

SVILLAND

CAMPAIGN SETTING

WANDERING IN THE TRNE NORSE



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WRITERS: Alican Develiođlu, Eyüp Emre Erdem, İzel İrem Aydın, Suat Deniz Vural, Barkın Tokalak, Ekin Topanođlu, Bartu Ađca

EDITOR: Aysegül Gürzumar

ART DIRECTOR: Umut omak

COVER ART: Mehmet Özen

INTERIOR ARTS: Ender Coskun, Muhammet Feyyaz, Ömer Tun, Ali Parlađı, Özge Güngör, Atagün İlhan, Umut omak

LAYOUT AND GRAPHIC DESIGN: Umut omak

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ON THE COVER

In these scene illustrated by Mehmet Özen, we see an adventuring warband who are paying their final respects to a fellow warrior. At the same time, their enemies are attacking a nearby village. The warband feels danger, grief, loss, and rage all-together, while a raven, an emissary of the Allfather, is watching them. The warband is surely tested by the Gods today.



THE NORSE MYTHOLOGY

The cosmology of the Norse mythology stands on nine realms: Asgard, Alfheim, Helheim, Jotunheim, Midgard, Muspelheim, Niflheim, Svartalfheim, and Vanaheim. These realms reside on Yggdrasil, the tree of life.

Asgard is the home of the Gods and Goddesses. Odin and most of his pantheon reside here. The famous Valhalla is also in Asgard, greeting warriors of worthy of the endless feast.

Alfheim is the realm of the light elves. They are beautiful creatures ruled by the Goddess Freyja. Although Freyja is very influential in Svilland, there is no passage to Alfheim from this land.

Helheim is the realm of the dishonorable dead, ruled by the Goddess Hel. Those who are not worthy of Valhalla come here when they die.

Jotunheim is the realm of giants; inhabited by the frost and mountain jotunns who are the ancestors of the half-jotunns that populate Svilland.

Midgard is the realm of mere mortals. It is surrounded and protected by Jormungandr, the serpent of time. Svilland resides in Midgard.

Muspelheim is the realm of fire. Fire giants and Surtr, the herald of Ragnarok, inhabit the realm, and are sealed here until they play their mandatory part in history.

Niflheim is the realm of cold and mist. Not much else is known about this mysterious realm.

Svartalfheim is the realm of the dvergrs. The dvergrs that have found their way to Svilland try to find their way back to this realm.

Vanaheim is the realm of the Vanir. This was the first home of the Vanir.

There are many Gods and Goddesses in the Norse mythology. Yet, as Svilland is a relatively new settlement, they do not know about all the realms or of all deities. There are 9 major deities from Odin's pantheon who have an immense influence over Svilland, as well as 4 lesser deities: Heimdall, Ran, Skadi, and Ullr, who have not gathered as many followers as the greater deities. Odin the Allfather is the God of Gods. He rules over Asgard. Aegir is the giant-God of the seas. Balder is the God of poetry and beauty. Fenrir is the son of Loki. He is the giant wolf god of blood and savagery, waiting to be released in Ragnarok, where he shall devour Odin. Freyja is the wife of Odin. She is the goddess of nature and fertility. Hel is the daughter of Loki. She is the Goddess of death and of the dead. Loki is the brother of Odin. He is the God of trickery. Thor is the son of Odin. He is the god of thunder and is the greatest enemy of the frost jotunns. Tyr is the God of justice and of war.

THEME AND ATMOSPHERE

Svilland is a land of last resort. The ancestors of its people have escaped here from the deadly Black Winter of the north. Through the ages, they have founded civilizations, and kingdoms. Still, Svilland remained and will always remain a land of people that are on the edge of massacre. The cycle keeps repeating itself as the new replace the old, and those who settle here are never relieved from their need to survive.

Unlike many other tabletop games, the Svilland Campaign Setting has a ruthless, grim, and dark atmosphere. Heroes here come to share in these qualities with the challenges they face over time posed by the land, its inhabitants, and its divinities. The pantheon of Odin the Allfather does not provide protection and power out of the sheer power of love like other deities of other realms may do.

The Gods and Goddesses of Svillanders demand bloody sacrifices and viciously test mortals to see their worth. The admiration of the divinity is not inherent here; it is earned, often through deadly means. The cultures of Svilland reflect this deadly cosmology as well. Kings and queens need to be tough and fierce warriors, as much as they need to be respected by their kin. Political struggle and raids on villages are a common part of Svillanders' way of life. Consequently, adventurers in Svilland are not well-greeted everywhere, because of the mistrust between different ancestries, or even clans.

Still, bardship and storytelling are common arts of the land. As an adventurer, news of your accomplishments may travel fast with the works of people of such professions. A good reputation is hard to earn in Svilland, but it is well-respected once it is earned. The good news is, as many places are under the constant threat of hostile clans, jarls, or monsters in the wilderness, there is always a fight to be fought to prove yourself worthy of Valhalla. Although, be wary on your travels. Always keep an eye on the horizon and set up patrols among your party. Those who fancy themselves hunters, who are arrogant enough to underestimate this unrelenting land, may soon find themselves become the hunted.

INTRODUCTION

There is a land of frozen winters and endless howling winds. A land whose people value iron, gold, fame and the Gods above all else. They sail and raid for the sake of wealth and an honorable death. Those who falter visit the grim and dark halls of Helheim, and the others win everlasting riches and fame in the golden halls of Valhalla. This land is called Svilland.

WHAT IS THIS BOOK?

The Svilland Campaign Setting is a Norse themed, dark and grim fantasy book made for 5e.

Within these pages, both Game Masters and players will find a guide to the life and culture of Svillanders. While reading, you will find yourself among warriors with wolves in their hearts, whose lust for war, pride, wealth and freedom could be matched by no other.

Here is a summary of the chapters in this book;

History of Svilland: This chapter explains all the three ages of the land and the important historical events within them.

CHAPTER 1 - Campaigns In Svilland: All the information about the Gods and Goddesses of Svilland, the different ancestries living of the people of this land, the organizations and cults formed by these people and the geography they inhabit can be found in this chapter.

CHAPTER 2 - Character Options: New class, archetype, feat and background options await both the GMs and players to be chosen in this chapter. All of these options will make you feel that you're a part of this Svillandic culture and Norse mythology.

CHAPTER 3 - Spells and Rituals: The spells in this chapter reflect the mysteries and miracles of Norse mythology, and the rituals here are also those used by the cults of Svilland. They are hard to complete, demand too much and reward abundantly in return.

CHAPTER 4 - Items and Equipment: Both magical and nonmagical equipment are listed in this chapter. Weapons and armors are remade for the sake of historical accuracy. In addition, there is a new type of magic items: runestones. These magical stones invoke spells relevant to the runes inscribed on them.

CHAPTER 5 - Monsters and Wilderness: While adventuring through Svilland, you will face countless merciless monsters, from draugrs to wyrms. However, you must also note that the structure of the land and the weather itself can be your enemy in this unforgiving land. All in all, in this chapter, GMs can find whatever they need to make their players drown in pain and sorrow.

