try something evil here without being a god would immediately be under the effect of the *Imprisonment* spell, automatically failing its saving throw.

This is Baldr's home, that he placidly walks holding his wife Nanna's hand. Nature here is lush and of a heart-melting beauty.

Thrúðvangr

In the direction of the diaphanous borders with Alfheimr, is a vast region of wavy, grassy hills and placid groves, crossed by crystalline rivers in a joyous and calm atmosphere. A titanic waterfall rumbles into the infinite void and, at its side, rise Bilskirnir, the palace of the God of Thunder, and Thrúðvangr, his realm.

Here he welcomes all those of mortal kin, protecting them and gifting them a rare and supernatural serenity. In fact, it is not rare witnessing former slaves talking as equals with their once masters. Even the dead can find rightful rest under the wing of the Æsir after a life of sacrifice, as all men are free and equal and Thor welcomes them all with fraternal love.

Walking these lands is soothing for both body and mind and whoever is suffering from Exhaustion or other Conditions is instantly healed when they set foot in Thrúðvangr. As a testament of its power, famous is the tale of Thor taking shelter there to heal from a whetstone lodged in his skull.

Amsvartnir

Fear lies in the heart of men, at the center of their chest, close to their breath. When fear leaves its cage, the breath of men shifts and they realize they are free.

Much like men, so the Gods felt fear, in ancient times, and so chose to exile such terrible monster in the most secure place in all the Nine Worlds, a place so close to them they could immediately notice if their worst enemy had broken free of its chains.

At the center of Amsvartnir, the closed sea, lies the isle of Lyngvi. There, tied with Gleipnir, a robe as light as silk and yet strong enough to cut through a mountain, is Fenrir. He waits to find an opening to escape from the Æsir clutches, so far finding none.

And yet, one day...

Ydalir

Deers with majestic antlers, boars with mighty tusks, wolves with thick manes, bears with frightening roars and foxes with soft tails all run among the undergrowth of the immense forest that embraces the whole of Asgardr. Deep-eyed owls, flicker-feathered ravens and sharp-clawed falcons find shelter and joy among the forest's branches. in the meanwhile trees like ash, elm, oak, hazel and yew dominate this land, slender sentinels watching the hunting grounds of Ullr, the God of Bows.

He swiftly travels the length and breath of the forest, always aware of what happens among the trees, every intruder tracked and hunted down. The divine hunter,

when not out in the wild, makes majestic bows out of the yews of Ydalir, all of them extraordinary tools for hunting and war. Wood from this forest is also the main source for almost any work of carpentry in Asgardr, as it does not matter how many are felled during a day, an equal number grows back during nighttime.

Asgrind

Two marble citadels proudly mark the skyline at the end of Bifrost, among them a titanic iron gate adorned with bronze and silver studs and iron etchings running along the whole structure. To those who bring peace, they show pictures of welcome and friendship, but to those walking down the path of war to Asgardr, they only show images of curses, death and suffering.

Asgrind, the gate of this world, is watched by Valkyries who patrol the towers and parapets, their armor shining and their hair waving in the wind. They are ready to form an honour guard to any who was to pass the bridge in triumph and under their watch no army ever broke through without the permission of the gods.

Bifrost

When the cold of rain meets the heat of the sun, the colours that cross the sky are born. Many are the legends told about these iridescent figures, as the ephemeral matter of which the Rainbow Bridge is made makes it tangible and abstract at the same time.

One step it holds those who walk it, the next one it could not be there anymore. It was built to cross the whole cosmos and connect Asgardr to Midgardr running along the trunk of Yggdrasill or reach any of the Nine Worlds.

The only way to reach Asgardr, any trespasser is spotted by Heimdallr the moment they set foot on the Bridge, only to be sent into a storm or in thick fog, too far to see the towers of Asgrind and be welcome at the seat of the gods.

Where do the mists or storms met while travelling the Bifrost is unknown, as in its impalpable inconsistency mortals see it like an apparition or an illusion and those who made it back are only a few.

Bilskirnir

The homes of the Asi are as massive as their deeds, but none is larger than Bilskirnir, the titanic palace of the God of Thunder, riding on the enormous river that becomes the waterfall of Thrúðvangr.

In the whole of Asgardr, there is no larger building, as the tales of mortals tell it has 540 rooms. Their actual number, however, is probably even larger. In fact, it is more of a small town than a keep, so vast it is. It is told that the whole of Midgardr, entire populations, could fit in those halls without losing the sense of vastness of this place or sit at its tables and feast for centuries.

The enormity of the fortress is reinforced by the overlapping of countless archways and pillars sustaining the roof, so far from the ground it is invisible. Cloud banks shroud the top of the columns, sundered by thunderclaps echoing around the regions-wide halls.

The dead of any kin and social standing are met with open arms, all equal in Thor's presence. When the god is home, feasts and banquets are common, a kind word or a toast for any of the participants. In the main court, where the tables are truly massive, lies Thor's seat and close by a stone rest upon which is often left Mjollnir, the mighty hammer.

The palace has endless wings, some of them even forgotten by the god himself. In one of them, small if compared to the others, his goats are cared for and his chariot is kept as mighty as the roiling thunder and as quick as lightning.

The God of Thunder likes fighting, never turning down an offer to do battle and loving the sound of clashing weapons. When home, however, he strives for peace above all else. Should it be perturbed, he would propose a challenge, before wielding his trusty hammer.

These challenges are feats of strength, in which he cannot be defeated, like log lobbing, axe throwing or stone lifting. When a contender passes a test with enough distinction, although without ever being able to beat the host, they are awarded the honour of sitting in the massive main hall and feast in the presence of Thor himself.

0
MILES
200
Bilskirnir
Valaskjalf
Fensalir
BREIDHABLIK
Lofn Forest
Glitnir
Thrudhvangar
Valhalla
Eigvetr
Valgrind
Vidhi
IDHAVOLLR
Søkkvabekkr
VIGRID
AMSVARTNIR
Himinbjorg
LYNGVI
Brenna
Ydalir Forest
Asgrind
BIFROST

Brenna

A thin layer of purple mold cakes the walls of this small complex of rooms and tunnels, light just a faint reverberation of a few pale torches bolted to the walls and the air thick with a stagnant, pungent smell.

Here Loki set his court, as he likes to call it, a sad and squalid place, barely lighted, where hatred and bitterness stagnate. He takes pleasure specifically from this, the fact that such a place stains the infinite beauty of Asgardr.

Venturing in these tunnels is not as dangerous in the way one would normally think, no deadly traps await the unfortunate souls who venture inside. In fact, Loki does not need any: the corruption itself wafting here is strong enough to taint as a dishonorable creature (even for the purpose of spells or divine perceptions) any who stays within for even a few minutes.

Eigvetr

The smell of sun-baked resin and pine needles rustling in the spring winds are prevalent here. Whoever is invited by the goddess Lofn, she who soothes and consoles, is gently led as they walk among the rooms of her palace. A forest was allowed to grow inside, a temple where life and all that is related to it could grow again, from the cycle of seasons to the birth of living beings. Lofn's love for life is such that she often offers her palace to forbidden lovers, so they can at least be made whole by her sweet words.

Fensalir

A plain-looking palace, defended by tall walls decorated with wave patterns stands close to the northern wall.The imposing gate protecting the home of the goddess Frigg is carved to look like the surging tide, apparently ready to crush the uninvited guests.

The gate opens on a vast courtyard with a blooming garden, where the smell of iridescent flowers and ripe fruits delights the senses of those fortunate enough to be there. There are many springs, which slightly salty water flows through Fensalir via canals made to avoid the forming of bogs and to nourish fruit and hazel trees.

When they reach the steps of the courtyard, these waters rise up to the sky, spreading in the ether where they form new stars.

Frigg's quarters are on the first floor, from which she can keep an eye on her husband's movements, who resides in the next palace. Not much is known of the supreme goddess' quarters, although much is said about whom she meets.

Glitnir

The palace of Forseti, son of Baldr and Nanna, is a place of magnificence and wisdom, the best tribunal among men and gods.

The walls and columns of the palace are made of solid gold, while the roof is silver. Athough the riches here are comparable to those in Valaskjalf, there is neither solemnity nor regality, only justice and precision.

A wide basin in the ground opens at the center of the main hall, where are many rows of benches and tables are ready to be laid with food and water to nourish those who will be called in the tribunal. At the center of the basin lies a plain, wooden seat, where Forseti sits as he listens to the words of men and gods and he judges the facts presented to his attention.

Whoever enters the basin is subject to the aura of truth of the tribunal. The individual under questioning, if not a god, is under the effect of the Zone of Truth spell and can only answer truthfully. If Forseti feels he has been lied to, he summons an ability he inherited from his father, petrifying the liar with a *Power Word Stun*. The wrongdoer is then brought to the presence of Odhinn, to suffer an adequate punishment.

Himinbjorg

A double wooden palisade rises on an embankment just outside the gates of Asgardr. A long line of yew trunks lines the road leading from Asgrind into this structure, the fortress Heimdallr calls home. Its circular base is split at cardinal directions by two roads, the most important connecting the last stretch of the Bifrost to the tallest tower, built on its walls. The other one, instead, leads to the inner, square-based courtyards with the stables, armories and granaries.

At the center of Himinbjorg, on an altar surrounded by runic boulders, is kept the Gjallarhorn, in wait for the day it will be blown. The fortress reminds a Midgardian fortification, entirely made out of stone. Although they have been carved out to look like made of yew so dear to the people of this World, the walls are not made of wood.

The White Guardian watches and observes from the tallest tower, vigilating and keeping things under control. He is alone, as his watch must be solitary, his only company a small herd of rams to feed from, left free roaming around the fortress' courtyards. He is not jealous and is always willing to share his food with those of good will, serving only an unpleasant trip on the Bifrost to the others.

Søkkvabekkr

The architecture of this palace is proof of its nature. At first glance, it looks like any other wooden palace in Midgardr, before noticing the inlay at its foundation, similar to the keel of a ship. An intricate pattern of silver-hued carvings reflects the blue of the sky, appearing like a sapphire among the green, run through with white vein reminding of ocean froth.

Past the entrance, visitors can see empty and dark rooms, echoing with the sound of crashing waves and thick with the smell of the sea. Those who hear these sounds feel deep pangs of nostalgia creeping in their heart, those without a strong spirit risking to lose themselves inside the palace. Listening to the backwash or smelling the salt in the area causes to be under the effect of the Mass Suggestion spell, compelling the weaker-willed to delve deeper into Sága's home.

Instead of rising, the palace expands in the underground, like the keel of a ship sundered by the reef opening on an abyss of water. Søkkvabekkr is made of natural caverns and artificial halls. At ground level, water is ankle-high, reaching the chest in those just below, while the deeper rooms are completely submerged. Sága loves to entertain her guests among the halls on the ground floor where, accompanied by the sound of the sea, she serves mead, often in Odhinn's company.

Valaskjalf:

One of the most breathtaking palaces in the whole of Asgardr is Valaskjalf, Odhinn's own residence. His home is proof of why he is the Allfather; solemn, spacious, lit as if it was always daytime by large braziers and beams of light from the ceiling. The roof and columns are solid silver, a tribute to the One-eyed god from all the deities, its walls strong and hospitable, light filling its many arches. At sunrise, sunlight reflects off the silver beams to engulf the whole great hall like a star, until sundown, when the shining colors turn into a blood-red luminescence.

At nighttime, it is even more breathtaking, as the stars are reflected off the polished silver, a kaleidoscope of lights chasing each other and mixing in a show of magnificence impossible to ignore.

Here Odhinn has his home and his throne, Hliðskjalf, in the central hall. Carved when the dwellings of the gods were built, it is the core of Asgardr's power and the origin of authority throughout the Nine Worlds. A masterpiece of beauty, refinement and elegance, carved with animal and floral motifs, magical runes and metaphorical scenes about the creation of the Nine Worlds, its armrest are shaped like dragons, their gaping maws breathing intricately inlaid gouts of precious metals.

Valgrind

The Gate of the Fallen, the portal leading to Valhalla, opened by the Valkyries who lead the valorous dead in triumph to the feast. The warrior maidens guard this treasure with jealousy and zeal, as laying eyes on Valgrind is akin to beholding the certainty of existence, the meaning of life and the truth after death. Even if violence marked the end of a mortal, the golden gates of Valhalla are the entrance of the most coveted reward; eternal glory.

Valhalla

The Hall of the Fallen, the place where celebrations, feasts and battles are constant. Those who died with honour find here their worthy home, being elevated beyond the condition of mere mortals to the vaunted ranks of the Einherjar, the greatest of honors.

It is the greatest of honors, as only Æsir and Einherjar are granted access to this hall.

Odhinn takes the master seat, often letting his wolves take his portion of food, taking only wine and meat as sustenance. In Valhalla, the Einherjar sit at the side of the gods, toasting and feasting to the glory of past deeds.

The hall itself is a testament to glory, its tall columns made of bundles of spears tied together with gold and silver bands. The roof is made of shields riveted together with burnished bronze pegs and the benches where the Einherjar and the Æsir sit are covered in suits of armor and coats of mail instead of furs.

The hall is dotted with racks heavy with weapons of all kinds, spears, axes, swords, bows, daggers and many others the mortal eye has never seen. There are also plenty of suits of armor, coats of mail, lamellar armor, leather and metal armor and some never seen before.

The river Thund flows within Valhalla, where both the Einherjar and the Valkyries wash and bathe, joking among themselves. The gigantic tree Laeradhr grows at the center of the hall, so tall its branches make for part of the bracing of the roof, a sweet reminder of the even larger and more mysterious Yggdrasill.

The goat Heidhrùn nibbles at Laeradhr's leaves and bark, covered in runes that allow her to produce mead, instead of milk, in quantity enough for all those who sit in the hall.

A deer, Eikthyrnir, keeps Heidhrùn company grazing from the tree and, like her, his body is covered in runes that make the river Thund flow from his antlers.

The cook for the feasts is Andhrimnir, a dvergr specialized in preparing meat of a boar species called Saehrimnir, the meal's main course.

Outside the west gate lies Valhalla's garden, a refuge from the constant din of the banquets. It is made of a grove, Glasir, where the trees have leaves of burnished gold, always in eternal autumn.

Valhalla is so vast mortal legends tell of its 540 doors, so wide 800 Einherjar could fit in them side by side. Although such numbers have not been confirmed, Valhalla's portals are hundreds upon hundreds, as are the warriors who enter the hall each day, arrayed in battle formation. The number of guests in the Hall of the Fallen is beyond count, especially in these times of violence, growing exponentially with each passing day.

During the night, the Einherjar feast drinking, eating and toasting with the gods, or enjoying the pleasures of the flesh. During the day, however, they leave the hall arrayed in full panoply of war, to fight tirelessly and with abandon on the fields of Vigrind, constantly training for the coming of Ragnarok.

Those who are injured, mutilated or killed rise again with their wounds closed and their limbs restored, to return to Valhalla and resume feasting.

The constant alternating of rest and battle keeps the Einherjar on their edge, making them the mightiest army the cosmos have ever seen.

Valhalla has two secondary wings, branching out off its main body, its map mimicking the shape of the Teiwaz rune.

They are respectively Gladhsheimr and Vingòlf and host the private chambers and minor halls of the council, for the Æsir and Asynjur. They are also shrines, where the grounds sacred to the gods are kept well stocked with offerings by both Valkyries and Einherjar.

Every divine being has their own palace or fortress, but many have their personal abode elsewhere. Tyr, for example, can be often met in Gladsheimr, while Gefjun and Sif, when not in company of her husband, live in Vingòlf.

Becoming an Einherjar, however, is also a heavy burden. Being a warrior who will spend eternity fighting, dying and coming back to life knowing that they will live in that condition just so they can fight during Ragnarok breaks the will and shatters the mind of many. But not that of an Einherjar.

When the Last Day will come and darkness shall fall on all and everything shall die in violence and pain, every sword shall be necessary. Every life of a hero being snuffed out on Midgardr is a potential Einherjar who will lend his strength and valor on the frontline against what will come. There is a deep and romantic tragedy in being an Einherjar, but none of them ever will regret the opportunity to fight alongside the gods during Ragnarok.

Vidhi (or Widi)

A palace slightly distant from the others, its appearance not sharing their magnificence. Although well built, it looks neglected, the carvings on its beams and pillars partially hidden by mistletoe. Inside, grow thorns and tall grass, as if nobody took care of them for a long time. The wind howls through the windows, echoing like a howling wolf in the main, empty hall. This is the place where Vidharr lives, the sullen god of vengeance and son of Odhinn. He hardly ever joins the other Æsir as he prefers staying in his den like a wounded beast.

Vigrid

Beyond Asgrind, where the Bifrost ends, opens a sea of emerald green, always rustling with shining waves that cross its immensity to crash through one another. This is Vigrid, the battlefield where every day the Einherjar fight surrounded by the sacred law of the gods. It is written that the battle of the Last Day will be fought here.

Valhalla - © Milivoj Ćeran

THE JOURNEY ON ASGARDR

Bifrost's light blinds the adventurers, as they find themselves suspended in a dream-like vision of the Nine Worlds and Yggdrasill. They behold Flame and Ice, seeing Midgardr in a flash before being blinded by the splendor of Asgardr.

When they recover from the light, the characters see in front of them a tall and heavily built man, wearing a helm with large ram horns, who smiles, his grin flashing with golden teeth. Heimdallr welcomes the group to Asgardr as honored guests, as a detail of Æsir honor guard awaits them, ready to escort them directly to Odhinn's presence.

During the trip to the palace, the characters can see the wonders of Asgardr, only for them to be dwarfed by the splendor of Odhinn's palace. Once they arrive in Valaskjalf, crossing Idhavollr, they are led to the main hall where has been prepared an immense banquet, with the majority of the divine court present. Odhinn himself is presiding, sat on his throne at the other end of the hall, welcoming them with benevolence.

To the surprise of those present, to the table have been added a few seats for the newcomers, who can eat in the presence of the protagonists of the legends. At the end of the feast, his court dismissed, Odhinn asks the characters to give him the ring Draupnir.

Although he appears to be aware of the events the heroes have been through until now, he will not answer the many questions they might ask him, especially those regarding their shipwreck. Once Draupnir is back in his possession, Odhinn greets them as honoured guest of the gods, allowing them to rest and recuperate feasting with the other divines.

The characters can spend a night on Asgardr. When the sun is down, they are led to their quarters, where they are able to rest under the stars of the highest of the Nine Worlds.

The following morning, they are gently woken up and dressed in godly clothes, allowing them to withstand extreme temperatures, like the insufferable heat of the desert or the deathly cold of a glacier.

Odhinn, then, gathers them in a private hall, where he gives them a task. As they showed honor and courage, the Father of the Gods thinks them worthy of recovering another ring dear to him, **Andvaranautr** (see page 300).

This cursed ring was gifted by Odhinn (who still covets it) to king Hreidmar as compensation for the death of his son Otr, accidentally killed by Thor, Loki and Odhinn during a hunting expedition.

The curse of the ring, then, struck the royal family; Hreidmar's two children, Fafnir and Regin, started wanting the ring, insisting their father should have given it to them. The ring's corruption spread so much that Fafnir killed his father to take it and banished his brother from Nidavellir.

They will have to ride again the Bifrost, to descend in Svartalfheimr, the Night World, where they will have to find a way to reach the depths of Nidavellir. Once they are in that place of industry and fire, their duty is defeating the dragon Fafnir. Odhinn could have solemnly tasked them in front of the whole court of the gods, on the base that the dragon was crushing the Dwarves with its greed, but that would only have doomed them to failure.

The hero Sigurd suffered that fate, failing in the task, invested with the honor of bringing such a scourge down, and lost the sword capable of rending the dragon's scale, Gramr.

Once the group accepts the task, they are entrusted to Heimdallr once again, who escorts them to Himinbjorg where they can take weapons from his armory (every player can choose up to an item on the **Magic Items Table F**). Clothed and armed like gods, they are brought to Asgrind and from there to Bifrost, for their descent to Svartalfheimr.

BALDR

"A young man caught me completely by surprise, catching ,e under his arm and inviting me to sit with him. He poured mead into a silver cup, for me, and a horn, for himself, and we toasted, as if I had been his most cherished friend. However, I had never seen him before. Elegant in his appearance and polite in his manners, his skin was the colour of pearls, his hair and beard white as the first autumn snow, and his eyes the lightest. Although albino, his pallor looked more like a source of light, rather than a flaw, as if his presence irradiated in the entire hall. His hair was tied in a thick braid, bedecked in golden beads, his beard short and well trimmed and his handlebar mustache closed with two dark stone pearls. He looked like a great, luminous flame, blinding and yet warm and pleasant as a newly found friendship. He wore a light blue tunic and white trousers, those of a king, kept in place by a leather belt with a wide, sun-chased wheel, so large it covered part of his chest. Drinking with this man was an immense pleasure for me and yet it made me feel extremely sad. I wondered, in surprise, how painful could it be to see such a good man die."

- Thorleif Sikiroddr "Silk Voice"

- God of light and beauty
- The kindest and best-loved of all the gods, in whose existence lies a dire tragedy
- He possesses modest clairvoyance skills, allowing him to glimpse into the Fate of the world, although he looks the other way

BALDR

Large god, lawful honorable

STR	DEX	CON	INT	WIS	CHA
24 (+7)	22 (+6)	24 (+7)	20 (+5)	24 (+7)	24 (+7)

Armor Class 18
Hit Points 140 (20d12)
Speed 40 ft.

Saving Throws Con +14, Wis +14, Cha +14
Skills Intimidation +14, Perception +14
Damage Immunities acid, fire, force, frost, lightning, necrotic, psychic, radiant, thunder; bludgeoning, piercing and slashing
Condition Immunities exhaustion, frightened, paralyzed
Damage Resistances radiant
Senses passive Perception 24, darkvision 120 ft.
Languages all, telepathy 120 ft.
Challenge 24 (62.000 XP)

Divine Weapons. Baldr's weapon attacks are magical. When the Æsir hits with any weapon, the weapon deals an extra 6d8 radiant damage (included in the attack).
Legendary Resistances (3/Day). If Baldr fails a saving throw, it can choose to succeed instead.
Magic Resistance. Baldr rolls saving throws against spells and magical effects with advantage.
Promise of Good Will. Everything in the world swore never to harm Baldr, save for Mistletoe, too young to swear an oath. Any damage dealt to Baldr by mistletoe weapons ignores his immunities.

ACTIONS

Multiattack. Baldr makes two Blade of Asgardr attacks.
Blade of Asgardr. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 20 (2d10 + 8) piercing damage plus 27 (6d8) radiant damage.

LEGENDARY ACTIONS

Baldr can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Baldr regains spent legendary actions at the start of their turn.
Attack. Baldr makes an attack.
Move. Baldr takes the Dash or Disengage action.
Divine Imposition (2 actions). Each creature at Baldr's choice within 60 ft of them must succeed on a **DC 20 Charisma** saving throw or be charmed by Baldr for a day. This effect does not stack. A creature who succeeds on the saving throw is immune to this effect for 24 hours.

BRAGI (Æsir)

"I heard music and my guide led me through the crowd to a small dais where an old man was playing a magnificent harp, made of precious wood. His white hair was tied on the back of his head, although it showed a largely receding hairline. His white beard was so long it brushed his knees, woven with bronze and copper threads and the visible skin on his neck was as wrinkled as an autumn leaf. His expert fingers caressed the instrument's horsehair chords, making the air around him echo with a crystalline and celestial sound. I felt spellbound by the old man's skill, whose wondrous melody was soon joined by song. His harmonious voice, utterly unexpected by somebody his age, was that of young, vigorous man. It was only then that I saw his tongue, adorned with runes. When the song was over, the old man invited me onto the dais, to keep him company and to play with him, although my music sounded pitiful and miserable if compared to his.

However, as if by a spell, the melody of my lyre somehow took on that of his harp and filled my heart with something new, a fire that had never before burned in my chest. I had just found my inspiration.".

- Thorleif Sikiroddr "Silk Voice"

- God of poetry and song
- Affable, kind, wise and knowledgeable cantor, his skill unmatched
- Odhinn often asks for his advice

FORSETI (Æsir)

"Not far away from a crowd of people fiercely argued. Among them, two people were exchanging insults and vitriol about a topic I could not understand in the confusion. A man in the crowd called for silence with a hand gesture and everybody looked at him. He placed himself between the two contenders and started talking with a clear and pure voice, the speech of an expert orator. This man kept his chin clean shaved, with a thick mustache and hair the color of carrots.

Moderate and yet elegant in his clothing, draped in a cloak of crimson wool, his appearance radiated strictness and rigor as well as tenderness and firmness. He did not wear jewelry, save for a twisted silver bracelet on his left wrist. The distance did not allow me to hear him, but I was still able to catch a few sentences. Quoting the norms and laws of the code utilized by the Emperor of the Inner Sea, I was astounded by his knowledge, with which he solved the dispute peacefully and everybody went back to celebrating".

- Thorleif Sikiroddr "Silk Voice"

- *God of law*
- *Learned, eloquent, sometimes even patronizing, he always tries to solve every loophole or problem*

FRIGG (Æsir)

"A woman approached my companion, embracing him and greeting him with a kiss, and hailed me. Her appearance emanated royalty and pride. Wise, penetrating eyes, blonde hair with silvery locks expertly woven with gems and rock crystals, her pale and mature visage crossed by a tattooed line descending from her chin along her neck. I wondered which designs would she have etched onto the rest of her skin, surely as regal as the woman herself. She had blue eyes, so light she looked as if she was blind, in spite of the contrast with her lampblack makeup. She wore large gold earrings and a necklace adorned with falcon feet and gold-plated feathers.

Her clothes were heavy, a magnificent dark red dress, with silver trims, and a wide, white fur wrapping around her like a cloud. Her pale hands were heavy with rings cut entirely out of numerous different precious stones. She emanated an air of solemn royalty and charme that intoxicated me like a perfume.

The woman whispered something into the old one-eyed's ear and then left."

- Thorleif Sikiroddr "Silk Voice"

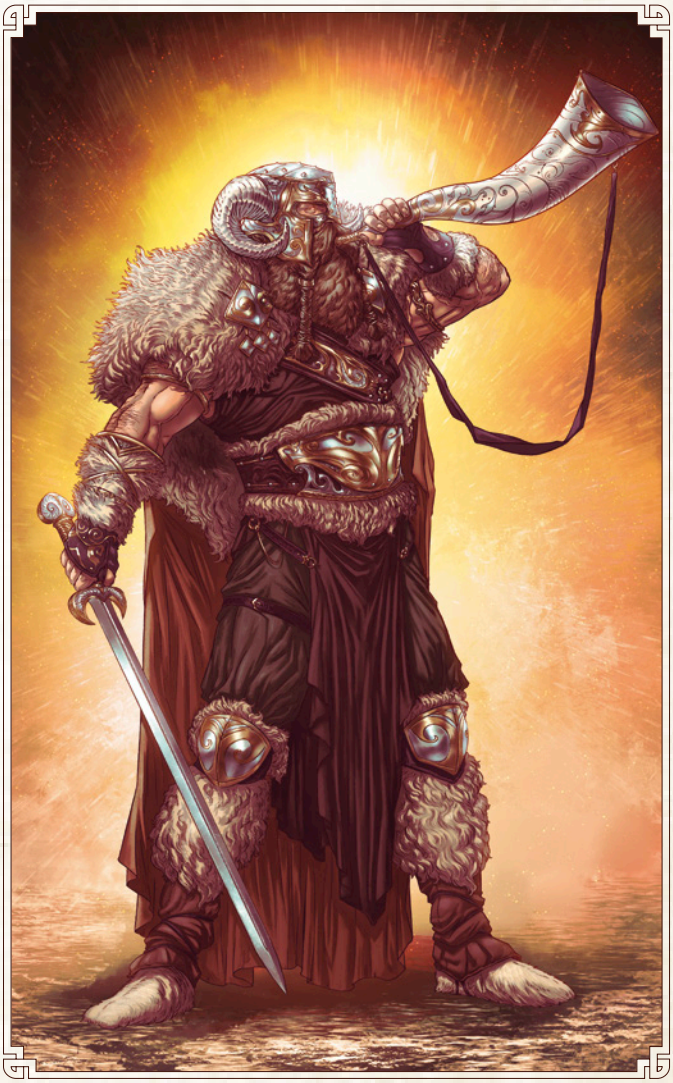
- Goddess of royalty, fecundity, war and clairvoyance
- A queen so cunning and clever she crafted a second identity by the name of Saga
- When on the front line, she acts like a warlord, a powerful spellcaster when not in the thick of the melee

Heimdallr

"As I beheld, amazed, the bystanders I noticed a man watching me intently. Tall and heavily built, like the last tree standing from the taiga on the borders of the frozen desert, he was studying me with such intensity I felt stark naked. I could not see his face, hidden by a great helm the like of which I had never seen, bearing two large ram horns.

His dark irises went surf-white, as impressive a feat as it was absurd. After a few, eternal, seconds he smiled, removing his helm and I suddenly felt relieved. I realized his teeth were pure gold and one of his ears was missing. His red-hot hair was as long as it befits a man of experience and power, decorated with white gold jewelry and his mail armor, bracers and greaves bore platelets of the same precious metal. In the light of the fires, he looked shrouded in a halo of white light. His strong hands, his skin scorched by the sun of the endless watch, delicately cradled a signaling horn the size of a man, intricately carved and inlaid such magnificent and complex motifs I could have lost years to unravel their meaning. When he focused his attention elsewhere, it was as if I had never existed.".

- Thorleif Sikiroddr "Silk Voice"



- Sentinel god, the deity of the morning, civilization and war
- Staunch, stern, proud and terse, revered father of human civilization
- The best watchman in the universe, capable of seeing and sensing almost anything

Heimdallr

Large god, lawful honorable

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	26 (+8)	20 (+5)	28 (+9)	28 (+9)

Armor Class 23
Hit Points 350 (25d12 + 175)
Speed 40 ft.

Saving Throws Str +15, Con +14, Wis +16, Cha +16
Skills Intimidation +16, Perception +23
Damage Resistances necrotic; bludgeoning, piercing and slashing from non-magical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed
Damage Resistances radiant
Senses passive Perception 24, darkvision 400 ft. truesight 400 ft.
Languages all, telepathy 120 ft.
Challenge 25 (50.000 XP)

Divine Weapons. Heimdallr's weapon attacks are magical. When Heimdallr hits with any weapon, the weapon deals an extra 6d8 radiant damage (included in the attack).
Legendary Resistances (3/Day). If Heimdallr fails a saving throw, it can choose to succeed instead.
Magic Resistance. Heimdallr rolls saving throws against spells and magical effects with advantage.
Eternal Vigilance. Heimdallr cannot be surprised, is immune to illusion and cannot be put magically to sleep.
Innate Spellcasting. Heimdallr's spellcasting ability is Wisdom (saving throw DC 24, +16 to hit). Heimdallr can innately cast the following spells, without the need for components.
At will: *bless, clairvoyance, detect magic, detect thoughts, magic circle, message, sanctuary, spiritual weapon, teleportation circle, thaumaturgy.*
3/day each: *blade barrier, holy aura, sunbeam*

ACTIONS

Multiattack. Heimdallr makes two Blade of Asgardr attacks and one Heimdallr's Head attack.
Blade of Asgardr. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 23 (2d10 + 11) piercing damage plus 27 (6d8) radiant damage.
Heimdallr's Head. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 20 (2d8 + 11) bludgeoning damage plus 27 (6d8) radiant damage. The character must pass a **DC 20 Constitution** saving throw or be knocked prone and stunned for 1 minute.

REACTIONS

Pommel Strike. Heimdallr attacks his target with the hilt of his Sword. This attack uses the same roll to hit of the Sword attack, dealing instead 16 (1d8 + 11) bludgeoning damage. On a hit, the target must pass a **DC 18 Constitution** saving throw or be stunned until the end of their next round.

LEGENDARY ACTIONS

Heimdallr can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Heimdallr regains spent legendary actions at the start of their turn.
Gjallarhorn. Heimdallr blows his mighty horn. Every ally gains advantage to hit rolls, skill checks and saving throws and is immune to fear for 1 minute. Each enemy must pass a **DC 21 Charisma** saving throw or suffer disadvantage to all to hit rolls, skill checks and saving throws and be frightened for 1 minute.
Headbutt. Heimdallr makes a Heimdallr's Head attack.

HÖDHR (Æsir)

"The young albino approached me, leading a blind man. With great tenderness, he helped him sitting among us, pouring him a drink and handing him a plate filled with hot food. Much to my amazement, the two men were twins, exactly identical if not for a few details. His hair and beard were charcoal black, his tunic and trousers the color of hearth smoke and the jewels he wore on his arms and his mane burnished gold. His brother helped him drinking and eating with affection and care, but there was something off in the blind man. He looked like as if he was suffering a great shame from something, but I could tell what it was, although I felt a great pity for him. What manner of despicable act could have a poor blind man committed to feel so ashamed of himself?"

- Thorleif Sikiroddr "Silk Voice"

- Blind warrior god
- Somber and depressed for something unfathomable. He can be distracted, however, and becomes a little happier if somebody talks to him and listens to his tales

IDHUNN (Æsir)

"A woman, dressed as a peasant, walked barefoot among the benches, holding a basket full of apples under her arm. She wore a simple, lightly colored tunic, numerous bags filled with herbs hanging from her belt.
Her only weapon was a boar tusk knife with a golden handle and a squirrel's tail kept in place by a golden stud. Surprisingly beautiful, she kept her brown hair flowing on the back of the head and tied to her temples in two braids. Her tanned skin bore white paintings around her neck and arms. Flowers and pine twigs woven into her braids and hawthorn in the belt were the only jewelry she wore. Her honey-colored eyes gleefully looked at the hall, freckles dotting her cheeks like flowers on vernal snow, making her gentle visage all the sweeter. She walked serenely, gifting an apple to whoever crossed her. Those apples had an intense and fascinating smell and, I could not tell if it was the fairytale-like light of the hall or my own enthusiasm tricking me, I could have sworn they were made of gold, shining like tiny stars in the woman's hands".

- Thorleif Sikiroddr "Silk Voice"

- Goddess of immortality and spring
- Her blood is an unusual mix of Dvergr and Alfr, making her a bit naive and somewhat rustic
- She guards the golden apples of immortality with magicks gifted to her by her peculiar descent

LOKI

"I noticed a man who walked among the crowd, bothering many people. He quarreled on purpose, insulted maidens and brawled with warriors, his behavior greatly annoying me. He dressed in garish colours, in great contrast with his sickly, almost translucent, complexion, with waist-long, smooth black hair framing a sharp visage. The inserts and trims in his cloak and clothes reminded me of snakes whose coils haunted my thoughts, while the jewels at his neck and wrists were more evidently embossed with serpent motifs. His reptile-thin lips were always twisted in a sardonic grin, darkened and defaced by many scars. Upon closer inspection, I realized his mouth had been sewn shut; how many and what manner of insults and lies had befallen such a punishment on him? I did not feel any pity for him, maybe because such a vile being did not deserve any. I will never forget his eyes, so dark, hollow, filled with hatred, sourness and malignancy. I felt fear and hoped never to see that person ever again, as I had the feeling that man could commit unspeakable crimes".

- Thorleif Sikiroddr "Silk Voice"

- God of trickery and witchcraft
- Sly, lustful, rancorous, liar and utterly untrustworthy
- Clever and manipulating, he will always try to gain something out of any situation
- Æsir think that he is imprisoned in a cave of Eitr on Niflheimr, chained to a boulder while a snake torments him, but he's on the run.

LOKI

Large god, chaotic dishonorable

STR	DEX	CON	INT	WIS	CHA
20 (+5)	26 (+8)	20 (+5)	30 (+10)	20 (+5)	30 (+10)

Armor Class 20
Hit Points 300 (25d12 + 125)
Speed 40 ft.

Saving Throws Str +12, Con +15, Wis +12, Cha +17
Skills Deception +17, Intimidation +17, Perception +12, Persuasion +17
Damage Immunities necrotic; bludgeoning, piercing and slashing from non magical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed
Damage Resistances radiant
Senses passive Perception 22, darkvision 120 ft.
Languages all, telepathy 120 ft.
Challenge 23 (50.000 XP)

Divine Weapons. Loki's weapon attacks are magical. When Loki hits with any weapon, the weapon deals an extra 6d8 radiant damage (included in the attack).
Trickster's Aura. Every attack against Loki fails unless his attacker passes a **DC 12 Charisma** saving throw.
Legendary Resistances (3/Day). If Loki fails a saving throw, it can choose to succeed instead.
Magic Resistance. Loki rolls saving throws against spells and magical effects with advantage.
Innate Spellcasting. Loki's spellcasting ability is Charisma (saving throw DC 25, +17 to hit). Loki can innately cast the following spells, without the need for components.
At will: *animate object, bestow curse, burning hands, charm person, confusion, dominate monster, dominate person, fireball, flaming sphere, fog cloud, gaseous form, invisibility, scorching ray, shapechange, shield, suggestion, wall of fire.*
3/day each: *antipathy/sympathy, counterspell, blade barrier, delayed blast fireball, earthquake, eyebite, feeblemind, lightning bolt, mass suggestion, mind blank, mirage arcane, sunbeam, sunburst, time stop, weird.*

ACTIONS

Multiattack. Loki makes two Dagger of Asgardr attacks.
Dagger of Asgardr. *Melee or Ranged Weapon Attack:* +15 to hit, reach 10 ft. or 30/120 ft. range, one target. *Hit:* 19 (2d6 + 8) piercing damage plus 27 (6d8) radiant damage.

LEGENDARY ACTIONS

Lokican take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Loki regains spent legendary actions at the start of their turn.
Spell. Loki casts a known spell.
Hypnotic gaze. A creature Loki is able to see within 60 ft. must pass a **DC 20 Charisma** saving throw or be charmed by Loki for 1 minute. A crature who passes the saving throw is immune to the effect for 24 hours.
Teleport. Loki magically teleports in an unoccupied space he can see within 160 ft, with all the equipment he is wearing or carrying on his person.

NANNA (Æsir)

"The young albino I was sitting with was joined by a graceful maiden who sat at his side, resting her head on his shoulder. She kept her dark hair tied behind the back of her head, like a young bride, wreathed in wildflowers. Her neck was thin, her skin bright and her hands delicate. She made me think of those young Jutlander maidens whose smile can melt iron. Her doe-like eyes intently studied me. She was as beautiful as a blooming flower, gentle and welcome after the rigors of winter and I thought about a thin birch, so thin she looked. She must have been cut from as strong and tough a fabric as the same plant, however, the only one capable of surviving in the frozen lands of the north, if she was the one who earned the love of such a good and sought-after man".

- Thorleif Sikiroddr "Silk Voice"

- Goddess of youth and childhood
- Spontaneous, kind and gentle, although extremely brave and tenacious

ODHINN

"It was a summer night, not like these, an actual summer night. The sky had so many stars I thought I was swimming in the air, surrounded by rock crystal dust.

I was on my way to the king of Jutland, to entertain him with my singing, you see and me and my companions had set the camp for the night. I was admiring the starlight sky, hoping to find inspiration for my next work when all of a sudden I noticed somebody by the fire.

An old man, so much I could not guess his age, dressed in rags, huddled by the fire and I offered him food and drinks, even if he had not asked for them, as if driven by an unknown sense of mercy or compassion.

"We all are travelers in this wide and strange world", he said, as if reading my very thoughts.

And then, before I could reply, he grasped my hand and in a dour voice he said "Are you looking for inspiration? Are you looking for the song that will carve your name into eternity? Let me show you."

And so the old man rose, shaking off his rags. He was large, taller than me by a whole head, with flowing grey hair caressing his back, tied with leather strings and the bones of some unknown bird of prey.

His face framed by a thick, abdomen-long, ashen beard and his wrinkled skin the color of leather, as if burned by a thousand suns, or pale, as if it had never seen sunlight. He was immensely old and yet incredibly young. The hand grasping me was large, with many callouses, what I could see of his body crossed by a tangle of the thin lines of many, long-faded, tattoos. Perhaps, that was why I could not tell the color of his skin.

His clothes, torn, ragged and patched in many places, were worthy of a king. I recognized wool, silk, refined and sophisticated colors trimmed in golden thread, covered by a wide grey cloak. His boots however, were worn down.

Only then I realized this man had only one eye. The empty socket was a hole, set in the wrinkles of a wooden visage, although the good one was an even more disconcerting pit. In that iris of endless, ever-changing colors like the Northern Lights, I saw… I saw… there are no words for what I saw, but it perturbed me, it fascinated me and frightened me.

The man covered his mouth with a hand, like a suckling, but when he showed his palm to me I saw he was holding a handful of pale bones, perhaps as old as he was and carved with unknown runes.

He glanced at me with his good eye for an instant that felt like an eternity and then said, with a commanding attitude, "Come with me."

And that is the beginning of this story of mine I am about to tell you".

- Thorleif Sikiroddr "Silk Voice"

- God of magic, war, death, poetry, knowledge, ecstasy, exile, travel, violence, aggression, wisdom and runes.
- Father of the gods, parent to a great many of them
- He knows the flow of Fate, having met the Norns with Mimir and drunk the mead of knowledge. He knows everything and yet his words are cryptic

ODHINN

Large God, lawful honorable

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	26 (+8)	28 (+9)	30 (+10)	26 (+8)

Armor Class 25
Hit Points 450 (30d12 + 240)
Speed 40 ft.