CHAPTER 6 - Friends and Foes: Is there no one in these frozen lands that will help you in your quest? Of course, there are. Still, beware, you should not trust everyone.

This book is the first big step in our professional TTRPG lives as Dream Realm Storytellers. We gladly and wholeheartedly thank everyone who stands with us in this adventure. We hope that you enjoy this book as much as we did writing it!



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THE HISTORY

The history of the land known as Svilland nowadays is quite old, and even those that know it tell the stories as myths of an ancient past. These stories dating back before the arrival of the Svillanders have been told and retold by Svillanders over the years. Although there are myths, poems and stories dating back to the stories of creation, the history of Svilland as we know it today starts with the erratic reign of Vanir in the land.

The nomads that traveled from the north found the abandoned lands of Svilland, which had been claimed by the wild and was in ruins, and they settled across it. They took refuge from the winter chasing them and found protection in the great mountain range that surrounded them, Ymir's Lash. This land had no name known to its new inhabitants and so they gave it a new one; calling it Svilland. With the naming of their new home, the first age began and was followed by two more.



BEFORE SVILLAND



People of strong faith, zealots, drunkards, and traumatized sailors all tell the story of an old war, of the oldest war there was. From the black depths of the deepest ocean to the end of the highest sky, from the peak of the tallest mountain to the plains of an even land; the war spread all across worlds from the roots and branches of Yggdrasil. This savage war was fought between the Aesir and the Vanir without any apparent reason; ages-long rivalry turning into an ages-long war. One thing that is certain is the victory of the Aesir and the banishment of the Vanir.

There were some from both sides that opposed the war but their petty efforts were no match for the passion and the will of the spear bearer, the battle wolf, the ruler of the Gods, the Allfather, Odin. The Aesir fought under the absolute command of Odin until their enemies were broken. One Vanir, named Freyja, sacrificed her body and soul to the Aesir in order to end the war and save what was left from her people. The Aesir accepted her as their equal and exiled the Vanir from their lands, towards the East.

After the war, a new threat arose and caught the attention of the Aesir. A frost jotunn named Marr rallied tribes together before he met his end at Thor's hands. Marr's son, Odd, succeeded his father and started his crusade against the Aesir, finally ending up near Svilland. He was imprisoned by a spear created by dvergrs in the name of Balder, and used by Odd's adopted brother Volli. Yet, the black winter that came out of Odd's breath lingered.

Eventually, the Gods and Goddesses abandoned Svilland, but valor, bravery, and war never left the land. Many years passed and many people lived and died. The new ages came in three.



AGES OF SVILLAND



The Svillanders experienced different times, all with their own

hardships and joys. For three ages, they have lived in Svilland.

FIRST AGE

Sages of old describe this age as an age of the Gods and Goddesses, of myths, of courage and strength. This age began when Black Winter struck the boundaries of the land of Svilland, people's last haven.

The tyrant frost jotunn Odd was impaled and left in chains in an eternal slumber. Still, the northern shores of Svilland began to freeze and harsh cold winds battered Ymir's Lash. Black Winter was relentless. The spiritual leaders of the natives made the peaks of Ymir's Lash their home and erected wooden totems to ward off the freezing howling storms.

At the same time, Svillanders learned to use the resources of the land. They built longhouses, ships, temples, and armed themselves with better tools and weapons. First, they spread all across the land and then got together to form kingdoms. The first kingdoms emerged and with them, new cultures and conflicts arose.

The most tragic event in all the realms occurred in the First Age. Loki tricked the blind god Hodr into killing Balder with a spear made of mistletoe. The fall of Balder caused the spear that had impaled Odd to lose its power, and Black Winter grew stronger. Half of Balder's followers fell into madness and the other half barely managed to preserve their sanity and benevolence; yet, all of them lost their beauty and charm as their God did. A one-day massacre shook the honest people of the land to their core and undid an entire age of good deeds by Balder and his followers. This bloodshed also led to the founding of Tyr's Judges, which changed the course of history for all Svillanders.

One morning, Ymir's Lash was battered by sudden, cold winds. The unexpected impact of the largest snowstorm ever seen shattered and destroyed the totems that warded off Black Winter. New roads and new, stronger shelters were built across the mountain range. The broken totems were replaced with black ice obelisks, which were intended to host more powerful spirits for the purpose of holding back the freezing storms. It is said that these fabled obelisks have survived to this day, although not many has seen them.

SECOND AGE

There are elderly people who witnessed the end of the second age and who tell stories of it. They also tell the stories of their parents and of their parents' parents. The age of the Eastern Horn and the Bear King. The heartbreaking tales of a massacre

that could be justified by none.

At the beginning of the second age, two kingdoms emerged and dominated the abandoned ancient Vanir settlements. They were the people of the kingdom of Eastern Horn, the only political authority in the lands. They had many skirmishes with the scattered tribes of the west but saw no threat in them. The power scale was disturbed when an orphan named Slon started to unite the western tribes against a mountain jotunn threat; a quest which he was unable to complete as another orphan bested him in a duel and finished what Slon had started. He was called the Bear King.

At the same time, the High Seidr Council was assembled to prevent Black Winter from taking hold over Svilland any more than it had already done. Lots of seidrs settled close to the obelisks of the Ymir's Lash. The High Seidr Council met every six months in a congregation near Winterbury, the attendance of which was strictly forbidden to others. This consortium gave important decisions about the errands of the north.

THE AWAKENING

The weakened power of Balder's spear could no longer contain the might of Odd and the frost jotunn was awakened in its chains. Black Winter grew even stronger and the High Seidr Council started to fail in their task of warding it off. The influence of the freezing cold began to reach the south.

The Bear King respected seidrs. Thus, he turned his attention to them when they began to fail. One night, without notice, he marched to Winterbury and murdered everyone in the High Seidr Council and in Winterbury. He delusionally thought this to be a great sacrifice to the Aesir. For this madman, it was the way to succeed in what the seidrs failed to do; to end Black Winter.

The tension between Eastern Horn and the Bear King was already immense. After the massacre, Eastern Horn made its move to end the reign of the blasphemous Bear King. Thus, the War of Hooves and Claws started.

THE WAR

Like two faces of the same coin, these two kingdoms shared a common heritage. However, they had different manners. Both wanted things that the other had, however, they settled their differences with small skirmishes until the massacre. The war began and Eastern Horn started its military campaign deep into the Bear King's territories. They tried to end the war before it got out of control and miserably failed when they encountered the army of the Bear King.

The war continued for many years; countless soldiers and civilians died, and many hamlets, villages, and castles were destroyed. The civilization in Svilland was on the brink of annihilation. Eventually, Eastern Horn put an end to the Bear King and stood victorious.

Yet, none was actually victorious. Both kingdoms collapsed and the scarred people of the war scattered across Svilland to find or build new homes. Households were filled with orphans, Black Winter was stronger, and there was no authority to turn to.

THIRD AGE

After the great war between the east and west and the arrival of the dvergers in Svilland, the third age began with the emergence of the new kingdoms. Svilland was divided into three regions. Great winds of the north started to sweep the borders of three kingdoms; Nionaem, Alsvatr, and Green Lights of the East.