Saving Throws Str +16, Con +16, Wis +17, Cha +16
Skills Intimidation +16, Perception +18
Damage Immunities necrotic, poison; bludgeoning, piercing and slashing from non magical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Damage Resistances radiant
Senses passive Perception 28, darkvision 120 ft., truesight 120 ft.
Languages all, telepathy 120 ft.
Challenge 26 (90.000 XP)

Divine Weapons. The weapon attacks of a Deity are magical.
When the Deity hits with any weapon, the weapon deals an extra 12d8 radiant damage (included in the attack).
Supreme Knowledge. Odhinn is the keeper of ultimate knowledge and always succeeds on Arcana, Asatru, History, Nature and Religion checks.
Implacable. Odhinn's attacks ignore immunity or resistance.
Supreme Master of the Futhark Circle. Odhinn can magically create a runic circle, etching it on the floor. As an action, he chooses a spot on the floor within 120 ft., creating a circle 30 ft. in diameter. To keep it active, he must be able to see the circle and use a bonus action every turn. When a creature Odhinn can see attacks a target within the circle, he can roll a d12 and subtract the result to that hit roll. Enemies within the Futhark Circle lose any damage resistance. Odhinn is considered always within the Futhark Circle.
Legendary Resistances (3/Day). If Odhinn fails a saving throw, it can choose to succeed instead.
Magic Resistance. Odhinn rolls saving throws against spells and magical effects with advantage.
Innate Spellcasting. Odhinn's spellcasting ability is Intelligence (saving throw DC 26, +18 to hit). Odhinn can innately cast the following spells, without the need for components.
At will: *bless, circle of death, circle of power, clairvoyance, counterspell, detect magic, detect thoughts, foresight, haste, heroes' feast, magic circle, message, mind blank, sanctuary, slow, teleportation circle, thaumaturgy.*
3/day each: *holy aura, time stop, true polymorph, zone of truth*
1/day: *power word kill*

ACTIONS

Multiattack. Odhinn makes three Gungnir attacks.
The Spear Gungnir. *Melee Weapon Attack:* it automatically hits a creature within reach and sight, reach 10 ft., one target. *Hit:* 25 (2d12 + 11) piercing damage plus 54 (12d8) radiant damage.
Gungnir, thrown. Odhinn hurls Gungnir, all creatures in a straight line 120 ft. long and 5 ft. wide suffer 18 (1d12+11) piercing piercing damage plus 27 (6d8) radiant damage. Gungnir returns to Odhinn's hand at the beginning his next turn.

REACTIONS

The Allfather Gaze. If an attack hits Odhinn and he can see his aggressor, it fails.

LEGENDARY ACTIONS

Odhinn can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Odhinn regains spent legendary actions at the start of their turn.
Gungnir. Odhinn attacks once with the spear Gungnir.
Runic Mark (3 actions). Odhinn magically etches a rune on a target he can see within the Futhark Circle. That target must pass a **DC 21 Wisdom** saving throw or suffer a condition at Odhinn's choice among the following: blinded, deafened, paralyzed, petrified or poisoned. A spell like lesser restoration is capable of removing such condition.
Spell. Odhinn casts a known spell.

Geri and Freki, Odhinn's Wolves

Geri and Freki are wolves of the forest of Jarnvid, although much smaller in size than their cousins, the giant wolves. As Odhinn traveled, wearing the identity of a wanderer, he met the two wolves and saw potential in them. Geri and Freki can interact with the spiritual world, making them the best of track hounds.

Geri / Freki

Large beast, lawful honorable

STR	DEX	CON	INT	WIS	CHA
22 (+6)	22 (+6)	17 (+3)	11 (+0)	16 (+3)	10 (+0)

Armor Class 20 (natural)
Hit Points 120 (12d12 + 36)
Speed 60 ft

Damage Immunities poison
Condition Immunities charmed, paralyzed, poisoned
Damage Resistances bludgeoning, piercing, slashing from non magical weapons
Senses darkvision 120 ft., passive Perception 17
Languages Common
Challenge 12 (11.500 XP)

Sacred Beast. The attacks of the Wolves of Odhinn are considered magical.
Legendary Resistances (3/Day). If the Wolves of Odhinn fail a saving throw, they can choose to succeed instead.
Magic Resistance. The Wolves of Odhinn rolls saving throws against spells and magical effects with advantage.
Pack Tactics. The Wolves of Odhinn have advantage on an attack roll against a creature if at least one of their allies is within 5 ft. of the creature and the ally isn't incapacitated. All allies of the Wolves of Odhinn have advantage on an attack roll against a creature within 5 ft. of the Wolves themselves, provided they are not incapacitated.
Keen Sight and Smell. The Wolves of Odhinn have advantage on **Wisdom (Perception)** checks that rely on sight and smell.

Actions

Multiattack. The Wolves of Odhinn make a Slam attack and two Bite attacks.
Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 6) piercing damage. If the target is a creature, they must pass a **DC 18 Constitution** saving throw or lose 10 hit points at the beginning of their round for one minute. This effect does not stack.
Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage. If the target is a Large or smaller creature, they must pass a **DC 18 Strength** saving throw or be knocked prone.

Legendary Actions

The Wolves of Odhinn can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Wolves of Odhinn regain spent legendary actions at the start of their turn.
Bite. The Wolves of Odhinn make a Bite attack.

Huginn and Muninn, Odhinn's Ravens

Huginn (*"Thought"*) and Muninn (*"Memory"*) are two ravens who wander the Worlds gathering news and information on behalf of Odhinn. Their master sets them out at dawn and then awaits their return at dusk, when they perch on his shoulders and whisper in his ears what they saw and heard.

Huginn / Muninn

Tiny beast, lawful honorable

STR	DEX	CON	INT	WIS	CHA
6 (-2)	20 (+5)	10 (+0)	24 (+7)	20 (+5)	14 (+2)

Armor Class 25
Hit Points 75 (15d8)
Speed 10 ft. fly 120 ft.

Saving Throws Dex +10, Int +12, Wis +10
Damage Immunities poison; bludgeoning, piercing and slashing from non magical weapons
Condition Immunities charmed, paralyzed, poisoned
Damage Resistances radiant
Senses passive Perception 20, truesight 150 ft.
Languages all, telepathy 400 ft.
Challenge 12 (11.500 XP)

Awareness. Odhinn's Ravens immediately detect lies.
Mimicry. Odhinn's Ravens can mimic any sound. Creature hearing the sound can tell it is a mimicry by passing a **DC 20 Wisdom (Insight)** check.
Innate Spellcasting. The spellcasting ability of the Odhinn's Ravens is Intelligence (saving throw DC 20).
Legendary Resistances (3/Day). If the Vanir fails a saving throw, it can choose to succeed instead. They can innately cast the following spells, without the need for components.
At will: *clairvoyance, detect magic, detect thoughts, etherealness, message.*
1/day: *time stop, zone of truth*
Magic Resistance. Odhinn's Ravens roll saving throws against spells and magical effects with advantage.

Actions

Beack. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d60 + 5) piercing damage.

Legendary Actions

Odhinn's Ravens can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Odhinn's Ravens regain spent legendary actions at the start of their turn.
Flight. Flying, Odhinn's Ravens either Dash or Disengage.
Spell. Odhinn's Ravens cast a known spell.

SLEIPNIR, ODHINN'S STEED

Sleipnir is Odhinn's eight-legged horse. He was born when Loki, under the guise of a cow, seduced the horse Svadilfari to distract him from building the walls of Asgardr.
Sleipnir is the noblest of all horses and is gifted with flight.

SLEIPNIR

Large beast, lawful honorable

STR	DEX	CON	INT	SWIS	CHA
24 (+7)	18 (+4)	20 (+5)	11 (+0)	17 (+3)	15 (+2)

Armor Class 18 (natural)
Hit Points 145 (12d12 + 60)
Speed 60 ft., swim 60 ft., fly 60 ft.

Damage Immunities poison
Condition Immunities charmed, paralyzed, poisoned
Damage Resistances bludgeoning, piercing, slashing from non magical weapons
Senses darkvision 120 ft., passive Perception 17
Languages Common
Challenge 12 (11.500 XP)

Trampling Charge. If Sleipnir moves at least 20 ft. straight toward a creature and then hits it with a hooves attack the same turn, that target suffers an additional 11 (2d10) bludgeoning damage and Sleipnir cannot be targeted by attacks of opportunity if he leaves the area threatened by the target. If the target is a Large or smaller creature, it must succeed on a **DC 18 Strength** saving throw or be knocked prone.
Legendary Resistances (3/Day). If Sleipnir fails a saving throw, they can choose to succeed instead.
Magic Resistance. Sleipnir rolls saving throws against spells and magical effects with advantage.
Magic Hooves. Sleipnir's attacks are magical. Sleipnir can walk on water surfaces or air as if it was open ground and ignores any penalty from the terrain. Sleipnir moves freely from one world to the other with a movement action, bringing with himself all he is carrying.

ACTIONS

Multiattack. Sleipnir makes four Hooves attacks.
Hoof. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target.
Hit: 16 (2d8 + 7) bludgeoning damage.

LEGENDARY ACTIONS

Sleipnir can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Sleipnir regains spent legendary actions at the start of his turn.
Dash. Sleipnir takes the Dash action
Hoof. Sleipnir makes a Hoof attack.
Move. Sleipnir takes the Dash or Disengage action.
Terrifying Snort. Sleipnir fiercely neighs, a dense, warm mist leaving his nostrils. Each hostile creature within 60 ft. of him who can hear it must pass a **DC 17 Wisdom** saving throw or be frightened until the end of their next round.

SIF (Æsir)

"A most peculiar warrior waded through the bystanders to get to the other end of the hall. At her left side, she carried a broad-bladed sword, at her right one hung a battleaxe. She wore a suit of armor made of embossed metal plates over a horseman's coat of mail and, in spite of her menacing appearance, had many small bouquets of flowers tied to her belt, spreading a gentle smell as she passed by. Her mane blazed like a flame, superb and untamed like a wildfire. I could have lost myself in such resplendent hair, that looked as if extremely skilled artisans had wrought from countless golden threads. Aware of her charm, she shook her hair with one, fluid motion of her head, freeing into the air a mysterious fragrance of resins and red-hot iron. As beautiful and ferocious as the storm, in her blue eyes, I saw the loveliness and benevolence of a mother with the sacred duty of protecting her children".

- Thorleif Sikiroddr "Silk Voice"

- Goddess of war and crops
- Fierce combatant and an affectionate mother, she incarnates the ideal of the warriors who defend her community

THOR

"Like the wind carries you over the waves to the destination of your journey or glowing iron was brought to the shadow of the forge, so my attention was stolen by a man. It looked as if the entire hall gravitated around him or he was the center of the universe and I wondered if even I was but a dream in the imagination of such a powerful being, whose might irradiated from every fiber of his person. In his presence, I felt like an insect in front of the inconceivable height of a mountain, paralyzed, I felt as if struck in the chest by a hammer. I felt like the first time I saw the endless vastness of the tundra, where days last weeks and nights more than a lifetime. I felt a childhood memory, when my older brother wielded our sickly father's axe to defend our house from a bear. I felt safe and respectful like that day so long in the past. Seeing that enormous man drinking and eating with the innocent glee of a child caused in me a whirlwind of emotions. I felt both absolute, irrational terror and then spontaneous admiration.

He had beyond the shoulder red hair, a thick red beard brushing his hairy chest, his woven mustache closed by two blue stones. His eyes were of an ever-changing color, one moment that of storm clouds, the following light blue like the clear sky. They even looked like the deep red of a bird of prey. His large and muscled shoulders were shrouded by a dark fur, his hips covered in a simple kilt of overlapping leather strips held in place by a tall, bronze-plated belt. He wore knee-high, fur-covered boots and some of his armils looked as if they were to burst while attempting to contain his bulging biceps. His forearms were plated in iron bracers that covered part of his hands and, although he looked capable of crushing the bones of a person with just a hand, I thought he was more of the jovial type, rather than a warrior. The moment he saw my one-eyed guide, he suddenly stood, overturning the table and I was deafened by an unexpected roar. Then, I saw a hammer in his hand, so large its head was easily the size of my chest, and a horn overflowing with beer in the other. He let out a powerful shout, as mighty as the sudden eruption of a volcano, as deafening as a hundred thunderclaps, so intense that sent many bystanders reeling, then he sat again as if nothing had happened. I believe I saw sparks, like summer lightnings, in his impenetrable eyes".

- Thorleif Sikiroddr "Silk Voice"

- God of thunder, lightning, rain, fields, farmers and warriors
- Irascible, gruff and extremely impulsive, his mentality is simple and straightforward
- Equally capable of anger and friendship, he is generous and good-hearted

THOR

Large god, chaotic honorable

STR	DEX	CON	INT	WIS	CHA
30 (+10)	22 (+6)	28 (+9)	20 (+5)	24 (+7)	28 (+9)

Armor Class 25
Hit Points 450 (30d12 + 240)
Speed 40 ft.

Saving Throws Str +18, Con +17, Wis +15, Cha +17
Skills Intimidation +16, Perception +15
Damage Immunities lightning, necrotic, thunder; bludgeoning, piercing and slashing from non magical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed
Damage Resistances radiant
Senses passive Perception 25, darkvision 120 ft.
Languages all, telepathy 120 ft.
Challenge 25 (75.000 XP)

Divine Weapons. Thor's weapon attacks are magical. When Thor hits with any weapon, the weapon deals an extra 6d8 radiant damage (included in the attack).
Strength of the Storm. Thor rolls Strength checks with advantage. He cannot be moved, shoved or knocked Prone.
Legendary Resistances (3/Day). If Thor fails a saving throw, it can choose to succeed instead.
Magic Resistance. Thor rolls saving throws against spells and magical effects with advantage.
Innate Spellcasting. Thor's spellcasting ability is Charisma (saving throw DC 25, +17 to hit). Thor can innately cast the following spells, without the need for components.
At will: *chain lightning, control weather, lightning arrow, shocking grasp, thunderous smite, thunderwave.*
3/day: *storm of vengeance*

ACTIONS

Multiattack. Thor makes three Mjolnir attacks.
Mjolnir. *Melee or Ranged Weapon Attack:* +18 to hit, reach 10 ft or range 60/120., one target. *Hit:* 30 (3d10 + 13) bludgeoning damage plus 27 (6d8) radiant damage plus 36 (8d8) lightning damage plus 14 (4d6) thunder damage.
Divine Storm. Thor unleashes the power of the storm, thunder and lightning scouring the battlefield. Every creature within 60 ft. must make a **DC 20 Dexterity** saving throw or suffer 55 (15d6) lightning damage plus 36 thunder damage and be knocked Prone. On a pass, the damage is halved and they are not knocked Prone.

REACTIONS

Aura of Sparks. When Thor is hit by a melee attack, he can spend his reaction to deal 21 (6d6) lightning damage to his attacker, who must pass a **DC 20 Constitution** saving throw or be paralyzed until the end of their next round.

LEGENDARY ACTIONS

Thor can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Thor regains spent legendary actions at the start of their turn.
Mjollnir. Thor attacks once with the hammer Mjollnir.
Spell. Thor casts a known spell.
Thunderbolt (2 actions). Thor takes a Dash action without provoking attacks of opportunity. All creatures within 5 ft. of his passage suffer 21 (6d6) thunder damage and must pass a **DC 20 Strength** saving throw or be knocked Prone.

TANNGNJÓSTR AND TANNGRISNIR, THOR'S GOATS

Tanngnjóstr (*"Teethgritter"*) and Tanngrisnir (*"Teethfiler"*) are the two goats who pull Thor's chariot. He is also known for often cooking and eating them, as they can be returned to life by recomposing their corpses and a little help of Thor's own hammer, Mjöllnir.

TANNGNJÓSTR / TANNGRISNIR

Large beast, lawful honorable

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	24 (+7)	10 (+0)	18 (+4)	8 (-1)

Armor Class 14 (natural)
Hit Points 130 (10d10 + 70)
Speed 60 ft.

Damage Immunities poison
Condition Immunities charmed, paralyzed, poisoned
Damage Resistances bludgeoning, piercing, slashing from non magical weapons
Senses darkvision 120 ft., passive Perception 17
Languages Common
Challenge 10 (5.900 XP)

Trampling Charge. If the Goat of Thor moves at least 20 ft. straight toward a creature and then hits it with a hooves attack on the same turn, that target suffers an additional 11 (2d10) bludgeoning damage and the Goat of Thor cannot be targeted by attacks of opportunity if he leaves the area threatened by the target. If the target is a Large or smaller creature, it must succeed on a **DC 18 Strength** saving throw or be knocked prone.
Legendary Resistances (3/Day). If the Goat of Thor fails a saving throw, it can choose to succeed instead.
Magic Resistance. The Goat of Thor rolls saving throws against spells and magical effects with advantage.
Magic Goat. The Goat's attacks are magical.
Regeneration. The Goat of Thor heals 20 hit points at the beginning of its turn. It dies only if its entire body is destroyed, burnt to ash or disintegrated.

ACTIONS

Multiattack. The Goat of Thor makes two Horns attacks.
Horns. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

TYR

"A grown man passed me by. Tall and mighty, tough as the cliffs of the fjords. Long, grizzled hair feathered his shoulders, untied and visible under a great helm decorated with silver and bronze, chased with images of wolves and warriors. His dark, silver-streaked beard, kept short and well-trimmed, framed his angular features as eyes the color of morning light looked me over before moving on. His massive figure was clad in a suit of lamellar and mail armor, worthy of a king as it was adorned with small precious metal plates. His shoulders were covered by a black cloak made with the skins of many wolves that gently brushed the floor. Although worn out after untold battles, it still was solemn and regal.
His right hand was encased in a gauntlet, resting on the bejeweled furnishing of a sword; the left one, instead, completely missing. The warrior had been mutilated. His impairment, however, did not look to inconvenience him in the slightest. On the contrary, his passage was hailed with great deference and respect, many offering him horns brimming with beer. He declined, however, with a simple nod. No jest or look of pity for the maimed, who walked straight and proud, as the noblest among the lords of Midgardr."

- Thorleif Sikiroddr "Silk Voice"

- God of war and gatherings
- Cold and disciplined, careful and calculating when fighting
- He is said to be the braves among the gods

TÝR

Lawful god, lawful honorable

STR	DEX	CON	INT	WIS	CHA
28 (+9)	20 (+5)	30 (+10)	24 (+7)	26 (+8)	24 (+7)

Armor Class 26
Hit Points 450 (25d12 + 240)
Speed 40 ft.

Saving Throws Str +16, Con +17, Wis +15, Cha +14
Skills Intimidation +21, Perception +15
Damage Immunities lightning, necrotic, thunder; bludgeoning, piercing and slashing from non magical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed
Damage Resistances radiant
Senses passive Perception 25, darkvision 120 ft.
Languages all, telepathy 120 ft.
Challenge 25 (75.000 XP)

Divine Weapons. Týr's weapon attacks are magical. When the Æsir hits with any weapon, the weapon deals an extra 6d8 radiant damage (included in the attack).
Legendary Resistances (3/Day). If Týr fails a saving throw, it can choose to succeed instead.
Magic Resistance. Týr rolls saving throws against spells and magical effects with advantage.
As Strong as War Itself. Týr rolls Strength checks with advantage. He cannot be moved, shoved or knocked Prone.
Innate Spellcasting. Týr's spellcasting ability is Wisdom (saving throw DC 25, +15 to hit). Týr can innately cast the following spells, without the need for components.
At will: *cloud of dagger, haste, sanctuary, shield, shield of faith, slow, spiritual weapon, thaumaturgy*
3/day each: *blade barrier, destructive wave*

ACTIONS

Multiattack. Týr makes three Týr's Blade attacks and one Shield Slam attack.
Shield Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage plus 27 (6d8) radiant damage. If the target is a creature, it must pass a **DC 21 Strength** saving throw or be knocked Prone.
Týr's Blade. *Melee Weapon Attack: +16 to hit, reach 10 ft., one target. Hit:* 28 (3d10 + 12) slashing damage plus 27 (6d8) radiant damage.

REACTIONS

Parry. Týr adds 4 to his AC to an attack that would hit him and counterattacks with a Shield Slam. To be able to do so, Týr must be wielding a shield and see his opponent.

LEGENDARY ACTIONS

Týr can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Týr regains spent legendary actions at the start of their turn.
Greater Shield Slam. Týr makes a Shield Slam attack. If it hits, the target must pass a **DC 20 Constitution** saving throw or be Stunned for 1 minute.
Move. Týr takes the Dash or Disengage action.
Spell. Týr can cast a known spell

ULLR (Æsir)

"A young hunter was laughing and telling hunting stories to a few maidens. Dark hair, green eyes and a coarse beard lent him an appearance as rustic as it was captivating. His hair kept in a ponytail tied with a leather string from which hang two raven feathers and two boar tusks, he carried a majestic white wood bow. Both ends were decorated with gold, raven head-shaped fittings and the whole weapon had been carved with flower-inspired knotwork. He was dressed in a simple and unassuming manner, stained with mud, pine needles and grass after many long chases when out hunting. A bone skinning knife hung from his belt, fitted with a golden boar head and two hare skins painted with maps of the woodlands peeked out of his haversack, as well as a waterskin and a small bag of medicinal herbs. Mud stained boots comfortably rested on the table and a hood mounted by roe antlers reminded me of the riveting tales of those daring hunters who braved the woods that I so much loved as a child".

- Thorleif Sikiroddr "Silk Voice"

- God of hunting and forests
- Adventurous and daring, sometimes arrogant. With little warning, he can change the mood and become silent and careful
- The best archer ever, he knows every woodland

VIDHARR (Æsir)

"I passed by a man who sat alone at a table, with no company no matter how crowded the great hall was.
However joy surrounded him, he emanated a sense of somber sadness, pushing others away from him. He was a half-naked young man, dressed in worn out rags. His long mane of unkempt hair wrapped around his head, reaching down to his waist, so dirty and knotted it was impossible to tell its original color. His beard, equally dirty and coarse, grew from under a hawk-like nose and an unusually hard scowl, as if he was a sculpture barely outlined with an axe from a log, upon which had grown ivy and moss.
One could spot taut muscles under the rags, his skin covered in knotted, thorn-like tattoos. Numerous weapons hung from his rope belt, like axes, knives, swords, throwing axes and spear tips, all gleaming like silver and kept with the best of care. When he noticed I was watching him, a hostile grin flashed within his beard, showing teeth with longitudinal carvings and I set my gaze elsewhere, never laying eyes on that unsettling young man ever again".

- Thorleif Sikiroddr "Silk Voice"

- God of vengeance
- Hostile, bitter, grim, aggressive and introvert
- His ferocity and savagery make relating with him almost impossible

ÆSIR STATISTICS

For all the deities in this chapter that mention the word "Æsir" next to the name, use the statistics below.

ÆSIR (Generico)

Large god, lawful honorable

STR	DEX	CON	INT	WIS	CHA
24 (+7)	22 (+6)	24 (+7)	20 (+5)	24 (+7)	24 (+7)

Armor Class 22
Hit Points 295 (22d12 + 154)
Speed 40 ft.

Saving Throws Con +14, Wis +14, Cha +14
Skills Intimidation +14, Perception +14
Damage Immunities necrotic; bludgeoning, piercing and slashing from non magical weapons
Condition Immunities exhaustion, frightened, paralyzed
Damage Resistances radiant
Senses passive Perception 24, darkvision 120 ft.
Languages all, telepathy 120 ft.
Challenge 21 (33.000 XP)

Divine Weapons. The Æsir's weapon attacks are magical. When the Æsir hits with any weapon, the weapon deals an extra 6d8 radiant damage (included in the attack).
Legendary Resistances (3/Day). If the Æsir fails a saving throw, it can choose to succeed instead.
Magic Resistance. The Æsir rolls saving throws against spells and magical effects with advantage.

ACTIONS

Multiattack. The Æsir makes three Blade of Asgardr attacks.
Blade of Asgardr. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 22 (2d10 + 10) piercing damage plus 27 (6d8) radiant damage.
Mead (6/Day). The Æsir allows a creature to drink a sip of magic mead, healing it 40 (8d8+4) hit points.

LEGENDARY ACTIONS

The Æsir can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Æsir regains spent legendary actions at the start of their turn.
Attack. The Æsir makes and attack.
Move. The Æsir takes the Dash or Disengage action.
Divine Imposition (2 actions). Each creature at the Æsir's choice within 60 ft of them must succeed on a **DC 20 Charisma** saving throw or be charmed by the Æsir for a day. This effect does not stack. A creature who succeeds on the saving throw is immune to this effect for 24 hours.

EINHERJAR

Half of those who die in battle, those who fought with honor, are taken by the Valkyries and escorted to the halls of Valhalla.

The other half is led to Sessrúmnir, Freyja's home, who has the first pick of the dead. Each day the Einherjar in Valhalla are woken up by the song of the rooster Gullinkambi and march together to the field of Idavoll at the center of Asgardr to tirelessly fight one against the other in the Eternal Battle.

At the end of each day, when they have all fallen, they heal and return to Valhalla. There, a glorious feast awaits them, prepared by the cook of the gods, Andhrímnri. the warriors eat the meat of the porc Sæhrímnir, fabled for being reborn each day, and drink the mead made with the milk of Heiðrún, the divine goat who feeds only on the leaves of Yggdrasill. The Einherjar spend the night here, feasting and sleeping with the valkyries until they fall asleep.

They train endlessly to be ready for the Ragnarok, the Last Battle when Heimdallr shall blow the Gjallarhorn calling the glorious dead to arms.

EINHERJI

Medium Celestial, any honorable

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	10 (+0)	16 (+3)	18 (+4)

Armor Class 21 (scale armor and Asgardian shield, 16 without shield)
Hit Points 165 (15d10 + 75)
Speed 30 ft.

Saving Throws Str +10, Con +9, Wis +7
Skills Asatru +7, Athletics +10, Perception +7
Condition Immunities exhaustion, frightened, incapacitated
Damage Immunities necrotic
Damage Resistances radiant; bludgeoning, piercing and slashing from non-magical weapon
Senses passive Perception 17, darkvision 120 ft.
Languages Common
Challenge 10 (5.900 EXP)

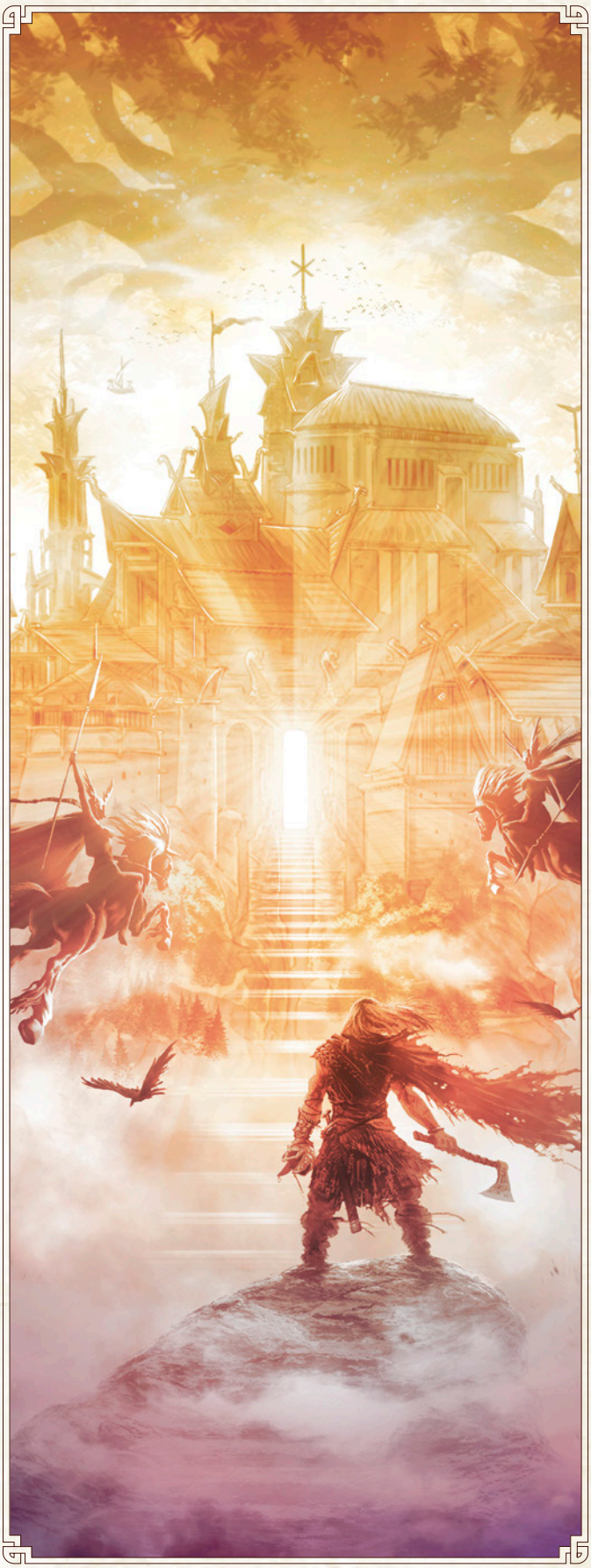
Divine Weapons. The Einherji's weapon attacks are magical. When the Einherji hits with any weapon, the weapon deals an extra 3d8 radiant damage (included in the attack).
Brute. Melee weapons deal an extra damage die when the Einherji hits (already included in the attack).
Expert Brawler. The Einherji rolls Strengths checks and opposed checks with advantage when grappling or shoving an enemy.

ACTIONS

Multiattack. The Einherji makes three Blade of Asgardr attacks or two Blade of Asgardr attacks and one Shield Slam attack.
Blade of Asgardr. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 18 (2d8 + 9) slashing damage o 20 (2d10 + 9) if wielded with both hands plus 14 (3d8) radiant damage.
Shield Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (3d4 + 6) bludgeoning damage. If the target is a Medium or smaller creature, they must pass a **DC 18 Strength** saving throw or be knocked prone.
Mead (3/Day). The Einherji allows a creature to drink a sip of magic mead, healing it 40 (8d8+4) hit points.

REACTIONS

Parry. The Einherji adds 3 to their Armor Class against a melee attack that would hit him. To be able to do so, the Einherji must be able to see his attacker and be wielding a shield.



Valkyrjar

Immortal demigoddesses armed with spear and shield who ride in the skies above a battlefield, accompanied by packs of ferocious wolves. They choose among the fallen those to lead to Valhalla to become Einherjar.

Valkyrja

Medium celestial, any honorable

STR	DEX	CON	INT	WIS	CHA
21 (+5)	22 (+6)	20 (+5)	11 (+0)	22 (+6)	25 (+7)

Armor Class 23
Hit Points 165 (15d10 + 75)
Speed 30 ft.

Saving Throw Str +10, DeX +11, Con +9, Int +5, Wis +11, Cha +12
Skills Animal Handling +10, Asatru +11, Acrobatics +10, Insight +11, Medicine + 11, Perception +11
Condition Immunities exhaustion, frightened, incapacitated
Damage Immunities necrotic
Damage Resistances radiant; bludgeoning, piercing and slashing from non magical weapon
Senses passive Perception 21, darkvision 120 ft., truesight 120 ft.
Languages Common
Challenge 15 (13.000 EXP)

Divine Weapons. The Valkyrja's weapon attacks are magical. When the Valkyrja hits with any weapon, the weapon deals an extra 3d8 radiant damage (included in the attack).
Divine Aura. The Valkyrja shines with the glory of Odhinn, emanating light for 10 ft. The Valkyrja adds her Charisma modifier to her Armor Class. Each creature of her choice in the light rolls Death and fear saving throws with advantage or disadvantage at her choice.
Divina Mount. The Valkyrja is capable of summoning a Mount as an action, as if she cast the Find Steed spell. The Mounts she can summon are Giant Swan, Giant Raven, Giant Wolf and Pegasus. Each of them, if they do not already can, gains a flying speed of 60 ft. and the resistances and immunities of the Valkyrja.
Innate Spells. The spellcasting ability of a Valkyrja is Charisma (saving throw DC 20, +12 to hit). The Valkyrja can innately cast the following spells without the need for components:
At will: *bless, cure wounds, death ward, detect thoughts, divine favor, revivify, sanctuary, spare the dying*
3/day each: banishing smite. divine word, regenerate, staggering smite, thunderous smite, wrathful smite
1/day: *power word heal, power word death*

Actions

Multiattack. The Valkyrja makes two Blade of Asgardr attacks and one Spear of Asgardr attack.
Blade of Asgardr. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 13 (1d8 + 8) slashing damage o 14 (d10 + 8) if wielded with both hands plus 14 (3d8) radiant damage.
Spear of Asgardr. *Melee or Ranged Weapon Attack:* +13 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (1d6 + 8) slashing damage or 13 (1d8 + 8) if wielded with both hands plus 14 (3d8) radiant damage.

Chapter 8

The Journey: Svartalfheimr

This section of the Journey is dedicated to the Svartalfheimr setting; the descriptions of the places and characters that the Heroes will be able to explore and meet during their journey through the Nine Worlds are reported, with an appendix on the statistics.

Svartalfheimr **210**
General Features 210
Map 211

The Journey on Svartalfheimr **215**

Encounters on Svartalfheimr **216**

Nidavellir **218**

Gnitaheith, Fafnir's Liar **219**
Map 221

Encounters on Nidavellir **222**

Svartalfheimr

Svartalfheimr is a world torn by violence. In the beginning, the Dvergar ruled alone, although its original name is lost as they do not speak often about those ancient times. Back then, there was only eternal night, as Sol was not a guest the Dvergar were willing to host. Invaders, then, came from another world.

In the aftermath of the bloody civil war between the Alfar people, the Svartalfar were exiled from the prosperous and lush world of Ljosalfheimr, creating the rift between the two kins that still divides them. Also called Dokkalfar, there were punished by the Æsir with a terrible curse, that still today makes them similar to the Dvergar; if exposed to sunlight, they turn into stone. Such characteristic is most likely the source of the tendency of mortal legends to consider Svartalfar and Dvergar the same people.

When they came to this world, the Svartalfar took of half of its territories for them, by violently chasing the Dvergar off their homes and by settling lands that were still not inhabited. It was then that the furious Dvergar retaliated by denying them the sky so they could not even enjoy looking at the stars. The sky of that realm is in fact a pitch black and frightening vault, a lightless pit similar to the Ginnungagap.

The legends do not tell how this happened, but the terrifying vision of the black void is much worse than any tale.

The Svartalfar draw the power that fuels their necromantic magic from the world of the dead. Svartalfheimr develops around a vast network of enormous caverns and tunnels, each hosting what could be called a village or city. They, however, see them more as districts, rather than settlements in of themselves.

From their point of view, in fact, Svartalfheimr is one large metropolis spanning the whole underworld and, in their arrogance, they think it is their own domain.

The Dvergar, however, showed them time and time again with both magic and blade how such claim is without any form of foundation.

Stalagmites and stalactites form breathtaking natural structures within those caverns, the Svartalfar building their homes either there or directly hugging the walls. By using the innate luminescence of gems and moss to recreate the star-lit sky, they need very few torches or other sources of light.

The most suggestive element of Svartalfheimr is the Black Yggdrasill. As nothing grows on this world, the Dokkalfar chose to recreate in their tunnels a symbol of life that could bring them comfort in their exile. Their sages built an ash tree made of onyx, a simulacrum of the true Yggdrasill that was denied to them, in the heart of the world, its roots reaching anywhere in their realm.

General Features

Weather: Cold, with no variation in temperature because of the eternal darkness. Whipping winds alternate with moments of complete stillness.

Lighting: Utterly absent. There is no natural light shining within this world. Any form of light-based magic has its effects halved.

Sounds: The howling of wind carries the cries of ancient battles.

Terrain - Desert: Sand over and among the remains of an ancient battle. Travel pace is normal.

Terrain - Dungeon: Dug with magic or more mundane means, these warm and dank tunnels criss-cross the whole world.

Terrain - Caverns: Many nooks and crannies run through the underground of this world, a few opening on cyclopean, dark caves. Travel pace is halved.

Joruvellir

Also known as the *"Sand Plains"*, Joruvellir is the border with Nidavellir, a strip of desert that splits Svartalfheimr in half and was the theater of a great many battles. The Svartalfar usually avoid this area because the risk of meeting Dvergar warbands or losing themselves among the dunes is incredibly high.

And yet, there are elves who are brave or crazy enough to challenge the desert looking for the ancient battlegrounds. Dvergar weapons and suits of armor are highly prized by the Dark Elf families for their excellent craftsmanship and effectiveness in battle. Also, the corpses of the fallen are necessary for the necromantic magic of the Svartalfar. The endless struggle of the Dokkalfar requires more magical energies, which in turn require more corpses as fuel.

As such, Joruvellir is rich in resources… for those who can avoid paying their price.

NIDAVELLIR
JORUVELLIR
AURVANGAR

Aurvangar

The *"Fields of Wet Clay"*, the part of the Svartalfar metropolis that acts as its capital and the most densely populated area of the whole world. It owes its name to the endless tide of blood that soaked the ground during the many wars between the elven families. Such reddish mud is used in the coloration of many buildings, lending a particularly unsettling appearance to Aurvangar.

A. Hor's Palace

An imposing building on the square where the Black Tree rises. From the outside, as there is almost no light, it is not possible to see its top, just a series of steel blades running along the front.

To enter the palace, one must pass a black iron wall, thick with spear tips and patrolled by abominations created for that express purpose.

Once within, the building looks even more imposing and its ceiling even further from the ground. Its halls have been dedicated to the study of necromancy, from the creation of servants for the running of the palace itself to that of perfect warriors, pieced together to be capable of fighting anywhere.

Hor the necromancer lives in the great hall on the palace's top floor, from which he can see the Black Tree and the people below it.

B. Svarinsaugr

"Rocky ground". In times past, these halls where the shrine to the kin of Dvalinn, one of the most sacred places to the Dvergar that the Svartalfar paid an incredibly high price to conquer.

The Dvergar the shrine fought to the last man to allow the rest of their people to escape, but in the present day is the seat of Svartalfar power. Its halls have been redesigned according to the style and tradition of ancient Alfheimr bloodlines, with tree-shaped columns and fountains similar to the crystalline springs of their lost world. The very throne resembles a elegant tangle of blooming branches, although it was built with black onyx.

C. Black Yggdrasill

The heart of Svartalfheimr, the "temple" they built in memory of what was lost and the hope of a bright future in spite of their banishment, this titanic onyx tree holds an enormous power.

Made from Muspellsheimr lava flowing from the fire world to the borders of Svartalfheimr cooled by Nilfheimr's frozen winds, the two primordial principles of the cosmos meld and shape a work of art that required a high price to be made. Its beauty comforts the tormented Svartalfar souls, who built a cult around this imposing tree.

D. District of House Yr

The smallest of the Districts, as its inhabitants are often out hunting or doing something else. in the north of the realm, close to the narrow and danger tunnels leading to Joruvellir, it is formed by a handful of squat dwellings where large families live.

The most lethal Svartalfar fighters patrol these areas, the Yr being the main source of bodies for the master necromancers, and wandering there without invitation is an unusually bad idea.

E. District of House Álmr

The wide caverns leading to Joruvellir have been assigned to the House of Álmr, always ready to remind the others of their power. Imposing buildings, reminding visitors of the Midgardian meadhalls, dot the caverns of this District and the Svartalfar who live here can be found measuring their mettle one against the other or sleeping on stone table, drunk on poor mushroom liquor.

F. District of House Eikar

The largest of the Svartalfar Districts, around the slopes of the Black Yggdrasill. Here, one finds the true underground everyday life in the Svartalfar domain, its streets brimming with merchants, necromancers, nobles and undead servants.

It is divided in rings, arranged so that the importance of those who live there decreases the further they are from the Black Tree. The closest is reserved to the nobles, even of other Houses, and necromancers, the second to merchants and craftspeople, the last one for those who could not secure better arrangements.

In the last ring also lies the prison, instantly recognizable for the spired roof, from which hang the most dangerous of prisoners.

The king and their court live overlooking the city, like in Svarinsaugr. The entrance of the city is patrolled by the most experienced Eikar warriors, who live in the barracks nearby to the north.

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G. District of House Epli

Enormous mead halls with stone tables hosting calm Svartalfar ladies deep in philosophical or necromantic discussions dot the land. Only rarely the elves here engage in violence, a deadly combat erupting whenever it happens. The famous and powerful Jod lives in the most isolated palace to the east and it is difficult to find her elsewhere.

Should a character stop by to talk to any of the elven ladies of House Epli, they would run the risk of spending there a great deal of time because they are always willing to speak but also jealous of their ideas, that they will defend with violence if they think is necessary.

H. District of House Mistilteinn

The caves to the south-west have been taken over by the Mistilteinn House, where their scholars practice every school of lore, from magic to oratory. Once the buildings reached the surface, but a stream of accidents convinced the heads of the House to gather their homes in just one cavern to have more room for study.

In the tallest building live the chieftain and their small court, while the others live in the cluster of dwellings. Only those who study the light have a separate structure.

THE JOURNEY ON SVARTALFHEIMR

The Bifrost leaves the characters on arid ground, the rock dark and dusty, the scarce light coming from a faint glimmer on the horizon. The only choice the characters have is to go in the glimmer's direction, as anything else looks heading into the darkest darkness, on terrain rich with crevasses and drops.

They pass through a place called Joruvellir, a desolate battlefield of sand where the two people living here fought in ancient times.

In their journey, the characters stumble upon the remains of a long forgotten battle. Although it is impossible to determine who specifically fought there, they soon discover that dark elves and dwarves engaged one another in fierce combat.

Among the rubble, they see something shine, a medallion that looks not affected by the passage of time unlike everything else. It has been carved with a representation of Yggdrasill on both sides, one polished and resplendent, the other dark and grim, almost absorbing the light around it.

The inspection of the artefact is interrupted by a battlecry, as a patrol of 12 Dvergar discovers the characters. Looking for the medallion, they saw it in the characters' hands and try to have it back. Handling the situation with diplomacy is possible, although extremely difficult, as the Dvergar, though respectful of the gods, are suffering under the iron fist of King Fafnir, sick of the Dragon Sickness, and are terrorized of what would happen to them should they return empty-handed.

Should the fight go to the incredibly unlikely favour of the heroes and they interrogate any survivor left, they would learn of the medallion's story. Alternatively, they can learn it from the last breath of a dying Dvergar.

The medallion is an ancient artefact, made by the runemaster Hor and lost in one of the many ancient wars between the two people. Its power is said to be able to reunite the Worldtree with its shadow. When the a light beam is shone on the medallion and it casts its shadow on the Black Yggdrasill, a bridge will open in grim mockery of the Bifrost to lead the Svartalfar to their ancestral home, Ljosalfheimr. Obviously, such powerful item must not fall in elven hands, so the Dvergar want it guarded in Nidavellir, negotiating to have their lives spared, the medallion back and to escort the characters to their realm and their King, Fafnir...

Should the Dvergar win the fight, instead, they would capture the characters and bring them to the presence of their King, Fafnir.