NIONAEM

The west united under Klakkr and became Nionaem. He was a strong soldier, who followed the ways of the Bear King, and a respected leader. His middle child Ingmar succeeded to the throne.

He followed the ways of the Bear King but was quite the visionary on his own right. He ordered the construction of walls and castles just like Eastern Horn had done. He thought that it was necessary for survival against the raids on the borders from Alsvatr.

Unlike his father, Ingmar was a cruel tyrant. He used the power he possessed to get anything he wanted from his people without mercy or hesitation. Eventually, his reign came to an end at the hands of a boatmaker who returned from the dead; Aleson the Arisen.

GREEN LIGHTS OF THE EAST

The east united under strong clans and were ruled by Denil, a famous Thor gothi and a member of the ruling clans. He took the throne despite the intense competition and earned the respect of the people.

After his sudden death, his eldest child Sturjorn succeeded to the throne. However, his fate was the same; he suddenly died at a young age. His brother Orrin succeeded to the throne and was followed by his daughter. All who succeeded to the throne thereafter were from Denil's bloodline, and the family became known as the ruler of the kingdom.

The rulers of the kingdom were always talented and well-educated, and they almost always died at a young age. Some believed the throne was cursed, however it didn't stop the Denil family. Currently, Bergljot Denildottir sits on the throne.

ALSVATR

The land between Nionaem and Green Lights of the East was united under Hazur. He was a young and strong warlord of the Eastern Horn. After his death, his brother Hanlon took the throne. Similar to Hazur, Hanlon was loved and respected by many people. However, his demeanor is known to change when someone mentions his late brother.

Gudrick, the son of Hazur, didn't accept his uncle's claim on the throne and left the capital. He traveled across the land, gathering folks' sympathy, and building on his notorious strength. He took the name Moonbearer, murdered his own mother, and revolted against his uncle. This conflict divided Alsvatr in two. Gudrick gained control over the majority of Alsvatr and has been ruling from Enkleistra. Hanlon escaped to the north and formed the North Assembly which he had been ruling from Kolbovaik.



CHAPTER I CAMPAIGNS IN SVILLAND

Svilland is the wild and stiff land of wild and stiff people. Svillanders have escaped from the cold tyranny of Odd and settled in Svilland, on the Vanir lands of old. Here, they built villages, and survived through the years by means of hunting, fishing, and forestry. Soon after, they built some big cities and towns, where urban life is constantly felt in the inns, markets, and taverns; in which festivals, games, and urban politics never cease.

Regardless of the scattered structure of the settlement, religion plays an important role throughout the land, which creates the common ground for the culture of Svilland. Even the smallest settlements have temples and altars. Fair rulers are respected and protected by the people; and receive support from them when seeking to dethrone those that are cruel.

THE GODS AND GODDESSES OF SVILLAND

Religion is one of the most important elements in Svilland. Religious rituals and elements shape the daily life of Svillanders, their attitude and even the architecture of the settlements. Temples and altars are where the community gather together. Since the people are polytheists, they worship multiple Gods and Goddesses with multiple purposes. Atheism or spirit worship is an unusual phenomenon for most people, and they expect everyone to believe in the Gods and Goddesses, Valhalla and the religious rituals that they undertake for practically every

aspect of life.

After the war between the Aesir and the Vanir, most knowledge on the Vanir Gods and Goddesses was lost. There are nine major well-known and respected deities in Svilland, most of whom belong to Odin's pantheon. On the other hand, there are also small cults and groups who worship less prominent beings and concepts such as the Bear King (p. 6) or the Phantom Queen (p. 20). This group of Gods and Goddesses are also referred to as "Asgardians" from time to time.



AEGIR, GOD OF THE SEAS

Alignment: Chaotic Neutral

Domains: Ran, Sjur

Aegir is the oldest of the Aesir. He is a God who could only be described as “wild as the seas and as deadly as storms”. Unlike most Gods and Goddesses, he does not live in Asgard, his throne is in the bottom of the deepest pit in all the seas.

He destroys the ships that dare cross his seas without making a sacrifice. He terrorizes those who have no respect for sea-life, or the life

of the sea. But if you recognize him and his seas as equals and offer an equally valuable sacrifice, he may let you pass the seas without any trouble.

He teaches his followers and those who have to travel by his seas that everything comes at a price. Fishers pray to him to be safe on the water, and Aegir blesses them with generous yields come spring, which is the fishing season for Svilland.

COMMANDMENTS

- Respect the sea by burying your past and dead in water. It is where all life began, and thus where all life should end up.
- Water is life. Wherever you are, and in whatever realm; always carry it with you.

BALDER, GOD OF GOOD AND EVIL

Balder known as Balder the Beautiful, deemed to be one of the most gallant and attractive of all the Gods and Goddesses, used to be a gentle God. He was the protector of mortals and is known to have imprisoned Odd with his powerful spear, Oddbane. When he started seeing visions of his death, his mother Frigg made all beings of Svilland that they would never harm him; save mistletoe. Yet, Loki managed to use this to his advantage, and his many tricks eventually caused Balder to end up a captive in Helheim. His pain tore him apart. According to legend, after Ragnarok, Balder will rise from Helheim, and will shape the destroyed lands anew, leading them into a new, flourishing era where he shall rule along with Thor’s sons.

Alignment: Chaotic Good

Domains: Virtue

Those who follow Balder’s path, believing that his goodness will prevail, always mourn his agony. They despise Loki, yet they do not seek revenge. Even though Ragnarok is feared by many, Balder’s worshippers praise it further as “The Rising

Prophecy”. Believers claim that he will be the pioneer of the golden age by sharing his wisdom, which he will have earned through his own pain.

COMMANDMENTS (GOOD)

- Do not fall for the tricks of evil. Search for means of bringing light to even the darkest of souls throughout your life.
- Show endurance to pain. Show your God unprecedented loyalty.
- Even in the darkest of times, search for the light. Eventually, you will find it within yourself.

Alignment: Chaotic Evil **Domains:** Mein, Vengeance, Wicked

Some of those who believe Balder feel compelled to seek revenge in Svilland, and to look for ways to bring their God back. They show no mercy to those who did not share his pain. The enemies of Balder will fall, and when Hel is satisfied, she will release Balder from his chains, and Svilland will flourish once more.

COMMANDMENTS (EVIL)

- Recognize the tricks of liars and make sure they meet their ends by any means necessary.
- Face your fears, own them, do not resist them. Give in to agony, and let it strengthen you. Then use all of this to avenge your God.
- Your pain is a part of your humanity. Do not be afraid to embrace it and use it.

FENRIR, GOD OF BLOOD AND SAVAGERY

Alignment: Chaotic Evil **Domains:** Wicked, Fury and Vengeance

Fenrir, or Hrodvitnir, is a giant wolf destined to kill Odin, according to the Prophecy of Ragnarok. Legend says that Odin’s pantheon chained Fenrir in a remote location to keep Ragnarok from ever happening. Disrespected and humiliated,

Fenrir’s rage grows day-by-day. He sleeps and awaits the day when he will break his shackles, and wreak vengeance upon those who failed him.