The characters can attempt an escape at any time they want. The only way to do so is diving into any of the crevasses or underground tunnels, usually patrolled by Svartalfar of House Yr.

ENCOUNTERS ON SVARTALFHEIMR

THE NOBLE HOUSES

Yt (Yew)

Often hunters or explorers, with many Sages among their ranks. Introvert and silent, they are dangerous enemies as many sell their skills as assassins. They crest is a yellow yew tree on a purple field.

Álmr (Elm)

The majority of their members are warriors. When the Svartalfar were exiled, their House paid the highest price being enslaved to the other Houses. Of proud and stern temperament, they often fight just to prove their strength.
Their crest is a black elm tree on a red field.

Eikar (Oak)

The king is the chieftain of this House. The first to arrive in Svartalfheimr, they always held positions of power and dominance among the Elves. Their nature is usually peaceful, although their bouts of murderous rage are akin to those of the god of thunder.
Their crest is a green oak on a golden field.

Epli (Apple)

Only women are allowed to command the scions of Epli and there are not many paths available to them, other than that of the Sage. Solar and beautiful, they love to debate, discuss and drink until they pass out.
Their crest is a red apple on a silver field.

Mistilteinn (Mistletoe)

The least liked of the Houses, mostly because of their cold and reserved manners. In truth, they are great scholars and affable wise folk, the best of friends to the royal family who holds their word in high regard.
Their crest is a mistletoe branch on a white field.

HOR (Svartalfar Mage)

Powerful runemaster and shapeshifter. He removed the curse of Gulveig from Odhinn and with Loki taught him to alter his form with magic.

JORD (Svartalfar Mage)

Also known as Fjorgyn, she lives in Verland, between Jotunheimr and Svartalfheimr, where she spends most of her time. Daughter of Annar and step sister to Aud and Dag, she claims she was Odhinn's wife and the mother of Thor and Meli. Her power over the earth and rocks is immense, so that she can shape them at her leisure.

SVARTALFAR

Medium humanoid (elf), lawful dishonorable

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	12 (+1)	14 (+2)	10 (+0)	14 (+2)

Armor Class 15 (leather armor)
Hit Points 20 (4d8 + 4)
Speed 30 ft.

Skills Perception +2, Stealth +5
Senses darkvision 120 ft., passive Perception 12
Languages Common
Challenge 1/2 (100 XP)

Magic Resistance. Svartalfar roll saving throw against spells with advantage.
Innate Spells. A Svartalfar's spellcasting ability is Charisma (saving throw DC 11). Svartalfar can innately cast any of these spells without the need for components:
At will: *dancing lights*
1/day each: *faerie fire, darkness*
Light Sensitivity. As long as they are exposed to sunlight, Svartalfar suffer disadvantage to hit rolls and sight-based **Wisdom (Perception)** checks.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 5 (1d6 + 2) piercing damage.
Shortbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target.
Hit: 5 (1d6 + 2) piercing damage.

Svartalfar Warrior

Medium humanoid (elf), lawful dishonorable

STR	DEX	CON	INT	WIS	CHA
24 (+7)	22 (+6)	24 (+7)	20 (+5)	24 (+7)	24 (+7)

Armor Class 16 (studded leather, 17 with a weapon in each hand)
Hit Points 84 (12d8 + 24)
Speed 30 ft.

Skills Perception +4, Stealth +8
Senses darkvision 120 ft., passive Perception 14
Languages Common
Challenge 5 (1.800 XP)

Magic Resistance. Svartalfar Warriors roll saving throw against spells with advantage.
Innate Spells. A Svartalfar Warrior's spellcasting ability is Charisma (saving throw DC 11). Svartalfar can innately cast any of these spells without the need for components:
At will: *dancing lights*
1/day each: *faerie fire, darkness, levitate* (only on itself)
Light Sensitivity. As long as they are exposed to sunlight, Svartalfar suffer disadvantage to hit rolls and sight-based **Wisdom (Perception)** checks.

ACTIONS

Multiattack. A Svartalfar Warriorr makes two Elven Sword attacks and one Shortsword attack, or two Longbow attacks.
Elven Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.
Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. The target must pass a **DC 15 Constitution** saving throw or suffer 12 (4d6) poison damage and be poisoned for an hour. Once the creature has passed the saving throw, it is immune to that effect for 24 hours.
Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft, one target. Hit: 8 (1d8 + 4) piercing damage.The target must pass a **DC 15 Constitution** saving throw or suffer 12 (4d6) poison damage and be poisoned for an hour. Once the creature has passed the saving throw, it is immune to that effect for 24 hours.

REACTIONS

Parry. The Svartalfar Warrior adds 2 to their AC against a melee attack that would hit them. To do so they must be able to see their attacker and wield a weapon in each hand.

Svartalfar Mage

Medium humanoid (elf), lawful dishonorable

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	18 (+4)	13 (+1)	14 (+2)

Armor Class 13 (16 with mage armor)
Hit Points 84 (12d8 + 24)
Speed 30 ft.

Skills Stealth +8, Perception +4
Senses darkvision 120 ft., passive Perception 14
Languages Common
Challenge 5 (1.800 XP)

Magic Resistance. Svartalfar MAges roll saving throw against spells with advantage.
Innate Spells. A Svartalfar's spellcasting ability is Charisma (saving throw DC 11). Svartalfar can innately cast any of these spells without the need for components:
At will: *dancing lights*
1/day each: *faerie fire, darkness, levitate* (only on itself)
Spellcaster. The Svartalfar Mage is a 9° level spellcaster. Their spellcasting ability is Intelligence (saving throw DC 15, +7 to hit) and has prepared the following Wizard spells:
Cantrips (at will): *acid splash, chill touch, minor illusion, ray of frost*
1st level (4 slots): *mage armor, magic missile, ray of sickness, shield*
2nd level (3 slots): *blindness/deafness, darkness, hold person, levitate, ray of enfeeblement*
3rd level (3 slots): *fear, lightning bolt, slow*
4th level (3 slots): *blight, confusion, greater invisibility*
5th level (1 slots): *hold person*
Light Sensitivity. As long as they are exposed to sunlight, Svartalfar suffer disadvantage to hit rolls and sight-based **Wisdom (Perception)** checks.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Nidavellir

The realm of the Dvergar, or Dwarves, its eternal night the reason why the gods confined them here. The beautiful Sol never crosses this sky, as her hot rays of light can be deadly for them. Nidavellir lies in the northern half of the world, where the lava river Eldrmurra, falls from Muspellsheimr on Svartalfheimr's surface.

As time passed, lava solidified into tall mountains that now host the Dvergar, who use the heat from the hellish river to fuel their furnaces.

The contrast between the desolated and devastated land of Joruvellir and Nidavellir is stark: beyond the small strip of desert separating the two, the latter appears as a great valley surrounded by mountains of volcanic rock.

Once the eye gets used to the perpetual darkness, one can see thin smoke plumes in the air, a telltale sign of the many braziers scattered along the slopes of the mountains or the plateaus. They are offerings the Dvergar left on the barrows of their dead. They defend these cairns with deadly efficiency and carve effigies in the shape of stylized faces in the boulders close by. They depict the bearded visage of Odhinn and Thor, the more delicate ones of Freyja and Frigg, all decorated with metal and bone nick nacks, surrounded by pitchers and horns brimming with mead.

The Dvergar, contrary to the mortals of Midgardr or the Alfar, do not worship the gods; they treat them as relatives, acquaintances or, for the most, clients. They leave these offerings out of respect or friendship, prefering silence to prayers. One effigy, however, Loki's, is treated with great disdain, always featuring an axe or pick wedged into whatever passes as its skull.

Beyond gates gaping like yawning maws lies an almost endless daedalus of corridors and tunnels, each leading into halls and caverns carved with great expertise by the Dvergar into unique art pieces. Dwarven craftsmanship makes it look like an endless hive, heated by countless furnaces where Dwarven smiths work with metals.

Gnitaheith: Fafnir's Liar

The characters see rock fading into the desert sand and the stars lit by the glowing of the sky, after the grim darkness of the elven kingdom. In such perpetual reflection, the heroes find themselves in a large valley, surrounded by imposing mountains, their slopes lit with braziers.

The entrance to an ancient burial mound of titanic proportions, surrounded by a stone lintel silhouettes the side of the mountain. It is Dellingr's Gate, defended by **Thjordhrorir** (see page 222), a massive Dvergr wearing a full, burnished suit of armor, a bearskin, a shield and an axe. Together with him, the Dellingr's Gate is defened by **3 Dvergar Soldiers** (see page 223).

Once they have gone past the warden and into the vast dwarven realm, the characters pass the Halls of Sindri. These incredible buildings extend both above and below the surface in a twisting expanse of halls, palaces, fortresses, treasure rooms and temples. Whether they have been built using a natural rock formation or made on purpose, the Halls of Sindri look like a mountain shrouded in clouds or mist, always in the half light of Svartalfheimr's eternal night. Should Sol deign this land of her warm gaze, one would be blinded by the light reflected off the slopes of this mountain, as it is completely made of red gold.

Everything there was shaped, forged, sculpted or carved out of such precious metal and should a mortal be lucky enough to see the insides of such marvel they would be shocked by such richness and splendor. A legend has it that in the Halls of Sindri the righteous will find peace after the Ragnarok and, as much as it can sound absurd, eternity or life after death would be that of a King, here.

Delving deeper into the underground of Nidavellir, the characters enter a giant cave hosting a vast complex of buildings, the Forge of Ivaldi, even if he did not create it and never even rule. The forges of Nidavellir are a great many, but this is the most important for sure. Ivaldi was a Dvergar craftsman of great skill, although he is more famous for his descendance. It is said that the Dvergar, the Children of Ivaldi, inherited their skill at the forge from their father and became so expert that the Gods themselves asked them to create magical weapons for them.

In the Forge of Ivaldi lies the burning heart of Nidavellir, deep within the constant, buzzing activity of the Dvergar. Dwarves of all walks of life work the bellows, the hammers and anvils, hellish heat spreading from melting pots scattered everywhere and the deafening hammering of metal on metal covering anything else. Beasts of burden constantly draw carts with raw resources that are moved to other areas of the Forge to be worked into pieces of art.

Surprisingly, the air smells of ozone, as if a lightning bolt had struck close by. Whoever is gifted with a modicum of mystical sensitivity feels an immense power flowing through here, magic roaring like a storm on the sea and blowing as the wind under the wings of an eagle. It comes to no surprise, then, that marvels like the mighty Mjolnir have been made here.

When in presence of the king, the characters have the opportunity to behold the great riches hoarded in the throne room were, sitting on his high desk, the King interrogates them about the reasons of their journey.

Should he feel threatened by them or see his treasure in their hands, he turns into a dragon and attacks them.

Once the characters have defeated Fafnir or run with the ring, they will reach the 10th level.

GNITAHEITH

A. Entrance.

An enormous gate of silvered metal shifts easily on perfectly oiled hinges, showing an immense hall. Its ceiling, supported by a thick network of columns, is too high off the ground for torches to light it.

B. Large columns

Four, enormous columns support massive architraves. They can instill terror and a sense of powerlessness in those entering from the main entrance. Shrouded in darkness, they can easily hide many guards in full battle regalia. To the columns are affixed thick chains capable of holding even the gods, thanks to the runes etched in their cold steel.

C. Main hall

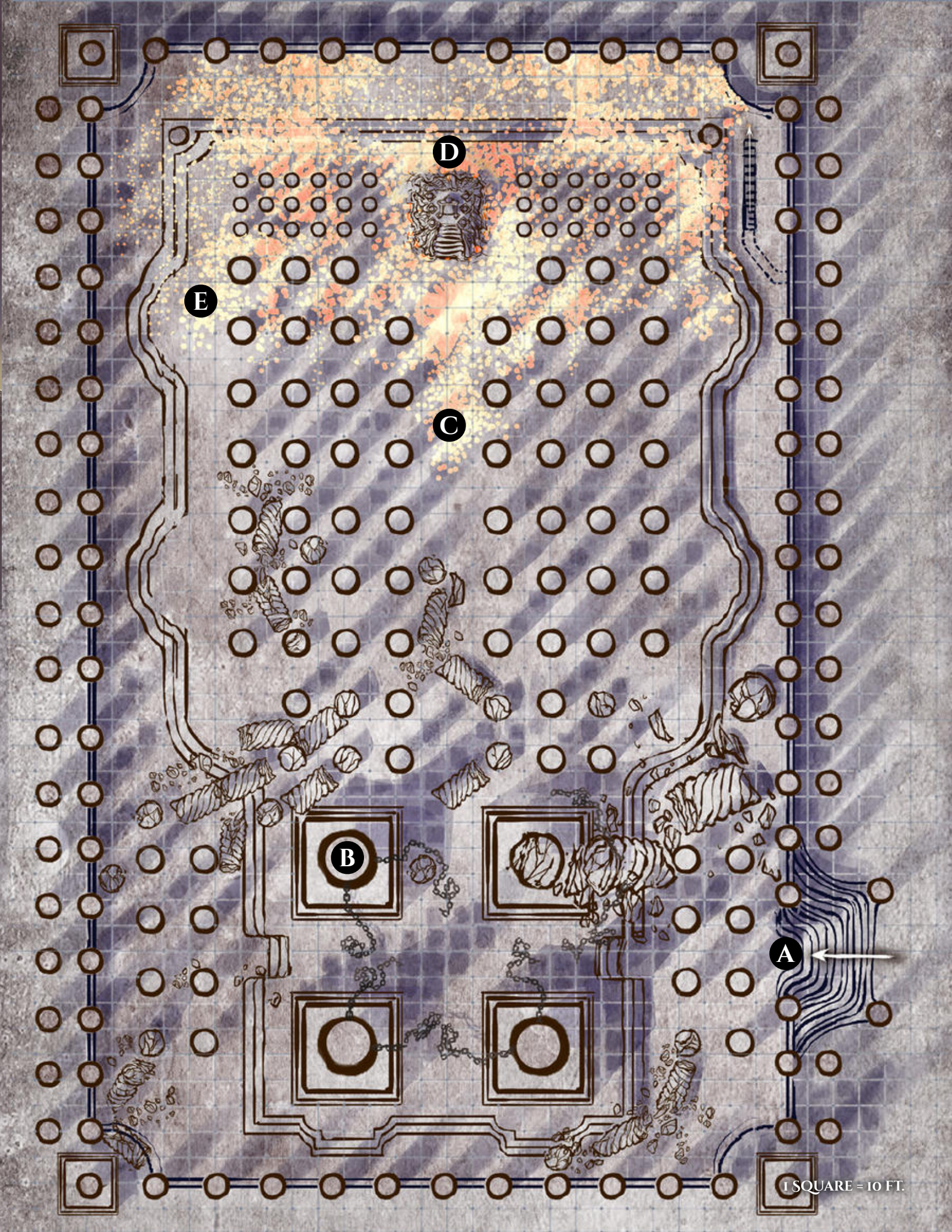
The grand hall's columns remind of the thick branches of a petrified forest. Although the evident signs of furious struggle, the hall's majesty is not diminished. Its numerous columns allow to easily hide an army, their fallen and broken shapes evidence of the passage of a large creature.

D. Throne

A majestic throne carved out a giant stalagmite dominates the entire hall. At its base, a carpet of gold coins and objects reflects the light shone by the torches. The hoard of riches amassed here at the base of the throne is tall enough to engulf a man to his chest and is considered difficult terrain.

E. Gramr (see page 297)

An enormous slab of black steel wedged in the ground. Closing in, its top is recognizable as the long handle of what is easy to imagine is a weapon. If the characters attack Fafnir, the heroic spirit of Sigurd, the owner of the sword and fallen in the attempt of liberating Nidavellir from the dragon's tyranny, attempts to catch the heroes attention. The weapon pulses with energy and emanates red light. A character of honorable alignment can take the weapon, attuning to it without the need for a short rest. That characters is also aware of Sigurd's fall at the hand of the dragon and his heroic deeds. If Fafnir is defeated, the spirit of Sigurd leaves the sword, entrusting it to its new master.


D
E
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1 SQUARE = 10 FT.

ENCOUNTERS ON NIDAVELLIR

BROKKR AND EITRI (Dvergar)

The heroes can meet these two Dvergar in a remote section of the Forge of Ivaldi, marked by the signs of centuries of fires and explosions. The two brothers own a small workshop where they tinker with extravagant and experimental works, their brows furrowed in a frown even deeper than that of the other Dwarves.

If they are given the chance to work on unusual projects, however, they take a crazed face, their eyes bulging out of their sockets and an expression of delirious joy.

Brokkr and Eitri should not be mistaken for some random lunatics; the power coursing through the Forge is strong with them. It was them who forged Mjollnir, after all.

THE DAUGHTERS OF DVALINN (Dvergar Mage)

Three women walk about Nidavellir without a specific direction. They could find in the Halls of Sindri as well as the Plains. They are three Dvergar maidens of unusual beauty, almost fascinating if it was not for the spectral aura shrouding them.

They are Nornir, those who know all of the past, the present and the future, descendants of the powerful Dvalinn. Their revelations could completely twist the existence of a person.

SONS OF IVALDI (Dvergar)

An untold number of Dvergar distinguished by their task within the Forge. They always wear an apron thick with ash and soot, thick gloves and do not care about what has anything to do with their duty. Observing them beyond their rough appearance and even rougher manners, one could see a deep pride and self-aware dignity of the artisan who dedicated their whole life to their profession. Never trick a Son of Ivaldi, for their wrath in exacting their vengeance has no equals.

THJODHRORIR

The warden of the Gate of Dellingr shows himself whenever somebody reaches the entrance of the underground kingdom. He is an imposing Dvergar, with a long black beard starched with chalk and other, penetrating grey eyes a face painted black. His figure, clad in a burnished suit of heavy armor, a bearskin, a shield and an axe, is frightening. However, he also looks like a shaman of sorts, as if he was a figure of spiritual relevance among the Dvergar, as he is festooned with bone trinkets, fangs, antlers and bronze and brass discs.

Thjodhrorir is, in fact, a direct descendant of Dvalinn, one of the founders of the Dvergar kin, inheriting a portion of his powers. His ferocity and prowess in battle pale when compared to his powerful songs, as it is rumored that in ancient times he used it to teach bravery to the Alfar and instill power in the Æsir.

THJODHRORIR

Medium humanoid (dwarf), lawful honorable

STR	DEX	CON	INT	WIS	CHA
24 (+7)	22 (+6)	24 (+7)	20 (+5)	24 (+7)	24 (+7)

Armor Class 20 (full suit of armor, shield)
Hit Points 130 (15d10 + 90)
Speed 25 ft.

Saving Throws Con +9, Wis +7
Skills Athletics +6, Insight +4, Perception +6
Damage Resistances poison
Senses darkvision 120 ft., passive Perception 16
Languages Common
Challenge 8 (3.900 XP)

Legendary Resistances (3/Day). If Thjodhrorir fails a saving throw, he can choose to succeed instead.
Dwarven Resistance. Dvergar roll saving throw against charms, illusions, paralysis, poisons, spells with advantage.
Light Sensitivity. As long as they are exposed to sunlight, Dvergar suffer disadvantage to hit rolls and sight-based Wisdom (Perception) checks.
Spellcaster. Thjodhrorir is a 7th level spellcaster. His spellcasting ability is Wisdom (saving throw DC 14, +6 to hit) and has prepared the following Druid spells:
Cantrips (at will): *druidcraft, mending, poison spray*
1st level (4 slots): *entangle, faerie fire, fog cloud, thunderwave*
2nd level (3 slots): *barkskin, heat metal, locate object*
3rd level (3): *conjure animals, meld into stone, sleet storm*
4th level (1 slot): *stoneskin*

ACTIONS

Multiattack. Thjodhrorir makes three Battleaxe attacks and one Shield Slam attack.
Battleaxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 5) slashing damage.
Shield Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 5) bludgeoning damage. If the target is a Medium or smaller creature, they must pass a **DC 16 Strength** saving throw or be knocked prone.
Leadership (recharges after any rest). Thjordhrorir can give a special command or warning to a non-hostile creature within 60 ft. of him that he can see. For 1 minute, that creature can add 1d6 to any attack roll or saving throw if they can hear and understand Thjordhrorir's words. A creature can benefit only from one Leadership die at a time and this effect tends if Thjordhrorir is incapacitated.

REACTIONS

Parry. Thjodhrorir adds 2 to his AC against a melee attack that would hit him. To be able to do so, he must see his attacker and be wielding a shield.

Dvergar

Medium humanoid (dwarf), any honorable

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	16 (+3)	14 (+2)	10 (+0)	9 (-1)

Armor Class 16 (scalemail, shield)
Hit Points 32 (4d8 + 12)
Speed 25 ft.

Damage Resistances poison
Senses darkvision 120 ft., passive Perception 10
Languages Common
Challenge 1/2 (100 XP)

Dwarven Resistance. Dvergar roll saving throw against charms, illusions, paralysis, poisons, spells with advantage.
Light Sensitivity. As long as they are exposed to sunlight, Dvergar suffer disadvantage to hit rolls and sight-based **Wisdom (Perception)** checks.

Actions

Warhammer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.
Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. o range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Dvergar Soldier

Medium humanoid (nano), lawful honorable

STR	DEX	CON	INT	WIS	CHA
24 (+7)	22 (+6)	24 (+7)	20 (+5)	24 (+7)	24 (+7)

Armor Class 20 (plate, shield)
Hit Points 130 (13d10 + 52)
Speed 25 ft.

Saving Throws Con +7, Wis +4
Skills Athletics +6, Insight +4
Damage Resistances poison
Senses darkvision 120 ft., passive Perception 10
Languages Common
Challenge 5 (2.300 XP)

Dwarven Spearman. As long as they wield a shield, a Dvergar Soldier can wield a pike as if they had both hands free.
Shield Wall. For each ally within 5 ft. from him who wields a shield, a Dvergar Soldier gains a +1 bonus to AC (For a total maximum of +3). A Dvergar Soldier must be wielding a shield to benefit from this.
Dwarven Resistance. Dvergar roll saving throw against charms, illusions, paralysis, poisons, spells with advantage.
Light Sensitivity. As long as they are exposed to sunlight, Dvergar suffer disadvantage to hit rolls and sight-based **Wisdom (Perception)** checks.

Actions

Multiattack. A Dvergar Soldier makes three melee weapon attacks, of which only one can be a Shield Slam attack.
Pike. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.
Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.
Shield Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must pass a **DC 13 Strength** saving throw or be knocked Prone.

Reactions

Parry. A Dvergar Soldier adds 2 to their AC against a melee attack that would hit them. To do so they must be able to see their attacker and wield a shield.

Dvergar Mage

Medium humanoid (dwarf), any honorable

FOR	DES	COS	INT	SAG	CAR
14 (+2)	12 (+1)	16 (+3)	18 (+4)	12 (+1)	9 (-1)

Armor Class 11 (13 with mage armor)
Hit Points 96 (12d8 + 18)
Speed 25 ft.

Saving Throws Con +6, Int +7, Wis +4
Skills Arcana +7, Insight +4
Damage Resistances poison
Senses darkvision 120 ft., passive Perception 10
Languages Common
Challenge 5 (2.300 XP)

Dwarven Resistance. Dvergar roll saving throw against charms, illusions, paralysis, poisons, spells with advantage.
Light Sensitivity. As long as they are exposed to sunlight, Dvergar suffer disadvantage to hit rolls and sight-based **Wisdom (Perception)** checks.
Spellcaster. The Dvergar Mage is a 9° level spellcaster. Their spellcasting ability is Intelligence (saving throw DC 15, +7 to hit) and has prepared the following Wizard spells:
Cantrips (at will): *acid splash, chill touch, poison spray, ray of frost, shocking grasp*
1° level (4 slots): *mage armor, magic missile, shield, witch bolt*
2° level (3 slots): *darkness, levitate, ray of enfeeblement*
3° level (3 slots): *lightning bolt, raise dead, slow*
4° level (3 slots): *greater invisibility, polymorph, stoneskin*
5° level (1 slots): *animate objects*
Accurate Spells. When the Dvergar Mage casts an evocation spell that targets multiple creatures they can see, they can choose a number of creatures equal to 1+spell level. These creatures automatically pass the spell's saving throw. If a success on the saving throw would half the damage they take, they instead suffer none.

Actions

Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Fafnir, King of Nidhavellir

Fafnir is son of Hreimdar and brother to Regin and Otr. Greedy and clever, he is one of the most powerful dvergar spellcasters, with no qualm in bending magic to aid him in his quest for riches. After the Æsir killed his brother Otr and gave the ring of Andvari to his family as compensation, Fafnir killed his father to seize the ring and banished his other brother Regin from the kingdom. As time passed, the influence of the ring corrupted him, gradually turning him into a dragon.

He looks particularly agile and fair-skinned for a dvergar, although in his quarters he takes his true form.

Fafnir

Huge dragon, lawful dishonorable

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	18 (+4)	13 (+1)	14 (+2)

Armor Class 19 (natural)
Hit Points 205 (15d12 + Huge dragon, lawful dishonorable105)
Speed 40 ft., swim 40 ft., fly 40 ft.

Saving Throws Dex +5, Con +12, Wis +5, Cha +8
Skills Insight +5, Perception +5, Persuasion +8, Stealth +5
Condition Immunities poisoned
Damage Immunities poison
Damage Resistances bludgeoning, piercing or slashing from non magical weapons
Senses darkvision 120 ft., blind vision 18 m, passive Perception 15
Languages Common
Challenge 14 (11.500 PE)

Keen Smell. Fafnir has advantage on **Wisdom (Perception)** checks that rely on smell.
Legendary Resistances (3/Day). If Fafnir fails a saving throw, it can choose to succeed instead.
Magic Resistance. Fafnir rolls saving throws against spells and magical effects with advantage.
Light Sensitivity. As long as they are exposed to sunlight, Fafnir suffers disadvantage to hit rolls and sight-based **Wisdom (Perception)** checks.

Actions

Multiattack. Fafnir can use its Frightful Presence and the make one Bite attack and two Claw attacks.
Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target.
Hit: 14 (2d6 + 6) slashing damage.
Tail. *Melee Weapon Attack:* + to hit, reach 15 ft., one target.
Hit: 15 (2d8 + 6) bludgeoning damage. If the target is a Medium or smaller creature, they must pass a **DC 15 Strength** saving throw or be knocked prone 10 ft. off where they were hit.
Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target.
Hit: 17 (2d10 + 6) piercing damage.
Shapeshift (3/day). Fafnir can magically alter its shape to that of a Dvergar for 10 minutes. If Fafnir takes damage while in Dvergar form, it must pass a Wisdom saving throw with a DC equal to the damage it took or revert back to its Dragon shape. At death, it returns to its Dragon form. Fafnir can use an action to return to its Dragon form. Any equipment it is wearing or carrying is absorbed or carried into the new form, at Fafnir's choice. In its new form, Fafnir retains its alignment, Hit Points, Hit Dice, proficiencies, immunities, resistances, Legendary Resistances, Lair Actions and Intelligence, Wisdom and Charisma scores, in addition to this action. Its abilities and features are otherwise replaced by those of the new form.
Frightful Presence. Each creature of Fafnir's choice that is within 120 ft. of it and aware of it must succeed on a **DC 17 Wisdom** saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Fafnir's Frightful Presence for the next 24 hours.
Poisonous Breath (Recharge 5-6). Fafnir exhales poisonous gas from its nostrils in a 60-foot cone. Each creature in that area must make a **DC 18 Dexterity** saving throw, taking 50 (14d6) poison damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Fafnir can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Fafnir regains spent legendary actions at the start of their turn.
Detect. Fafnir makes a **Wisdom (Perception)** check.
Poisonous Spit. *Ranged Attack:* +11 to hit, range 30/45 ft. *Hit:* 8 (1d4 + 6) poison damage. The target must pass a **DC 13 Constitution** saving throw or be poisoned for 1 hour.

Liar Actions

If it fights within its cavern, at initiative count 20, losing ties, Fafnir takes a Lair Action to cause one of the following effects. Fafnir cannot use the same effect two times consecutively.

- Part of the ceiling or the columns collapse on a creature Fafnir can see within 45 ft. of it. The creature must pass a **DC 13 Dexterity** saving throw or be buried below the rubble. The buried target is restrained and cannot get up. A creature can take its action to make a DC 10 Strength check to not be buried anymore.
- The treasures in the cave whisper to the mind of a creature within 120 ft. of Fafnir. The creature must pass a **DC 13 Wisdom** saving throw or be charmed by Fafnir until initiative count 20 next round.
- Fafnir hurls some of the riches at a creature it can see within 45 ft. to distract. That creature rolls to hit, skill checks and saving throws at disadvantage until initiative count 20 next round.

Chapter 9

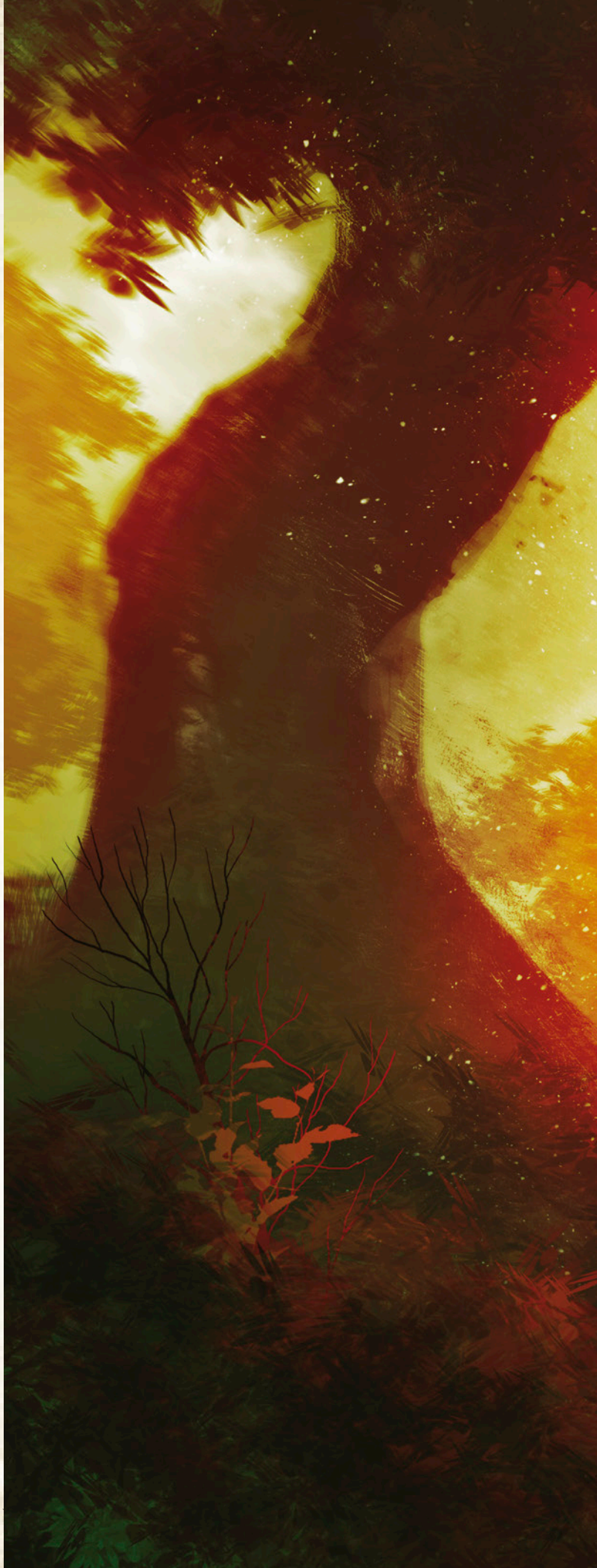
The Journey: Ljosalfheimr

This section of the Journey is dedicated to the Ljosalfheimr setting; the descriptions of the places and characters that the Heroes will be able to explore and meet during their journey through the Nine Worlds are reported, with an appendix on the statistics.

Ljosalfheimr **228**
General Features 229
Map 231

The Journey on Ljosalfheimr **232**

Encounters on Ljosalfheimr **234**



LJOSALFHEIMR

Alfheimr is the World of the Light Elves, created by and beloved to the God Freyr. Their culture, customs and goals are completely alien to the humans, to whom they look fickle, chaotic creatures, devoid of any logic. The only ones to partially comprehend them are Æsir and Vanir.

The Elves are long-lived creatures, who cannot die to natural causes, whose magical skills are so developed they could in a few cases rival those of the gods themselves. Their ever-changing nature deeply influences the very weather, seasons and the landscape of their world.

Time on Alfheimr is not constant and does not flow in any comprehensible way; night and day cycle irregularly and the hours one spends in one region could be just a few moments in the one neraby, according to the whim and need of the Elves.

On Alfheimr, even seasons do not change at the same time, each region having its own different cycle. The landscape is mostly thick, ever-changing vegetation, as it mutates at will thanks to the magic influence of its inhabitants. It is told that the Ljosalfar were born of the Light and are considered minor deities of Nature and Fertility, sometimes having contacts with humans to help them in understanding magic.

Other tales tell, instead, how the Elves often kidnap women and children from human villages for unknown purposes.

A DARK PAST

At the Dawn of Ages, Alfheimr was sundered by a bloody civil war, its reasons unknown as any it was forbidden to ever speak of it. Part of the elven population, now called Dark Elves, was exiled and took refuge on Svartalfheimr after a long wandering.

There is a secret place on Alfheimr, hidden by an immense, dark forest, where the scars of that conflict are still visible. Animals stay well away from its darkened, twisted and dry trees, and legends tell that the first tree on Alfheimr was planted there, the only thing left now a painful memory.

General Features

Weather: Ever mutating. When temperature range is too extreme, characters must roll a **DC 19 Constitution** saving throw every hour or suffer a level of Exhaustion.
Lighting: Sunlight and moonlight are constant. If not stated otherwise, the lighting is what humans would expect.
Sounds: The crunching of boots on snow, the distant flow of a river, the constant howl and hiss of the wind.
Terrain: The Valley: A thin layer of mud halves travel speed.
Terrain: The Woods Beyond the Mountains: If temperature is low, the paths are covered in snow and ice, making travel impossible. On the opposite, air becomes hard to breathe and each minute the characters must pass a **DC 19 Constitution** saving throw or suffer one level of Exhaustion.
Terrain: Northern plateau: Its rivers cannot be crossed swimming and sailing is impossible. The woods half travelling speed of even the most seasoned hunter.
Terrain: The Region of Lakes and Rivers: Travel pace here is normal, although there are neither roads nor paths.
Terrain: The Snow to the West: Moving without proper equipment is impossible. The rivers and the lake are frozen, but can turn in a deadly trap; failing a **DC 20 Dexterity** saving throw opens a chasm below the unfortunate soul walking on the ice, the icy waters swallowing the victim as it suffers a level of Exhaustion for each round spent there. Leaving the waters requires a **DC 20 Strength (Athletics)** check.
Terrain: Yggdrasill's branch: Roads and walkways allow for normal travel.

The Valley

At the foot of the western mountains, born of a slow and cold river, opens a frozen lake cut in two by an imposing waterfall, the consequence of a plateau raised to host the houses of the light elves of House Sfafr.

The main building, close to the falls, is the residence of the head of the family, Bilingr, while the others are workshops where the elves practice the most diverse arts and crafts, from painting to sculpture, creating magnificent masterworks. Time here flows as if it was autumn, with long sunsets and sundowns, cold nights where the sky is clear and full of stars. Days are cold and often rainy, although it rarely is bothersome.

The Woods Beyond the Mountains

Along the road leading north, beyond the waterfall from the mountains surrounding the northern plateau, in a basin interrupting the western mountain ridge lies a circle of ritual stones, ready to be used.

On the hills and in the forests facing the circle live the elves of House Rót. Their leader is Billingr, a proud warrior who turned her back to her brethren after many of the elves were exiled to Svartalfheimr. It is thought that the cause of such separation is the special bond she had with her twin brother. Since birth, they always agreed, sharing similar ideas and never finding one against the other, as it happened, instead, when they had to choose the fate of the other Elves. When Billingr was met with the fierce opposition of her brother, she preferred to leave and vent her anger elsewhere rather than starting a battle that could have destroyed all she had.

Here days and nights are constantly changing in length and weather can turn from a warm summer morning to a freezing winter night.

The Northern Plateau

In Alfheimr's northern region is a wide slope, formed by the passing of two rivers, converging to feed a lake, the mountains on its sides always white with snow just on verge of melting. Among those peaks have been raised the houses of House Blað, its chieftain and their offsprings living in the west plateau buildings, isolated from the others and buried under the snow. The other elves live in dwellings on the east slope, although they enjoy hunting in the northern woods, the richest hunting ground on this world, with rams, deers, boars and sheeps finding balance in the great cold. The undergrowth is rather thick and the climate akin to spring, with endless sunsets, sundowns and rainy nights with a lead grey sky. Days are clear and the landscape from the lake is breathtaking.

THE REGION OF LAKES AND RIVERS

The the south-west, beyond the mountain ridge encircling the houses at the base of the tree, opens a multi colored valley, where wheat, hop and malt mingle with countless other plants and flowers. There are no trees here that can stop the mighty, all encompassing light of Sol.

To soothe the travellers, a maze-like network of rivers run down the southern mountains, converging on the immense lake at their foot. Among these rivers rise the solitary homes of the House Límí elves, always ready to entertain travellers with the tales and stories of their household. Their chieftain lives in the central area of the settlement, where they can talk and listen to everybody. Dainn lives and works here.

In this city, the weather is that of summer, with long, sunny and peaceful days and temperate nights, rarely crossed by clouds.

THE SNOWS TO THE WEST

This area is marked by conifer trees, snow, frozen rivers and a lake where it is possible to see fish darting below the clear ice layer. It is possible to reach this pass only going back the frozen river that passes at the foot of the old palace of the God Freyr.

Close to the great frozen lake, shrouded by a thick grove of hazel trees, and beyond the mountains to the south have been built the homes of House Draugr, their chieftain living in the dwelling closest to the frozen surface of the lake. The other elves, great scholars, often wander the mountains or the woods to observe and catalog what surrounds them. An elf worthy of notice is the blacksmith Dain, who chose metallurgy as his field of study and opened his workshop in this village. Time here is that of winter, with extremely long sideral nights, often laden with snow, and cold days suffused with sleet, a mix of snow in the air and ice picked up by the cold southern winds.

YGGDRASILL'S BRANCHES

At the center of Alfheimr a branch of the Worldtree rises from the ground. Its leaves a golden green, they reflect sunlight on those who dare staring at the sky. Its magnificent and wrinkled trunk welcoming rain and driving it gently to the ground. Its roots, that in truth are just smaller branches, form a natural net under which elven lovers can find solace and privacy. A place where all the rivers of the world meet, it hosts and refreshes the dwellings the light elves initially built here as their homes.

These myriads of buildings are divided in five districts, once lived in by the elves now exiled on Svartalfheimr and now only by the vassals to the Five Houses left on this world. Of these five districts, one is deserted and left to ruin. It was here that House Rót lived, the only one to defend the exiles, who chose to leave such a sacred place out of pride. Time here flows much like in Midgardr, although it is not unusual to see the sun unexpectedly rising or falling, often at a whim of one of the locals.

ALFGARDR

A ring of swirling clouds, laden with thunder and lightning, shrouds the mountain where rises the plateau of Freyr on Alfgardr. Getting here is a mighty feat, if not downright impossible. Although there is a road leading further down, it crosses the layer of clouds, placed there to defend the realm. Those uninvited by the god himself cannot enter his domain without being struck by thunderbolts or flayed by the howling winds. If one manages to get past such an obstacle, they would find themselves on the plateau where are the Bright Valley and the palace of the god himself.

THE BRIGHT VALLEY

Although mistakenly called Valley for the presence of an even taller mountain to the north, it is a plateau, covered in moss and flowers and kissed by sunlight, with herds of rams grazing around.

At the center rises the palace of the divine Freyr, dominating everything and allowing him to keep a watchful eye on those walking this world. Only the brightest of Yggdrasill's leaves, those furthest from its roots, and the cap of the northern mountain are taller than the windows of the palace.

FROSVE

Enormous and majestic wooden palace, it is the size of a small mountain. Its rooms are brightly lit and wide, always kept warm by the shining of sunlight and the whirling of cool winds from the mountain. In this palace, the god Freyr shows off his best qualities, often giving hospitality to Æsir who appreciate peace and quiet.

The Woods beyond the Mountains
The Northern Plateau
The Valley
Alfgard
Yggdrasill's Branches
The Snows to the West
Frosve
The Region of Lakes and Rivers
0
MILES
50

THE JOURNEY ON LJOSALFHEIMR

When light dissipates, another flash takes its place. The characters find themselves in proximity of Yggdrasill rising in the middle of this world. A warm and benevolent sun welcomes them as they realize what surrounds them. There, they find Odhinn, staring at them with a hard eye from the inside of a glade. Initially, he asks them what happened and to explain him the battle in detail; then, as he understands the adventurers have the precious item, he asks them to give it to him.

It is then that, from behind a bump in the Worldtree, appear Frigga, Freyr and Freyja. Frigga dismisses Odhinn with but a few words, asking him what he was doing in Alfheimr first. Then, after his answer, she stares at the heroes, asking them what is happening.

Her gaze is almost impossible to bear; those who try to hide information must pass a **DC 22 Charisma (Deception)** check or be forced to tell the truth.

Once she discovers the presence of the ring, Frigga decides it is too powerful to be left in custody of mortals she does not know the valor of, as it would spell disaster if it fell in the wrong hands, she says winking at her husband. She chooses to put the Midgardians' skills to the test by taking the ring off them and asking Freyr to hide it in a safe place. Then, she tells the adventurers that such place is known all over Alfheimr, Freyr's own palace, inaccessible to the uninvited.

They will be admitted inside only after they have been able to garner the favour of the Five Houses of the light elves. By taking her husband's hand and bidding Freyja farewell, Frigga takes the Bifrost back to Asgardr.

Freyja, alone with the group, describes to them the Five Houses (read or paraphrase the *"The Noble Houses"* sidebar), adding at the end that there is only one way to fulfill Frigga's request; they must convince House Rót to make peace with the other ljosalf. She only tells them that the main cause of the hostility is that two brothers fought, although one of them is not yet aware of the fact.

Then, she leaves giggling.

At that point it is necessary to talk with Billingr. Her exile from the Five Houses is mostly due to the love still binding her to her brother, with whom she would not want to fight and argue. Billingr, instead, has no idea of her true motives, still thinking that his sister left simply because of her fickle and choleric nature.

Reuniting the twins is relatively easy, much less talking to them, as the adventurers are foreigners, humans from Midgardr, while the two rivals are Lord and Lady of the Ljosalf Houses.

First of all, the group has to talk with the elves at the base of Yggdrasill to discover what are the relations of the Houses and understand which twins Freyja was talking about. This part should see the characters wandering around Alfheimr, looking for these two figures and talking with anyone anywhere.

Once discovered the two names, the heroes must be accepted as honorable traveller by undertaking the tests imposed by the two Houses' etiquette.

To be received by Billingr, the sisters ask a battle between the group and equal number of Ljosalf, to be won at first blood. This test is not fair at all, as both sides have to fight naked and with no weapons. As the elves will still be able to use their natural magic, they taunt and mock the characters, who are left to fight an extremely tough fight.

If even one of the characters were able to defeat their opponent, the surprise would be such that Billingr will be willing to receive them and listen to their plea. Otherwise, they are still welcomed in the home of the ljosalf, but they cannot try again the fight before two moons.

Billingr, instead, receives them only if they prove their worth. He asks them to enter the forest to the north of his realm and bring back a log each that must be in harmony with the world, analogous to their skills and its branches must be worthy of their effigy.

These conditions, obviously expressed in a cryptic tone, are meant to put the honour of the heroes to

the test by a logic common to the light elves; nothing of what surrounds them is set by chance. What Billingr truly means is that the adventurers must find a tree which trunk was not cut, but fell naturally, sharing characteristics with its bearer and which leaves are similar in color to the hero who choose it.

The difficulty in the test is in divining its words. A successful **DC 19 Wisdom (Asatru)** check allows the heroes to understand the logic of the Lord of House Stafr and to enter the forest aware of what to look for. Finding trees that fit the criteria takes a **DC 19 Wisdom (Nature)** check for each condition.

Once it is found, dragging it back to Billingr requires a **DC 19 Strength (Athletics)** check at disadvantage given the nature of the place, rewarding clever solutions. Once the characters have spoken with both twins, their persuasive skills are put to the test. Either part will not go back on their steps, although either is willing to listen to the other's reasons.

The only way is for the twins to accept their differences passing, if necessary, **DC 14 Wisdom (Insight)** checks to understand their positions. Once the two chieftains have come to an agreement, Freyja comes to the characters to lead them to Freyr's palace.

Once reached the Bright Valley, they find Odhinn and Frigga waiting for them, the latter bearing the ring looted from Fafnir. She benevolently looks at them, giving them back the ring and investing them with the honour of the gods. Odhinn, then, steps forward to entrust to them, his own Champions, a new task.

They must find as much information as they can on the ship Naglfar, said to carry the giants to battle at the beginning of Ragnarok.

He then calls the Bifrost, sending them to Noatun in Vanaheimr where resides Njordr, Vanir of the sea.

Once the characters leave Ljosalfheimr, the reach the 11th level.

ENCOUNTERS ON LJOSALFHEIMR

THE NOBLE HOUSES

Blað (Leaf)

Loud attention seekers and the best of companions, although they tend to exceed in demonstrating their oratory and singing skills. They love hunting, where they have few rivals and they draw inspiration from for their songs. Their heraldry is a golden leaf on a white field.

Límí (Branch)

Proud and yet malleable, they often initiate a conversation just for the sake of demonstrating their skill. Lovers of oratory, they spend their days crafting small piece of art to keep their hands occupied and the mind free to build sermons. Their heraldry is a red elm tree branch on a golden field.

Meidhr (Trunk)

True lovers of the arts, seeing them as a vessel to go beyond their reserved and shy manners. In truth, they are great scholars and affable erudites, who love to dedicate themselves to the nature they are surrounded by. They symbol is a hazel tree on a white field.

Stafr (Staff)

Usually they are peaceful, although they can occasionally fall prey to excess and wrath. Artists and craftspeople of incredible skill, they have developed a form of magic that allows them to manipulate any wooden material the way they wish, drawing the marvelous shapes out of them. The crest of their House is a green oak staff on a field of black.

Rót (Root)

Of matriarchal descent, happy and resplendent, they love poetry, drinking and are used to fighting to stay warm. Their heraldry is a red apple on a silver field.

BILLINGR (Ljosalfar)

Lord of House Stafr, he is the twin brother of the lady of House Rót, Billingr. They share the love for drinking and a good, old honest discussion.

DAIN (Ljosalfar)

The majority of his brethren loves to surround themselves with the malleable and ephemeral nature of wood. Dain, instead, found that true wisdom hides in the granite veins of rock. Like good ideas, once extracted from their hard shell, they can be turned into sharpened weapons.

DAINN (Ljosalfar Archmage)

Expert rune master, whose skill is unmatched among the light elves. His light skin shines like the sun itself, as if it was made of platinum. He wears the lightest of silks, almost translucent, and his hair is always swept by the wind.

LJOSALFAR

Medium humanoid (elf), lawful honorable

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	12 (+1)	14 (+2)	16 (+3)	14 (+2)

Armor Class 15 (leather armor)
Hit Points 20 (4d8 + 4)
Speed 30 ft.

Skills Stealth +5, Perception +2
Senses darkvision 120 ft., passive Perception 12
Languages Common
Challenge 1 (200 XP)

Elven Resistance. Ljosalfar roll saving throw against spells with advantage.
Innate Spells. A Ljosalfar's spellcasting ability is Charisma (saving throw DC 11). Ljosalfar can innately cast any of these spells without the need for components:
At will: *dancing lights*
1/day each: *faerie fire, darkness*

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.
Shortbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Ljosalfar Archmage

Medium humanoid (elf), lawful honorable

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	20 (+5)	15 (+2)	14 (+2)

Armor Class 13 (16 with mage armor)
Hit Points 110 (18d8 + 36)
Speed 30 ft.

Skills Arcana +9, Asatru +6, Perception +6
Condition Immunities aspeep
Senses darkvision 120 ft., passive Perception 16
Languages Common
Challenge 12 (8.400 XP)

Elven Resistance. Ljosalfar roll saving throw against spells with advantage.
Ljosalfar Fencing. The Ljosalfar Archmage can add their Intelligence modifier to their Sword attack and damage rolls.
Innate Spellcasting. The innate spellcasting ability of the Ljosalfar is Charisma (saving throw DC 16). They can innately cast the following spells, without the need for components:
At will: dancing lights
1/day each: *darkness, faerie fire*
Spellcaster. The Ljosalfar Archmage is a 18° level spellcaster. Their spellcasting ability is Intelligence (saving throw DC 17, +9 to hit) and has prepared the following Wizard spells:
Cantrips (at will): *fire bolt, light, mage hand, prestidigitation, shocking grasp*
1st level (4 slots): *detect magic, identify, mage armor,magic missile*
2nd level (3 slots): *detect thoughts, mirror image, misty step*
3rd level (3 slots): *counterspell, haste, fly, lightning bolt*
4th level (3 slots): *banishment, fire shield, stoneskin*
5th level (3 slots): *cone of cold, scrying, wall of force*
6th level (1 slot): *globe of invulnerability*
7th level (l slot): *teleport*
8th level (l slot): *mind blank*
9th level (l slot): *time stop*

ACTIONS

Multiattack. A Ljosalfar Archmage makes two Elven Sword attacks.
Elven Sword. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 14 (1d8+6) piercing damage.

Ljosalfheimr Champion

Medium humanoid (elf), chaotic honorable

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	14 (+2)	16 (+3)	15 (+2)	14 (+2)

Armor Class 17 (studded leather)
Hit Points 84 (12d8 + 24)
Speed 30 ft.

Saving Throws Dex +9, Int +7
Skills Acrobatics +9, Perception +6, Stealth +9
Senses darkvision 120 ft., passive Perception 16
Languages Common
Challenge 8 (3.900 XP)

Elven Resistance. Ljosalfar roll saving throw against spells and other magical effects with advantage.
Eldritch Warrior. When the Ljosalfheimr Champion uses her action to cast a single target spell or cantrip, she can use her bonus action to make an attack roll.
Ljosalfar Fencing. The Ljosalfheimr Champion can add their Intelligence modifier to their Sword attack and damage rolls.
Innate Spellcasting. The innate spellcasting ability of the Ljosalfar is Charisma (saving throw DC 14). They can innately cast the following spells, without the need for components:
At will: *dancing lights*
Spellcaster. The Ljosalfheimr Champion is a 7th level spellcaster. Her spellcasting ability is Intelligence (saving throw DC 15, +7 to hit) and has prepared the following Wizard spells
Cantrips (at will): *firebolt, light, mage hand, prestidigitation, shocking grasp*
1st level (4 slots): *expeditious retreat, magic missile, shield, thunderwave*
2nd level (3 slots): *cloud of daggers, invisibility, misty step*
3rd level (3 slots): *blink, haste, slow*
4th level (1 slot): *fire shield*

ACTIONS

Multiattack. The Ljosalfheimr Champion makes three Elven Sword attacks.
Elven Sword. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (1d8 + 9) piercing damage.
Longbow. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 10 (1d8 + 5) piercing damage.

FREYR

"The jolly sound of laughter drew my attention to a table. A blonde and handsome man was drinking and eating with many others. As handsome as his appearance was savage, his deep eyes were green and his beard long. He wore boar tusks as earrings, his light hair tied in braids kept together with strings and antler fragments. His beard was tied, too, but in a single, thick braid, closed by a golden ring. His broad chest clad in a suit of leather-scaled armor over clothes of all the shades of green, his copper-trimmed, emerald green cloak ended in a hood carved out of a boar skull.

The savage charm of that man was such that I felt compelled to toast with him and hear the story of his life.

However, what surprised me the most was the object hanging from his belt. Instead of a sword or any other weapon, he carried a deer horn etched with shapes of animals. Although his imposing and wild appearance, his presence was not threatening. He saw me, raised his cup to me and returned to laughing and drinking with the others."

- Thorleif Sikiroddr "Silk Voice"

- God of fertility, woodlands, crops and war
- Greatly revered Vani, a reveler, yet truthful, generous and prolific
- He harbors a great hatred for the Muspellsynir because of the destruction and chaos of their existence entails

GERDHR (Jötunn, see page 261)

"To the right of the man with the deer horn sat a woman, dressed like him in green clothes and suit of leather armor. She wore a wide cloak, trimmed with fox furs and many animal-shaped jewels.

Her raven black hair, tied behind her head, made me realize she was his wife. Alongside them stood a servant, dressed like the other two in the colors of the woods. With deference he held a sword, its handle bejeweled and its blade so sharp it looked like a maiden dancing among the flames.

The woman had the servant hand her the sword, admiring it as if lost in a dream before sharing a smoldering kiss with her husband and giving the weapon back.

She drank from a horn, slamming it loudly on the table. There was something exotic in her appearance, something elusive and barely perceptible that made her markedly different than her mate. For sure, there had to be a beautiful story behind their union, a tale of love that I would have liked to hear.

- Thorleif Sikiroddr "Silk Voice"

- Goddess of fecundity
- Of giant descent, deeply in love with her husband
- Her giant blood surfaces when she is angered

FREYR

Large god, lawful honorable

STR	DEX	CON	INT	WIS	CHA
24 (+7)	22 (+6)	24 (+7)	20 (+5)	24 (+7)	28 (+9)

Armor Class 22
Hit Points 295 (22d12 + 154)
Speed 40 ft.

Saving Throws Con +14, Wis +14, Cha +16
Skills Perception +14
Damage Immunities necrotic; bludgeoning, piercing and slashing from non magical weapons
Condition Immunities exhaustion, frightened, paralyzed
Damage Resistances radiant
Senses passive Perception 24, darkvision 120 ft.
Languages all, telepathy 120 ft.
Challenge 22 (41.000 XP)

Divine Weapons. Freyr's weapon attacks are magical. When Freyr hits with any weapon, the weapon deals an extra 6d8 radiant damage (included in the attack).
Legendary Resistances (3/Day). If Freyr fails a saving throw, it can choose to succeed instead.
Magic Resistance. Freyr rolls saving throws against spells and magical effects with advantage.
Innate Spellcasting. Freyr's spellcasting ability is Charisma (saving throw DC 24, +16 to hit). Freyr can innately cast the following spells, without the need for components.
At will: *awaken, control weather, goodberry, grasping vine, heroes' feast, plant growth, sunbeam, wall of thorns*
3/day each: *storm of vengeance, sunburst*

ACTIONS

Multiattacco. Freyr fa tre attacchi con la Spada di Asgardr.
Spada di Asgardr. *Attacco con Arma da Mischia:* +17 a colpire, portata 3m, un bersaglio. *Colpito:* 22 (2d10 + 10) danni perforanti più 27 (6d8) radianti.
Idromele (6/Giorno). Freyr dà un sorso di magico idromele ad una creatura che recupera 40 (8d8+4) punti ferita.

LEGENDARY ACTIONS

Frey can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Freyr regains spent legendary actions at the start of their turn.
Attack. Freyr makes and attack.
Move. Freyr takes the Dash or Disengage action.
Divine Imposition (2 actions). Each creature at Freyr's choice within 60 ft of them must succeed on a **DC 20 Charisma** saving throw or be charmed by Freyr for a day. This effect does not stack. A creature who succeeds on the saving throw is immune to this effect for 24 hours.

GULLINBURSTI, FREYR'S GOLDEN BOAR

Crafted by the dwarven duo Brokk and Eitri as a gift for the God Freyr, Gullinbursti faster than any living horse and runs at the same speed no matter where. Whether pounding the ground, soaring through the air or wading the seas, his golden bristles shine on the way of its rider.

GULLINBURSTI

Large construct, lawful honorable

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	22 (+6)	9 (-1)	17 (+3)	16 (+3)

Armor Class 22 (natural)
Hit Points 130 (12d10 + 60)
Speed 60 ft., swim 60 ft., fly 60 ft.

Damage Immunities fire, frost, necrotic, poison, psychic, radiant
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Damage Resistances bludgeoning, piercing, slashing
Senses darkvision 120 ft., passive Perception 17
Languages Common
Challenge 12 (11.500 XP)

Trampling Charge. If Gullinbursti moves at least 20 ft. straight toward a creature and then hits it with a hooves attack on the same turn, that target suffers an additional 11 (2d10) bludgeoning damage and Gullinbursti cannot be targeted by attacks of opportunity if he leaves the area threatened by the target. If the target is a Large or smaller creature, it must succeed on a **DC 18 Strength** saving throw or be knocked prone.
Legendary Resistances (3/Day). If Gullinbursti fails a saving throw, they can choose to succeed instead.
Magic Resistance. Gullinbursti rolls saving throws against spells and magical effects with advantage.
Magic Construct. Gullinbursti's attacks are magical. Gullinbursti can walk on water surfaces or air as if it was open ground and ignores any penalty from the terrain.
Shining Bristles. Gullinbursti's shining bristles emanate light within 30 ft. of it, capable of dispelling any darkness, even magical one.

ACTIONS

Multiattack. Gullinbursti makes one Slam attack and two Tusks attacks.
Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage. If the target is a Large or smaller creature, they must pass a **DC 18 Strength** saving throw or be knocked prone.
Tusks. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 (2d12 + 7) bludgeoning damage plus 9 (2d8) radiant damage.

LEGENDARY ACTIONS

Gullinbursti can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Gullinbursti regains spent legendary actions at the start of his turn.
Charge (2 actions). Gullimbursti moves at twis his speed and makes a Slam attack.
Divine Light. Gullimbursti emits a mighty burst of divine light. Each hostile creature within 60 ft. must pass a **DC 18 Charisma** saving throw or be blinded until the end of their next turn.
Tusks. Gullimburst makes a Tusk attack.

Chapter 10

The Journey: Vanaheimr

This section of the Journey is dedicated to the Vanaheimr setting; the descriptions of the places and characters that the Heroes will be able to explore and meet during their journey through the Nine Worlds are reported, with an appendix on the statistics.

Vanaheimr **240**
General Features 241
Map 243

The Journey on Vanaheimr **244**

Encounters on Vanaheimr **245**

Vanaheimr

Cosmic balance hangs on the coexistence of the Nine Worlds, although one of them looks like it returned to its ancient roots.

In ancient times, Vanaheimr was a prosper and lush world, home of the divine Vanir. At the height of their power, this world was the most vibrantly alive; wherever a Vani walked, trees and plants bowed in their presence and the stones themselves obeyed their will. The lands teemed with birds and beasts. All of this happened because of the Seidhr, the secret magic of the Vanir, orally handed down through the generations and capable of altering nature to the point of making a river flow backwards or change the seasons on a whim.

The Vanir themselves were happy to wander those lands, contemplating the bloom of life. In their roaming, they still obeyed court of Hoenir, the Æsir who acted as their king for a long time even if he had been sent there as a hostage to improve the relationship between the two divine kins. The Æsir, however, were bound to civilization, belligerent and fiery-tempered. The Vanir, instead, were placid and passive, more keen on letting the universe follow its cycles without interference.

As the Æsir strove against Fate, the Vanir followed its guidance and it was this difference in view that exacerbated the relationships between the two people until war broke out. Æsir and Vanir butchered one another on battlefields across the universe, the former's martial prowess clashing with the latter's Seidhr magic. As the war seemed eternal and the number of the dead grew beyond count, the conflict was ended by Thor, who hurled Mjolnir at Hoenir, shattering his skull.

With the passing of time, the scars left by the war of the gods healed, the Nine Worlds now free of its taint, and Æsir and Vanir reconciliated. Njordhr and the children of Freyr and Freyja were greeted as honoured guests in Asgardr, as a sign of peace, although in their heart of hearts the Vanir left in Vanaheimr kept resenting the Æsir. They swore never to face the terror of war again and never to come to terms with those who opposed Fate.

They refused any possible form of contact with the hypocrisy called civilization, living more like wild animals than beings gifted with free will, and their magics mutated. The Seidhr, then, became a primordial entity, like the Ginnungagap, the primeval chasm. They did not forsake the incestuous union of brothers and sisters or parents and children, utter and complete

rejection of civilization itself. As such, their following generations were plagued by insanity and lunacy.

Soon their animal-like life brought them to ruin, as one killed the other. Now Vanaheimr is this; a realm where nature rules unopposed on the ruins of a dead civilization. Swamps, endless forests and grassy plains twist one within the other, climbing and diving off mountains into the ocean, like flying seagulls.

Vanaheimr is criss-crossed with countless rivers, their water so clear their floor reflects the sky to the point where telling which is which becomes arduous. Each river floor is different from the others, with moss, stones, sand or black and smooth rocks.

Animals never seen by mortal eye prosper on Vanaheimr, like droplets in the rain.

Vanaheimr, however, is an unnerving place, too, as the waters cut jagged landscapes and its mountains feature sharp profiles like those of the fanged maw of a mythological creature, swallowing the sky. Vanaheimr is both an enthralling and scary wonder.

General Features

Weather: Pleasant and mild climate, without excessive temperature ranges, like the gentle breeze of a summer morning.

Lighting: During the day, the sun sheds light on the world and warms it. At night, the whitest of moons lights Vanaheimr's wonders.

Sounds: The rustling of the trees, the calm backwash of the summer sea, the croaking of the crickets and the chirping of birds.

Terrain - Plains: Although there are no roads or path, travel pace in these areas is normal.

Terrain - Mountain: These steep walls are challenging to climb, halving travel pace.

Terrain - Forests: A lush undergrowth makes travelling slower.

Terreno - Sea: These clear and warm waters require the guidance of an expert sailor, but do not slow travelers down.

Folkvangar

In the heart of Vanaheimr, where the influence of the Seidhr is so strong one could taste it, lies Folkvangar, Freyja's kingdom. The goddess rules this alien world with wisdom and love for her subjects, both man and beast alike. This place of power, in fact, welcomes those at the end of their natural life cycle, granting them the chance to understand the cosmic cycle as it was conceived by the Vanir in ancient times.

Every natural environment, be it past, present or future, exists in Folkvangar, as it features the woodlands of the northern lands, the tundra and the vegetation of the warmer climates. The air vibrates with the sounds of animals never seen before by men and the dead live among them as the Vanir did once. When she was given rule of Folkvangar, Freyja hoped to restore Vanaheimr to its ancient splendor, creating the place the mortals heard called "paradeisos", in the tales of far away lands.

The Vani, however, is the most skilled practitioner of the Seidhr and those with the gall of entering her realm uninvited would suffer a dreadful fate. Their senses would be shattered, making them perceive reality as a maddening nightmare. Each minute passed in such a state requires a **DC 25 Wisdom** saving throw. Failing means falling prey to insanity, shedding one's equipment and running amok in the forests, shouting incoherently and attacking everything on one's path as if under the effects of the *Feeblemind* spell.

Cavern of the Echoes

As sun or moon light shines upon the rocks within this caver, they refract in utterly unnatural ways, creating kaleidoscopic contrasts that would disorientate any who would dare entering the cave. From deep within the cave rise an unknown dirge sung by a faint and young voice. A strong smell of mead and mold comes from within the cavern, stimulating both appetite and revulsion.

Entering this place is extremely dangerous; after but a few steps, any unfortunate visitor would fall in a trap dating back to the war between Æsir and Vanir, a complex system of powerful enchantments. Each minute spent within the cavern, characters must pass a **DC 25 Intelligence** saving throw or lose themselves in a labyrinthine daedalus of black and white lights, as if under the effect of the maze spell.

Deep within the cavern, after a couple hundred meters, are two elm tree desks smashed to the ground, a few rune-carved and broken chains and the remainings of an ancient campfire. Here is the place where Odhinn and Loki were kept captive during the war between Æsir and Vanir.

Galligarm

An immense elm tree, which leaves stand out of the thickest forest in Vanaheimr, is surrounded by a cold and dark aura. In the morning, mist takes the place of rime, the other way around when the sun falls. The undergrowth is lush, although its fruits look too

perfect to be picked. Sunlight hardly ever reaches the ground and close to the trunk of the elm tree its roots are constantly shrouded in dim light.

A crushing melancholy strikes the soul of those who visit the cosmic tree that gave life to the Vanir at the beginning of time, the most sacred and painful of the horgr in Vanaheimr.

Galligarm, a constant reminder to the gods of the fate of the obstination and arrogance of the Vanir, is also the quickest way of reaching Yggdrasill and the rest of the universe. Here is possible to meet a few of the dead who in life were druids, now wanting to sense the suffering of this world, and **Freydis Bergljot** (*"Salvific Light,"*) who spends her days talking with the great tree seeking the deep wisdom of the cosmic trees.

The Isle of Hlèsey

Somewhere in the Vanaheimr sea lies an island, where the waves are never strong and the sun does not shines too strong. There grow fields of wheat and barley as tall as young men, like carpets of gold.

This is where Ægir lives, where the Jötunn harvests his crops and brews his beer. At least once per year, the gods come here as guests of Ægir's to feast.

Noatun

Instead of breaking on reefs or the sides of a mountain, here the sea dug a deep bay, what the mortals would call a fjord, joining with a river and creating an unusual mixture of salt and fresh water. The lord of this land is the Vani Njordhr, whose dwelling is a large palace doubling as a harbor. The Vani spends much time fishing, but also making vessels, owning many boats and ships moored at his docks. Njordhr's sequestered sanctuary echoes with the sounds of seagulls and puffins and smells of mountain resins and swamp plants, its halls resounding with the gentle song of the whales.

Rarely visitors find Njordhr at his palace, as he is much more likely to be chest-deep in water fishing or playing with sea creatures.

The old Vani, however, does not dislike guests and is known for being a munific and kind host; nobody ever leaves his abode without lavish gifts or having partaken in one of his banquets. He is not a hermit, as both Vanir and Æsir love him, so he often is in their company. Although he is of a placid and simple nature, he should not be underestimated; his Seidhr is powerful enough to fight any intruder, as he uses it to disguise the enormous Asgardian war fleet as fishing boats at his harbor, and the gods are ready to rush to his aid should he need it.

Sessrumnir

In the heart of the Folkvangar rises Freyja's massive palace. Its hall is elegant and refined, decorated with tapestries telling the deeds of heroes and gods, wooden statues of animals and magnificent inlays in the walls and columns. The air smells of honey and festivity, hearths spreading the odorous smells of pine and fir while warm laughter welcomes the newly arrived.

It is said that Sessrumnir is the safest hall in existence, as the Seidhr of its lady protects it confusing any who would dare making their way inside without her permission. Its massive cedar wood doors, in fact, are so tight that not even an insect or a pin would be thin enough to pass through their crack, much to the chagrin of Loki.

Freyja's guests, although not Einherjar, are still great fighters as half of those who fall in battle are brought here because of an ancient covenant Freyja was able to force Odhinn into. Although there are no Valkyries to greet them, these fallen warriors are lovingly tended to by the goddesses' maidens, as the resources produced by the Folkvangar allow to sustain great armies.

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MILES
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Galligarm
The Fjord
Noatun
Sessrumnir
Folkvangar
Cavern of the Echoes
The Isle of Hlèsey

THE JOURNEY ON VANAHEIMR

Through the Bifrost, the characters arrive in the vicinity of Sessrumnir. If they do not approach the palace in a manner appropriate to the home of a goddess, Freyja could even mistake them for a threat. Once she realizes she is not under attack, she welcomes the adventurers and listens to their words. Although visibly bored, Freyja grants the characters the following information:

- This world is protected by a magic they do not know, the Seidhr.
- The Seidhr is incredibly dangerous for those, like them, who do not belong to Vanaheimr.
- Only the vessels made by Njordhr can sail the seas of this world.
- Convincing Njordhr to give them one of his ships is doomed to fail.
- She does not know anything about the ship the characters are looking for.
- One who could know something about it is Njordhr, who lives in Noatun.
- - Vanaheimr is as lethal as it is beautiful, so the characters will need a guide.
- The characters should look for Freydis Bergljot, usually found at a hörgr.
- They should stay away from the few caves of the world, as there is no way of knowing what is inside them.

Ended their audience with the goddess, she has the characters taken care of by her maidens, who wash them and dress them with clean and fresh clothes before letting them go. Their task, now, is to find **Freydis Bergljot**, and the way to deal with such task is by looking for the **hörgr** (see page 249).

Once they find Freydis, they have to head to Noatun to ask an audience with its lord, Njordhr, the only one to know what they are looking for. He is a proud Vani, however, and does not let mortals have information from him before they have proved their worth. The god tasks them with heading to Ægir's islands aboard one of his vessels to taste the Jötunn's beer, return to Noatun, taste Njordhr's and decide which is the best.

The journey at sea is long and perilous, forcing the characters to travel along the shoreline to dock and resupply frequently if they are not expert sailors. When they eventually reach the island of Hlèsey, they find Ægir during the harvest, who welcomes the characters as prestigious guests and leads them to his abode to have a taste of his spirits. The Jötunn is famous for being proud of his beer and never losing an opportunity for sharing it. He returns to his crops as soon as possible, however, because the harvest season is open.

When they return to Noatun, Njordhr has them taste his own beer, waiting for the Midgardian verdict. The two Vanir are sworn rivals and Njordhr accepts the verdict only if it is spoken without falsehood. Should they behave dishonorably, the Vani would enact his punishment, forcing them to stay for a month in Noatun tasting his beer until they admit it is the best they ever had.

When the feasting is over, Njordhr tells them the following:

- The vessel they look for belongs to the frost giants.
- It is not finished yet.
- He has no idea what it still needs to sail.
- The ship has not seen water yet.
- The group's search should lead them to Jotunheimr.

At this point the characters can recall the Bifrost, which will take them to Jotunheimr.

When the characters leave Vanaheimr, they reach the 12th level.

ÆGIR (Æsir)

"I found myself walking in a such a dense mist I feared it was some magick, guided by the ancient one-eyed man. I walked on for an indefinite amount of time, just an instant, and yet one that lasted a lifetime, until the mist lifted and my eyes saw an immense mead hall.
The building, a sight to behold, was larger than any royal palace I ever had the honor of visiting in my travels. In front of its gates, a man, as imposing as he was extravagant, was waiting.
He was wearing unusual, greenish clothes, embellished with crustacean shells, pierced seastone jewelry and leather strings with killer whale teeth. His thick, curly beard was tied with seaweed, much like his hair, dotted with locks of seagull feathers. His skin looked unnaturally green at a first glance, but then I realized dense tattoos covered his body from neck to toe. Alongside him were an equally tall woman and nine maidens, all extremely beautiful and yet of peculiar appearance. The giant welcomed us with a broad smile and an embrace, introducing us to the women who, I discovered, were his wife and daughters. They offered us horns brimming with beer, which tasted like pine, honey and juniper. Simply delicious. The man let us in the mead hall, the finest host to us, his latest guests, among the endless crowd of celebrating people".

- Thorleif Sikiroddr "Silk Voice"

The mate of the giantess Ran, he is a Jötunn lord of the sea. He cares about his neutrality and shows benevolence towards Vanir, Æsir and creatures from other worlds. He is good looking, old and venerable but not ancient, and keeps his hair braided and his beard is the color of sea foam. He can often be found taking good care of his crops with his daughters, to brew his legendary beer, or fishing on the coast.

ALBRUNA (Vanir)

Goddess of divination and clairvoyance. She can see for hundreds of kilometers and is gifted with sharper senses than those of mortals, able to perceive past and future. She looks like an emotionless woman with clothes of pearls stitched together. If asked on what is to come, her answer is cryptic;
"A large, red bird flies in the sky, calling to itself the sun and the moon."

ALCIS (TWINS) (Vanir)

The twins represent freedom and prosperity, protecting farms and domestic animals. People ask for their aid when it comes to having a good hunt or to get rid of an oppressor. They look like two androgynous men dressed in elk furs and antlers headdresses. They speak fluently and elegantly, with one often beginning a sentence the other ends, as if they were bonded by some form of telepathy. It is impossible to catch them by surprise, as if they were always alert.

ALMATTKI (Vanir)

God of honour and justice, who punishes those who break their oaths, invoked when a covenant is sealed. He looks like a tall, authoritative man, always fully armed and known for being an impartial judge. His Seidhr allows him to read the heart and mind of men, finding the answers any good man of law should tirelessly seek. His sentence is eternal, branded with a rune on those who have been judged that the Æsir and Vanir see shining on their forehead.

BARA (Vanir)

One of Ægir's nine daughters. He occasionally calls her "Drofn" in a scolding tone because she is a famous troublemaker. Sailors fear her because she loves to send storms to punish those who disrespect the sea.
Her eyes shine like star, her smile sardonic. Her mind is lightning fast and few things escape her, her spirit sharp. She grants calm seas and favourable winds to those who leave her adequate offerings.

BLODUGHADDA (Vanir)

One of Ægir's nine daughters. Her skin is green, her hair red, embodying the vegetation that grows belows the waves. Fish follow her wherever she goes and her songs are charming for both gods and mortals.

DUFA (Vanir)

One of Ægir's nine daughters. She is capable of assuming a liquid form and being in many places at the same time. Because of this, she is a perfect spy, who can cover long distances in a short amount of time.

VANIR

Large God, lawful honorable

STR	DEX	CON	INT	WIS	CHA
24 (+7)	22 (+6)	22 (+6)	20 (+5)	24 (+7)	22 (+6)

Armor Class 21
Hit Points 204 (20d12 + 120)
Speed 40 ft.

Saving Throws Con +12, Wis +13, Cha +13
Skills Intimidation +13, Perception +13
Damage Immunities necrotic; bludgeoning, piercing and slashing from non magical weapons
Condition Immunities exhaustion, frightened, paralyzed
Damage Resistances radiant
Senses passive Perception 23, darkvision 120 ft.
Languages all, telepathy 120 ft.
Challenge 20 (25.000 XP)

Divine Weapons. The Vanirs weapon attacks are magical. When the Vanir hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).
Legendary Resistances (3/Day). If the Vanir fails a saving throw, it can choose to succeed instead.
Magic Resistance. The Vanir rolls saving throws against spells and magical effects with advantage.

ACTIONS

Multiattack. The Vanir makes three Blade of the Vanir attacks.
Blade of the Vanir. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 22 (2d10 + 10) piercing damage plus 20 (4d8) radiant damage.
Mead (6/Day). The Vanir allows a creature to drink a sip of magic mead, healing it 40 (8d8+4) hit points.

LEGENDARY ACTIONS

The Vanir can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Vanir regains spent legendary actions at the start of his/her turn.
Attack. The Vanir makes and attack.
Divine Imposition (2 actions). Each creature at the Vanir's choice within 60 ft of them must succeed on a **DC 18 Charisma** saving throw or be charmed by the Vanir for a day. This effect does not stack. A creature who succeeds on the saving throw is immune to this effect for 24 hours.
Move. The Vanir takes the Dash or Disengage action.

FREYJA

"Like a queen with her retinue, standing out of the crowd, sat a woman at a table, surrounded by many people. Long, wavy red hair brushed her hip, eyes the color of lapis lazuli were set in an ivory visage, whose beauty was unsettling. She wore an almost transparent tight white silk dress, allowing bystanders to catch only glimpses of her perfect curves. The dress had generous slits and a deep neckline held by two buckles with gemstones, fastening a cloak of feathers from birds of prey that shrouded this noble figure. Around her neck she wore a necklace made of chased and embossed gold discs of divine craftsmanship, linked with thin chains of the same material, that disappeared between her breasts. That magnificent jewel made the woman's allure even deeper and, to my modest opinion, it was the most beautiful necklace in the world, so much so that kings and queens would have waged war for it.
I would not have laid my eyes on a more beautiful woman for the rest of my life, for another creature of such charm, beauty and charisma to leave me breathless and make my blood boil or carve my own heart out of my very chest to gift it to her could not exist. It was as if my breath had turned into the scolding vapor of a geyser and my eyes did not want to lose anymore. I felt lifted off the ground simply taking in her presence, I could fly higher than any man and pluck the stars from the sky just for her. I would have done all of that, just for a word of hers".

- Thorleif Sikiroddr "Silk Voice"

- Goddess of love, war, magic, seduction, beauty and birth
- Vain, reckless, fascinating, seducing and well aware of her power
- Her mastery on Seidhr has no equal

FREYJA

Large goddess, lawful honorable

STR	DEX	CON	INT	WIS	CHA
20 (+5)	28 (+9)	20 (+5)	20 (+5)	26 (+8)	30 (+10)

Armor Class 20
Hit Points 300 (22d12 + 110)
Speed 40 ft.

Saving Throws Con +12, Wis +15, Cha +17
Skills Perception +15, Persuasion +17
Damage Immunities necrotic, poison; bludgeoning, piercing and slashing from non-magical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses passive Perception 25, darkvision 120 ft.
Languages all, telepathy 120 ft.
Challenge 23 (50.000 XP)

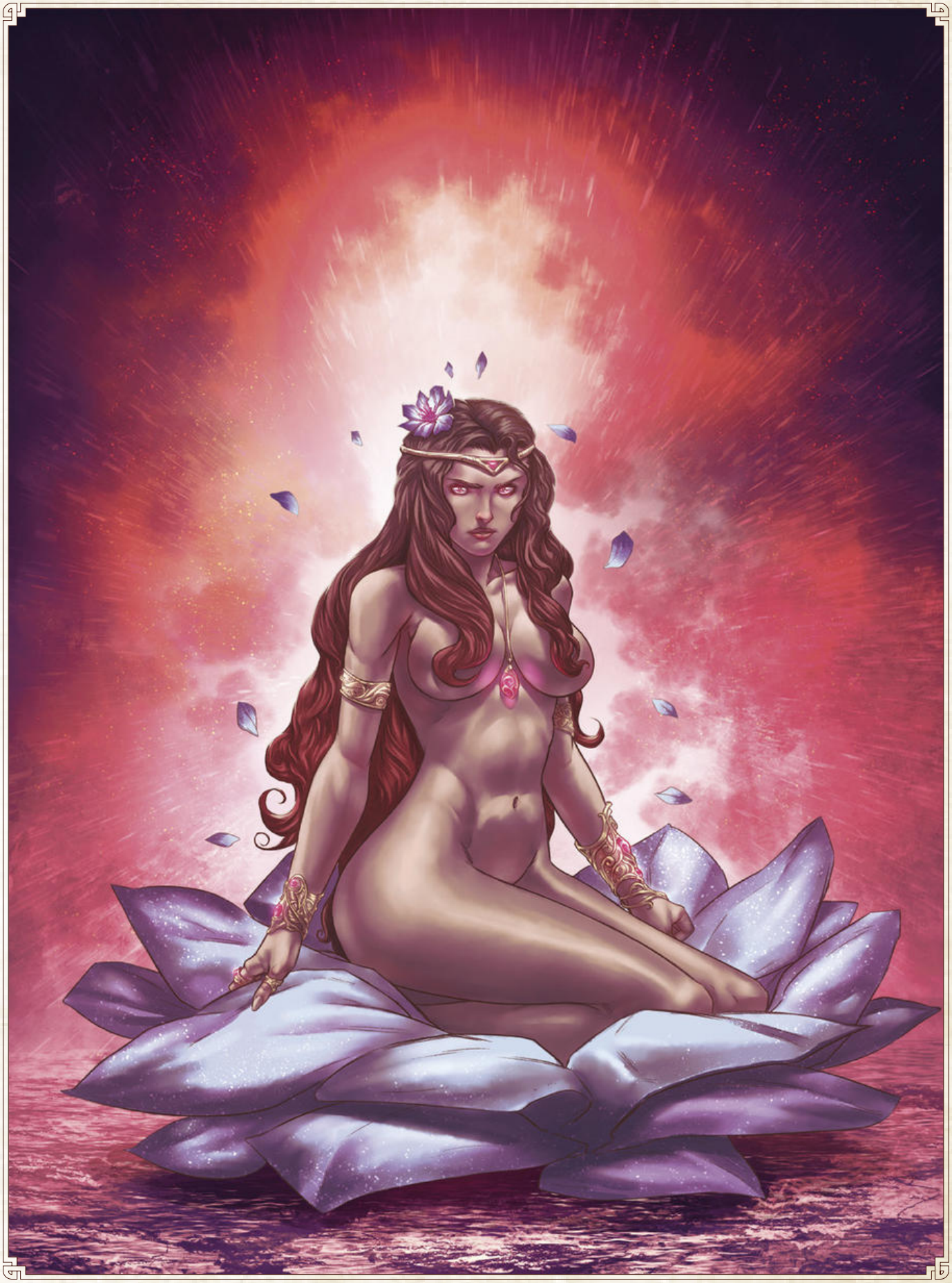
Divine Weapons. Freyja's weapon attacks are magical. When the Æsir hits with any weapon, the weapon deals an extra 6d8 radiant damage (included in the attack).
Legendary Resistances (3/Day). If Freyja fails a saving throw, she can choose to succeed instead.
Magic Resistance. Freyja rolls saving throws against spells and magical effects with advantage.
Innate Spells. The spellcasting ability of Freyja is Charisma (saving throw DC 25, +17 to hit). Freyja can innately cast the following spells without the need for components:
At will: *animate object, beacon of hope, blade barrier, calm emotions, charm person, confusion, death ward, dominate monster, dominate person, geas, greater invisibility, heroes' feast, shield, spiritual weapon, suggestion.*
3/day each: *antipathy/sympathy, earthquake, eyebite, feeblemind, forcecage, foresight, mass heal, mass healing word, mass suggestion, mind blank*
1/day: *power word heal*

ACTIONS

Multiattack. Freyja makes two Seidhr Blast attacks.
Seidhr Blast. *Ranged Spell Attacks:* +17 to hit, range 60/gittata 18/150 ft., one target. *Hit:* 26 (4d6 + 10) force damage plus 27 (6d8) radiant damage. The target must pass a **DC 20 Intelligence** saving throw or their Intelligence score becomes 3 for 1 minute. In alternative, the target must pass a **DC 20** Strength saving throw or their Strength score becomes 3 for 1 minute. A creature who passes the saving throw is immune to this effect for 1 hour.

LEGENDARY ACTIONS

Freyja can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Freyja regains spent legendary actions at the start of their turn.
Seducing Gaze. A creature Freyja can see within 60 ft. of her must pass a **DC 21 Charisma** saving throw or be charmed by Freyja for 1 minute. A creature who passed the saving throw is immune to this effect for 24 hours.
Seidhr Disturbance. A creature Freyja can see within 60 ft. of her must pass a **DC 18 Intelligence** saving throw or suffer disadvantage on any roll until the end of their next turn.
Spell. Freyja casts a spell she knows.



FREYDIS BERGLJOT

A legend whispered only in summer nights talks about a woman who loved animals so much, especially her two cats, that her love for nature and its creatures could rival that of the goddess Freyja.

The goddess, jealous of being compared with a mortal, descended on Midgardr to take a look at the young woman. Such was her dedication to the care of animals and plants that Freyja, after an initial surprise, and wanted to take the young woman with her.

It is not known if this is just a legend or there is something true in it. However, the name of Freydis Bergljot, *"Saving Light"*, is often whispered as an example to follow around a campfire or in children stories.

FREYDIS

Medium humanoid (Human), chaotic honorable

STR	DEX	CON	INT	WIS	CHA
20 (+5)	28 (+9)	20 (+5)	20 (+5)	26 (+8)	30 (+10)

Armor Class 14 (hidden armor)
Hit Points 110 (18d8 + 36)
Speed 30 ft.