When Ragnarok comes, Fenrir will rise from his prison and his children Skoll and Hati Hrodvitnisson will grow in size, so much so that they are able to eat the Sun and the Moon while Fenrir himself devours Odin. His desire to destroy, abolish and put an end to the hypocritic Gods and Goddesses

will never be satisfied, as he is a being of pure darkness.

His followers, who are outcasts, will walk on his path of non-existing morals, and bloodlust. Legend says Fenrir is so big that his drool flowed down to create the Van River. His followers have also been known to search for this river to meet their God and to set him free. They don't fear Ragnarok, in fact, they see it as the day of salvation.

COMMANDMENTS

- See the fear in the eyes of those who side with the traitor Gods and Goddesses.
- Seize the end of being until existence dissolves into nothing.
- Through your inner rage, show the undeserving world its righteous torture.

FREYJA, GODDESS OF FERTILITY AND LOVE

Alignment: Neutral Good

Domains: Life, Sacrifice, Traust, Virtue

Freyja is the only Vanir-born Goddess in Asgard. She taught the Aesir Gods and Goddesses Vanir magic when she was forced to come to Asgard to marry Odin. Even though she was practically a prisoner in Asgard, Freyja's pure soul kept her from holding grudges. She maintained all her special qualities that distinguish her from the Aesir; such as her elegance, and her nourishing personality.

She blesses the soil, just as she blesses the people of Svilland. Her touch heals sickness and disease. Freyja also protects the dead, particularly women, in her hall of Sessrumnir.

Freyja's worshippers are farmers, healers and guardians. Mainly, the Temple of Freyja protects Svilland in her name, using her magical wisdom.

COMMANDMENTS

- Help those who are in need, love everyone, and cherish the earth.
- Respect the battle, for those who fight in battle protect your home from destruction.

HEL, GODDESS OF THE DEAD AND HELHEIM

Alignment: Lawful Evil **Domains:** Kaldr, Wicked

Hel is the terrifying Goddess of Helheim. Those who die of sickness or of old age, as well as those who die as criminals, are destined for her realm of the dead where they shall suffer

eternally. Helheim is the exact opposite of Valhalla. Even though she does not have quite as many worshippers as those who reside in Valhalla, Hel's powers are greater than all other Gods and Goddesses when in Helheim.

Worshipping Hel is a taboo, yet creatures do worship her in secret. Hel believes all beings deserve to be punished by a dishonorable death. Followers of Hel usually make sacrifices to appease their Goddess, and they kill others by poisoning them to prevent them from going to Valhalla.

COMMANDMENTS

- Do not be afraid of death. Everything dies.
- There is no honorable way of fighting. All is fair in war.
- To understand life and its meaning, you need to understand that of death and the afterlife.

LOKI, GOD OF MISCHIEF AND TRICKERY

Alignment: Chaotic Evil **Domains:** Lies, Wicked, Vengeance

Loki is the unwanted trickster God of Asgard, as he is the father of evil who will cause Ragnarok. He has neither the respect of other Gods and Goddesses, nor of most of Svilland. He is the genius behind every trick that causes chaos. He favors assassins, thieves and generally mischievous people. Loki's reasons for causing chaos are not known even by the wisest of Gods and Goddesses; Odin.

Many claim that he, and not Odin, is the Allfather. Loki wants the throne for himself because he is the most intelligent, self-reserved deity, who attracts the most amount of attention.

Followers of Loki are usually hired weapons and thieves because praying to Loki is a taboo. They have no intention of clearing his name though; in fact, they like his trickery, and want to be more like him. After committing a crime, a follower of Loki wants everyone to know that the sin was their doing, and that it was done in the name of Loki.

COMMANDMENTS

- Trust no one, including yourself. Trust only the plan.
- Laugh at all those who laughed at you even once, and at those who were deceived by you.
- If you want to do something and there's a rule that forbids it, ignore it. Rules are written by those who want to control you.

ODIN, GOD OF KNOWLEDGE AND ALLFATHER

Alignment: True Neutral

Domains: Run, Sacrifice, Execution

Odin is the Father of all beings, and of the Aesir. He oversees those who die in battle from his throne in glorious Valhalla. He sacrificed himself to himself, hanging himself upside down from a tree until death, and even forwent one of his eyes to gain more wisdom and knowledge. The ravens Muninn and Huginn fly over Svilland to inform Odin of all that is happening. According to the Prophecy of Ragnarok, Odin is destined to be killed by Fenrir when the time comes. Allfather's will and wisdom keep his opponents at bay at all times. Every entity respects his powers and his glorious deeds beyond words or measure. He knows and controls all.

Anyone who is not afraid to die by sword can be a follower of Odin. They always demonstrate great power and great responsibility because they know that Odin sees everything. Some of them have raven companions to catch Odin's attention as they hope to be blessed by Odin. People go on raids in his name, and raiders may sacrifice themselves to defeat strong enemies, by hanging themselves, naked, in the name of the Allfather, seeking to follow in his footsteps.

COMMANDMENTS

- Know what you must know and act when you must act.
- Let the glory of battle fill your soul. Never fear death, for Valhalla's doors are open to those who die with honor.
- A sacrifice for knowledge and power is never unnecessary.

THOR, GOD OF THUNDER AND THE SKIES

Alignment: Chaotic Good

Domains: Execution, Smid

Thor is the son of Odin, and is the heir to the throne of Asgard. His mighty hammer, Mjolnir, frightens his enemies with the thunder it brings. The vehemence in Thor's eyes makes his enemies tremble with fear. His almighty presence gives strength and will to those who follow him, and stops the heart of every being with an ill-thought. He is the greatest warrior in every aspect. Those who rise against the Aesir must first get through Thor himself, which everyone knows is impossible. According to legend, at the time of Ragnarok, he will face the World Serpent, Jormungandr and the serpent will swallow him.

Those who follow Thor are warriors who want to be respected or feared. They believe that Thor protects Svilland from evil beasts, and that they should follow in his footsteps to protect their land.

COMMANDMENTS

- Fight evil for the protection of all.
- Never flee from a fight and do not go easy on those who fight dirty.
- A mighty heart could be just as useful as a mighty strike for the demise of your enemies.

TYR, GOD OF JUSTICE AND WAR

Alignment: Lawful Good **Domains:** Execution, Sacrifice, Traust

Tyr is the proverbial hammer of justice of the Aesir. He shares his wisdom in battle and keeps wars fair. He was the brave Aesir that captured Fenrir and lost his hand in the process. According to legend, he will fight with him again in Ragnarok, when Fenrir breaks loose.

Tyr is the most modest, fierce and respected of all of the Aesir. His abilities are beyond comprehension, and he never breaks a promise. He represents honor, dignity, respect and justice.

The followers of Tyr are those who don't resort to trickery under any condition. Honor and dignity mean everything to them. It is not uncommon among some to cut off their right hands and sacrifice it to Tyr, to show that their devotion has no bounds, and that they are tools of justice in his hands.