Saving Throws Int +7, Wis +11
Skills Asatru +11, Medicine +11, Nature +7, Perception +11, Religion +7
Senses passive Perception 21
Language Common, Druidic
Challenge 12 (8.400 XP)

Spellcaster. Freydis is an 18th level spellcaster. Her spellcasting ability is Wisdom (spell saving throw DC 19, +11 to hit). Se has the following Druid spells prepared.
Cantrips (at will): *druidcraft, mending, poison spray, produce flame*
1st level (4 slot): *cure wounds, ensnaring strike, fairie fire, speak with animals*
2nd level (3 slot): *animal messenger, hold person, beast sense*
3rd level (3 slot): *conjure animals, meld into stone, water breathing*
4th level (3 slot): *dominate beast, locate creature, wall of fire, stoneskin*
5th level (1 slot): *commune with nature, mass cure wounds, transport via plants*
6th level (1 slot): *sunbeam, heroes' feast, heal*
7th level (1 slot): *fire storm*
8th level (1 slot): *animal shapes*
9th level (1 slot): *foresight*

ACTIONS

Scimitar. *Melee Weapon Attack:* +8 to hit, range 5 ft., one target.
Hit: 5 (1d6 + 2) slashing damage.
Shape Shifting (2/Day). Freydis transforms into a beast or elemental of Challenge 6 or lower and can keep such form for 9 hours.
She can choose what of her equipment falls to the grounds, merges into the new form or is worn by it. Freydis reverts to her true form if she dies or falls unconscious. She can revert to her true form as a bonus action in her turn. When she shifts, she retains her statistics and the capacity to speak, although her AC, Strength and Dexterity scores are those of the new form, gaining any special sense, proficiency, trait, action or reaction save the legendary or lair ones. Freydis can cast spells with verbal or somatic components. The new form's attacks are considered magical for the purpose of ignoring resistances or immunities to non-magical attacks.

Hörgr

Scattered in the four corners of Vanaheimr lay shrines built out of carefully stacked stones, where the temperature varies wildly and light almost fades. Often, figures appear in the vicinity, the echoes of the Vanir defeated in the ancient war. They remained trapped in the Seidhr that impregnates those lands.

As the names of these creatures have been lost to time, recognizing them is not easy, so the druids who worship these idols have developed a system to recognize them. They learned to read the small events before their manifestation and divided them into six categories.

Each time the characters are close to a Hörgr, the Game Master rolls the Rune Die (or a d16) and checks the result on the following table, to see what the group finds nearby.

Ætt / D6	Hörgr
Freyja ↑ 1	Roll again to determine the type of hörgr, **Freydis** is present to satisfy its fury.
Freyja ↓ 2	The hörgr is a **Funi**
Heimdallr ↑ 3	The hörgr is a **Hæl**
Heimdallr ↓ 4	The hörgr is a **Eitr**
Tyr ↑ 5	The hörgr is a **Ljómi**
Tyr ↓ 6	The hörgr is a **Þrymja**

Horgr

Huge construct, lawful honorable

STR	DEX	CON	INT	WIS	CHA
10 (+0)	3 (-4)	22 (+6)	8 (-1)	24 (+7)	14 (+2)

Armor Class 16 (natural armor)
Hit Points 110 (18d8 + 36)
Speed 0 ft.

Saving Throws Wis +12
Skills Asatru +12, Medicine +12, Nature +4, Perception +12, Religion +4
Damage Immunities piercing; cold, fire, lightning, necrotic, poison, psychic, thunder
Damage Resistances bludgeoning and slashing from non magical weapons
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, restrained
Senses Truesight 120 ft., passive Perception 21
Languages Common, Druidic; telepathy 120 ft.
Challenge 14 (11.500 XP)

Center of the Futhark Circle. The ground within 60 ft. from a Horgr is considered a Futhark Circle. When a creature attacks a target they can roll 1d10 and subtract the result to the attack roll. Enemies within the Futhark Circle lose any resistance to bludgeoning, piercing and slashing damage from non magical weapons and any elemental damage resistance.
Fixed. A Horgr cannot move and can be moved only once destroyed.
Legendary Resistances (3/Day). If a Horgr fails a saving throw, it can choose to succeed instead.
Sanctuary. The attacks of a Horgr are considered magical and add its Wisdom modifier to hit and damage rolls.
Spellcaster. A Horgr is a 15th level spellcaster. Its spellcasting ability is Wisdom (saving throw DC 17, +9 to hit) and has the following Runemaster spells prepared:
Cantrips (at will): *dancing lights, ray of frost, sacred flame*
1st level (4 slot): *detect magic, thunderwave, sanctuary, shield*
2nd level (3 slot): *blindness/deafness, hold person, moonbeam, prayer of healing, zone of truth*
3rd level (3 slot): *beacon of hope, bestow curse, magic circle, plant growth, remove curse*
4th level (3 slot): *compulsion, divination, ice storm*
5th level (2 slot): *dominate person, scrying, teleportation circle, wall of stone*
6th level (1 slot): *circle of death, contingency*
7th level (1 slot): *fire storm, symbol*
8th level (1 slot): *control weather*

ACTIONS

Multiattack. A Horgr makes two Strike attacks.
Strike. *Melee Weapon Attack:* +12 to hit, range 20 ft., one target. *Hit:* 17 (2d8 + 7) slashing damage. The target must pass a **DC 16 Strength** saving throw or be knocked back 15 ft.

LEGENDARY ACTIONS

A Horgr can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. A Horgr regains spent legendary actions at the start of their turn.
Attack. A Horgr makes a Strike attack.
Spell. A Horgr casts a spell it knows.
Arcane Recovery. A Horgr recovers a spell slot of 1d8th level

- **Funi (Fire):** The air surrounding these places is scalding, smelling of rotten eggs. Closing in, blades of lame rise impetuous in the air. By shedding ram blood on the heap, the Vanir is appeased, otherwise, they will attack those who disturb their shrine.

- **Hæl (Death):** Air is thin around these places and breathing is troublesome. Characters must pass a **DC 17 Constitution** saving throw or suffer one level of exhaustion. Closing in, light almost fades and a diaphanous figure appears out of thin air, attacking whoever dared to disturb their slumber. By shedding raven blood on the heap, the Vanir is appeased, otherwise, they will attack those who disturb their shrine.

- **Eitr (Poison):** The air around these places smells of honey and incense, a thin layer of moss covering the stones, emanating a faint light. Blades of smoke dance in the air, imposing a **DC 17 Constitution** saving throw not to suffer 4d8 poison damage. By shedding snake blood on the heap, the Vanir is appeased, otherwise, they will attack those who disturb their shrine.

- **Ljómi (Radiant):** The air around these places is warm and smells of linden. A blade of light pierces the canopy to shine off this pile of rocks, twisting on itself as the characters move closer. By shedding rooster blood on the heap, the Vanir is appeased, otherwise, they will attack those who disturb their shrine.

- **Þrymja (Lightning):** The air around these places is thick with electricity and smells of freshly forged metal. Whoever wears metallic armor, even just studs, must pass a **DC 17 Constitution** saving throw or suffer 8d8 lightning damage as sparks ominously dance in the air. By shedding cat blood on the heap, the Vanir is appeased, otherwise, they will attack those who disturb their shrine.

Njörðr

"All of a sudden, the gate slammed open, showing a figure. A handsome, although older, man, his skin scorched dark by the sun. His beard and hair, as dark as fir, parted in two braids tied with leather strings and woven with that jewel people from far away call coral. He looked like he had just returned from a long day out in the sea fishing, with sleeves rolled up to his elbows and his tunic undone. He held a rolled up fishing net under one arm, a few harpoons in his left hand and his entrance was greeted with a joyful roar by the entire hall. Men and women shouted his name and welcomed him with such intensity that the candles flickered. Such was his joy, he let go of net and harpoons to embrace whoever he could. He was offered many tankards, horns and cups filled with beer or mead and he cheerfully drank. When he passed close to me, I could notice a few details of his person. His clothes, dyed with the colors of the open ocean, were not those of a common fisherman, but more proper for both a sage and a king. They were embroidered with silver thread, his arms and wrists clasped by golden and bronze armils and many clinking bags from his belt. This fisherman both fascinated and troubled me as I understood that he was like the sea, calm on the surface and yet hiding many secrets in its depths".

- Thorleif Sikiroddr "Silk Voice"

- God of the sea, fishing, oaths and wealth
- A lavish and generous friend and host, he exacts grim punishment from those who break their oaths
- A potent spellcaster and practitioner of Seidhr magic

Njörðr

Large god, chaotic honorable

STR	DEX	CON	INT	WIS	CHA
20 (+5)	28 (+9)	20 (+5)	20 (+5)	26 (+8)	30 (+10)

Armor Class 22
Hit Points 295 (22d12 + 154)
Speed 40 ft. swim 60 ft.

Saving Throws Con +14, Wis +14, Cha +14
Skills Intimidation +14, Perception +14
Damage Immunities frost, necrotic; bludgeoning, piercing and slashing from non magical weapons
Condition Immunities exhaustion, frightened, paralyzed
Senses passive Perception 24, darkvision 120 ft.
Languages all, telepathy 120 ft.
Challenge 21 (33.000 XP)

Divine Weapons. Njörðr's weapon attacks are magical. When the Æsir hits with any weapon, the weapon deals an extra 6d6 radiant damage (included in the attack).
God of the Sea. Njörðr can breathe underwater and is not influenced by sea temperature or conditions.
Legendary Resistances (3/Day). *If Njörðr fails a saving throw, it can choose to succeed instead.*
Magic Resistance. Njörðr rolls saving throws against spells and magical effects with advantage.
Innate Spellcasting. Njörðr's spellcasting ability is Wisdom (saving throw DC 23, +14 to hit). Njörðr can innately cast the following spells, without the need for components.
At will: *control water, control weather, fog cloud, gust of wind, lightning bolt, thunderwave, water walk*
3/day each: *earthquake, storm of vengeance, tsunami*

ACTIONS

Multiattack. Njörðr makes three Trident of the Vanir attacks.
Trident of the Vanir. *Melee Weapon or Ranged Attack:* +17 to hit, reach 10 ft. or range 60/120 ft., one target. *Hit:* 24 (2d12 + 10) piercing damage plus 24 (6d6) force damage.

LEGENDARY ACTIONS

Njörðr can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Njörðr regains spent legendary actions at the start of their turn.
Attack. Njörðr makes an attack.
Divine Imposition (2 actions). Each creature at Njörðr's choice within 60 ft of them must succeed on a DC 20 Charisma saving throw or be charmed by Njörðr for a day. This effect does not stack. A creature who succeeds on the saving throw is immune to this effect for 24 hours.
Spell. Njörðr casts a known spell.

Chapter 11

The Journey: Jotunheimr

This section of the Journey is dedicated to the Jötunheimr setting; the descriptions of the places and characters that the Heroes will be able to explore and meet during their journey through the Nine Worlds are reported, with an appendix on the statistics.

Jötunheimr **256**
General Features 256
Maps 259

The Journey on Jötunheimr **260**

Encounters on Jötunheimr **261**

JOTUNHEIMR

Jotunheimr is a desolate and barren land, beyond the mountain ridges surrounding Midgardr. Vegetation concentrates in small conifer forests, where plants manage the pierce through the layer of ice coating the surface, shrubs and withered bushes dotting the rest of the area. The tundra that makes up the majority of Jotunheimr is so flat and vast that an observer loses any sense of perspective, the eye losing any point of reference for hundreds of kilometers without being able to see anything other than mist and endless expanses of flat, frozen, snow-covered earth.

Jotunheimr is the closest of the Nine Worlds to Midgardr and is said that the mountain ridge surrounding the Realm of Man was raised by the Æsir to protect mankind from the Jötunn menace. During Fimbulvetr, when the barriers between worlds are thinner, it is murmured that the lands of the Finnmark where those mockingly called "Jotunkind" live might become a staging area for the Jötunn invasion of Midgardr.

The legends, myths told around the campfire and the stories the people of the tundra hand down from one generation to the other are in surprising agreement; the Land of the Jötnar is surprisingly close, much closer than the mortals imagine.

GENERAL FEATURES

Weather: Biting cold, unbearable without proper equipment. **DC 18 Constitution** saving throw every hour to avoid suffering a level of exhaustion.

Lighting: Sol's light reflects off the snow, a diffused luminescence granting a couple hundred feet of visibility through the fog.

Sounds: The crunching of boots on frozen rock, the icy wind howling and the dull crack of breaking ice.

Terrain - Taiga: There are no roads or paths in the snow covering the landscape. For each half day of march, the group must pass a **DC 15 Wisdom (Survival)** check not to run around in circles.

Terrain - Mountains: The steep mountain slopes are hard to climb, reducing travel pace to a fourth.

Terrain - Rivers: Rivers in Jotunheimr cannot be waded by swimming and sailing is impossible.

Terrain - Sea: Falling in the frigid waters imposes a **DC 25 Constitution** saving throw each round not to suffer

two levels of exhaustion. To leave the waters, a character must pass a **DC 21 Strength (Constitution)** check.

Alvaldvellir

The most imposing mountain ridge of the realm. Its southern reaches open in a massive series of valleys and peaks, dotted with caverns where nameless monsters live. This place is the domain of Alvaldi, whose subjects work in the local goldmines.

The peaks are frequently patrolled by Alvaldi's troops, to protect newly discovered mines or simply to watch over the land, ready to strike at any intruder.

Ettinvidr

A desolate plain with a small and yet thick forest lies on a channel to the south of the frozen sea. Within the forest, a hill hosts wooden buildings home to the Ettin people. From his great hall, Fjolsvinn rules the area with a steady hand.

Thrymheimr

This palace is made of tree trunks in a manner similar to that of the hall of Midgardian Jarlr, although it seems unusual that someone would build something out of wood in a place where grows so little of it. Thjazi, in fact, was able to find such resource in his raids of old in more temperate climates. The eternal frost of Jotunheimr made this wood as hard as stone, no flame capable of setting it on fire with ease, and cold wind howls through its halls, after the Jötunn died.

From this palace, in fact, the tyrannical Jötunn ruled over a large portion of the world and here were his barracks and stables.

If the Jötnar were able to organize themselves for something more than skirmishes and raids, Thrymheimr would be a perfect strategic location.

Icefang Mountain Ridge

Although not much is known about the largest mountain ridge in Jotunheimr, it is divided into three progressive areas. The first features relatively shorter heights, made of soft rock, mangled by erosion and covered in extremely hard ice. Then, follow taller mountains, atop one of which sits Utgardr, at the center of the world. Finally, to the south, are glaciers so large they defy logic.

Hagkorn

A completely frozen mountain ridge to the extreme north of Jotunheimr, with storms of sleet and ice harrowing its slopes. The taller reaches of these peaks are plagued by storms of powdered rock and snow so fast it can flense the skin of a man. Its top is only ice, both clinging to the rocks and hanging in the air, almost as if floating. Taking on such mountain is almost impossible, even for a Jötunn.

Hnitbjorg

A mountainous bluff rising from the cold sea to the south of Jarnvidhr. Here, weather is locked in a perpetual storm embracing the strip of rocky land.

When closing in, adventurers must face lightning bolts, thunders, sleet and rain. Crossing these waters is extremely difficult and to follow a route they must pass a **DC 20 Wisdom (Survival)** check.

While navigating through the storm, lightning bolts continuously strike around the adventurers, imposing a **DC 20 Dexterity** saving throw to suffer the half of 10d8 lightning damage and a **DC 22 Constitution** saving throw to avoid suffering two levels of exhaustion. Past those natural defenses, they would reach the eye of the storm, where lies a building. There, Odhinn hid the Mead of Poetry, tasking a linnorm with defending it.

Tholley Island

The only island of this realm is barren. Its only feature is a small hill, with boars, rams, pigs and cows living there in peace. Upon closer inspection, one would see they are domesticated, their master Lodin living with them. From his solitary retreat, he watches over his island, ready to immediately strike down any unwanted trespasser from the back of his boar.

Jarnvidhr, the Iron Forest

In Jotunheimr there are great forests and sporadic spots of vegetation. To the east, however, beyond the taiga, there is a thick and deep forest, where giant trees crowd the earth like corpses in a mass grave. They have neither leaves nor life, as their trunks are not made of wood, but black iron.

If Jotunheimr is a dangerous world, then entering the Jarnvidhr is a death sentence. The incessant howling of wolves follows every step among the darkened trunks, often fading into hungry laughter and endless whispers. There live only monsters and nightmares, incessantly clawing at the gates of night. The wolfkin here is cared for in wait for the end of times. There, the Trickster gave birth to the great horrors that will bring Ragnarok about; this, indeed, is the home of Angrboda.

Okòlnir

Beer hall dedicated to Ymir, a dilapidated and tall building, a cold and sad place. There, the dour and livid toasts of the Jötnar celebrate the memory of the first Giant, who need relief like any other creature; and, like any other creature, they hunt relief through drinking. It seems that the beer served in Okòlnir is particularly good, although it has the aftertaste of the direst memories. The Jötnar are not famed for being cheerful people, but beer makes them even more aggressive. It is not wise to wander around Okòlnir, although nobody is forbidden entrance as long as they are aware they do so at their own peril.

Celebrations are important for the frost giants and they would hardly tolerate a violent or disrespectful intrusion. Should a Jötnar think the characters are not remembering the great Yimir in the proper way, they would attack them to rip their arms off, without thinking about the consequences of such act.

Utgardr

Only by climbing the mountains at the center of the world, one would reach the palace of Utgardaloki, a massive edifice built in the shadow of the tallest peak of Jotunheimr. Such fortress is a hundred meters wide, with squat buildings clustering one on the other and Utgardaloki's own home in the middle of it. Twelve meters tall, the same distance between each pillar of the front, and more than thirty deep, it is completely made of stone or ice-hardened wood.

Utgard is an impenetrable settlement, probably why it is also the most prosperous.

The main building hosts the hall, as wide as a wheat field and dotted with tables and benches for the Jötunn to gather to celebrate successful raids and plot future travels. There, the lord of the fortress, sitting on his stone throne in the shade of the mountain, gazes and ponders.

Mount Lyfja

This mountain is the most powerful and dangerous place in the world. Here is the dwelling of its king, Hrymr, a fierce and violent warlord. The mountain is not different from those of Jotunheimr, as the King's palace is. Only when reaching the square in front of the royal palace one senses that something extremely deadly lives there.

As such, nobody ever enters. The King alone leaves. When he does, it is to kill.

Risivid

Although the name hints at a forest, it is not anymore. A layer of black dust clouds hangs around these mounds of earth. Below the caverns opened for mining operations, precious metals and priceless gems with magical properties can be found. It is the land of the Risi, humanoids who do not take visitors kindly.

Hoddmímis holt

One of the most fertile places in Jotunheimr, it is a small but thick meadow where lies Mímisbrunnr, the Well of Knowledge, the point where the root of Yggdrasill reaching here connects with this world. From the point where the root dips into the water of the Well grew an imposing tree, called Mímameiðr, that is immune to fire and blade. Its fruits gift fertility and help with pregnancy. On top of Mímameiðr lives a rooster, Víðópnir.

0
MILES
500
Jarnvidhr
(the iron forest)
HAGKORN
ICEFANG MOUNTAIN RIDGE
Hnitbjorg
Risivid
Utgard
OGRE'S LAND
Hrymr
THRYMHEIMR
ETTINVIDR
ALVALDVELLIR
THOLLEY ISLAND
Mount Lyfja
Okòlnir

THE JOURNEY ON JOTUNHEIMR

Bifrost leads the adventurers to Jotunheimr, dropping them not far from the fortress of Utgardrd, its palace partially under the shadow of the mountain.

The Jötunn are hostile to the characters more often than not, the inhabitants of the city attacking them almost on sight. During any fight in the city, at the initiative counter of 20 of the third round, the frost giant Hrugnir leaves his palace to see what is happening and stops the the brawl with a mighty roar.

If the characters have already been defeated, Hrugnir brings their unconscious forms inside the palace; otherwise, he invites them in to talk with the Lord of Urgardr.

When in the presence of the large giant who rules this kingdom, they are allowed a chance to explain why Midgardians have entered his domain, before he and his warriors kill them.

Hrugnir is willing to give the following informations; omens told him that Ragnarok is coming and heard whispers about the Champions of Odhinn and the ship Naglfar, not yet ready and requiring a last piece. Nobody knows what that might be, however.

If the characters reveal they are looking for the vessel, Hrugnir is willing to help them. If they wish to bargain with a Jötunn, the characters discover that Hrugnir is interested in their services; should they complete a series of simple tasks for them, he will tell them where the ship is moored. His tasks are surprisingly simple: retrieving some Mead of Poetry from Hnnitbjorg, as he wishes to become a poet, bringing back the head of an Ettin, for Utgardaloki thinks it holds magic, finding magic metal or wood from Risivid or the blood of one of the monstruos presences in Jornvidhr. Completed these deeds, the characters are told that Naglfar is in Muspellsheimr.

Having revealed one of the most important of Jötunn secrets, Utgardaloki welcomes them as brothers and invites them to a banquet held in their honour. The feast is clearly a trap; the lord of Utgard had what he wanted from the heroes and now must only get rid of these inconvenient strangers.

Utgardaloki invites the characters to sit at the imposing, giant-sized table carved from ice, showing curiosity as to how such a small band of humans was able to go so far from their realm. Hrungnir also repeatedly challenges the heroes, trying to humiliate them in the most disparate contests, including fighting on the frozen table.

The feasting continues and each attempt at leaving the palace finds an upset Utgardaloki, who stops them. It will be Hymir, friend of Hrugnir, to suggest the characters to flee during the night, when the giants are sleeping, and ask for the help of the gods. Leaving the castle is no easy task, as the alcohol served during the banquet and its fumes are highly toxic, being distilled from the poisonous waters of Jotunheimr.

Each time a character drinks or spends a half hour at the banquet, they must pass a **DC 25 Constitution** saving throw or suffer one level of exhaustion.

When they manage to leave the palace, Bifrost appears, taking them to Odhinn's presence. He tells them he found the true location of the Naglfar vessel and asks a last sacrifice of them; to make sure the ship is on Muspellsheimr. The Æsir cannot attack without knowing for sure where the ship actually is and the nature of Surtr's realm makes it so a small band of humans might pass unnoticed. To allow them to survive the realm of Flame, he gifts each one of them with a **Medallion of the Heart of Muspellsheimr** (see page 298) that allows them 36 hours of immunity from the eternal fire. However, it will also make them easier to spot, granting a +10 to the passive Perception to whoever is in their vicinity. Odhinn, then, lets them go through the Bifrost again, that Heimdall set to lead them to the realm of Muspellsheimr.

Once the characters leave Jotunheimr, they reach the 13th level.

ENCOUNTERS ON JOTUNHEIMR

JÖTUNN

Huge giant, any dishonorable

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	21 (+5)	10 (+0)	14 (+2)	10 (+0)

Armor Class 16 (varied suits of armor)
Hit Points 138 (12d12 + 50)
Speed 50 ft., swim 75 ft.

Saving Throws Str +10, Con +8, Wis +5
Skills Intimidate +3, Perception +5
Damage Immunities frost
Senses passive Perception 13
Languages Common
Challenge 8 (3.900 XP)

ACTIONS

Multiattack. A Jötunn makes two Greatsword attacks.
Greatsword. *Melee Weapon Attack:* +10 to hit, range 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage.
Rock. *Ranged Weapon Attack:* +10 to hit, range 30/250 ft., one target. *Hit:* 34 (4d12 + 7) bludgeoning damage.

ALVALDI (Jötunn)

Father of Thiassi, Idi and Gang. He is considered the richest of the Jötunn, being the king of the vast kingdom of Alvadvellir. His ultimate goal is to conquer the throne of Jotunheimr and is known for granting his benevolence to a blessed few of the great many who ask for it. In fact, he invests only in those individuals who can somehow be beneficial for his rise to power.

ANGRBODA, MOTHER OF MONSTERS

Halfblood giantess lover of Loki and mother of Fenrir, Jörmungandr and Hel. She is the ruler of Jarnvidhr and is known for having taught the arcane arts to many who sought their power.

ANGRBODA

Huge giant, chaotic dishonorable

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	25 (+7)	14 (+2)	20 (+5)	14 (+2)

Armor Class 12 (hidden armor and padded clothes)
Hit Points 210 (15d12 + 105)
Speed 50 ft.

Saving Throws Wis +10, Cha +7
Skills Animal Handling +10, Intimidation +7, Perception +10
Damage Immunities cold
Damage Resistances bludgeoning, piercing and slashing from non magical weapons
Senses darkvision 60 ft., passive Perception 20
Languages Common, Druidic
Challenge 15 (13.000 XP)

Feral. Angrboda has advantage on all Animal Handling and Survival checks and can communicate with any animal as if under the effect of the *speak with animal* spell.
Keen Smell. Angrboda has advantage on smell-based **Wisdom (Perception)** checks.
Legendary Resistance (3/Day). If Angrboda fails a saving throw, she can instead choose to pass it
Spellcaster. Angrboda is a 15th level spellcaster. Her spellcasting ability is Wisdom (saving throw DC 18, +10 to hit). She has prepared the following spells:
Cantrips (at will): *thorn whip, minor illusion, ray of frost, shillelagh, chill touch*
1st level (4 slot): *mage armor, charm person, witch bolt, shield*
2nd level (3 slot): *mirror image, levitate, barkskin, suggestion*
3rd level (3 slot): *conjure animals, gaseous form, meld into stone, lightning bolt, hypnotic pattern*
4th level (3 slot): *giant insect, polymorph, stoneskin, fire shield, ice storm*
5th level (2 slot): *dominate person, insect plague*
6th level (1 slot): *mass suggestion*
7th level (1 slot): *regenerate*
8th level (1 slot): *antipathy/sympathy, earthquake*

ACTIONS

Multiattack. Angrboda makes two Giant Staff attacks.
Giant Staff. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 7) bludgeoning damage.
Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 33 (4d12 + 6) bludgeoning damage.

LEGENDARY ACTIONS

Angrboda can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Angrboda regains spent legendary actions at the start of their turn.
Attack. Angrboda makes a Giant Staff attack.
Detect. Angrboda makes a **Wisdom (Perception)** check.
Cantrip. Angrboda casts a cantrip she knows.

Asvid

The best Runemaster among the Jötunn, with students from the four corners of Jotunheimr. Stern, but benevolent, he is willing to teach to anybody, as long as they give their best in honing their skills for when the Twilight of the Gods, Ragnarok, will arrive. His body tattooed with runes, spells and glyphs can be easily recognized.

Asvid

Huge giant, lawful dishonorable

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	12 (+1)	24 (+7)	16 (+3)

Armor Class 19 (hidden armor and padded clothes)
Hit Points 210 (15d12 + 105)
Speed 50 ft.

Saving Throws For +11, Cos +12, Wis +12
Skills Asatru +11, Insight +11, Perception +7
Damage Immunities cold
Damage Resistances bludgeoning, piercing and slashing from non magical weapons
Senses darkvision 60 ft., passive Perception 17
Languages Common
Challenge 15 (13.000 XP)

Jötunn Master of the Futhark Circle. Asvid can magically create a runic circle, etching it on the floor. As an action, he chooses a spot on the floor within 60 ft., creating a circle 10 ft. in diameter. To keep it active, he must be able to see the circle and use a bonus action every turn. When a creature Asvid can see attacks a target within the circle, he can roll a d10 and subtract the result to that hit roll. Enemies within the Futhark Circle lose resistance to bludgeoning, piercing and slashing damage from non magical weapon and any elemental damage resistance. Asvid is considered always within the Futhark Circle.
Legendary Resistance (3/Day). If Asvid fails a saving throw, they can instead choose to pass it.
Strength of Wisdom. Asvid adds his Wisdom modifier to his AC score.
Spellcaster. Asvid is a 15th level spellcaster. His spellcasting ability is Wisdom (saving throw DC 17, +9 to hit). He has prepared the following spells:
Cantrips (at will): *share blood, shillelagh, thaumaturgy, chill touch*
1st level (4 slot): *detect magic, thunderwave, sanctuary, shield*
2nd level (3 slot): *hold person, blindness/deafness, zone of truth*
3rd level (3 slot): *magic circle, bestow curse, remove curse, haste*
4th level (3 slot): *compulsion, divination, ice storm*
5th level (2 slot): *teleportation circle, dominate person, wall of stone*
6th level (1 slot): *circle of death*
7th level (1 slot): *symbol*
8th level (1 slot): *control weather*

ACTIONS

Multiattack. Asvid makes to Giant Staff attacks.
Giant Staff. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 7) bludgeoning damage.
Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 35 (4d12 + 7) bludgeoning damage.

LEGENDARY ACTIONS

Asvid can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Asvid regains spent legendary actions at the start of their turn.
Attack. Asvid makes a Giant Staff attack.
Cantrip. Asvid casts a cantrip he knows.
Futhark Circle (2 actions). Asvid creates a Futhark Circle if he does not have another one already active.

Bergelmir

Primordial giant, son of Thrudgelmir and Grisla. He and his wife are two of the few hrímþursar who survived the times when Odhinn and his brethren killed the giant Ymir and drowned the frost giant in his blood. Escaped by using the trunk of a Nilfheimr tree as a rowboat, he left for Jotunheimr and gave his best to repopulate his kin, giving birth to the Jötunn.

Bergelmir now slumbers deep within the mountains of Jotunheimr, having slept there for so long that nobody remembers his appearance anymore. Hrymr, the king of the Jötnar, thinks Bergelmir is going to be an invaluable asset in the final battle with the Æsir.

Bergelmir

Huge giant, lawful dishonorable

STR	DEX	CON	INT	WIS	CHA
28 (+9)	8 (-1)	30 (+10)	8 (-1)	12 (+1)	8 (-1)

Armor Class 18 (natural armor)
Hit Points 340 (20d12 + 200)
Speed 50 ft.

Saving Throws Str +15, Con +16
Skills Survival +7
Condition Immunities frightened
Damage Immunities cold
Damage Resistances bludgeoning, piercing and slashing from non magical weapons
Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 17 (18.000 XP)

Natural Camouflage. Bergelmir has advantage on Dexterity (Stealth) checks to hide or camouflage in the surrounding terrain if he is in Nilfheimr, Jotunheimr or on a snowy or mountainous terrain.
Freezing Presence. The ground within 20 ft. of Bergelmir is considered difficult terrain, as the giant's presence is enough to freeze it. All creatures who end their round in that area must pass a **DC 18 Constitution** saving throw or suffer one level of exhaustion and see their speed halved for 1 minute.
Legendary Resistance (3/Day). If Bergelmir fails a saving throw, they can instead choose to pass it.

ACTIONS

Multiattack. Bergelmir makes two Ice Slam or Ice Shard attack.
Ice Slam. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 24 (4d6 + 9) bludgeoning damage, plus 15 (3d8) cold damage.
Ice Shard. *Ranged Weapon Attack:* +15 to hit, range 60/240 ft., one target. *Hit:* 36 (4d6 + 9) piercing damage plus 15 (3d8) cold damage. The target, if hit, must pass a **DC 18 Constitution** saving throw or their speed is halved for 1 minute.
Icy Breath (recharge 5-6). Bergelmir exhales a frozen wave of ice in a 60 ft. cone. Each creature in that area must pass a **DC 19 Constitution** saving throw or suffer 54 (12d8). If they pass, they half that damage.

LEGENDARY ACTIONS

Bergelmir can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Bergelmir regains spent legendary actions at the start of their turn.
Cold Determination. Bergelmir can attempt to recharge his Icy Breath.
Ice Shard. Bergelmir makes an Ice Shard attack.
Primordial Roar. Each creature at Bergelmir's choice that is within 120 ft. of him and aware of his presence must pass a **DC 16 Wisdom** saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of their turn, ending the effect on a success. If they pass the saving throw or the effect ends, they are immune to it for the next 24 hours.

Fjolsvinn (Jötunn)

Jötunn leader of the ettin living in Jotunheimr. He is the protector of Menglod and is the master of two terrible hounds. After the prophecy of the Norns, he moves with Menglod in a beautiful golden hall on mount Lyfja.

Hengiankiapta (Jötunn)

Guardian of the catacombs below Utgardr.

Hrungnir (Jötunn)

Called the Jötunn of challenges, he is famous for having raced with Odhinn from Jotunheimr to Asgardr on horseback, confident his steed, Gullfaxi, would beat Sleipnir. Once he was defeated, he challenged Thor to a holmgang, with the help of Mokkurkalfi, an animated effigy, and lost. In that fight, he managed to wedge his weapon, a whetstone, in the skull of the god of thunder. Hrungnir is a good friend of Tyr's father, Hymir.

Hrymr

Ruling "king of kings" of the frost giants. He waits the coming of Ragnarok to lead the Jötnar in battle against the Æsir and creation itself. Strong, valorous, ruthless and hateful, he is large and powerful even for a Jötunn, with a long, white mane of hair. He conquered the iron crown of Jotunheimr after having drenched the realm in blood after Thjazi's death, to whose memory he dedicated his conquest. Not that he is particularly sad the former king died… he just needed an excuse to sate his ambition. He was chosen to be the captain of Naglfar, the reason why sailors usually pay homage to him.

Hrymir

Huge giant, lawful dishonorable

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	27 (+8)	12 (+1)	14 (+2)	16 (+3)

Armor Class 20 (battle armor and giant shield, 16 without giant shield)
Hit Points 245 (17d12 + 136)
Speed 50 ft.

Saving Throws Str +15, Dex +6, Con +14
Skills Athletics +15, Intimidation +9, Insight +8, Perception +8, Survival +8
Condition Immunities charmed, frightened
Damage Immunities cold
Damage Resistances bludgeoning, piercing and slashing from non magical weapons
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 17 (18.000 XP)

Peerless Navigator. Hrymir cannot be lost and rolls sailing-based **Wisdom (Survival)** checks with advantage.
Legendary Resistance (3/Day). If Hrymir fails a saving throw, he can instead choose to pass it.

Actions

Leadership (recharges after any rest). Hrymir can give a special order or a warning. For 1 minute, every time a non-hostile creature he can see within 60 ft. of him makes an attack roll or a saving throw, they can add 1d8 to the result. To do so, they must be able to hear and understand Hrymir. A creature can gain the benefits of only one Leadership die at the time. This effect ends if Hrymir is incapacitated.
Multiattack. Hrymir makes three Royal Sword of Jotunheimr attacks.
Royal Sword of Jotunheimr. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 31 (4d8 + 11) slashing damage plus 11 (3d6) cold damage. The target, if hit, must pass a **DC 18 Constitution** saving throw or their speed is halved for 1 minute.
Rock. *Ranged Weapon Attack:* +15 to hit, range 60/240 ft., one target. *Hit:* 36 (4d12 + 9) bludgeoning damage.
Royal Gaze. Hrymir can attempt to intimidate an opponent with the strength of his gaze. A creature adjacent to him must pass a **DC 19 Wisdom** saving throw or suffer disadvantage on melee attack rolls against him for 1 minute. At the end of their round, the intimidated creature can attempt another **DC 19 Wisdom** saving throw to end the effect. This feature does not work on a creature who already passed their saving throw.

Legendary Actions

Hrymir can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Hrymir regains spent legendary actions at the start of their turn.
Attack. Hrymir makes a Royal Sword of Jotunheimr attack.
Move. Hrymir takes the Dash or Disengage action.
Shove. Hrymir can shove an opponent within 10 ft. of him.

Hymir (Jötunn)

Father of Tyr and owner of an enormous pot that Ægir and many others would like to borrow for their banquets. He lives to the east of the Elivagar river, almost at the end of the sky, and loves fishing. He is a great friend of Hrungnir's.

Hyrrokkin (Jötunn)

Female Jötunn, one of the shipwrights of Naglfar. To stave off the suspicion of the Æsir, she tries to gain their support. For example, she helped releasing Baldur's funeral ship when it got stuck among rocks. She looks like a beautiful Jötunn, her often worried features framed by red hair. Her athletic body has particularly large hands. She rides a giant wolf, using vipers as reins.

Lodin (Jötunn)

Jötunn of beasts. He lives on Tholley Island, where he raises porcs and cows, Instead of living in a palace, Lodi lives among the beasts, sleeping with them in mud and looks uncouth, hairy and emanating a nauseating smell. He does not know what manners are and defends with unmatched ferocity his island from those he thinks are a threat.
He is known for riding a giant boar.

MIMIR

Close to the Well of Knowledge, where the root of Yggdrasill plunges into its waters, lies the still sentient head of the Jötunn Mimir, the wisest being in the universe, who drinks from the Well every morning. Here, all those who wish to drink from the Well for a gift, must sacrifice something; Odhinn gave an eye and Heimdallr an ear.

Mimir is much wise, but that does not make him cordial, as he already knows the matters of the characters and the reasons why Odhinn chose them, and yet still wants to evaluate in person their honor and valor. If the characters prove to be enough for Mimir's expectations and pay a great price at the Well, the Jötunn shares with them a prophecy on the impending Ragnarok. It will fall onto them to *"bring Life and Life of the Body of Men to the place where the conquests and sacrifices of the old world made a new one bloom. They will find the primordial horror, there, mutated and misshapen by the hatred for having to yield to the new."*

The reference is to Mímameiðr, the tree rising from the Well of Knowledge, where the characters must lead Lif and Lífþrasir (literally *"Life"* and *"Life of the Body"*) during Ragnarok to preserve mankind in the new world that will be born. The other reference is to Hrimgrimnir, the last, deadly foe the characters will have to vanquish, the most terrible of the Jötnar who will try to use the Well and the tree to escape the end of the world.

The Well of Knowledge

Characters can offer a sacrifice to the Well of Knowledge as a Permanent Wound (see page 42 for more information).

A character permanently obtains the following benefits, chosen by the GM or using the following table:

ÆTT / D6	EFFECT
FREYJA ↑ 1	Their Wisdom score becomes 20. If it already was 20, then it becomes 24.
FREYJA ↓ 2	Advantage to all Perception checks
HEIMDALLR ↑ 3	Advantage to all Insight checks
HEIMDALLR ↓ 4	Advantage to all Asatru checks
TYR ↑ 5	Advantage to all Wisdom saving throws
TYR ↓ 6	The character cannot be surprised

SKADHI (Jötunn)

"A woman caught my attention. She was standing, leaning into a pillar as she held a cup, occasionally sipping from it. Her visage was of a savage beauty as she drove her frozen gaze into mine. She dressed as a man, with loose trousers tucked into her boots and a knee-long tunic. What was most unusual about her clothing, however, were the padded coat and her cloak, both made out of reindeer skins. At the same time, she was wearing jewelry of reindeer bones on her arms, her neck, dangling from her belt and woven into her hair. The hood was adorned with the skull of a reindeer with magnificent antlers, partially hiding her hair. Alongside her, leant on the column, were a set of skis, a bow, a quiver and a battleaxe. Something about that woman unsettled me. The carvings on the bone jewelry, the details sewn into her clothes and the wide use of reindeer skins made her different, almost alien if compared to the other guests. Her beauty, as hard as winter frost, had an archaic and primordial vibration to it. Then, as if it was nothing, with a smile she joined a group of bystander and I lost her."

- Thorleif Sikiroddr "Voce di Seta"

- Goddess of snow, winter and the mountains
- Belligerent, detached, proud and independent
- Expert huntress, often living like the nomads of the tundra

THJASSI (Jötunn)

The Jötunn answering to the name of Thjiassi was a violent and brutal being, unmatched in his thirst for power. From his fortress of Thrymheimr he sent raiders and warriors to the four corners of Jotunheimr, sometimes even plotting attacks on Midgardr.

Being a king of the Jötnar was not enough for him, iron-fisted tyranny did not slake his thirst. His obsession soon became delirious, when he wanted to be elevated to the same height of the Æsir themselves; to become immortal and rule over the Nine Worlds. The secret to youth and immortality of the gods lies within the golden apples guarded by the beautiful Idhunn. So Thjiassi turned into an eagle, crossed the skies of each World until he reached Asgardr and then kidnapped Idhunn, his plan succeeding probably with Loki's intervention. This, at least, is what mortal legends seem to agree upon.

Thor's timely arrival, however, tipped the balance back in favour of the Æsir. With a strike of the mighty Mjolnir, the god of thunder caved the skull of the giant eagle in, making him plummet to his doom on the frozen Jotunheimr where his shattered remains still are. Frost and ice preserved his corpse, still used by the Jötnar to keep their hatred for the Æsir burning.

THRYM (Jötunn)

Ruler of a rich kingdom in Jotunheimr, where many ogres live. He lives in an enormous palace, with many servants and numerous beasts, including a large pack of guard hounds. Looking for a worthy wife, he will try to steal Mjolnir to exchange it for Freyja's hand.

UTGARDHALOKI

The fortress watching over Jotunheimr would be little more than a cold heap of rocks if it was not for Uthgardaloki, lord of the fortress of Utgardhr. Endowed with the strength and ancient hatred of the Jötunn, he is cunning, deceiving, subtle and treacherous, not to mention a powerful spellcaster capable of casting potent curses.

The very Thor and Loki were tricked in the past by his illusions, who passed under the name of Skrymir.

This Jötunn is particularly taller than his kind, he is rich and is not above showing it off wearing jewelry and refined clothes. His attire would result extravagant and vain, was it not for the light of folly burning in his bestial eyes. Uthgardaloki is an unrelenting fighter and an equally capable sorcerer.

UTGARDHALOKI

Huge giant, chaotic dishonorable

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	24 (+7)	16 (+3)	10 (+0)	20 (+5)

Armor Class 12 (hidden armor and padded clothes)
Hit Points 210 (15d12 + 105)
Speed 50 ft.

Saving Throws Wis +7, Cha +9
Skills Animal Handling +7, Intimidation +9, Perception +7
Damage Immunities cold
Damage Resistances bludgeoning, piercing and slashing from non magical weapons
Senses darkvision 60 ft., passive Perception 17
Languages Common
Challenge 16(15.000 XP)

Fortress of Illusions. The targets of Utgardhaloki's spells roll saving throws against illusions with disadvantage if they are within the Fortress of Utgardh with Utgardhaloki.
Legendary Resistance (3/Day). If Utgardhaloki fails a saving throw, they can instead choose to pass it
Spellcaster. Utgardhaloki is a 16th level spellcaster. His spellcasting ability is Charisma (saving throw DC 17, +9 to hit). he has prepared the following spells:
Cantrips (at will): *minor illusion, dancing light, ray of frost, shocking grasp, chill touch*
1st level (4 slot): *mage armor, charm person, witch bolt, shield*
2nd level (3 slot): *mirror image, levitate, suggestion*
3rd level (3 slot): *counterspell, gaseous form, lightning bolt, major image, hypnotic pattern*
4th level (3 slot): *confusion, greater invisibility, polymorph, stoneskin, ice storm*
5th level (2 slot): *animate object, dominate person, wall of force*
6th level (1 slot): *mass suggestion, eyebite*
7th level (1 slot): *reverse gravity*
8th level (1 slot): *dominate monster*

ACTIONS

Multiattack. Utgardhaloki makes two Giant Greatsword attacks.
Giant Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 26 (6d6 + 6) slashing damage.
Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 33 (4d12 + 6) bludgeoning damage.

LEGENDARY ACTIONS

Utgardhaloki can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Utgardhaloki regains spent legendary actions at the start of their turn.
Attack. Utgardhaloki makes a Giant Sword attack.
Arcane Recovery. Utgardhaloki recovers a spell slot of 1d6th level.
Cantrip. Utgardhaloki casts a cantrip he knows.

Chapter 12

The Journey: Muspellsheimr

This section of the Journey is dedicated to the Muspellsheimr setting; the descriptions of the places and characters that the Heroes will be able to explore and meet during their journey through the Nine Worlds are reported, with an appendix on the statistics.

Muspellsheimr **268**
General Features 268
Map 271

The Journey on Muspellsheimr **272**

Encounters on Muspellsheimr **273**

Muspellsheimr

Muspellsheimr is a burning land to the south of the Nine Worlds, the opposite of Nilfheimr, realm of eternal ice. In origin, Muspellsheimr's extremely hot winds melted Nilfheimr's frost, giving birth and shape to Aurgelmir, also known as Ymir, the father of all Jötunn. It was Muspellsheimr's fragments, then, that generated the Sun, the Moon and the Stars. Utterly inhospitable to any other life form, this world is an ideal abode for the fire giants, as it offers good secrecy, while they plot to turn the Nine Worlds into ash under the guidance of their King Surtr, the Destroyer of the Universe.

Fire giants defend their burning domain attacking without mercy any intruder, their primordial hatred against any god or mortal making conflict their only means of expression.

General Features

Weather: Scorching hot temperatures, beyond the capacity of any mortal to withstand. Without magical protection from the primordial fire, living beings are immediately set ablaze, suffering 6d6 radiant damage each round, halved by passing a **DC 25 Constitution** saving throw.

Lighting: The strong, suffused glow of lava makes focusing hard for those not used to the primordial flame. Fighting close to lavic areas imposes disadvantage to hit for those not native of this realm.

Sounds: The dull rumbling of ever-moving lava. The crackling preceding the bursting of lava bubbles. The deafening roar of erupting volcanoes.

Terrain - Lava: Moving on such terrain is impossible. Apparently solid, it swallows the fool who chose to cross it on foot. Falling in the lava deals 24d8 radiant damage each round.

Terrain - Volcanoes: The foot of the volcanoes are perilous places to wander; thick with obsidian stalagmites and lava pool, they half travel pace. Heat is only unbearable. Characters without fire resistance must pass a **DC 22 Constitution** saving throw or suffer one level of exhaustion.

Obsidian Plateau

Floating on incandescent lava, lies an archipelago of jagged islands and isles made of volcanic rock. Three of these are large enough to feature volcanoes more than a thousand meters tall.

On the second-to-largest island is a sharp and jagged expanse of black glass, glossy and polished, as large as a dozen wheat fields, a titanic stone plateau rising from it.

Such place is left empty, as a sign of unity for the Muspel; when the fire giants gather their war council, they do not like being commanded by others, so they form the council and discuss on how to fight their enemy.

Glassisvellir

Among the lavic islands making this world is a region of boiling, swirling lava, drowning everything in waves of blinding, extreme heat and molten rock. This is the sacred sea of fire and lava under the control of Gudmund, the place all the Muspel go before leaving for war. Below the mass of magma, volcanic craters lead to underground chimneys, accessible only to the fire giants, that allow them to reach both Jotunheimr and Midgardr.

Eldrmurra

To the west of this realm there are no natural borders to contain the impetuous push of primordial fire. From the edges of this world spill a lava river, plunging into the sideral void and producing a sight unique in the whole universe.

The river Eldr crosses the void between worlds, falling from Muspellsheimr to Nidavellir, lighting and warming up anything on its pass.

Hellblindi's Palace

To the east, lost in lava, is an island of considerable size. From the top of the small rocky ripples on its surface one can behold the point where the Eldr river leaves the mountain and dives into the cosmic void to cross the Hvergelmir on Nilfheimr and from there reach Helheimr.

On one of these ripples lies a palace. Although it reminds of a mjødhall, a mead hall, it was dug out of a solidified bubble of magma, rather than being made of wood. There lives Hellblindi, the bravest of the Muspeli Jötunn, sitting on his high-backed throne at the center of the main hall, strewn with obsidian slabs perhaps to remind guests of tables. There is a second chamber, separated from the first one by a stone ridge, where the lord of the house rests.

Eldjötnar's Sveit

The clusters of dwellings where the fire giants live are very similar one to the other, sharing elements with Midgardian trelleborgs; a mighty outer wall of solidified magma encircles a circle of incandescent lava, with a single opening from which passes an obsidian path leading to the volcanic well within the structure.

Many magma bubbles have been shaped as shelters, although only incandescent rocks and lava clusters can fall from above. In the two sections at either side of the obsidian road usually rests a dozen of giants, ready to swarm out to attack other Muspeli communities or enemies sighted in the sea of lava.

The Mooring of Naglfar (see page 273)

At the center of Muspellsheimr, lies a great island with an imposing bay, some kind of inner, hotter and brighter lake, that gradually fades into a stretch of solid magma ending in mountain ridges taller than three thousand meters.

A river of liquid rock runs back this solid expanse to form a lavic pool, from which small rivers of solid fire climb the feet of the mountains. Where one of them splits, close to the lavic pool, is a Muspeli settlement where the ship Naglfar is moored.

A cavern close by holds both the fire giants and the necessary equipment to build the ship, moored in the flaming river and connected to the ground by bridges of pumice stone.

Between the cavern and the vessel is a small square, the necessary space to operate the immense tools and resources required for this task.

Movement System of Muspellsheimr Zones

The perennial flame of Muspellsheimr is eternally revolving on itself, incessantly gurgling and mixing with incandescent or semi solid lava. To portray such feature of the world, we thought of making the world's geography "dynamic".

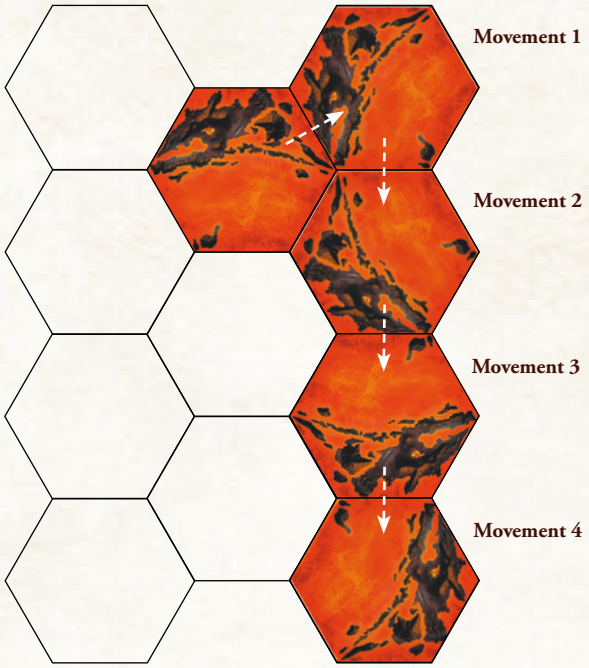
On the map, a few hexagonal areas have been marked as zones in continuous movement. Each zone is given a number from 1 to 10, moving or rotating randomly each hour.

Each hour, the Game Master rolls the runic die and moves the zones a number of positions equal to the rune's value, clockwise if the rune is upright or counterclockwise if it is down.

For example: the rune die rolls Ansuz (see page 309) upside down, equalling 4. Every zones moves 4 positions counterclockwise. Then, the following example explains the movement of the first zone in relation to the upside down Ansuz rune.

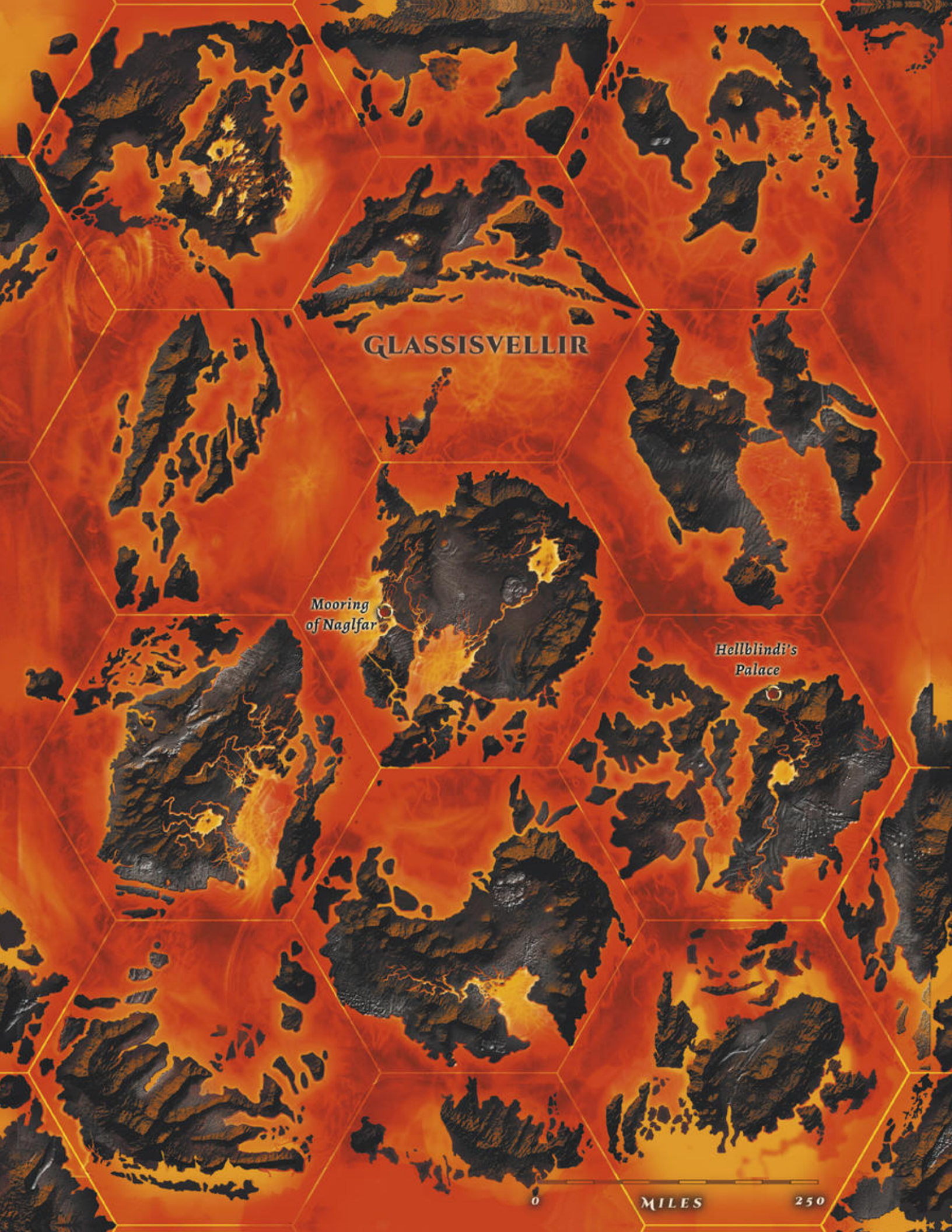
In fact, such system features its own sort of internal clock, that allows it to realign itself based on the movement of the central zone, the only one with a fixed pattern of rotation. Each hour, it rotates one position counterclockwise. After six movements, it returns to its original position. When that happens, the map resets, returning to its starting configurations.

Zone Numbering



Rotation Around the Central Zone

Rotation on Itself


GLASSISVELLIR
Mooring of Naglfar
Hellblindi's Palace
0
MILES
250

THE JOURNEY ON MUSPELLSHEIMR

Small areas of half-emerged earth from the perpetual flow of the lava, moving incessantly. The fiery fury of the world is immediately evident upon arrival, but the characters are protected by the jewel (see page 298) gifted to them by the Æsir.

The group's search of Muspellsheimr is going to be extenuating, because of the nature of this world and its inhabitants.

Each time the characters wish to pass from one zone to another, they risk being seen by a **Múspellsmegir** (see page 274) patrol, ready to attack them. Should they defeat them, the adventurers can gather a few pieces of information.

The few reference points are Glassisvellir, the sea of lava, Hellblindi's palace and the obsidian plateau. No Múspellsmegir is aware of the harbor, as it is one of the many secrets guarded by **Hellblindi** (see page 275). Reaching his palace and obtaining his favor is the true challenge of this realm.

Once they join him at his palace on the Eldr river, the giant asks the characters to defeat him in, holmgang, the honorable combat with no holds barred. He is the warlord and will not allow the secret of the place where the Naglfar is about to be completed fall into the wrong hands.

Once they have learned where the ship is being built, the group must go back the river of lava to the island in the central area, reaching the lavic pool and from there the harbor.

Once in the dockyard, the characters discover that the place is deserted and the vessel looks abandoned. By passing a **DC 22 Wisdom (Investigation)** check, they notice signs of combat and unusual mist clouds wafting below the rocky vaults. Entering the cavern, the heroes find the bodies of several fire giants, confirmed as dead by passing a **DC 20 Wisdom (Medicine)** check. Another, **DC 25 Wisdom (Asatru)** check allows the characters to recognize unusual frost burn marks.

Should they spend more than 10 minutes into the cavern investigating, a Muspeli Jötunn ambush is sprung upon them: **20 Muspellsheimr** attack them by surprise with the strength of an avalanche. After 6 rounds, an impenetrable magical darkness descends on the battlefield, as if under the effect of the Weird spell, preventing anybody from doing anything.

Then, laughter echoes in the darkness and temperature drops violently.

Loki's voice mocks the characters, revealing them what they might have already glimpsed.

- They are not Odhinn's heroes, although the father of the gods seems convinced of that.
- The trickster god has been keeping an eye on them for a long time.
- Loki needed heroes protected by the light of the Æsir to fall in battle.
- The god of trickery needed the bones of brave warriors to finish the ship's hull and now he has them.

Now extremely close to the breaking of balance, time stops flowing. Light violently embraces the characters and they have a last glimpse of many frost giant overwhelming them.

At this stage, apparently overwhelmed by the Jötunn onslaught, their destiny will not be decided by weapons or magic, but the deeds the characters have marked the saga with. It will be the honour the showed in life to set their role during Ragnarok.

When the characters leave Muspellsheimr, they reach the 14th level.

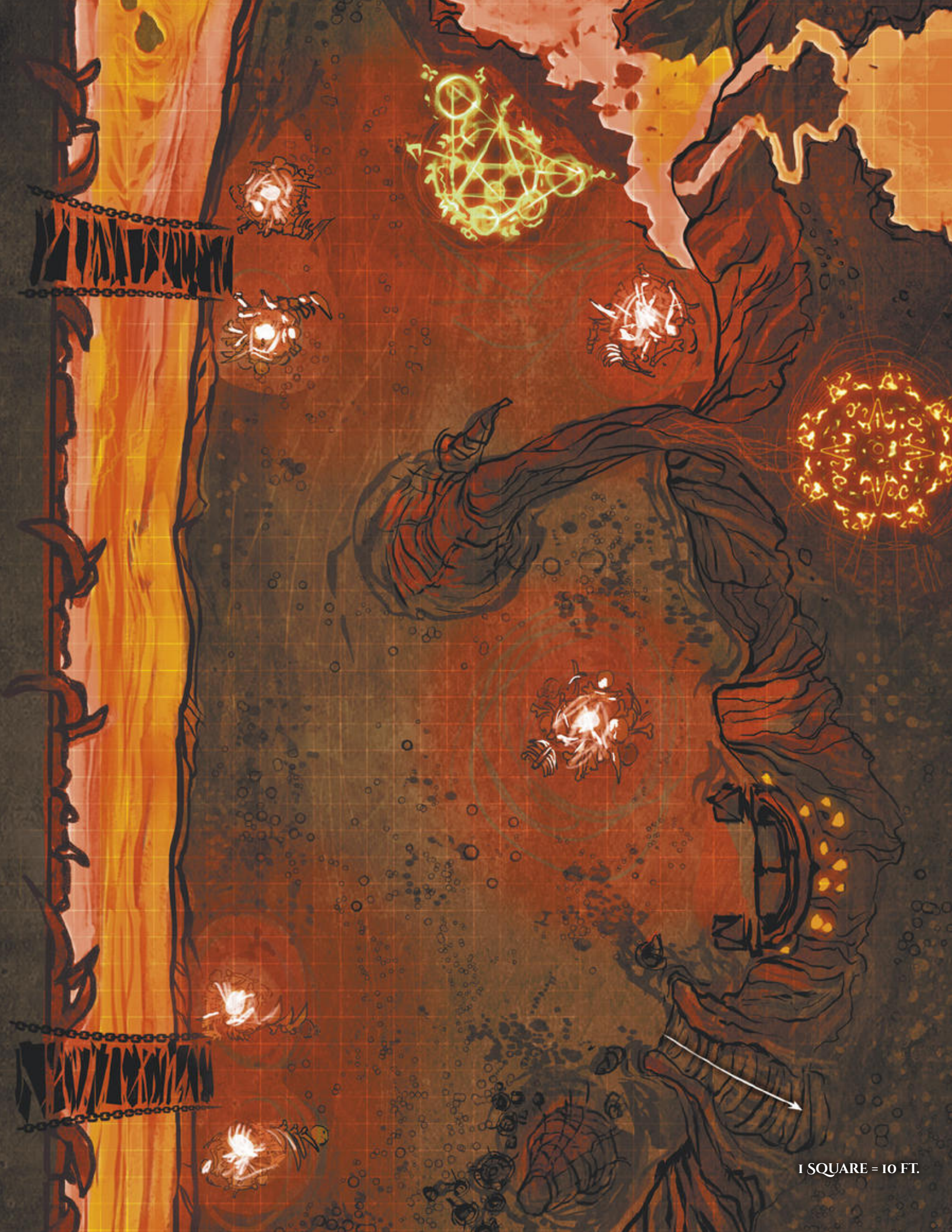
Honor and Glory

If the characters behaved honorably, following the laws of gods and men, a group of Valkyries descends from the blinding light over their butchered bodies. They have become Einherjar, heroes honorably fallen in battle. They will enter Valhalla (see page 189), but they will not have the time for drinking even a single mead horn as the golden gates slam open. As Odhinn calls all the Einherjar to fight by his side against the giants, Ragnarok has begun!

Disgrace and Redemption

If the characters behaved dishonorably, not heeding the words of the Æsir, then the light embracing them is that of Bifrost; the right to die is not theirs.

The neck breaking run on the Rainbow Bridge leads them to Asgrind, where they will find Odhinn waiting for them. Looking at them as guilty children, he explains them they have one last chance to wash away the shame of their dishonorable deeds, by fighting alongside him against the giants. **Ragnarok** has begun!


1 SQUARE = 10 FT.

BRAGHIST (Múspellsmegir)

One of the few survivors of the war with Alsvartr. He witnessed the decimation and then rebirth of the Muspeli population, keeping his fiery temperament in the wait for Ragnarok. His fellow giants often accuse him of being responsible for Nidhoggr awakening.

BYLEIST (Múspellsmegir)

Son of Laufey and Farbauti, brother of Loki and Hellblindi. He is shy, talking only if absolutely necessary and his memory is among the strongest. He is called "Eternal Flame", burning slowly and fiercely. From the outside, he looks like the least fierce of the Muspeli Jötunn, even less than his brother Loki. To him come for aid those who need discipline, like mercenaries or soldiers.

FARBAUTI (Múspellsmegir)

Husband of Laufey, father of Loki, Hellblindi and Byleist. Because of a prophecy of one of the Norns, he gave his son Loki to the Æsir when he still was an infant. An expert strategist, he is the leader of the war council of the Muspeli Jötunn.

LAUFEY (Múspellsmegir)

Wife of Farbauti and mother of Loki, Hellblindi and Byleist.

SINMARA (Múspellsmegir)

Wife of Surtr and warden of Laevateinn, the fiery sword destined to burn the universe to ash.

MÚSPELLSMEGIR

Huge giant, any dishonorable

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	22 (+6)	10 (+0)	16 (+3)	16 (+3)

Armor Class 16 (battle armor)
Hit Points 250 (20d12 + 120)
Speed 50 ft.

Saving Throws Str +14, Con +11, Wis +8
Skills Athletics +8, Perception +8
Damage Immunities fire
Damage Resistances cold
Senses passive Perception 18
Languages Common
Challenge 13 (10.000 XP)

ACTIONS

Multiattack. The Múspellsmegir makes two Greatsword attacks.
Greatsword. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 32 (5d8 + 9) slashing damage.
Rock. *Ranged Weapon Attack:* +14 to hit, range 60/240 ft., one target. *Hit:* 36 (4d12 + 9) bludgeoning damage.

GUDMUND

A colossal mass of ferocious strength and explosive evil, with a lion-like mane of lava framing his pugnacious face and running down his back like horse hair.

He is Gudmund, lord of the Sacred Sea of Glassisvellir, son of Gudmund, brother to Geruthus and Hleird and father to Hofund.

GUDMUND

Huge giant, chaotic dishonobrale

STR	DEX	CON	INT	WIS	CHA
28 (+9)	13 (+1)	27 (+8)	8 (-1)	16 (+3)	10 (+0)

Armor Class 19
Hit Points 300 (20d12 + 160)
Speed 50 ft. swim 30 ft.

Saving Throws Str +15, Con +14
Skills Intimidation +5
Condition Immunities charmed, frightened
Damage Immunities fire
Damage Resistances bludgeoning, cold, piercing, slashing
Senses passive Perception 10
Languages Common
Challenge 17 (18.000 XP)

Son of the Volcano. Gudmund can swim in lava as if it was water and his movement is not reduced. All fire damage he would suffer from an enemy are converted in hit points.
Reckless. At the beginning of his turn, Gudmund can gain advantage to the first melee weapon attack of the turn. Attacks against him, however, gain advantage until the end of his next turn.
Thick-skinned. Gudmund adds his Constitution modifier to his AC score.
Legendary Resistance (3/Day). If Gudmund fails a saving throw, he can instead choose to pass it

ACTIONS

Multiattack. Gudmund makes three Slam attacks or two Flaming Rock attacks.
Slam. *Melee Weapon Attack:* +19 to hit, reach 10ft., one target. *Hit:* 27 (18 + 9) slashing damage plus 11 (3d6) fire damage.
Flaming Rock. *Ranged Weapon Attack:* +15 to hit, range 60/240 ft., one target. *Hit:* 36 (4d12 + 9) bludgeoning damage plus 11 (3d6) fire damage.
Volcanic Eruption (recharge 5-6). Gudmund channels the volcanic energy from underground to a point within 60 ft. of him. In that point, erupts a cylinder 100 ft. tall and 20 ft. wide. All creatures caught in the area must make a **DC 19 Wisdom** saving throw or suffer 80 (20d6) fire damage on a fail. On a success, they suffer half damage.

LEGENDARY ACTIONS

Gudmund can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Gudmund regains spent legendary actions at the start of their turn.
Lavic Rocks. Gudmund breathes a stream of lavic rocks. A creature he can see within 30 ft. of him must pass a **DC 17 Dexterity** saving throw or be blinded until the end of their next turn.
Recovery (2 actions). Gudmund recovers 20 hit points.
Throw. Gudmund makes a Flaming Rock attack.

Hellblindi

Sitting on his throne, a glowing-eyed fire giant watches over the Eldr river, his skin tough and his face marked by a scar. He is considered the bravest of the Muspeli Jötunn, completely fearless and extremely difficult to contain. He is the son of Farbauti and Laufey, brother to Loki and Bylejst and the Muspeli Jötunn of war and protection.

His duty is protecting Muspellsheimr from the threat of cosmic serpents, like Nidhoggr.

Helblindi

Huge giant, lawful dishonorable

STR	DEX	CON	INT	WIS	CHA
30 (+10)	16 (+3)	28 (+9)	12 (+1)	20 (+5)	16 (+3)

Armor Class 21 (plate armor and giant shield, 17 without giant shield)
Hit Points 352 (22d12 + 198)
Speed 50 ft.

Saving Throws Str +16, Con +15, Wis +10
Skills Asatru +10, Intimidation +9, Perception +10
Condition Immunities charmed, frigthened
Damage Immunities fire
Damage Resistances cold
Senses Truesight 120 ft., passive Perception 18
Languages Common
Challenge 19 (22.000 XP)

Honor Scar. Helblindi rolls any Charisma **(Intimidation)** with advantage.
Might of the Giants. Helblindi rolls with advantage any Strength checks to grapple or shove an opponent within melee range. Helblindi cannot be moved or knocked prone.
Flaming Presence. All creature ending their round within 20 ft. of Helblindi must pass a **DC 20 Constitution** saving throw or suffer 11(3d6) fire damage and a level of exhaustion for the intense heat. If they pass the save, they suffer half that damage and no level of exhaustion.
Legendary Resistance (3/Day). If Helblindi fails a saving throw, they can instead choose to pass it.

ACTIONS

Multiattack. Helblindi makes three Muspeli Sword attacks, or two Flaming Rock attacks.
Muspeli Sword. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 29 (4d6 + 13) slashing damage or 32 (4d8 +13) if wielded with both hands, plus 11 (3d6) fire damage plus 14 (3d8) radiant damage.
Flaming Rock. *Ranged Weapon Attack:* +16 to hit, range 60/240 ft. one target. *Hit:* 37 (4d12 + 10) bludgeoning damage plus 11 (3d6) fire damage.
Burning Blaze (recharge 5-6). A powerful aura of burning energy manifests around Helblindi with a 20 ft. radius centered on him. All creatures caught in the area must pass a **DC 18 Constitution** saving throw or suffer 75 (15d8) fire damage and a level of exhaustion. If they pass, they suffer half that damage and no exhaustion.

REACTIONS

Parry. Hellblindi adds 4 to his AC against a melee attack that would hit him. To do so, he must be able to see his attacker and be wielding a shield.

LEGENDARY ACTIONS

Helblindi can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Helblindi regains spent legendary actions at the start of their turn.
Move. Helblindi takes the Disengare or Dash action.
Shove. Helblindi can shove a target within 10 ft. of him.
Throw. Helblindi makes a Flaming Rock attack.

Surtr

The most famous of the Muspeli Jötunn, considered the protector of the lands and people of Muspellsheimr. He is one of the rare survivors of the war against Alsvartr and one of the main responsibles for trapping Nidhoggr. His fate is to burn down the universe when the time has come.

Yggdrasill shakes,
and shiver on high
The ancient limbs,
and the giant is loose;
To the head of Mim
does Othin give heed,
But the kinsman of Surt
shall slay him soon.

Völuspá (47)
Poetic Edda

O'er the sea from the north
there sails a ship
With the people of Hel,
at the helm stands Loki;
After the wolf
do wild men follow,
And with them the brother
of Byleist goes.

Surt fares from the south
with the scourge of branches,
The sun of the battle-gods
shone from his sword;
The crags are sundered,
the giant-women sink,
The dead throng Hel-way,
and heaven is cloven.

Völuspá (51, 52)
Poetic Edda

Chapter 13

Ragnarok Has Come

This section of the Journey is dedicated to the advent of the Ragnarok; a Prologue and an Epilogue are reported, the description of the final Battle to which the characters can participate, the divine missions entrusted to him by the Gods, with an appendix concerning the statistics of the Key Players of Ragnarok.

Prologue **278**

Ragnarok **280**

Epilogue **284**

Key Players of Ragnarok **286**

PROLOGUE *by Mila Fois*

Yggdrasill's branches rustle, shaken by an icy wind, as if they wanted to tell you something. You stop, to understand what the great tree wants to tell you and at that moment you clearly hear the noise of broken chains, followed by a fierce growl. This can mean only one thing; Fenrir, the cruel son of Loki, finally broke free of its ancient prison and is ready to paint the seats of the gods red with the blood of its victims. As the wolf howls, the stars are extinguished, plunging the Nine Worlds into the darkness. Far away, at the borders of the emerged lands, the ocean stirs, its waves rippling, as the colossal snake Jörmungandr twists waiting to crush those same Gods who confined him in the abyss. In the all-consuming darkness, three roosters sing their song, announcing the beginning of the last day. Their first call sounds clear, waking the slumbering warriors; the Æsir call it Gullinkambi and its fate is to announce the coming of the great battle.

A second rooster, Fjalar, sings in the faraway lands of the giants, announcing the moment to take up arms against the hated Asgardian gods has come. You can almost sense in the air the thrill of the Jötnar as they sharpen their enormous weapons, singing songs of hatred. Eventually, you hear the song of the blood red plumed rooster, faint for the distance, singing from the dark halls of Hel. The army of the dead, aboard the ship Naglfar built with the nails of fallen warriors to bring ruin everywhere, is ready to sail. Garmr, the black guardian of the infernal gates, growls and drools, shattering the bonds that held it at Helheimr's gates. Now that misty realm appears empty, while the undead prepare to flood the world. Elves, Dwarves and Gods whisper in their palaces, worried and wondering what is happening, when the sound of a mighty horn drowns everything else. It is the Gjallarhorn Heimdallr is blowing at the top of his lungs as he is well aware that there is no more time and every warrior must take to the field.

IF THE CHARACTERS HAVE JUST CROSSED BIFROST:

You just left the multicolored bridge behind you, its glow still encircling you. In front of you lie the massive gates of Asgrind, Asgardr's wide entrance. A blood chilling noise, like primordial ice breaking or a mirror shattering, sounds behind you as the crystalline surface of Bifrost starts cracking. Alarmed, you start running again to Asgardr, but are forced to stop once more as Valhalla's gates are opening. Odhinn, magnificent and terrible to behold in his panoply, slams open Valgrind's gates and spurs the Einherjar to charge with a bellowing warcry! Right after, announced by the sound of weapon scraping against shields, all the Gods, Valkyries and the valorous dead march out of the gates of Valhalla in tight formation, driven by the wish to fight the enemy.

IF THE CHARACTERS ARE IN VALHALLA:

From the wide halls of Valhalla, you hear the mighty call of the Gjallarhorn, reigniting your souls with courage. Odhinn, in front of you, sits on his massive throne from which it is said he can see everything. Two ravens fly across the hall, laying on his shoulders as if they wanted to make a decision. This day, however, there is nothing to decide, as Odhinn knows his fate and that of the Nine Worlds better than anybody else. Odhinn, he who is the father of all, rises in his full magnificence, rallying his Einherjar, the best warriors the Valkyries chose on the battlefields for this moment, so they could be present in the final battle. Initially, you hear only their steps marching closer, but after a little time, whole hosts of warriors arrive, lost in battle lust and ready to follow their lord in the last and most glorious of assaults flood the hall.

For countless years, men and gods have been waiting for nothing else than this moment. The last of Gjallarhorn's song still sound and stir your blood in your veins, filling you with courage and veiling your eyes with valiant tears.

You feel ready to give your best for Odhinn, for Asgardr, for the Nine Worlds, for your fallen companions and for whatever good and beauty is left before darkness and winter swallowed the world.

The much feared and waited hour has finally come. RAGNAROK HAS COME!

RAGNAROK

Naglfar, the Ship of the Dead helmed by the Trickster God, eventually sets sail, beginning the Twilight of the Gods. To announce the coming of Ragnarok, the settling of final scores, is the song of Víðópnir, the rooster at the top of Yggdrasill, heard in all the Nine Worlds.

At that moment, every bond is shattered, every chain broken as the Worldtree shakes and draws its roots back, setting the terrifying Níðhöggr free to fly in the sky. The Worlds, now without any barrier to separate them, crash one on the other in a whirlwind of earthquakes, floods and calamities without precedent.

The chains restraining Fenrir the Wolf break, Miðgarðsormr rises at the borders of Midgardr, making its Sea overflow. The legions of the Múspellsmegir march on Bifrost, destroying it with their thunderous steps and the goddess Hel takes the lead of the army of the dead, now free to leave Helheimr. It is now, then, that the god Heimdallr blows the Gjallarhorn throughout the cosmos, warning Odhinn and the warriors in Valhöll. The Allfather guides the Æsir and Vanir leading the armies of Asgardr, with the characters right behind them, a rightful honor for the Champions of Odhinn. As Valhöll's 540 doors open, the gathered hosts of Einherjar and Valkyrjur flood the Vígríðr, the plain where the final battle will be fought.

The Dvergar of Nidavellir and the luminous elves of Ljosalfheimr united against the giant beasts of the end of the world, the dead led by Hel, the dark elves of Svartalfheimr, the cold Jötnar, the flaming Múspellsmegir, they all gather in Vígríðr, ready for the last battle.

When the gathered armies see each other, two howls roil across the battlefield from afar.

All of a sudden, the Sun and Moon vanish from the sky, soon followed by the stars turning off, plunging the whole plain into the darkness. Only the gleam of the gods, the burning hair and weapons of the Múspellsmegir and any artificial light sources break the thickest darkness, the last glimmer in the sky coming off a fireball crashing somewhere in the distance.

Odhinn recognizes the howls, that can only belong to the evil blood of Fenrir, the Drooling Wolf he is

going to fight by himself. They Wolfkind are Hati e Sköll, the terrible twins who chase the flying chariots of Sól, with the Sun, and her brother Máni, who bears the Moon, to swallow them and sate their hunger. The falling light was Svalinn, Sól's shield, plummeting to the ground, the only object in the whole of creation capable of defending her from the heat of her Star.

Svalinn is critical in making sure the new world born out of the ashes of Ragnarok will be capable of hosting life; the shield must be recovered, and the monster who ate the stars must be killed to set them free again.

To the heroes, now undisputed Champions of the Allfather, falls the task of making sure the new cosmos will be born after Ragnarok, as the gods shall face their destiny in the Battle of Vígríðr.

Odhinn, who knows everything, explains to the heroes that they must first take down the Children of Fenrir, recover Svalinn and then save a young couple of humans, called Líf and Lífþrasir to give them the shield. To make sure they survive the end of times, they must be led East, where once was Jotunheimr, at the center of Hoddmímis Holt, to the well of Mímisbrunnr. There, they must hide within the Mímameiðr.

Odhinn tells the players that others will find the young couple for them. If the characters have already visited the Well of Knowledge and received the prophecy from Mimir, they already know where to go and what perils they have to face. Otherwise, it will be Odhinn himself to point them to the place. He will not, however, warn them of the perils, as his sight and knowledge stop right before the beginning of the end.

To allow the Champions to get to their destination as soon as possible, they are gifted a dwarven-made chariot, pulled by a divine beast of their choice:

- Tanngnjóstr and Tanngrisnir, Thor's Goats
- Gullinbursti, the Golden Boar of Freyr
- Sleipnir, Odhinn's Steed

The Father of the Gods bids his honorable Champions farewell, wishing them an end worthy of the sagas of the new world and then charges into the fray.

Moving across the plain of Vígríðr is no easy task. The characters must cross the battlefield where armies fight without respite or remorse, witnessing the great battles of the Gods:

- **Odhinn** against **Fenrir**, where the Allfather succumbs, to be avenged by his son **Víðarr**
- **Thor** against **Jörmungandr,** where the God of Thunder vanquishes his foe only to die to the serpent's poison after walking nine steps.
- **Tyr** against **Garmr**, who kill each other because of **Hel**'s intervention
- **Heimdallr** against **Loki**, who kill each other

The characters can try to take part in these fights, only to be seen off by the Gods in question to complete their tasks and not interfere with matters of honor.

The characters should not be able to influence the result chosen by Fate of any of these major duels, but of course the last word is always the Game Master's.

Between the Heroes and their destination are the hosts of the Aptrgangar, the Draugr, the Hrímþursar, the Svartalfar, the Jötnar (including the King of Jötunheimr and the Naglfar's captain, Hrymir, the terrifying Primordial Hrímþursar Bergelmir and Angrboda if not defeated earlier) and the Múspellsmegir. Potentially, they could face Hel herself leading the army of the dead.

The Game Master is free to choose which encounters, challenges and dangers to throw at the players as they carry out their mission.

SKÖLL AND HATI - © MILIVOJ ĆERAN

Recovering Svalinn, Sól's Shield

The shield is visible from a distance as a burning brand in the darkness of night.

Once in proximity of the glimmer, players find it in the center of a wide crater, crashed to the ground like a meteor.

If the characters have no light source of their own and are able to see in the dark, they can attempt a **DC 15 Wisdom (Perception)** to spot the two enormous Wolves, one white and the other black, catching their breath not far away from the crater.

If the characters carry light sources of their own or make their presence conspicuous, the two Wolves notice their arrival and are ready to pounce on them once the group reaches the crater. **Skoll and Hati** (see page 288) fight to the death in either case and, when they fall, the stars return to their place in the sky.

When the characters recover the Svalinn shield, they reach the 15th level.

Saving Líf and Lífþrasirt

Once Svalinn has been recovered, the characters are joined by the goddess Freyja, accompanied by a couple of Midgardian humans, Líf and Lífþrasir. The heroes must escort them to the place previously known as Hoddmímis Holt, a meadow which only living tree is the indestructible Mímameiðr, destined to be the next Worldtree. Among its roots, there is a cavity where the two Humans can hide and survive the end of the world.

The most terrifying of the Jötnar, **Hrimgrimnir** (see page 292), however, terrorizes the area. To survive, the six-headed frost giant sacrificed many of his brethren to the Well of Knowledge, Mímisbrunnr, to discover that the only safe hiding spot to endure the end of the world is the tree born of the root of Yggdrasill that feeds off the Well.

Hrimgrimnir is crazed with rage and keeps killing any life form he meets, to throw its corpse into the Well in the hope of obtaining more knowledge as the nook

in Mímameiðr is too small for him to fit and he cannot destroy the tree. He would also like to strangle Víðópnir the rooster, whose song angers him so much, but to do so he would have to climb the tree.

If the Game Master thinks the challenge needs to be made more interesting, the frost giant has 1d4 Jötunn with him, Jötnar who betrayed their people like their master and want to survive Ragnarok. They help him gather sacrifices for the Well, even if they have not received any of its gifts and are not aware of their fate.

If the players have already visited the Well of Knowledge and listened to Mimir's prophecy, then they know the scope of the Jötunn's threat and the position of the nook and can try to hide Líf and Lífþrasir before facing Hrimgrimnir and any of his lackeys. Should they reach the tree only on Odhinn's directions, they have no idea of what awaits them and the Jötunn might even attempt to ambush them.

To find the nook where Líf and Lífþrasir must hide, they must pass a **DC 25 Intelligence (Investigation)** check or reach the top of the tree and convince the rooster, Víðópnir, through a **DC 20 Charisma (Persuasion)** check, to tell them.

Should the characters be able to defeat Hrimgrimnir and save Líf and Lífþrasir within Mímameiðr after giving them Svalinn, they can return to the great battle just in time to see the gargantuan Surtur, the largest and greatest of the Múspellsmegir, kill an unarmed Freyr and then incinerate the universe itself with a swing of its titanic sword of pure flame. Everything, including the characters, will fade in the purest of light. The heroes now know there are eternal glory and endless honor in the world that will be born out of the ashes of the one that just died, where there will still be life, thanks to their extraordinary and heroic deeds.

EPILOGUE *by Mila Fois*

The seer was right: the day of the twilight of the gods has come!

Heimdallr's horn still echoes, like a funeral wail, on the plateau soaked in the blood of the fallen gods. Even its final notes, however, fade alongside the Sun, Moon and the star, plunging the world in eternal darkness.

Yggdrasill's branches, shaking in rage during the last battle, stop rustling almost as if the Worldtree was waiting. Its trunk is scarred, the seven-colored bridge shattered. The Nine Worlds have seen chaos from which there is no coming back.

With a deafening roar, the dark sky shatters and falls onto the earth. The gods, who once feasted in the great halls, now lie dead and cold in the dust. In the end, Surtr prevailed, the seething fire giant coming from the south, sword tight in his fist, the Sun of Fallen Gods. His step shook the earth, his blows clove Bifrost into pieces, but the giant is not satisfied yet.

His burning gaze lays on the world for the last time, before his legendary blade descends on his prey. Flames consume everything and, where men built their houses the day they made their pact with the gods, there is only fire. Each forest and dwelling, everything is devoured by fire. Each of the Nine Worlds is engulfed in flame and men, elves, dwarves, giants and gods burn together, in the grand day of the final battle.

Torn by the fangs of Fenrir, Odhinn's body is claimed by the fire, like Thor's, who took only nine steps after vanquishing the serpent, brought low by the creature's lethal poison. So fearless Freyr goes down, he who killed the evil giants when armed only of a deer antler after he lost his sword, yet unable to stop Surtur.

Among the crackling flames, Loki's laughter seems to echo for a moment. His body lies still alongside Heimdallr's, after they killed each other. In all that devastation, however, the dancing flames appear not to have forgotten their lord; after all, he helmed the ship that came from the east, carrying the red sparks of Muspellsheimr to burn everything to ashes.

Black smoke rises to the sky, carrying flaming glares, as the now exhausted earth slowly tries to hide its face in the dark waves of the sea. Laden with the victims of the last, final battle, the earth looks for relief in the embrace of the primeval ocean.

The seer, however, knew this would not be the end. Odhinn himself asked her for a prophecy and she gazed beyond the secret plots woven by the Norns, saying a new world, of light, songs and joy, would rise from the ash of the previous one.

And lo! Ground emerges from the waters, young again, green and lush, rich in forests, lakes and rivers! Among the peaks flies an eagle, taking in the marvels of the new creation. It dives down, beyond the waterfalls, to clasp a salmon in its claws. Nature renewed, animals and plants return to populate an even more green world.

A new sun shines on all creation, the daughter of Alfrodull, born before the wolf broke free from its chains. The golden maiden walks the same path as her mother, bathing everything in her benevolent light.

The world has been indeed renewed, this new virgin earth shining in its primordial beauty.

If the players saved Lif and Lifthrasir:

Lif and Lifthrasir found shelter among the branches of the great tree, that protected them from the terrible flames of Surtur. There they hid, as everything around them fell in ruin, feeding on Yggdrasill's sweet dew. They are the last ones and from them, mankind will be born anew; as the gods shaped men from the trunk of the World tree and once again a tree will give birth to a new life.