COMMANDMENTS

- Raise your weapons only when you are certain of your enemy's guilt.
- Fear not the cowards that lie on your path, face them with might in your heart and justice in your mind.
- Live to the fullest. Risk whatever necessary, and never give up.

LESSER DEITIES

Although not as dominant as the major deities, the lesser deities are also prominent. These deities have believers not only worshipping them, but completely devoting themselves to spreading their names.

HEIMDALLR, GOD OF LIGHT

Alignment: Lawful Good

Heimdallr is the luminous God who watches over Asgard. He has a horn, Gjallarhorn, which he will sound when the enemies of the Aesir rise according to legend. But until then, he drinks

his mead in the heavenly gardens of Asgard where the bridge of realms, Bifrost, connects Asgard to the rest of the realms.

Because he protects the Bifrost and watches the gates of Valhalla, Heimdallr knows who is worthy of being king or jarl, just as he knows who must fall. The God of Light wields the sword named Hofund, which means “head”, and people believe that his sword contains voices that speak to and help Heimdallr in battle.

In the final battle of Ragnarok, Heimdallr and Loki are destined to kill one another.

RAN, GODDESS OF THE SEAS AND MOTHER OF WAVES

Alignment: Chaotic Evil

Ran is the wife of Aegir. She is known to drown lone sailors with her inescapable net and sink ships. Then, she collects all valuables to add them to Aegir’s treasure, but she keeps the dead bodies of the sailors to herself.

She lives in the seas with Aegir and their nine daughters known as the Waves. Aegir, their father, gave Ran the control over the Waves, and she terrorizes those who sail with gold with the help of her daughters.

It is known that Ran gave her net to Loki once, but only the Gods and Goddesses know what he has done with it.

SKADI, GODDESS OF WINTER AND THE MOUNTAINS

Alignment: True Neutral

Skadi is a jotunn who is accepted by the Aesir, and welcomed in the realm of Asgard. People of Svilland believe that she is the one skiing down all the way from the peak of the highest mountains of the realm, and forming snowy paths that cover them.

She is an archer who would give Ullr a run for his coin, but Skadi prefers using javelin-like weapons to hunt. Unlike Ullr who hunts in forests, she hunts in the mountains.

ULLR, ARCHER GOD OF THE HUNT AND HUNTERS

Alignment: Chaotic Neutral

People of Svilland define Ullr as an excellent archer and a relentless hunter. He is the protector of the hunters who hunt in his name.



CULTS AND ORGANIZATIONS

Religion is crucial for Svillanders. People's lives are centered around the commandments of their Gods and Goddesses. As the cults in Svilland run errands and plot for the benefit of these Gods and Goddesses, most have an important place in society, and their members are respected by those with similar beliefs.



FACELESS



Balder is the God of Light. He brings goodness to the lands of Svilland and to the hearts of Svillanders. He is known for having stopped Odd with his minions and having destroyed countless evil beings to protect the mortal lands. All of Balder's gothis and alles had been searching for the very meaning of light and good, before Balder fell to Helheim. In the present, even though he is trying to stand tall against the pain, and against the unimaginable torture he is subjected to in Helheim; Balder is changing, slowly succumbing to evil instincts. Balder's feelings also affect his believers directly, and therefore his followers are changing with him. Their faces become unrecognizable, twisting in a way that is both frightened and frightening. Some of his more fanatic believers cannot stand even a single moment of Balder's pain, and become corrupted; solely aiming to spread that pain. Others who can stand it try to prove that they are different from the corrupted fanatics, and believe that there is still hope for their beloved god, and therefore, for themselves. This chasm within the faith has given way to a terrible war, at the end of which two very distinct sects were formed. Those worshippers who choose to stand tall against agony formed a new cult of Balder and called themselves the Faceless.

GOALS

The Faceless still want to bring light and good to the lands and its inhabitants, as their God once did. They think that Balder's pain should be kept hidden, and out of sight. Hence, they wear a blank mask to hide the distortion in their faces. They want to help people, and spread Balder's wisdom. They are not warriors like the worshippers of other Gods and Goddesses; but are rather the ones who give orders to the warriors of the good.

They know that Loki is the one who has caused Balder's pain, but they believe that Loki and his followers are simply in need of the goodness and wisdom of Balder; same as everyone else. They do not seek to exact revenge upon them; instead, they try to understand Loki's twisted ways. They think that

their chance of bringing Loki and his followers over to the path of the good would be higher, if they can learn more about Loki's methods.

RELATIONSHIPS

Some of the Faceless collaborate with the dverggrs to combine their master weapon craftsmanship and Balder's sacred blessing. It is said that these weapons are the most effective against monsters related to frost and cold. Most adventurers want to receive this blessing before embarking on their journeys, but Faceless masters grant this blessing to the good, who must also have good reasons for their request. The temples of the Faceless can be found in certain towns and cities, although the Faceless aim for them to spread all over Svilland.



FANGS OF FENRIR



Fangs of Fenrir are born of hate. Hate against all Gods and Goddesses except Tyr. Their hate comes from the actions of Odin's pantheon. They think that the Gods and Goddesses have falsely accused Loki of being a trickster when they were the real manipulators. They deceived the powerful son of Loki; Fenrir, and they filled the heads of their subjects with lies indicating Fenrir and Loki to be the enemies. Therefore, the right thing to do is to hate the Gods and Goddesses and to fight against them.

The cult's origin dates back to the First Age. The Fangs of Fenrir believe that they are liberating people's minds from their chains forged by other Gods and Goddesses, and that they do this by killing them. The Fangs of Fenrir do not see themselves as mindless slaughterers. Their true enemies are the Gods and Goddesses, and Fangs of Fenrir can only reach them through extreme actions.

The organization's activities are mostly done in secret; hence their actions are mostly untraceable. Their numbers are high enough to be seen as a threat by cults who worship other Gods and Goddesses. According to them, other Gods and Goddesses hold Fenrir in contempt because of his power. It is thus not a surprise that the organization chooses its members among people who are shunned by society; the way Fenrir was by the Gods and Goddesses. The cult shows these people that the reason behind society's attitudes towards them is their immense power, and that the fear they inspire is inevitable. The cult feels like home to its members, and other members feel like family. This ensures that the members defend the cult

with their lives.

All high-ranking members of this organization are werevargrs. Most of them are not born with that power, they acquire it. They see lycanthropy as a gift and bestow it upon their most fanatical and promising members.

GOALS

Their main goal, of course, is to liberate Fenrir. They constantly watch for the signs of Ragnarok, and believe that their actions are bringing it, and thus Fenrir's freedom, closer. They know that their father Fenrir will be released from his chains eventually and that they will help Fenrir's conquest as he destroys realms and kills Odin. Most of them are ready to die for this glorious, rage-filled cause, because they know that "There is no glory without danger".

RELATIONSHIPS

Fangs of Fenrir sometimes cooperate with Odd's Oath. They have a secret pact, as both organizations use similar means in to bring about different ends. Because of their organization's secrecy, they are not easy to recognize. Only Tyr's Judges are able to recognize them in a crowd. The members especially hate dvergrs because it was dvergrs, who made the chains that have been holding Fenrir.

LOKI'S BASTARDS

This abstract structure contains different organizations who dedicate their doings to Loki. Despite the fact that each of them is a separate organization, people generally refer to all of them as Loki's Bastards. The most prominent of these cults call themselves Dead Tongue of Loki and Lightfingers.

DEAD TONGUE OF LOKI

All Gods and Goddesses are tricksters and liars, and Loki is the king-trickster among them. The members of this cult see Loki as their king, and try to follow in his footsteps. They want to be noticed by their king. To that end, they try to manipulate everyone and everything around them; kings, earls, trees, spirits, warriors, and most

importantly, death itself. They are aware that Svilland is a home to more than only the living beings.

Legend says that one day Loki went to Helheim to offer Hel a gift. As they were talking, Loki said that he could craft a pathway from Helheim to the realm of the living. Hel asked Loki what he wanted in return. Loki, the clever God that he is, asked for a man whose soul had been suffering in Helheim for thousands of years. Hel accepted the offer because she was a Goddess without followers, and she wanted believers living in the mortal realms. Loki knew that there was one man in Helheim that fit this description, going by the name of Herlu. He had a unique knowledge about the language of the dead, about death and about Helheim. Loki kept his promise, and created a tunnel, taking the man with him as a price. No one knows what happened to him, what he looks like, or whether or not he died. It is only known that this man has founded this cult, and the cult only knows that its powers originated from that man.

GOALS

The cult thinks that Odin has been harvesting the bravest warriors in the lands, in order to prepare for Ragnarok. Therefore, in return, they are building another army to kill Odin and Thor; an army of the dead. Most of the cult masters use dead bodies as puppets. They manipulate people in high places; strong warriors, and figures of legends to serve their own interests.

RELATIONSHIPS

The Gods and Goddesses have been torturing Loki and his children, for the many grievances they have caused Valhalla. So, the cult has good relations with Fenrir and other followers of Loki. They try to stay hidden because they are hunted by many organizations. The cult masters generally meet and communicate with other masters in burial chambers.



*We mixed our blood together.
Now one shall never drink ale
unless all of us have been offered.*
-A cult initiation line

LIGHTFINGERS

Lightfingers is a widespread organization known throughout the realm, but members are mostly seen in Green Lights of the East. No one really knows who founded this organization or why and when it was founded. It is ruled by local groups. Each of the leaders of these local groups are in contact with one another, and every single one of them are devoted to Loki.

GOALS

The main purpose of Lightfingers is to steal from the rich, but they also collect intel, and use it to their advantage in various territories. While the lower ranks of the cult don't have direct relationships with the priests of Loki, the leaders are connected to the other cults of Loki. The organization provides towns and cities with secret temples. It is difficult to rise in the ranks since the leaders work with the priests directly and are blessed with Loki's talents. A portion of the stolen goods are 'donated' to the Temple of Loki, and the Temple continues its existence thanks to this income.

RELATIONSHIPS

The organization is the master of stealth and chooses members from families of lower income for various purposes. Firstly, this makes others see them as saviors since these members would not be able to receive work otherwise proper work. Lightfingers members are in contact with every kind of non-religious underground organization and they try to stay away from other religious cults.



MESSIAH DEVOTED



The sea is one of the most important factors of all for the Svillander for many reasons. For many people, the sea is what keeps their bellies full, and is their way of making a living. It is thus not surprising that many people, especially in Nionaem, worship Aegir, The God of the Seas. This cult was founded for Aegir's messiah, Aleson. It used to be governed by four different gothis of Aegir who worked for four different lords, but since the coming of the messiah, everything has changed.

The Messiahs came to be when Ingmar, once the ruler of Nionaem, sacrificed Aleson (p.185) to the Sea before he rose again, thus becoming the prophet of Aegir followers.

Aleson was a simple boatbuilder working for Ingmar when his wife was led astray by the tyrant. Aleson accidentally killed his wife as he was trying to kill Ingmar. Later, Ingmar sacrificed Aleson to the sea before he went on a raid as he usually did.

But sometimes hate overcomes death. Ran, the cold Goddess of the Sea, felt the need to interfere after Ingmar drowned

Aleson, and Aleson was reborn with her help. Ran also sent visions to four gothis of Aegir in which a man would come back from the dead, rising from the waters of the sea. With Aleson's resurrection in the same waters that caused his death, he acquired the great admiration of these four gothis, got them on his side, killed Ingmar, and claimed his throne. Still, the Goddess Ran doomed Aleson to spend most of his life in her dungeons deep in the sea, only getting out of them once every full moon to sit upon the throne he claimed as the champion of Ran, ruling in her name. Also, the cult is held in high regard among the temples of Aegir.

GOALS

The purpose of this cult is to protect the Messiah from the evil of other Gods and Goddesses and mortals. During every full moon, the Messiah rises from the sea, and informs the cult about the instructions of Aegir. The cult is responsible for carrying out these instructions, and spreading the news to all priests of Aegir.

RELATIONSHIPS

As it is quite small, the cult doesn't have a leader. Those four highest ranking gothis are usually chosen from the advisors of the lords of the four largest cities in Nionaem. Each city has one prominent lord, and every lord has four advisors. This means that the cult has immense authority in the four capitals.



ODD'S OATH



Legend says that the coming of Odd, the all too powerful frost jotunn, to Svilland is going to mark the beginning of Black Winter, which is going to last for ages. Not everyone is terrified by the coming of Odd, there are those in Svilland who embrace his terror. When the rumors of Odd's awakening started to spread, a group of frost half-jotunns founded the Odd's Oath. They worship him as their savior and rightful ruler against the invading Svillanders, living on the land that once belonged to the Vanir.

The cult is hidden and generally stays out of the sight of authorities, only risking exposure if they know for sure that their actions will result in success. They scheme and cast magic in order to help Black Winter to come faster, and forge alliances with other enemies of Odin in order to strengthen their ranks when Odd's vengeful invasion begins.

The cult is quite learned in the mining of black ice and in the craft of turning them into equipment or weapons. They have created a ritual that protects them from the harms of black ice. They believe this ice to be a gift from their awakening master, which they believe will give them an edge in their warfare against Svilland's masses.

Odd's Oath consists only of frost half-jotunns. They think all others are not worthy of their cause, because they believe that their destiny is a rite by blood. They recruit members who have been shunned by society, as the half-jotunns often are. Some initiates come to the cult because they see membership

as a chance for sanctuary, or for retribution. Other initiates come willingly, as the cult provides them with a purpose for their already existing urge for slaughter.

GOALS

Odd's Oath has many objectives to ease the coming of Odd and Black Winter. They raid and conquer forts overnight to weaken the defenses of the people of Svilland, and they create headquarters for themselves. They scheme to disrupt the politics of kingdoms that are already volatile. They also cast magic and conduct rituals to weaken the gothis and the alles of the Gods and Goddesses in Odin's pantheon, or any other spellcasters who could be a threat to them when Odd arrives.