If the players found Svalinn:

The great, shining shield returns to its rightful place in front of the sun to protect the new world from its scorching rays. The wise folk of the past age knew that without Svalinn the mountains would melt like butter, the waters evaporating in a heartbeat. Now that the earth has a mighty and calm warden to protect its new cycle, however, this will not happen.

Ancient gods fell, but new ones have risen. Balder, luminous as the sun at dawn, shall guide his blind brother Hodur alongside Vidar and Valir, of Odhinn's kin, Modi and Magni, mighty heirs of Thor, to the palace of Idavollr where the world was created in times long gone.
There, in the halls of their fathers, the gods will discuss of the last events, playing with golden chessboards in the grass, abandoned for centuries, and will remember the use of ancient symbols with which to pronounce the names of the runes and remember their great power.
The earth will grant bountiful harvests, winter now a mere memory, and fields will blossom even when not tended to. Now is the time of joy and light: in Glimlé, the home of the just, the fortress covered in gold, are welcome those who fought with honor and, among songs, toasts and tales told around the hearth, they will live forever without suffering, the memories of their deeds in their hearts.

You too, intrepid heroes, are welcomed in these gleaming halls, sitting at the side of the gods and the fallen companions without knowing any pain or sadness.

Each of you knows they have been part of the Ragnarok, of the grand final battle. Each swing of your weapons, each prayer to the Gods, each individual deed was necessary for this world to be renewed. After the most grueling of fights, it is time to feast, singing the song of those who have seen the end and the new beginning, the ancient song that has always been a hero's companion. Now, you only have to raise horns filled with mead and toast to a new world, filled with the light of the new gods!

Skål!

KEY PLAYERS OF RAGNAROK

FENRIR

Also known as Hrodvitnir, the wolf Fenrir is the result of the union between Loki and the giantess Angrboda. He grew immensely, both in size and power, in the forest of Járnviðr until the day he moved to Asgardr to meet his father.

The Æsir were so frightened of his presence that, as soon as Loki was not present anymore, they deceptively trapped him in the island of Lyngvi.

He was asked to test the resistance of Gleipnir, a dwarven chain thought to be indestructible, with the promise of being freed just after. Tyr put his hand in the wolf's maw, sacrificing it as a guarantee for the ruse.

The Æsir, then, thrust a blade into the now chained wolf's jaw, to punish him with eternal torment. Since then, Fenrir seethes in hatred and resentment for the Gods, wishing to once again run free once Ragnarok breaks his chains.

FENRIR

Gargantuan beast, chaotic dishonorable

STR	DEX	CON	INT	WIS	CHA
30 (+10)	26 (+8)	28 (+9)	18 (+4)	10 (+0)	14 (+2)

Armor Class 24 (natural)
Hit Points 580 (34d12 + 340)
Speed 120ft.

Saving Throws Str +18, Con +16
Skills Perception +16
Damage Immunities acid, fire, frost, necrotic, veleno; bludgeoning, piercing or slashing from non magical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Damage Resistances bludgeoning, piercing e slashing
Senses passive Perception 26, darkvision 120 ft.
Challenge 26 (90.000 XP)

Magical Immunity. Fenrir is immune to spells and other magical effects.
Legendary Resistances (3/Day). If Fenrir fails a saving throw, it can choose to succeed instead.
Endless Hunger. Fenrir's insatiable hunger makes him continuously drool. Ground within 20 ft. of him is counted as difficult terrain because of his drool's extreme viscosity.
Divine Descendance. Fenrir's attacks are magical.
Keen Sight and Smell. Fenrir has advantage on **Wisdom (Perception)** checks that rely on sight and smell.

ACTIONS

Multiattack. Fenrir can use his Frightful Presence. Then, he makes four attacks: one Slam attack, two Clar attacks and one Bite attack. Instead of making the Bite attack, he can attempt to Swallow.
Claw. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 45 (6d10 + 10) slashing damage plus 27 (8d6) force damage.
Bite. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 55 (10d8 + 10) piercing damage plus 27 (8d6) force damage. If the target is a creature, it must pass a **DC 21 Strength** saving throw or be grappled and restrained. Fenrir cannot Bite another target.
Slam. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 45 (5d12 + 10) slashing damage plus 27 (8d6) force damage. If the target is a creature, it must pass a **DC 21 Strength** saving throw or be knocked prone.
Swallow. Fenrir makes a Bite attack against a Large or smaller creature he is grappling. On a hit, the target takes damage as usual, is swallowed and the grappling ends. A swallowed creature is blinded, restrained, has total cover from attacks and effects originated outside of Fenrir and takes 42 (12d6) necrotic damage at the beginning of Fenrir's turns. If Fenrir suffers 70 or more points of damage from a creature he swallowed, he must pass a **DC 20 Constitution** saving throw at the end of his turn or regurgitate all the creatures he swallowed. They land prone in a space within 30 ft. of Fenrir. If he dies, a swallowed creature is no longer restrained and can leave his body with 50 ft. of movement, ending up prone.
Frightful Presence. Each creature of Fenrir's choice that is within 120 ft. of it and aware of it must succeed on a **DC 20 Wisdom** saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if Fenrir is within their line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Fenrir's Frightful Presence for the next 24 hours.
Mighty Howl (Recharge 5-6). Fenrir roars in rage, unleashing the elements around him in a powerful tornado. Each creature in a 120 ft. cone must pass a **DC 21 Strength** saving throw. On a fail, they are knocked prone within a distance of 30 ft. suffering 27 (8d6) force damage and 80 (12d12) thunder damage. On a success, they are not moved and suffer half the thunder damage.

LEGENDARY ACTIONS

Fenrir can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Fenrir regains spent legendary actions at the start of their turn.
Detect. Fenrir makes a **Wisdom (Perception)** check.
Disgusting Drool. Fenrir roars at a creature he can see within 60 ft. of him, covering it in his drool. That creature must pass a **DC 21 Dexterity** saving throw or suffer disadvantage on all rolls until the end of its next turn.
Claw. Fenrir makes a Claw attack.

Sköll and Hati

Skoll and Hati belong to the breed of giant wolves of the Jarnvid forest. Their size is colossal and they are capable of flying.

They have been tasked by the Jötunn with following respectively Sól and Máni, the Sun and the Moon, hijack by the Æsir.

Sköll

Huge beast, chaotic dishonorable

STR	DEX	CON	INT	WIS	CHA
25 (+7)	26 (+8)	22 (+6)	14 (+2)	12 (+1)	14 (+2)

Armor Class 18 (natural)
Hit Points 204 (16d12 + 96)
Speed 60 ft.

Saving Throws For. +12, Dex +13,
Skills Perception +6
Damage Immunities fire, bludgeoning, piercing or slashing from non magical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Damage Resistances bludgeoning, piercing e slashing
Senses passive Perception 16, darkvision 120 ft.
Challenge 15 (13.000 XP)

Magic Resistance. Sköll rolls saving throws against spells and magical effects with advantage.
Legendary Resistances (3/Day). If Sköll fails a saving throw, it can choose to succeed instead.
Divine Descendance. Sköll's attacks are magical.
Pack Tactics. Sköll has advantage on an attack roll against a creature if at least one of Sköll's allies is within 10 ft. of the creature and the ally isn't incapacitated.
Keen Sight and Smell. Sköll has advantage on **Wisdom (Perception)** checks that rely on sight and smell.

Actions

Multiattack. Sköll makes three attacks; two Claw attacks and one Bite attack. It can Swallows instead of using the Bite attack.
Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target.
Hit: 19 (2d10 + 7) slashing damage.
Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target.
Hit: 30 (4d8 + 10) piercing damage damage plus 16 (4d6) fire damage. If the target is a creature, it must pass a **DC 18 Strength** saving throw or be grappled and restrained. Hati cannot Bite another target.
Swallow. Sköll makes a Bite attack against a Large or smaller creature he is grappling. On a hit, the target takes damage as usual, is swallowed and the grappling ends. A swallowed creature is blinded, restrained, has total cover from attacks and effects originated outside of Sköll and takes 30 (8d6) fire damage at the beginning of its turns. If Sköll suffers 50 or more points of damage from a creature it swallowed, it must pass a **DC 20 Constitution** saving throw at the end of his turn or regurgitate all the creatures he swallowed. They land prone in a space within 30 ft. of Sköll. If it dies, a swallowed creature is no longer restrained and can leave its body with 50 ft. of movement, ending up prone.
Cone of Fire (Recharge 5-6). Sköll roars and a fiery, 60 ft. cone of fire and flame comes out of its jaws. Any creature caught in the area must pass a **DC 18 Dexterity** saving throw or suffer 66 (12d10) fire damage on a fail or half that on a success.

Legendary Actions

Sköll can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Sköll regains spent legendary actions at the start of their turn.
Detect. Sköll makes a **Wisdom (Perception)** check.
Claw. Sköll makes a Claw attack.
Explosive Flare. Sköll spits an explosive sphere at a creature he can see within 50 ft. of it. That creature must pass a **DC 16 Dexterity** saving throw or suffer 11 (2d10) fire damage and be knocked prone 10 ft. away. On a success, damage is halved the creature is not blown away.

Sköll and Hati - © Milivoj Ćeran

Sköll and Hati - © Milivoj Ćeran

Hati

Huge beast, chaotic dishonorable

STR	DEX	CON	INT	WIS	CHA
25 (+7)	22 (+6)	26 (+8)	11 (+0)	14 (+2)	14 (+2)

Armor Class 16 (natural)
Hit Points 234 (16d12 + 128)
Speed 50 ft.

Saving Throws For +12, Dex +13
Skills Perception +6
Damage Immunities freddo; bludgeoning, piercing or slashing from non magical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Damage Resistances bludgeoning, piercing e slashing
Senses passive Perception 16, darkvision 120 ft.
Challenge 15 (13.000 XP)

Magic Resistance. Hati rolls saving throws against spells and magical effects with advantage.
Legendary Resistances (3/Day). If Hati fails a saving throw, it can choose to succeed instead.
Divine Descendance. Hati's attacks are magical.
Keen Sight and Smell. Hati has advantage on **Wisdom (Perception)** checks that rely on sight and smell.
Pack Tactics. Hati has advantage on an attack roll against a creature if at least one of Hati's allies is within 10 ft. of the creature and the ally isn't incapacitated.

Actions

Multiattack. Hati makes three attacks; two Claw attacks and one Bite attack. It can Swallows instead of using the Bite attack.
Claw. *Melee Weapon Attack:* +12 to hit, range 10 ft., one target.
Hit: 19 (2d10 + 7) slashing damage slashing.
Bite. *Melee Weapon Attack:* +12 to hit, range 10 ft., one target.
Hit: 30 (4d8 + 10) piercing damage plus 16 (4d6) frost damage.
If the target is a creature, it must pass a **DC 18 Strength** saving throw or be grappled and restrained. Hati cannot Bite another target.
Swallow. Hati makes a Bite attack against a Large or smaller creature he is grappling. On a hit, the target takes damage as usual, is swallowed and the grappling ends. A swallowed creature is blinded, restrained, has total cover from attacks and effects originated outside of Hati and takes 30 (8d6) frost damage at the beginning of its turns. If Hati suffers 50 or more points of damage from a creature it swallowed, it must pass a **DC 20 Constitution** saving throw at the end of his turn or regurgitate all the creatures he swallowed. They land prone in a space within 30 ft. of Hati. If it dies, a swallowed creature is no longer restrained and can leave its body with 50 ft. of movement, ending up prone.
Cone of Cold (Recharge 5-6). Hati roars and a frozen, 60 ft. cone of cold and frost comes out of its jaws. Any creature caught in the area must pass a **DC 18 Dexterity** saving throw or suffer 66 (12d10) frost damage on a fail or half that on a success.

Legendary Actions

Hati can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Hati regains spent legendary actions at the start of their turn.
Detect. Hati makes a **Wisdom (Perception)** check.
Claw. Hati makes a Claw attack.
Freezing Drool. Hati spits a stream of drool at a creature he can see within 50 ft. of it. That creature must pass a **DC 16 Dexterity** saving throw or suffer 11 (2d10) cold damage and have their Speed reduced to 0 until the end of the next round. On a success, damage is halved and Speed is not reduced.

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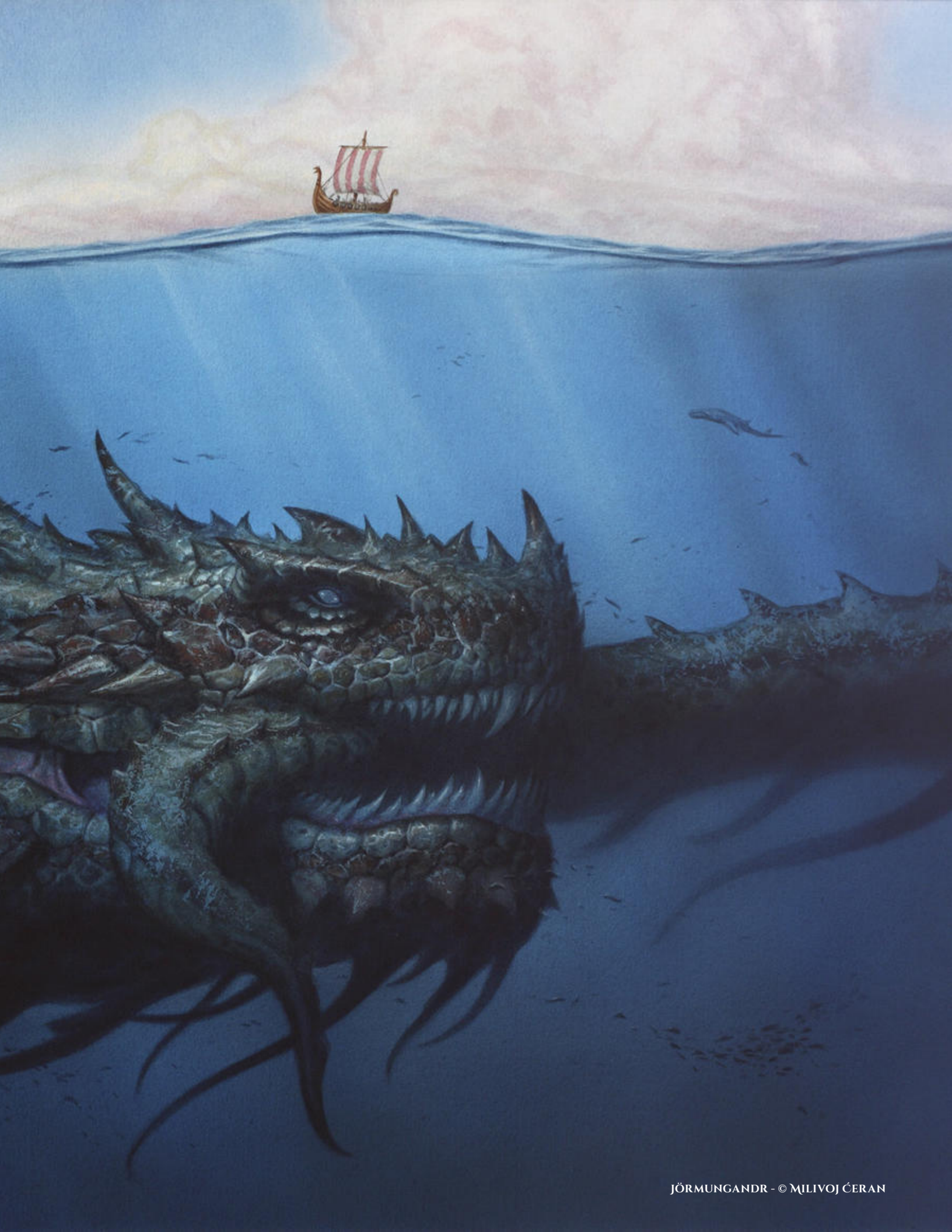


JÖRMUNGANDR - © MILIVOJ ĆERAN

Hrimgrimnir

Considered the *"boogey man"* of Jotunheimr, he is the most terrifying of all the Jötunn. As old as time itself and born out of a foot of Ymir, he has six heads and is known to revel in any kind of vice, violence and in terrorizing the Jötunn population. He draws his power from cold and darkness and finds amusing the suffering of others.

He is worshiped on Midgardr by sociopaths, the crazy and the murderous.

Hrimgrimnir

Huge giant, chaotic dishonorable

STR	DEX	CON	INT	WIS	CHA
30 (+10)	9 (-1)	26 (+8)	20 (+5)	20 (+5)	14 (+2)

Armor Class 15 (varied suits of armor)
Hit Points 280 (20d12 + 160)
Speed 50 ft.

Saving Throws Str +16, Con+14, Wis +7, Cha +7
Skills Intimidate +13, Perception +13
Damage Immunities frost, bludgeoning, piercing o slashing from non magical weapons
Senses darkvision 120 ft., passive Perception 23
Languages Common
Challenge 19 (22.000 XP)

Multiple Heads. Hrimgrimnir rolls **Wisdom (Perception)** and all saving throws against the blinded, charmed, deafened, frightened, stunned and unconscious conditions.
Regeneration. Hrimgrimnir heals 20 hit points at the beginning of his turn. If Hrimgrimnir suffers acid or fire damage, this trait does not work at the beginning of his next turn. Hrimgrimnir dies only if he starts his turn at 0 hit points and cannot regenerate.
Sadistic Frenzy (recharges after any rest or after killing an enemy). If he wounded an enemy, as a bonus action Hrimgrimnir can enter a state of battle frenzy for 1 minute or until he is incapacitated. During such state, he gains the following:

- Advantage to Strength checks and saving throws
- +4 bonus to damage
- Resistance to bludgeoning, piercing and slashing damage

ACTIONS

Multiattack. Hrimgrimnir makes two Greataxe attacks and one Maul attack.
Greataxe. *Melee Weapon Attack:* +15 to hit, range 10 ft., one target.
Hit: 37 (4d12 + 10) slashing damage.
Maul. *Melee Weapon Attack:* +15 to hit, range 10 ft., one target.
Hit: 34 (6d6 + 10) bludgeoning damage. The target must pass a **DC 20 Strength** saving throw or be knocked prone within 10 ft. of Hrimgrimnir
Rock. *Ranged Weapon Attack:* +15 to hit, range 30/250 ft., one target.
Hit: 37 (4d12 + 10) bludgeoning damage.
Wave of Frost (recharge 5-6). Hrimgrimnir's mouth unleash a cold wind, forming a 30 ft. radius sphere around him. All creatures caught must pass a **DC 18 Constitution** saving throw or suffer 60 (12d8) points of frost damage and have their Speed halved until the end of their next round. On a success, damage is halved and Speed is not reduced.
Darkness. Hrimgrimnir vomits pure darkness from his mouths. It works like the Darkness spell, but centered on Hrimgrimnir and with 60 ft. of radius.

LEGENDARY ACTIONS

Hrimgrimnir can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Hrimgrimnir regains spent legendary actions at the start of their turn.
Detect. Hrimgrimnir makes a **Wisdom (Perception)** check.
Maul. Hrimgrimnir makes a Maul attack.
Terrifying Growl (2 actions). Hrimgrimnir's heads howl. Each creature within 60 ft. of it that can hear it must pass a **DC 20 Wisdom** saving throw or be frightened until the end of their next round.

JÖRMUNGANDR

Jörmungandr (*"Demon of cosmic power"*), also known as Miðgarðsormr (*"Midgardr's Serpent"*), is an enormous serpent living in the depths of the sea of Midgardr. He is so long that he can coil around the whole World, biting his own tail.

He was generated by Loki and Angrboða and grew in Jötunheimr alongside his monstrous brethren until the Gods did not discover his existence. Afraid of the prophecies about the progeny of Loki, Odhinn chose to throw the snake in the sea. Only Thor could complete such a monumental task, becoming the sworn enemy of Jörmungandr.

In the abyss, Miðgarðsormr grew unchecked, waiting for the moment of his revenge.

JÖRMUNGANDR

Gargantuan Dragon, chaotic dishonorable

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	7 (-2)	10 (+0)	11 (+0)

Armor Class 24 (natural)
Hit Points 580 (34d12 + 340)
Speed 60 ft., swim 120 ft.

Saving Throws Str +18, Con+18
Skills Perception +8
Damage Immunities acid, poison, bludgeoning, piercing or slashing from non magical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses passive Perception 18, darkvision 120 ft.
Challenge 25 (75.000 XP)

Magic Resistance. Jörmungandr rolls saving throws against spells and magical effects with advantage.
Legendary Resistances (3/Day). If Jörmungandr fails a saving throw, it can choose to succeed instead.
Divine Descendance. Jörmungandr attacks are magical.

ACTIONS

Multiattack. Jörmungandr can use Frightful Presence. Then, he makes three attacks; two Tail attacks and a Bite Attack. Instead of the Bite attack, he can Swallow.
Tail. *Melee Weapon Attack:* +18 to hit, reach 70 ft., one target. *Hit:* 42 (6d8 + 10) bludgeoning damage. If the target is a creature, it must pass a **DC 20 Strength** saving throw or be knocked prone within 30 ft. of where it was hit.
Bite. *Melee Weapon Attack:* +18 to hit, reach 50 ft., one target. *Hit:* 32 (4d12 + 10) piercing damage plus 21 (6d6) poison damage. If the target is a creature, it must pass a **DC 20 Strength** saving throw or be grappled and restrained. Jörmungandr cannot Bite another target.
Swallow. Jörmungandr makes a Bite attack against a Large or smaller creature he is grappling. On a hit, the target takes damage as usual, is swallowed and the grappling ends. A swallowed creature is blinded, restrained, has total cover from attacks and effects originated outside of Jörmungandr and takes 58 (15d6) necrotic damage at the beginning of its turns. If Jörmungandr suffers 50 or more points of damage from a creature it swallowed, it must pass a **DC 20 Constitution** saving throw at the end of his turn or regurgitate all the creatures he swallowed. They land prone in a space within 30 ft. of Jörmungandr. If it dies, a swallowed creature is no longer restrained and can leave its body with 50 ft. of movement, ending up prone.
Frightful Presence. Each creature of Jörmungandr's choice that is within 120 ft. of it and aware of it must succeed on a **DC 20 Wisdom** saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if Jörmungandr is within their line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Jörmungandr's Frightful Presence for the next 24 hours.
Poisonous Growl (recharge 5-6). Jörmungandr exhales a stream of bile in a 120 ft. cone. Each creature caught must pass a **DC 21 Constitution** saving throw or suffer 80 (20d6) poison damage and be poisoned for 1 hour. On a pass, they only suffer half the poison damage plus 45 (10d8).

LEGENDARY ACTIONS

Jörmungandr can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Jörmungandr regains spent legendary actions at the start of their turn.
Detect. Jörmungandr makes a **Wisdom (Perception)** check.
Poisonous Spit. Jörmungandr spits a poisonous glob on a creature it can see within 60 ft. That creature must pass a **DC 20 Constitution** saving throw or suffer 24 (6d6) poison damage and be poisoned for 1 hour.
Tail. Jörmungandr makes a Tail attack.

Magical Items

Ægir's Tree-engraved Drinking Horn

Marvelous Item, Very rare

This magic horn allows you to drink at twice the normal rate and, other than being happily tipsy, you will not suffer the effects of any alcohol you have imbibed. Bearing this horn, you gain advantage to Charisma (Persuasion) checks to convince somebody to participate in a drinking contest or in social interactions with people under the effect of alcohol.
Taking a swig of beer or mead from this horn grants you advantage to saving throws against being frightened for 24 hours.

Ægir's Tree-engraved Drinking Horn

Angurvadal (Flow of Anguish)

Weapon (any sword), rare

Angurvadal is a viking sword with magic runes etched on the blade. You gain a +1 bonus to attack and damage rolls made with this weapon.
Sentient. Angurvadal is a Lawful Honorable intelligent magic weapon with Intelligence 8, Wisdom 12 and Charisma 10. It can't speak, but it communicates with its wielder by lighting up the runes on the blade if there are enemies within 60 ft.
Personality. Even without speaking, Angurvadal can relay its feelings to the wielder. Since it has been used only in battle, during a fight it instills a feeling of ferocious joy.

Angurvadal

Conqueror's Axe

Weapon (any axe), Very Rare (requires attunement)

You have a +2 bonus to attack and damage rolls made with this magic weapon and you deal an additional 2d6 damage against undead creatures.
As long as you wield the Axe, you gain advantage to hit rolls for shoving and grappling, to opposed checks to keep a creature grapplend and to Strength (Athletics) checks to climb.

Conqueror's Axe

DRAUPNIR

Marvelous Item, Legendary

Every nine nights, eight new rings appear alongside this one, identical to their original save for this effect. Telling which of these simple gold rings is the original requires a DC 15 Intelligence (Investigation) check.

Draupnir

FREYJA'S FEATHERED CLOAK

Marvelous Item, Legendary (requires attunement)

This beautiful cloak is made of braided falcon feathers and belongs to the goddess Freyja. When you wear this cloak you gain +2 to saving throws and AC.

You can also use an action to transform into a falcon or revert back to your normal form. If you die while in falcon form, you turn into your original form, suffering all the excess damage.

Freyja's feathered Cloak

GRAMR

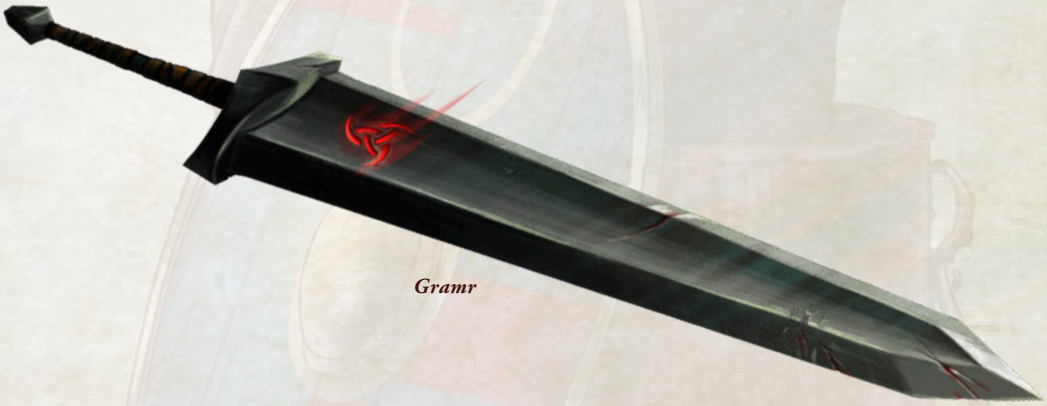
Weapon (greatsword), Legendary (requires attunement)

You have a +3 bonus to attack and damage rolls made with this magic weapon.

When you hit an item, a creature who wears armor or has a natural armor bonus to AC, you deal maximum damage.

When you attack an item and roll a natural 20 to hit, it automatically breaks.

When you attack an armored creature and roll a natural 20 to hit, its armor is automatically destroyed and cannot be used anymore.



Gramr

Gungnir, Odhinn's Spear

Weapon (spear), Artefact (requires attunement)

Gungnir is the legendary spear that the sons of the dwarf Ivaldi forged for Odhinn. As they were led by Dvalin the blacksmith during the process, it is a perfect weapon in craftsmanship and balance.

Magical Weapon. Gungnir deals 1d12 damage. You have a +3 bonus to attack and damage rolls made with this magic weapon and it deals an additional 3d8 radiant damage.

Divine Aura. While attuned to Gungnir, your size increases to Large, if it is not already, and your skin gives off a faint aura, shedding dim light within 10 ft. of you.

Relentless. All attacks with Gungnir hit automatically and ignore any resistance or immunity.

Divine Influence. While attuned to Gungnir, your ability scores are 20 if not already higher.

The Power of Time. While attuned to Gungnir, you can use an action to cast the *Time Stop* and *Magic Missile* spells as if a 9th level spell-slot were used, without the need for components. After casting either spell, roll a d6: on a 1 to 5, you cannot cast again that spell until the next dawn.

Destroying Gungnir. Being perfection made steel, Gungnir cannot be destroyed in any way.

Járngreipr, Dwarven Gauntlets

Marvelous item, variable (requires attunement)

Designed for the greatest of warriors, these dwarven gauntlets are masterpieces that make any weapon wielded while wearing them even deadlier.

Depending on their rarity, they grant their wearer additional Strength points. Their wearer cannot be disarmed and rolls grappling and shoving checks with advantage. The only Legendary version of this item ever made is owned by the god Thor.

Rarity	Bonus to Strength score
Uncommon	+1
Rare	+2
Very Rare	+3
Legendary	+4

Medallion of the Heart of Muspellsheimr

Marvelous Item, Rare

As long as you wear this medallion, you can tolerate any environmental heat and are not damaged by natural fire.

Megingjörð, Belt of Dwarven Strength

Marvelous item, variable (requires attunement)

A great many legends speak of these powerful magic items that the Dwarven people managed to infuse with the strength of Giants.

While a character wears this belt, their Strength score is set to the one corresponding to the belt's rarity. If their Strength score is already equal or higher, then the belt has no effect. The character rolls with advantage Strength (Athletics) checks and those not to be knocked prone or not to lose their balance.

There are four variants of this belt, each infused with the strength of powerful giants. The only known Legendary version is owned by the god Thor.

Rarity	Strength score
Uncommon	20
Rare	22
Very Rare	24
Legendary	26

Mjollnir's Replica: Kuttnir

Weapon (any sword), Very Rare (requires attunement)

You have a +2 bonus to attack and damage rolls made with this magic weapon. On a hit, the target suffers an additional 1d8 lightning damage.

If you roll a 19 or 20 to hit with this weapon, an unstable bolt of lightning surges from the blade to deal an additional 2d8 lightning damage to up to 3 enemies within 20 ft. from you.

Mjollnir, Hammer of Thor

Weapon (warhammer), Artefact (requires attunement)

Mjollnir can be lifted or attuned to only if wearing a Megingjörð (Belt of Dwarven Strength) the Járngreipr (Gauntlets of Dwarven Strength).

Magical Weapon. You have a +3 bonus to attack and damage rolls made with this magic weapon. Targets also suffer an additional 2d6 lightning damage and 2d6 thunder damage. Mjollnir possesses the Thrown property, with a normal range of 20 ft. and a long range of 60 ft. After an attack, it flies back into your hand.

Aura of Storms. While attuned to Mjollnir, your size increases to Large if it was not already and your skin constantly crackles with faint electrical discharges. When you are hit in melee, your attacker suffers 2d6 lightning damage.

Giantsbane. If you hit a giant, you deal an additional 4d8 damage with Mjollnir.

Father of Lightning. While attuned to Mjollnir, you can use an action to cast the Chain Lightning spell without the need for components. After casting the spell, roll a d6: on a 1 to 5, you cannot cast again it until the next dawn.

Medallion of Thunder. Speaking the command word changes Mjollnir's size and weight into that of a small pendant.

Infusion of Strength. While attuned to Mjollnir, your Strength score is 30.

Destroying Mjollnir. Only decades spent in the forges of its birth can challenge the innate toughness of this mighty weapon.

Ring of Andvari, Andvaranautr

Marvelous Item, Artifact (requires attunement)

This cursed ring gifts its owner with long life, at the cost of making them covet riches and treasures. Every creature that sees the ring must pass a DC 15 Wisdom saving throw or be fascinated by it and badly wanting to own it.
The Treasure of its Master. Taking the ring off, throwing it away, ceding it to anybody else or breaking attunement with it can be attempted only once a day and requires a DC 15 Wisdom saving throw. The saving throw DC increases by 1 each time its bearer tries to remove it.
Thief. While attuned to Andvaranautr, you are proficient in the Stealth skill if you previously were not and roll Dexterity (Stealth) checks with advantage to steal gold and precious items.
Long life and prosperity. While attuned to Andvaranautr, you gain the following benefits.

- You are immune to diseases
- You cannot be charmed or frightened
- You age and need sustenance at a tenth the normal rate for your race
- You gain +1 AC

Curse. Andvari's curse afflicts the bearer of this ring.

- If you have been wearing the ring for a month, your body starts growing glossy scales, granting you an additional +2 natural AC. The DC to get rid of the ring, if not already higher, is 18 and you become particularly attracted by gold and treasure.
- If you have been wearing the ring for 3 months, your teeth become fangs and your nails sharpen into claws. You obtain a bite attack (1d4 + STR) and a claw attack (1d6 + STR). The DC to get rid of the ring, if not already higher, is 20. You become increasingly greedy and reluctant to share riches with anyone else.
- If you have been wearing the ring for 6 months, your organism has been changing and you now can breathe death onto your enemies (Poison cone, 30 ft., 12d6 poison damage. DC 16 to halve the damage). The DC to get rid of the ring, if not already higher, is 25. Your primary goal becomes hoarding immense treasures in a secure place.
- If you have been wearing the ring for a year, you must pass a DC 30 Wisdom saving throw each day. On a fail, the essence of the ring permanently transforms your body into that of an Adult Green Dragon.

The DC to get rid of the ring, if not already higher, is 30. Your only, all-consuming goal now becomes protecting from any other living being the hoard you have gathered, treating anyone as a thief and an enemy.
Destroying the ring. In spite of its mundane appearance, the Ring of Andvari must be cast into the flames of Muspellsheimr after passing a DC 30 Wisdom saving throw. On a fail, the bearer is charmed by its magics.
Those who try to destroy Andvaranautr in any other way suffer 4d8 psychic damage and must pass a DC 30 Wisdom saving throw or are charmed.

Ring of the Silent Hunter

Marvelous Item, Rare (requires attunement)

This ring has 3 charges and recovers 1d3 charges every dawn.
As an action, the bearer can spend a charge to cast the Silence spell, without the need for material components.
The spell has a radius of 5 ft. centered on a spot within 120 ft. of the bearer of the ring or on the ring itself.

Andvaranaut

Ring of the Silent Hunter

SKÍÐBLAÐNIR, SHIP OF FREYR

Marvelous Item, Legendary

Among the magical ships built by the Dwarves, the most amazing is Freyr's. This item appears as a one pound leather bag, large enough to fit in a pocket, that can float. It has 3 command words, each requiring an action to be pronounced.

The first command word calls forth a boat from the bag, 30 ft. long, 10 wide and 5 deep. It features a helm, two pairs of oars, an anchor and mast with a sail. The boat can fit 5 medium-sized creatures and will always sail with fair winds, unless there are magical effects that prevent it.

The second command word calls forth a boat from the bag, 120 ft. long, 40 wide and 15 deep. It features a helm, five pairs of oars, an anchor and two sailed masts. The boat can fit 30 large-sized creatures and their escort and will always sail with fair winds, unless there are magical effects that prevent it.

The third command word causes the ship to return into the bag, if empty of people.

SKOFNUNG

Weapon (any sword), Legendary (requires attunement)

You have a +1 bonus to attack and damage rolls made with this magic weapon.

You can use your action to say the command word, when wielding this weapon, to summon the spirits of 12 Berserkers within 60 ft. of you.

If you say the command word but are not of honorable alignment, then the Berserkers will attack you.

Otherwise, they remain friendly to you and your allies, following your orders.

SVALIN, SHIELD OF THE SUN

Armor (shield), Artefact (requires attunement)

Svalin is the legendary shield that protects Sol from the sun when she rides on her chariot.

Magic Shield. In addition to the usual AC bonus for a shield, you gain an additional +4.

Solar Protection. If you wield Svalin while attuned to it, you gain the following benefits.

- You are immune to fire and frost damage and feel comfortable in any temperature.
- You cannot be charmed or frightened
- You cannot be blinded, deafened or stunned.

Freezing Aura. While attuned to Svalin, your size increases to Large if it was not already and your skin constantly shimmers with condensing frost. When you hit in melee, you deal an additional 1d6 frost damage; when you are hit in melee, instead, the attacker suffers a 2d6 frost damage.

Font of Frost. While attuned to Svalin, you can use your action to cast the Cone of Cold spell without the need for components. After casting the spell, roll a d6: on a 1 to 5, you cannot cast it again until the next dawn.

Destroying Svalin. Only an extremely powerful Disintegrate effect can destroy the Shield of the Sun.

Skíðblaðnir

Skofnung

Svalin

SWORD OF SKALLFOSS

Weapon (any sword), Uncommon

These weapons are the opera magna of the legendary blacksmith Skallfoss. They were dedicated to the Æsir and Vanir and have been faithful companions of the mightiest Midgardian heroes, handed down to the next generation of warriors when the previous owner was defeated.
You have a +1 bonus to attack and damage rolls made with this magic weapon.
As long as you visibly carry one of the Swords on your person, you have advantage on Charisma (Persuasion) checks when dealing with Æsir and Vanir.

Sword of Skallfoss

TRUE SUNSTONE

Marvelous Item, Very Rare

Using this sunstone as a navigation tool, the characters cannot be lost in their travels at sea or on land. It can also point the direction of any place or item the user has already seen and they need to get to.

True Sunstone

TYRFING

Weapon (any sword), Very rare (requires attunement)

You have a +2 bonus to attack and damage rolls made with this magic weapon.
Hit points lost to this weapon cannot be regained by resting, but only through regeneration or magic.
Once drawn, it is impossible to sheathe Tyrfing until it has killed a sentient creature.

Tyrfing

RUNE DIVINATION

In this appendix the foundations of the rune divination are presented, usable for the consultation of the Tables of this manual and as an optional rule in play.

Table Results **306**

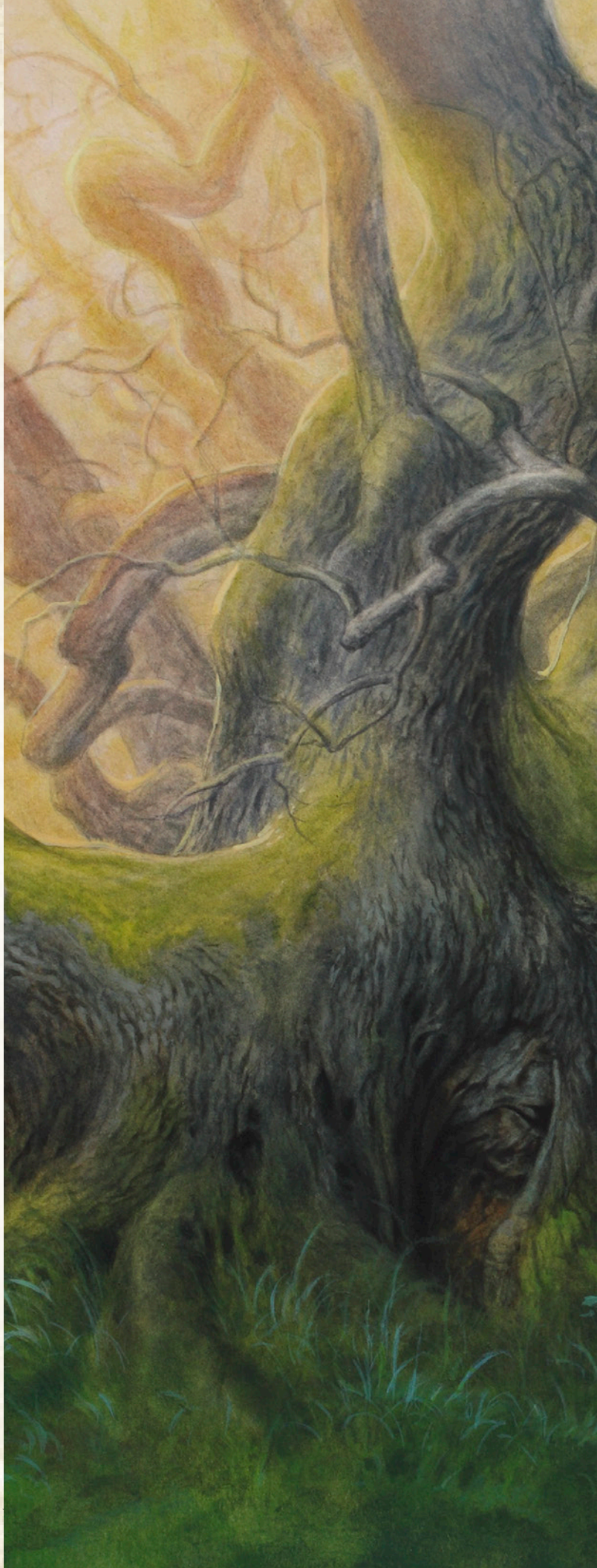
Using the Runic Dice **306**

Reading the Runes **307**

Aett of Freyja **308**

Aett of Heimdallr **312**

Aett of Tyr **316**



THE THREE NORNS - © MILIVOJ ĆERAN

THE RUNES

"I trow I hung on that windy Tree
nine whole days and nights,
stabbed with a spear, offered to Odhinn,
myself to mine own self given,
high on that Tree of which none hath heard
from what roots it rises to heaven.

None refreshed me ever with food or drink,
I peered right down in the deep;
crying aloud I lifted the Runes
then back I fell from thence."

HÁVAMÁL - Rúnatal (138-139)
Poetic Edda

The stanzas from 138 to 145 of the Hâvamâl recount how Odhinn learned the runes and of his sacrifice. According to the legend, he impaled himself to Yggdrasill with a spear. He remained there for nine nights – tortured by cold, hunger thirst – alone and beyond any help. When he was about to pass out, he glimpsed the runes and with his last gasp, he snatched them.

The name of the runic alphabet, "Futhark", comes from the phonetic pronunciation of the first symbols (Fehu, Uruz, Þurisaz, Ansuz, Raido, Kenaz).

The word *"rún"* has its origin from the words "secret" and "mystery", but also "whisper". It's possible that this comes from the custom of using glyphs to send secret messages during battles, but also from religious tradition and meditation during the rune casting.

TABLE RESULTS

In **JOURNEY TO RAGNAROK** you can find some Tables, based on Rune Divination.

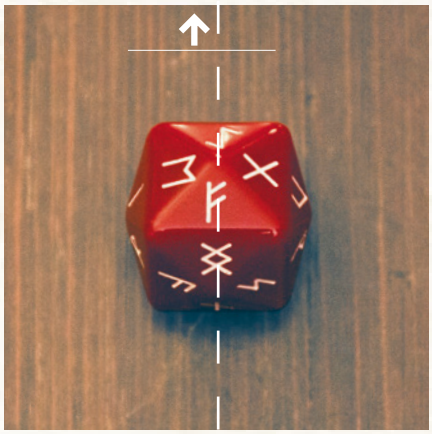
The interpretation of the Runes for Tables results is based on the different Ætt (or "families" of the runes).