RELATIONSHIPS

Odd's Oath is the enemy of any cult or organization that raises its banners in the name of Odin and his pantheon. They despise the authority of weak kingdoms, who they believe to be unworthy of this realm. Although built on principles of which most would be skeptical, they maintain relationships with darker cults of the realm, such as those of Fenrir, Loki, or Hel, because they see them as potential allies against the Allfather and other Svillanders in Black Winter.



ODIN'S VARGR



Legends say that there are two vargrs (wolves) loyal to Odin; Geri and Freki. They sit beside Odin's throne and they sometimes run through Svilland. It is believed that they are the ones who created werevargr who roam Svilland and even gave some of them a purpose of life. They taught the beasts many things, including how to fight, but above all, they taught werevargr to fight for Odin. Owing to that, every werevargr carrying the flame of Odin's faith in its heart yearns to destroy Odin's enemies and to tear them limb from limb.

This religion-based werevargr cult does not favor peace because it embraces Odin's warrior side. Most of the time, they hunt in duos; just like Geri and Freki. In truth, they are a part of a much larger pack. Their prey must be an enemy of Odin, and they kill this prey by having the whole pack devour it, slowly and painfully. Cult members live in forests and in the wild, which is in keeping with their nature.

GOALS

Odin's Vargr is an organization whose aim is the most in line with that of the average Svillander: They aim to crush all of Odin's enemies. Their biggest enemy is Fangs of Fenrir, and they try to prevent this cult liberating Fenrir. At first glance, these two organizations appear to be similar in their instincts; as both are wild and merciless. Odin's Vargr members never hunt without purpose. Their hunts are not for sport but rather due to necessity; to punish the opposers of the Allfather.

RELATIONSHIPS

It is very hard to communicate with the cult. Only a few rangers and seidr's can do it. There are no other organizations, who have succeeded in communicating with them, religious or not. The hunts are carried out by hunter packs, and these packs act independently from one another. A pack leader killing another pack's leader to grow its own pack is seen as an ordinary occurrence. This is a very natural, even a necessary process according to their understanding of Odin.



RUNE KEEPERS



Rune Keepers is an organization who follows a specific part of Odin's religious teachings; runes. They believe that runes must be protected throughout all the realms. Most think that their overprotective and wicked ways of rune usage result in unwanted results, and the organization members feel that it is their duty to clean up the mess.

Rune Keepers hunt the misusers of Runes. The organization also seizes the equipment used to misuse runes, investigates them and generally destroys them in the end. If a member of the organization walks the wrong path, and uses runes in distorted ways, the member of concern is immediately hunted, captured, and marked with a special rune; and the ability to use runes is taken from him/her by performing a sacred ritual known only to masters of the organization. Then the items and equipment the member is carrying are destroyed, and the member is banished out of Rune Keepers. Training of the members generally starts at childhood, and is observed by a master. The organization's main headquarters is in Thorath, although there are also masters of this practice all across Svilland.

GOALS

Odin is known to have sacrificed many things to understand and use runes; his own life included. Because of this sacred fact, they must be protected at all cost. This understanding forms the very basis of the organization. This organization captures the desecrators of runes and punishes them, mostly by death. Keepers can be found scattered all over Svilland. Many of them are tasked with the protection of a town or a city from the aforementioned desecrators. Generally, they live a commoner's life in their own towns, but when the time comes, they show their true colors. They show loyalty to the governors of the towns or cities in which they live, but only as a matter of courtesy, since their true loyalties lie with Odin, and with Odin alone.

RELATIONSHIPS

Although they capture, judge and punish criminals, Keepers only investigate crimes that involve runes. As such, they are distinguished from Tyr's Judges. However, from time to time, these two cults do work together. The organization works as

a special agency of the temple of Odin, and members get their orders from the temple through messages carried by ravens. Other than that, although the organization is not a direct enemy of the Temple of Freyja, they do not approve of their style of magic, different from their own. While Keepers use runes to invoke magic, the Temple of Freyja members get their powers from the Vanir, like Freyja.



SHIELD OF TYR



Stories of the foundations of Shield of Tyr trace back to the massacres of Kuning villages, carried out by order of the Bear King. Legend speaks of Vikar, a sergeant of the Bear King responsible for the eradication of a small village from all existence, and who wanted to end his own life because of the atrocities he committed. Vikar did not want to be turned away from the gates of the glorious Valhalla. So, he went to a gothi of Tyr to atone for his sins. During the judgement, the gothi had a vision by which he knew that Vikar had a unique path to walk on. The gothi explained to Vikar that he should form a militaristic group in the name of Tyr, which would protect the innocent with the guidance of Tyr's judgement.

Nowadays, Shield of Tyr can also be soldiers in other armies. Almost all armies in Green Lights of the East have members of Shield of Tyr within them. The same could also be said for the armies of other kingdoms, although the numbers of the members are fewer. It is rare for a member of Shield of Tyr to rise among the ranks and become a high-commanding officer, as their beliefs and methods often cause other soldiers to see them as fanatics, or as renegades running away from the responsibilities of war.

The Shield of Tyr tries to act independently, and free from the chains of political authorities. The members help those who are in need, protect people from monsters, and try to keep trade routes safe.

GOALS

Shield of Tyr is a military organization who aims to shield the innocent from injustice. Almost all members come from a militaristic background. The members view bringing those who spill innocent blood to justice to be their divine quest. They think that everyone deserves a second chance in the eyes of the Gods and Goddesses, and they do not kill those who surrender, but give them a chance at redemption instead. For the members of the organization, walking on Tyr's path, and being honorable mean everything. When there is a matter concerning honor, a Shield of Tyr is there.

RELATIONSHIPS

Shield of Tyr has good relations with the chiefs and warlords who believe in Tyr. They also respect other cults and organizations, even if they do not agree with all of their ways, as long as they act with honor. They feel honored to guard members of Tyr's Judges. They fight all kinds of evil and all evil organizations.



TEMPLE OF FREYJA



This cult bearing the name of their mother Freyja was formed to fulfill Freyja's will and has the honor of being the oldest cult in Svilland. The cult can be seen everywhere in Svilland, and leaders of all temples must be women. The strictest rule of the organization is that every priest or priestess must be a virgin. According to legend, their mother Freyja lost her virginity during the wars between the Aesir and the Vanir when she was married off to Odin to ensure peace between Odin's pantheon and that of the Vanir. This is the most important of all legends for cult members, and they also sacrifice their own virginities as a ritual in their temples, if needed. This ritualistic method was used to stop wars or to bring an end to famine before. The members sacrificing their virginities leave the temple in peace and abundance, while those losing it for mere pleasures are banished.

Although their temples dedicated to Freyja can be found anywhere in Svilland, this cult is not the most crowded one in all the land. Some temples only have one priest and one priestess.