This trinity came from the influence and domain of Freyja, Heimdallr, and Tyr over the Futhark. During the adventure, it's possible to use the Runic Dice or to cast Runes to determine the development of certain events based on the Ætts. Alternatively one can roll a d6 to determine which Ætt the rune comes from and if it is in its proper or inverted form.

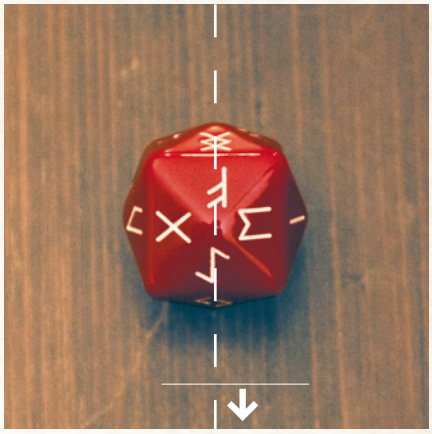
USING THE RUNIC DICE

Rune Divination can be made using the Rune Dice, designed exclusively for Journey To Ragnarok, or in a more traditional way, casting Runes from a pouch.

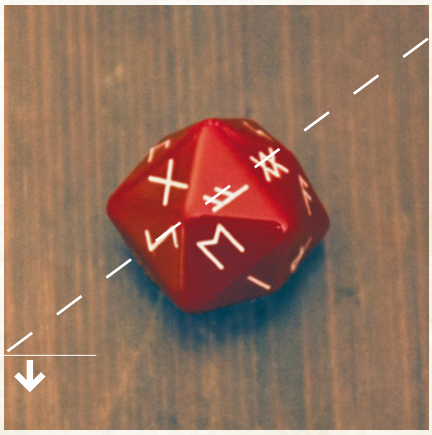
If you choose to use the Rune Dice, in the following page you can find a scheme to determinate if the resultant Rune is Upright or Reversed.



Upright Rune (↑)



Reversed Rune (↓)



Reversed Rune (↓)

Reading the Runes

Upright	Reversed
Every rune has a meaning when it is read Upright.	Some runes have an opposite meaning if read Reversed.

When a rune appears during the game, extracted from a Rune Master bag or engraved in the scenario, the optional rules of Rune Divination can be used.

Each character can choose to vote for a particular rune of the Futhark alphabet and wear it as a talisman, engraved on a stone, a jewel, a weapon or tattooed on his body.

The masters of the runes, characters or non-player characters, can extract a rune once every long rest that will have an influence on the day of who assists the extraction.

There are many other options to use Rune Divination, how to insert a rune in the description of a vision or a landscape, make it appear engraved in a sanctuary or on logs in the forest...

The number of runes that affect the players every long rest is at the discretion of the Game Master, a Rune Master can extract more than one rune at the same time, up to one for each character present.

In the event that the casted rune does not belong to any Ætt among those which the characters are voted, there will be no effect.

All effects last until the character makes a long rest.

Ætt Effect

When the casted rune belongs to the Ætt to which the character is voted, it will be less influenced by it.

The effect of the Ætt is to be intended as a starting point for role-playing and interpretation for the players to be introduced by the Game Master.

Rune Effect

When the rune to which the character is voted appears, he will be more influenced by it.

The effect of the rune is added to the Ætt effect and has an influence on the game mechanics.

1. Fehu

Upright	Reversed
Deserved fortune, success, wellness.	Evil, jealousy, envy.

The Gift of Life, presided over by **Audhumla**, **Freyr** and **Freyja**.

Ætt of Freyja Effect

You feel a surge of renewed optimism, everything seems to go the right way.

Fehu Rune Effect

You gain +1 to all ability checks and a natural 20 is always considered a success.

Ætt of Freyja Reversed Effect

Everything seem to go the right way, for everyone but you. You feel envious of their successes and foresee your own failures.

Fehu Rune Reversed Effect

You suffer -1 to all ability checks and a natural 1 is always considered a failure.

2. Uruz

Upright	Reversed
Strength, courage, initiative.	Ferocity, aggression, addiction.

The Survival Instinct, presided over by **Ymir**.

Ætt of Freyja Effect

Nothing in the Nine Worlds can stop you, you'll live to see another day.

Uruz Rune Effect

You gain proficiency on initiative rolls.

Ætt of Freyja Reversed Effect

Strength is apparent only when compared to weakness, you can foresee oppression and abuse of power.

Uruz Rune Reversed Effect

You gain Advantage on Intimidation rolls and Attack rolls against creatures with a Strength score lower than yours. At the same time, you gain Disadvantage against creatures with a Strength score higher than yours.

3. Thurisaz

Upright	Reversed
Resistance, protection, right decisions.	Fragility, confusion, unexpected event.

The Encounter, presided over by **Thor**.

Ætt of Freyja Effect
When the strongest storm comes, it's time to find shelter behind solid walls and create better strategies.

Thurisaz Rune Effect
Every time you suffer damage from a single source reduce it by 1 point. If this brings the total to 0 or less, you suffer no damage.

Ætt of Freyja Reversed Effect
You feel disheartened, unsure, defenseless, at the mercy of the events, all your certainties crumble like a wall without foundations.

Thurisaz Rune Reversed Effect
Every time you suffer damage from a single source increase it by 1 point.

4. Ansuz

Upright	Reversed
Healing, wisdom, inspiration.	Deceit, betrayal, selfishness.

The Call, presided over by **Odhinn**.

Ætt of Freyja Effect
You foresee that today is a day for new ideas to arise, solutions will be found and every crux will be undone.

Ansuz Rune Effect
You immediately gain Inspiration.

Ætt of Freyja Reversed Effect
You cannot trust anyone, betrayal and deception are around any corner.

Ansuz Rune Reversed Effect
You cannot benefit from the Help action or any other source of Advantage from other creatures.

5. Raido

Upright	Reversed
Travel, Research, new challenges.	Slowdown, renunciation, failure.

The Hero's Journey, presided over by the **Valkyries**.

Ætt of Freyja Effect
Today, the world lays before you, free to explore, just follow your feet.

Raido Rune Effect
You ignore difficult terrains.

Ætt of Freyja Reversed Effect
You foresee a difficult path, full of obstacles, danger, and uncertainties. Is it really worth? You are considering surrendering at the first real problem.

Raido Rune Reversed Effect
You cannot take the Dash action, nor benefit from any bonus to your base speed.

6. Kenaz

Upright	Reversed
Reborn, understanding, revelation.	Ignorance, superficiality, arrogance.

The Fire of Transformation, presided over by **Surtr**.

Ætt of Freyja Effect
Today, all will be well, every problem will become an opportunity, every challenge a chance to improve.

Kenaz Rune Effect
Every time you fail a saving throw an attack or an ability roll, you gain Advantage on the next roll of the same kind.

Ætt of Freyja Reversed Effect
Today you feel incredibly overconfident and, because of this, you will face many avoidable problems.

Kenaz Rune Reversed Effect
Every time you succeed on a saving throw an attack or an ability roll, you gain Disadvantage on the next roll of the same kind.

7. Gebo

Friendship, brotherhood,
sharing, exchange,
gratitude.

The Balanced Exchange, presided over by **Freyr**.

Ætt of Freyja Effect

This omen, reminds you that nature is like a single entity, a spider web of relationships and bonds that embrace humans too.

Gebo Rune Effect

You gain Advantage on all Charisma rolls, but when an ally next to you suffer damage you take one-quarter of that damage upon yourself (this can't be reduced in any way).

8. Wunjo

Upright	Reversed
Glory, hope, harmony.	Depression, solitude, pessimism.

The Divine Emanation, presided over by **Freyr** and **Freyja**.

Ætt of Freyja Effect

The sun shines brighter today, filling the hearts of men with joy and they urge each other to do more.

Wunjo Rune Effect

When you roll a saving throw you can use the bonus of an adjacent ally if its higher than yours.

Ætt of Freyja Reversed Effect

Grey clouds blanket the sky, hiding the sun and filling hearts with dread, people feel alone and miserable.

Wunjo Rune Reversed Effect

When you roll a saving throw you must use the bonus of an adjacent ally if its lower than yours.

9. Hagalaz

Purification, trial,
established path,
liberation, reconstruction.

Breaking the Scheme, presided over by **Urd**.

Ætt of Heimdallr Effect

You foresee that the path in front of you leads to the end of everything you are, for better or worse. Yet, death is not the end, but merely a step before being reborn.

Hagalaz Rune Effect

You have Disadvantage on the first Death saving throw you make every time you are reduced to 0 Hit Points, but every time you succeed on a Death saving throw you can roll one of your Hit Dice, as if you had just finished a Short Rest, and regains a number of Hit Points equal to the result plus your Wisdom modifier. Once you use this feature, you must finish a Short rest before you can use it again.

10. Nauthiz

Resistance, virtue,
determination,
inner strenght.

Meeting Pain, presided over by **Heimdallr**.

Ætt of Heimdallr Effect

You foresee great hardships on your path but, deep within your soul, you're ready to face all the challenges that fate has in store for you.

Nauthiz Rune Effect

Every time an ally – within 30 ft. and that you can see – is reduced to 0 Hit Points, you gain a number of temporary Hit Points equal to half your character level and Advantage on the next saving throw you make before the end your next turn. Once you use this feature, you must finish a Short rest before you can use it again.

11. ISAZ

Moment of reflection,
focusing on objectives,
separation, limitation.

The Mind Without Chains, presided over by **Buri**.

Ætt of Heimdallr Effect

Suddenly, you realize that we are all alone in this world. You have to take a moment to think deeply about the meaning of your existence.

Isaz Rune Effect

When you drop at 0 Hit Points, you can make a Wisdom saving throw, instead of the usual Death saving throw, at the normal DC (usually 10).

12. JERA

Cyclic nature of time,
patience, control,
harvest, process.

The Cosmo's Path, presided over by **Sif**.

Ætt of Heimdallr Effect

In your mind's eye, you see a vision of the cyclic nature of the world and understand that for every flower that withers a new life is born.

Jera Rune Effect

When you drop at 0 Hit Points, you have Disadvantage on your first Death saving throw, but every ally within 30 ft., immediately regains 1d6 Hit Points (2d6 at level 5, 3d6 at level 10. 4d6 at level 17 and 5d6 at level 20). Once you use this feature, you must finish a Short rest before you can use it again.

13. EIHWAZ

Defense capability, reliability, intelligence, ability to prevent.

The Spiritual Journey, presided over by **Hell** and **Ullr**.

Ætt of Heimdallr Effect

Time and space become insignificant for those who can travel with their mind instead of their bodies.

Eihwaz Rune Effect

When you suffer any damage, you can decide to ignore it for a brief moment. You can use your Reaction to delay that damage until the end of your next turn.

At the end of your next turn, you will suffer that damage and halve your movement speed for one round. Once you use this feature, you must finish a Short rest before you can use it again.

14. PERTH

UPRIGHT	REVERSED
Joy, destiny, luck.	Sadness, illusion, discouragement.

The Fate's Game, presided over by **Vè**.

Ætt of Heimdallr Effect

A deep meditation gave you the chance to truly understand the meaning of life and the deepest secrets of the world. This awakening and understanding the tides of fate fill you with true and pure joy.

Perth Rune Effect

When one of your attack rolls, ability roll or saving throws result in a natural 1, you may consider it as a 10. This might change the effect.

Ætt of Heimdallr Reversed Effect

Meditation didn't bring the expected results, maybe you misinterpreted the signs and symbols or, maybe, your mind wasn't ready for it. You misinterpreted their meaning and now you are dejected and miserable.

Perth Rune Reversed Effect

When one of your attack rolls, ability roll or saving throws result in a natural 20, you must consider it as a 10. This might change the effect. If it was an attack roll, you still deal critical damage, but the attack is not a guaranteed hit.

15. Algiz

Upright	Reversed
Divine connection, awakening, success.	Loss of favor, vulnerability, danger.

The Sacred Space, presided over by **Baldr**.

Ætt of Heimdallr Effect

You open your spirit and your mind to a higher plane of awareness and come into contact with the entities that control the fate of mankind. They are pleased with you and reward your faith.

Algiz Rune Effect

When you suffer a critical hit, you gain Resistance against that particular attack. Once you use this feature, you must finish a Short rest before you can use it again.

Ætt of Heimdallr Reversed Effect

You try with every ounce of strength to push your spirit in the higher planes, where the gods live, unfortunately, they don't take kindly upon your intrusion and you know they will punish you for this transgression.

Algiz Rune Reversed Effect

When another creature attacks you with Advantage, you take 1d6 extra damage from that attack.

16. Sowilo

Power, rashness, energy, anger, purifying fire.

The Power, presided over by **Sòl**.

Ætt of Heimdallr Effect

Your journey has been harsh and full of crossroads, ma now you face the ultimate choice, the one that would make your soul unbalanced toward Good or Evil. You're trembling, but you know which one would be the right choice.

Sowilo Rune Effect

When you suffer any amount of damage from another creature, you might use your Reaction to roll a number of your Hit Dice, you reduce the damage by the amount you rolled plus your Wisdom modifier (if positive) and cause an equal amount of radiant or necrotic damage to the attacker.

You can use up to half your remaining Hit Dice this way (minimum 1). Once you used this feature, you must finish a Short rest before you can use it again.

17. Teiwaz

Upright	Reversed
Right direction, victory, virtue.	Punishment, dishonesty, defeat.

The Universal Order, presided over by **Tyr**.

Ætt of Tyr Effect

You know that today you are going to walk with the stride of a father protecting his children, of a warrior defending his homeland, of a righteous facing evil.

Teiwaz Rune Effect

When you score a critical hit, you can use your Reaction to make a single weapon attack or cast a cantrip that requires an attack roll.

Ætt of Tyr Reversed Effect

It takes just a moment for bravery to become arrogance, for the desire to protect what you love to become conceit and for strength to become prevarication.

Teiwaz Rune Reversed Effect

When you suffer a critical hit, you must succeed on a Charisma saving throw (DC equal to half the damage you just received) or you become Incapacitated until the end of your next turn.

18. Berkana

Upright	Reversed
Fertility, desire, love.	Immaturity, anxiety, abandonment.

Worlds' Bond, presided over by **Frigga**.

Ætt of Tyr Effect

Today, you see fertility wherever you look and new life pouring out, gentle yet unstoppable, like a reawakening of senses.

Berkana Rune Effect

As an Action, you can heal every creature within 10 ft. of you (including yourself) by a number of Hit Points equal to 1d6 + your Charisma modifier, up to a maximum of half their maximum Hit Points.

Once you used this feature, you must finish a Short rest before you can use it again.

Ætt of Tyr Reversed Effect

You can see how inadequate you are, like an unripe fruit compared to the strong and blooming life you see around you.

Berkana Rune Reversed Effect

You can use a Bonus Action to spend one Hit Dice as if you just finished a Short Rest. But, you have to halve the result of every Hit Dice you roll.

19. Ehwaz

Upright	Reversed
Improvement, cooperation, union.	Hurry, inhibition, disharmony.

The Armony of Opposites, presided over by **Sleipnir**.

Ætt of Tyr Effect

You can see the invisible links and bonds between everything, every creature and the forces of nature themselves. The world is greater than the sum of its parts… and so are you.

Ehwaz Rune Effect

During a Short Rest you and up to 6 allies can grasp each other's hands and meditate together for 1 hour. Those who meditate suffer Disadvantage on Wisdom (Perception) rolls and cannot act as effective sentries.

For each Hit Dice spent at the end of the Short Rest one of your allies regain an additional number of Hit Points equal to your Wisdom modifier (minimum 1). Meanwhile, you regain an additional number of Hit Points equal to the participants to the meditation circle.

Ætt of Tyr Reversed Effect

It doesn't matter how hard you try to see thing differently, you have to accept that everything in nature exists in opposition to countless others. For every new bond hundred of others are destroyed. Nature is in continuous conflict. Harmony is an illusion.

Ehwaz Rune Reversed Effect

Greater Negative Effect: Every time you roll initiative, you can spend any number of Hit Dice.

For every Hit Dice you spend, you gain a bonus to the initiative roll equal to your Wisdom modifier (minimum 1).

20. Mannaz

Upright	Reversed
Open-mindedness, conscience, brotherhood.	Prejudice, rigidity, fanaticism.

The Cosmic Man, presided over by **Heimdallr**.

Ætt of Tyr Effect

In a moment of absolute clarity, you understand your place in the world and how the world fits inside yourself. You are the center but, at the same time, you're everything that spins around it. Your conscience is just how the universe observes itself.

Mannaz Rune Effect

When you roll a saving throw against an unseen effect, you can use your Reaction to gain Advantage on it.

Once you use this feature, you must finish a Short rest before you can use it again.

Ætt of Tyr Reversed Effect

Who are you? What is the meaning of YOUR life? Is reality as insignificant as it looks? Maybe not, maybe it's not as meaningless and futile… maybe you are.

You can only watch as others bask in the glory of discovering their place in the grand scheme of things, while you feel like a wrong line in the great poem of the cosmos.

Mannaz Rune Reversed Effect

Every time you cause damage you inflict 1 extra damage of the same type if the target's current Hit Points are higher than yours. This extra damage increases to +2 at level 11 and +3 at level 20.

You cannot willingly end your turn within 20' from a creature whose current Hit Points are higher than yours.

21. Laguz

Upright	Reversed
Intuition, dream, fantasy.	Lack of creativity, confusion, fear.

The Well of Knowledge, presided over by **Mimir**.

Ætt of Tyr Effect

You can gaze upon the reality underlying the material world known and inhabited by mortals.

Everything is a symbol, a sign, nothing is just what it looks like upon the surface and only the Gods can divine the truth of what this means. But today, you can peek at it.

Laguz Rune Effect

You can cast the Augury spell as a ritual, without any material component.

Starting at level 11, you can cast Divination instead, as a ritual without any material component.

Ætt of Tyr Reversed Effect

You tried to push you conscience beyond the material world, to understand its true essence, but nothing came of it. Everything looks bleak, shallow, without any ulterior meaning.

This frightens you, makes you uncertain, tarnish the depths of your soul and makes you dejected.

Laguz Rune Reversed Effect

At the beginning of each combat you're considered frightened by any hostile creature you can perceive.

This condition lasts until the start of your second combat turn.

22. Ingwaz

Sexuality, fertility, agriculture, human warmth, abundance.

Future of the Bloodline, presided over by **Freyr**.

Ætt of Tyr Effect

You feel a powerful lifeforce rushing through you, a primal and vibrant energy, like a heat that makes your heart beat stronger as if you were a source of hope ready to give new life.

Ingwaz Rune Effect

As a Bonus Action, you can spend and roll one of your Hit Dice to heal a number of Hit Points equal to the result plus your Charisma modifier (minimum 1) divided among any number of creatures within 10 ft. of you.

You gain a number of temporary Hit Points equal to half the amount you healed.

23. Othila

Upright
Property, family, inheritance.

Reversed
Slavery, racism, greed.

The Honor of Ancestors, presided over by **Njordr**.

Ætt of Tyr Effect

For just a moment you can clearly see the present, the future and everything in between.

You see what will come from what you're building right now, what your efforts will bring and your legacy to this world.

Othila Rune Effect

When you make an attack roll or an ability roll with Advantage, you can re-roll the dice that score the lower number. You have to keep the new result, even if it's worse.

Once you used this feature, you must finish a Short rest before you can use it again. You can use this feature only once per turn.

Ætt of Tyr Reversed Effect

A twisted and deceptive vision of the future leaves you full of doubts and suspicions.

You don't know who you can trust, you see your supposed friends trying to abuse and overpower you, you see mistrust everywhere… the only sane response is to get ready for the worst and, when the time comes, be the killer, not the killed.

Othila Rune Reversed Effect

When you make an attack roll or an ability roll with Advantage, you add your Charisma modifier to the final result (minimum 1), but if you roll with Disadvantage you subtract your Charisma modifier (minimum 1).

24. Dagaz

New beginning, hope, growth, security, enlightenment.

The New Era, presided over by **Dagr**.

Ætt of Tyr Effect

Your journey across the worlds and reality, on the wings of conscience and the winds of enlightenment, brings you to the top of the world, where everything looks simple, small, perfectly set in the grand scheme of things.

You are now ready to begin your journey of enlightenment anew, but reaching this level of understanding has made you stronger.

Dagaz Rune Effect

When this rune is casted, you regain all your hit points and gain temporary hit points equal to half your maximum.

Every time you finish a Short Rest, you gain temporary Hit Points equal to half your Charisma modifier (minimum 1).

Journey to Ragnarok

CHARACTER NAME

CLASS & LEVEL | BACKGROUND | PLAYER NAME | CLAN

RACE | ALIGNMENT | EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

INITIATIVE

ARMOR CLASS

SPEED

PASSIVE WISDOM (PERCEPTION)

PASSIVE WISDOM (ASATRU)

☐ ___ STR ☐ ___ INT
☐ ___ DEX ☐ ___ WIS
☐ ___ CON ☐ ___ CHA

SAVING THROWS

RESISTANCES

CONDITIONS

HIT POINTS

Temporary Hit Points ___

CURRENT HIT POINTS

DESCRIPTION | AC

ARMOR

☐ Light ☐ Medium ☐ Heavy

SHIELD

MAGIC

MISC.

ARMOR

☐☐☐☐☐☐

LEVELS

EXHAUSTION

HIT DICE

SUCCESSES ☐☐☐

FAILURES ☐☐☐

DEATH SAVES

EXP. PROF.

☐ ___ Acrobatics (Dex)
☐ ___ Animal Handling (Wis)
☐ ___ Arcana (Int)
☐ ___ Asatru (Wis)
☐ ___ Athletics (Str)
☐ ___ Deception (Cha)
☐ ___ History (Int)
☐ ___ Insight (Wis)
☐ ___ Intimidation (Cha)
☐ ___ Investigation (Int)
☐ ___ Medicine (Wis)
☐ ___ Nature (Int)
☐ ___ Perception (Wis)
☐ ___ Performance (Cha)
☐ ___ Persuasion (Cha)
☐ ___ Religion (Int)
☐ ___ Sleight of Hand (Dex)
☐ ___ Stealth (Dex)
☐ ___ Survival (Wis)

SKILLS

ACTIONS | BONUS ACTIONS | REACTIONS

ACTIONS

NAME & DESCRIPTION	PROF.	SKILL	RANGE	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

LANGUAGES | TOOLS & OTHERS

ARMORS

☐ Light ☐ Medium ☐ Heavy ☐ Shields

WEAPONS

☐ Simple ☐ Martial ☐ Others

OTHER PROFICIENCIES & LANGUAGES

GP

SP

CP

EQUIPMENT

Journey to Ragnarok

CHARACTER NAME

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN

CHARACTER PORTRAIT

ALLIES

CLAN

RUNE

ÆTT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

RACE FEATURES

FEATS

CLASS FEATURES

NOTES

Journey to Ragnarok

SPELL SHEET

1st LEVEL	2nd LEVEL	3rd LEVEL	4th LEVEL	5th LEVEL	6th LEVEL	7th LEVEL	8th LEVEL	9th LEVEL

SPELL SLOTS

ATTACK MODIFIER	ATTACK BONUS	SPELL SAVE DC

SPELL/CANTRIP	LEVEL	TIME	SAVE	DURATION	RANGE	COMP.	SCHOOL	REF.
DESCRIPTION								

SPELLS

NAMES PRONUNCIATION

This small and essential compendium of Norse pronunciation is meant to help GM and players with dealing with the names and nouns present in **JOURNEY TO RAGNAROK**.

The 'r' after a consonant at the end of a word, like Vanaheimr, Jörmungandr etcetera is pronounced as if there was a 'u' between consonants.
As an example, Jörmungandr is pronounced 'JOR-mun-GAN-dur', and Vanaheimr is 'va-na-HEI-mur'.

Á/á: is read like the 'o' in "house", but longer.

É/é: is read like the 'e' in "great", but longer.

Í/í: is read like the double 'e' in "feel".

Ó/ó: is a long O, OO.

Ú/ú: is read like the double 'o' in "moon".

Y/y: is read like the German 'ü'. Sometimes, however, is just 'u'.

Ý/ý: is read like the German 'ü'.

Æ/æ: is an open È, as in "went".

Ǽ/ ǽ: extremely rare, is read like the 'i' in "fight".

Œ/œ: is a sound close to the German 'ö'.

Ö/ö: is read like the 'a' in "all".

Ø/ø: read like the Danish or Norwegian 'ø' or the Swedish 'ö' it sounds like an 'e' with umlaut.

Ǿ/ ǿ: extremely rare, it is a longer 'ø'.

F/f: is read like a normal 'f'. If it is last or second-to-last in a word, though, it is read as 'v'.

G/g: is read like a normal 'g', like in "good".

H/h: silent before consonants. 'hv-' is read 'v-'.

J/j: is read like the 'y' in "young".

K/k: is read normally.

R/r: is a rolling 'r'

Ð/ð: it is read like 'th' in "that".

Þ/þ: it is read like 'th' in "thing".

N/n: is read like a normal 'n'. At the end of a word after a consonant, is read as if there was a silent vowel in between. "Hrafn", then, is read "RA-f(e)n".

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- *Grímnismál*. Sayings of Grímnir
- *Skírnismál*. Sayings of Skírnir
- *Hárbarðsljóð*. Lay of Hárbarðr
- *Hymiskviða*. Hymir's poem
- *Lokasenna*. Loki's flyting
- *Þrymskviða*. Lay of Þrymr
- *Alvíssmál*. Sayings of Alvíss

Edda Minora

- *Baldrs draumar*. Baldr's dreams
- *Grottasöngr*. Song of Grótti
- *Svipdagsmál*. Sayings of Svipdagr

Prose or Snorri's Edda

RECOMMENDED READINGS

We based our researches on many Italian books that we want to report you. **English books** are listed in bold.

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- ***The Vinland Saga - The Norse Discovery of America* (Grænlendinga Saga and Eirik's Saga), Magnus Magnusson and Hermann Palsson, 1965**
- ***Told by the Northmen - Stories from the Eddas ands Sagas*, retold by E. M. Wilmot-Buxton, 1914**

RECOMMENDED MUSIC

- Danheim
- Einar Selvik
- Eivør Pálsdóttir
- Heilung
- Ivar Bjørnson
- Tyr
- Wardruna

BACKER LIST

Aaron Baloun
Aaron Cag
Aaron James Askam
Aaron Powell
Aaron Scott
Aaron VanderWoude
Aaron VanderWoude
Abel Helt Lyngklip
Abigail Monks
Adam Brosh
Adam Grancell
Adam Hybbert
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Timothy Ball
Timothy W Gibson Jr
Tiradhorn Tiravongchaipunt
Tiziano Grandi
Tobias Dworschak
Tobias Ekenberg
Tobias Johannesson
Toby Stanmore
Todd Rigertas
Todd Stephens
Toh Choon Hao
Tollis Antonio
Tom Dodson
Tomas Fontecilla
Tommaso De Benetti
Tommaso Franza
Tommaso Guarnieri
Tommaso Mondadori
Tommy Frost
Tony Martini
Tony Milani
Topher Bostick
Tramaine Stephens
Travis Lee Berg
Trevor Sieben
Troy Partridge
Troy Wells
Tudor Damian
Tyler Guthrie
Tyler Kechula
Tyler Matthews
Tyler Steigel
Tyler Williams
Tyron Sabel
Ugrivous
Ulf Henriksson
Valentina Mazzetto
Valerian Akselrod
Valerio Vistarini
VanQuishSquid
Vasil Lyutskanov
Veronica Carmocan
Victoria Barker-Woodlands
Violet Quinn Sidorick
Vincent A. DiPaula, Jr.
Vincent Hendrik Mengual
Vincent Laplante-Sasseville
Vincent Smith
Vincenzo Lancella
Vincenzo Messina
Vittorio Grimaldi
Vladislav Heger
Vullo Mauro
Wade Geer
Walter Seaton
Wesley Kern
Will Dawson
Will Sathre
Will Thomas
Will Tubbs
William Angus
William Bidlack
William Burgess
William Dease
William Ellaway
William Hunt
William Lee Roe
William Parker
William Tyler Murphy
William Verlinden
Yong Jun Park
Yu Tsai Su
Zac Stafford
Zach Starkey
Zachary Brown
Zachary Carter
Zachary O'Neill
Zachary Rademan
Ziv Plotnik
Zivan Denney
Zsolt Kohári
Χριστόφ μιξοβάρβαρος

1427 THANKS!

Men brave and generous
live the best lives,
seldom will they sorrow;
then there are fools,
afraid of everything,
who grumble instead of giving.

HÁVAMÁL - Gestaþáttr (48)
Poetic Edda

CREATOR TOKEN

CREATOR TOKEN

During the Kickstarter campaign the following backers chose to participate in the creation of **JOURNEY TO RAGNAROK** with a **Creator Token**.

They collaborated with the team in designing Magic Objects or NPCs that will be part of your gaming sessions!

Non-Player Characters

- **Benjamin Thomas Headlee** has collaborated in the design of **Thorleif Sikiroddr** (page 147)
- **Enrico Romeo** has collaborated in the design of **Alrekr Sigthollr** (page 130)
- **Gary Morris Hite** has collaborated in the design of **Revr, the Fox** (page 143)
- **Mark Judson Goodrich** has collaborated in the design of **Freydis Bergljot** (page 248)

Magical Items

- **Alex Stinger** has collaborated in the design of **Mjollnir's replica: Kuttnir** (pag. 299)
- **Jack Falls** has collaborated in the design of **Sword of Skallfoss** (pag. 302)
- **Mirko Sacchetti** has collaborated in the design of **Conqueror's Axe** (pag. 296)
- **Nicholas Purcell** has collaborated in the design of **Ring of the Silent Hunter** (pag. 300)
- **Skyler Martin** has collaborated in the design of **Ægir's Tree-engraved Drinking Horn** (pag. 296)

FUN FACT

In addition to the Creator Tokens, there are non-player characters within **JOURNEY TO RAGNAROK** whose faces are inspired by team members or our fans.

- Asbjorn is inspired by **Andrea Lucca**.
- Blóttré is inspired by **Antonio Dell'Aquila**.
- The Cleric (page 41) is inspired by **Mirko Sacchetti**.
- Gamallbjarki is inspired by **Alex Melluso**.
- Guàrdinjandr is inspired by **Andrea Guardino**.
- Koltønn is inspired by **Michele Paroli**.
- Kynbani is inspired by **Andrea Bergamelli**.
- Límrún is inspired by **Francesco**.
- Njörðr is inspired by **Marco Munari**.
- The Rune Master (page 54) is inspired by **Daniele Iannucci**.
- Sknaht is inspired by **Silvia Paindelli**.
- Spekisvidhr is inspired by **Nicola Degobbis**.
- Thorunn is inspired by **Elena Giovannetti**.

INDEX

A

Ægir (Æsir) 245
Ægir's Tree-engraved Drinking Horn 296
Æsir 206
Aett of Freyja 308
Aett of Heimdallr 312
Aett of Tyr 316
Agantyr (Corporeal Draugr) 151
Albruna (Vanir) 245
Alcis (twins) (Vanir) 245
Algiz 315
Alignments 14
Almattki (Vanir) 245
Alrekr Sigthollr 130
Andvaranautr 300
Angrboda 261
Angurvadal 296
Ansuz 309
Appendix 294
Aptrgangar 164
Asatru Ability 14
Asbjorn, The Red 131
Asgardr 184
- General Features 184
- Maps 187

Asvid 262

B

Backer List 326
Backgrounds 63
- Bondhi 64
- Gothi 66
- Huscarl 68
- Jarlr 70
- Skògarmadhr 72
- Thallr 74
- Vaeringhi 76
- Vikingr 78

Baldr 193
Bara (Vanir) 245
Bergelmir 262
Berkana 316
Bibliography 325
Blodughadda (Vanir) 245
Blóttré, "Tree of Sacrifice" 132
Braghist (Múspellsmegir) 274
Bragi (Æsir) 194
Brokkr and Eitri (Dvergar) 222
Byleist (Múspellsmegir) 274

C

Character Sheets 320
Clans 18
- Bear Warriors 19
- Gjallarhorn 22
- Icy Crows 25
- Jötunn Sons 29
- Odhinn's Eye 32
- Wolves of the Shadow 35

Classes 38
- Barbarian 38
- Bard 40
- Cleric 41
- Druid 42
- Fighter 43
- Monk 45
- Paladin 46
- Ranger 47
- Rogue 48
- Rune Master 50
- Sorcerer 57
- Warlock 59
- Wizard 61

Conqueror's Axe 296
Creator Token 332
Cursed Berserker 133

D

Dagaz 319
Death in the Nine Worlds 14
Draugr, Corporeal 133
Draugr, Incorporeal 134
Draupnir 297
Dufa (Vanir) 245
Dvergar 223
Dvergar Mage 223
Dvergar Soldier 223

E

Ehiwaz 314
Ehwaz 317
Einherjar 206
Encounters on Asgardr 193
Encounters on Helheimr 176
Encounters on Jotunheimr 261
Encounters on Ljosalfheimr 234
Encounters on Midgardr 130
Encounters on Muspellsheimr 274
Encounters on Nidavellir 222
Encounters on Niflheimr 164
Encounters on Svartalfheimr 216
Encounters on Vanaheimr 245
Epilogue 284
Equipment 80
Expand Midgardr 128

F

Fafnir 224
Farbauti (Múspellsmegir) 274
Fehu 308
Fenmark 113
- Fínnbol 114
- The Swamp [4-5] 113

Fenrir 286
Fjolsvinn (Jötunn) 263
Forewords 5
Forseti (Æsir) 194
Freydis Bergljot 248
Freyja 246
Freyja's feathered Cloak 297
Freyr 236
Frigg (Æsir) 194

G

Gamallbjarki Snjallrson 135
Garmr 176
Gebo 311
Gerdhr (Jötunn) 236
Geri and Freki 200
Gertrud, Melega and Dontoka 151
Gnitaheith, Fafnir's Liar 219
Gramr 297
Guàrdinjandr 136
Gudmund 274
Gullinbursti 237
Gundabald 137
Gungnir 298
Guthrum Óeidhar 137

H

Hagalaz 312
Hati 289
Heil Hofn Scouts (Scout) 151
Heimdallr 195
Hel 177
Helheimr 168
General Features 168
Maps 171
Hellblindi 275
Hengiankiapta (Jötunn) 263
Hödhr (Æsir) 196
Hor (Svartalfar Mage) 216
Hörgr 249
Hrimgrimnir 292
Hrimþursar 164
Hrókr Fjalson 138
Hrungnir (Jötunn) 263
Hrymr 263
Huginn and Muninn 200
Hymir (Jötunn) 263
Hyrrokkin (Jötunn) 263

I

Idhunn (Æsir) 196
Index 333
Ingwaz 318
Isaz 313

J

Járngreipr 298
Jera 313
Jord (Svartalfar Mage) 216
Jörmungandr 293
Jotunheimr 256
General Features 256
Maps 259
Jötunn 261
Journey on Asgardr, The 192
Journey on Helheimr, The 174
Journey on Jotunheimr, The 260
Journey on Ljosalfheimr, The 232
Journey on Midgardr, The 124
Journey on Muspellsheimr, The 272
Journey on Niflheimr, The 163
Journey on Svartalfheimr, The 215
Journey on Vanaheimr, The 244
Journey to Ragnarok, The 84
Jutland 117
Danevirke 118
Siste Festning 120
The Islands [4-5] 122
The Peninsula [4-5] 117

K

Kenaz 310
Key Players of Ragnarok 286
Koltønn Ginnungason 139
Kuttnir, Mjollnir's replica 299
Kynbani Bergelmirson 140

L

Laguz 318
Laufey (Múspellsmegir) 274
Leif Logisson 141
Límrún, "Rune of the Branches" 142
Linnormr 178
Ljosalfar 234
Ljosalfar Archmage 235
Ljosalfheimr 228
General Features 229
Maps 231
Ljosalfheimr Champion 235
Lodin (Jötunn) 263
Loki 196

M

Magic in the Nine Worlds 15
Magical Items 296
Mannaz 317
Medallion of the Heart of Muspellsheimr 298
Megingjörð 299
Midgardr 92
General Features 92
Maps 93
Midgardr, Casual Encounters 152
Fenmark - The Swamp 153
Jutland - Dry Land 154
Norvgr - The Coastal Area 152
Norvgr - The Snowy Mountains 152
Svtjod - The Great Forest 153
The Sea Midgardr 154
Mimir 264
Mjollnir 299
Móðguðr, Guardian of the Golden Bridge 179
Muspellsheimr 268
Múspellsmegir 274

N

Names Pronunciation 324
Nanna (Æsir) 197
Nauthiz 312
Nidavellir 218
Níðhöggr 180
Niflheimr 158
General Features 159
Maps 161
Niflungar 165
Nine Virtues, The 14
Nine Worlds, The 12
Njörðr 252
Norvgr 94
Heill Hofn 97
Siste Klintr 103
The Coastal Area [1-2] 94
The Snowy Mountains [4-5] 99
The Trolls Cavern 104

O

Odhinn 198
OGL 336
Origins of the Worlds, The 10
Ormgudinna 179
Othila 319

P

People of Midgardr 16
Perth 314
Priest of the Only Flame 143
Prologue 278
Prophecy of the Volva, The 8

R

Ragnarok 280
Raido 310
Reading The Runes 307
Reef Hermit (Commoner) 151
Revr, the Fox 143
Ring of the Silent Hunter 300
Rune Divination 304

S

Shieldmaster 144
Sif 201
Sinmara (Múspellsmegir) 274
Skadhi (Jötunn) 264
Skíðblaðnir 301
Sknaht 145
Skofnung 301
Sköll 288
Sleipnir 201
Sons of Ivaldi (Dvergar) 222
Sowilo 315
Spekisvidhr, Wood of Knowledge 146
Surtr 275
Svalin 301
Svartalfar 216
Svartalfar Mage 217
Svartalfar Warrior 217
Svartalfheimr 210
General Features 210
Maps 211
Svenn Skallfoss (Veteran) 151
Svtjod 106
Skjult Borg 108
The Great Forest [2-3] 106
Uppsala 110
Sword of Skallfoss 302

T

Table Results 306
Tanngnjóstr and Tanngrisnir 204
Teiwaz 316
The Daughters of Dvalinn 222
The Noble Houses, Ljosalfheimr 234
The Noble Houses, Svartalfhiemr 216
Thjassi (Jötunn) 264
Thjodhrorir 222
Thor 202
Thorleif Sikiroddr, “Silk Voice” 147
Thorunn Horikdottir 148
Thrym (Jötunn) 264
Thurisaz 309
Troll Kidh 149
Troll King 150
Troll of Midgardr 149
True Sunstone 302
Tyr 204
Tyrfing 302

U

Ullr (Æsir) 205
Uruz 308
Using The Runic Dice 306
Utgardhaloki 265

V

Valkyrjar 207
Vanaheimr 240
General Features 241
Maps 243
Vanir 245
Vidharr (Æsir) 205

W

Wunjo 311

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Journey to Ragnarok

CHARACTER NAME

CLASS & LEVEL | BACKGROUND | PLAYER NAME | CLAN

RACE | ALIGNMENT | EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

INITIATIVE

ARMOR CLASS

SPEED

PASSIVE WISDOM (PERCEPTION)

PASSIVE WISDOM (ASATRU)

☐ ___ STR ☐ ___ INT
☐ ___ DEX ☐ ___ WIS
☐ ___ CON ☐ ___ CHA

SAVING THROWS

RESISTANCES

HIT POINTS

Temporary Hit Points _____

CURRENT HIT POINTS

HIT DICE

SUCCESSES ☐☐☐
FAILURES ☐☐☐

DEATH SAVES

	DESCRIPTION	AC
ARMOR		
SHIELD		
MAGIC		
MISC.		

ARMOR

EXP. PROF.

☐☐ ___ Acrobatics (Dex)
☐☐ ___ Animal Handling (Wis)
☐☐ ___ Asatru (Wis)
☐☐ ___ Arcana (Int)
☐☐ ___ Atletica (For)
☐☐ ___ Deception (Cha)
☐☐ ___ History (Int)
☐☐ ___ Insight (Wis)
☐☐ ___ Intimidation (Cha)
☐☐ ___ Investigation (Int)
☐☐ ___ Medicine (Wis)
☐☐ ___ Nature (Int)
☐☐ ___ Perception (Wis)
☐☐ ___ Performance (Cha)
☐☐ ___ Persuasion (Cha)
☐☐ ___ Religion (Int)
☐☐ ___ Sleight of Hand (Dex)
☐☐ ___ Stealth (Dex)
☐☐ ___ Survival (Wis)

SKILLS

ACTIONS	BONUS ACTIONS	REACTIONS

ACTIONS

NAME & DESCRIPTION	PROF.	SKILL	RANGE	ATK BONUS	DAMAGE/TYPE

ATTACKS: WEAPONS & CANTRIPS

LANGUAGES

TOOLS & OTHERS

ARMORS

☐ Light ☐ Medium ☐ Heavy ☐ Shields

WEAPONS

☐ Simple ☐ Martial ☐ Others

PROFICIENCIES & LANGUAGES

GP

SP

CP

EQUIPMENT

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Journey to Ragnarok

CHARACTER NAME

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN

CHARACTER PORTRAIT

ALLIES

CLAN

BACKGROUND

RACE FEATURES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATS

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Journey to Ragnarok

SPELL SHEET

1st LEVEL	2nd LEVEL	3rd LEVEL	4th LEVEL	5th LEVEL	6th LEVEL	7th LEVEL	8th LEVEL	9th LEVEL

SPELL SLOTS

ATTACK MODIFIER	SPELLCASTING ABILITY	SAVING THROW DC

SPELL/CANTRIP	LEVEL	TIME	SAVE	DURATION	RANGE	COMP.	SCHOOL	REF.
DESCRIPTION								

SPELLS

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Journey to Ragnarok

SPELL/CANTRIP	LEVEL	TIME	SAVE	DURATION	RANGE	COMP.	SCHOOL	REF.

DESCRIPTION

SPELLS

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