GOALS

The cult basically aims to help the folk of Svilland. This very basic intent, however, branches out into many other, secret purposes. The cult works very hard to keep the peace in Svilland constant. They do not hesitate to sacrifice themselves to keep the peace, just as their mother did during the wars between the Aesir and the Vanir. The cult thinks that the peace in Svilland will bring tranquility to the heart of their gentle mother, and the hearts of Svillanders. The cult is very well aware that their powers come from the Vanir, but they bear no enmity towards the Aesir. Like their mother, who made a new life among Odin's pantheon after her sacrifice, they use their powers to help all who require it.

RELATIONSHIPS

Priests and priestesses of the temples are known as "The Givers" among the folk, just like their mother Freyja. The cult gets along with almost every other cult or organization. In some regions, the priests and followers of the temple are directly protected by chiefs or warlords. However, all Loki-based cults and organizations despise them. Loki's worshippers and followers try to hurt their advances at every turn.



TYR'S JUDGES



Tyr's Judges has been formed by the power granted to them by their god Tyr, and the cult has been able to survive to this day with the help of their motto: "Everyone needs justice." Their headquarter is a temple built in Grey Town, Green Lights

of the East. This cult is not involved in politics; Tyr's justice cannot be compared by any means to mortal institutions of authority. The cult has traveling judges who can be found nearly anywhere, all across Svilland. These judges make people meet Tyr's justice, if they see fit, and they do not take any permission from anyone to do that. This power comes not only from their God but also from the trust people put in their judgement. This trust is so deep that "Squares of Justice" built for the use of these judges can be found in many towns and villages. Of course, there are other authorities that can judge people other than Tyr's Judges, but these judgements are not carried out in the name of Tyr; and according to the cult, Tyr's trial is beyond (and more important than) everything and everyone. Cult members are Tyr gothis and Tyr alles.

GOALS

The cult aims to bring Tyr's justice to Svilland. Judges carry a tome with them, in which trials they have completed are noted. If a tome is filled completely, it is believed that the time

of retiring has come for the owner of the tome, for the owner has done everything they needed to do in the name of Tyr.

RELATIONSHIPS

Tyr's Judges are both feared and respected because of the power they hold. They are welcomed and respected almost anywhere. Members of the cult are protected by at least one Shield of Tyr. Other organizations and cults such as the Rune Keepers can leave decision making in their cases to the Judges as well, albeit this happens rarely.

The cult does not get along with the Messiah Devoted in Nionaem, as their ideals differ too much.

While the Messiah Devoted seek to ensure that Aleson's eternal rule is prosperous, Tyr's Judges want to make sure the rule is just. It's not surprising that the ideals and motives of the two groups clash from time to time. The conflicts are mostly resolved peacefully, but they can also end in blood since neither side is afraid of battle or death.



Tyr's Judges



REMNANTS OF VANIR



Although the Aesir crushed the Vanir in the great war that took place long ago, their remnants still exist. Whether within the ruins that the civilizations were built upon or within the wilderness of beasts and spirits, the Vanir still exist. Remnants of Vanir devote themselves to the search of their ancestors. Although the nuances of their members' purposes may vary, they all seek to bring the mysterious past to light.

Remnants of Vanir do not have a common headquarters or temple of gathering. Different domains and leaders exist in different places for the cult. For instance, a branch of cultists in Alsvatr want to reconquer the region by taking advantage of its political distress. Another branch led by Eero Toivonen (p. 188-189) scheme in Queen Bergljot's court to release the kingdom from the firm grip of religion.

The cult consists mostly of seidr and the children of Vanir sorcerers. These children follow their blood-inherited ancestry, and seidr follow spirits that seem not to truly belong to the Aesir. As part of their occupation and way of life, the Remnants are more scholarly than those of many other cults. Even the most aggressive among them aim to ask questions before they attack.

GOALS

In its vision and purpose, the Remnants have a loose existence. While some aim to find out more about the Vanir to exact vengeance against Svillanders or retribution of their long-lost kin, others simply aim to dig up their lost culture and find out more about themselves. The cult is not organized enough to have branches of these varying causes. Still, they share the sense of belonging and protection for their fellow members and thus help each other dearly at times of distress.

RELATIONSHIPS

Remnants of Vanir do not have formal enemies, nor do they have many friends. They keep their identities as a secret, as their discovery may mean their demise by those devoted to the Aesir. As they want to discover or awaken their mythical influence, they may find themselves clashing with various cults, organizations, or even kingdoms. The only exception to their skeptical behaviors is those who are devoted to Freyja. As she is a Vanir goddess, Remnants do not think harm would come from her followers.



SMALL ORGANIZATIONS



Apart from these large cults in Svilland, there are many others that operate on a smaller, local scale. Harsh climate, deadly wilds, dangerous roads and mystical creatures make the geography nearly impossible to travel through. As a result, mostly in remote places far from the big temples or religion

centers, some people take the initiative to form a more local cult. These cults may have great dreams. Still, because of the lack of resources and members, they cannot spread their ideals easily.

LEAGUE OF HODR

"League of Hodr" is a common name for independent small brigades deployed all across Svilland. Members of these small brigades are mainly outcasts or criminals; however, those who justify their crimes are accepted into the League. Each of these brigades have their own agenda, but they are mainly hired in mercenary jobs and those concerning smuggling. Also, each brigade has an elder, a judge and a sergeant. The first brigade under this title is known to have been formed by a fallen alle, and it operated in Nionaem and west Alsvatr.

FROST ARROWS

Frost Arrows is a famous guild that operates in Alsvatr, and they are known for their criminals. The headquarters is in Sea Shield; however, it is said that they have criminals all over Alsvatr. They call themselves "arrows", because most of the jobs they get concerns assassination rather than robberies and raids. They are blamed by many for murders and sudden deaths.

MINDTAKERS

There are many who do not believe the existence of this organization, those that say that its existence is just a story, made up by a bunch of old men. However, Mindtakers are quite real, and in fact, very well established in all of Svilland. Their ruler is unknown, even by the members, and the orders are given by use of crypted parchments that carry a special sign. They are mainly interested in old Vanir relics and artefacts. Many believe that they travel in small groups in dark cloaks, and that they undertake any and all methods required to acquire the items they seek, including murder.

OATH OF THE PHANTOM QUEEN

This is a new organization formed around a diviner called Three Fingred Helga, who claims that she can speak with a dead queen, and that she takes orders from her. The followers are quite few in number due to the recent establishment, but the influence of Helga is still quite impressive.

WANDERERS

After the slaughter of the High Seidr Council, some of their relatives and fellow seidr couldn't make peace with their loss. They started to wander the land in search of the reincarnations of the murdered high seidr. They search for signs all across Svilland, believing that a high seidr could reincarnate into anything.

They maintain a nomadic lifestyle, looking for their ancestors. They sneak into societies to try and find clues indicating who or what these reincarnated souls might be. They do not stay long among others, as they are still furious about what the Svillanders have done.

FOLKS OF SVILLAND

There are many different folks in Svilland. Austris, Kunings, Mithals, and Vestris are all human but their cultures and ways of living are different. Half-jotunns are the children of jotunns and humans. Despite their numbers being few, they are mighty. Dvergrs are a small and bulky folk who came from a different realm but were trapped in Svilland. Although they have many different traditions, all of these folks are called “Svillanders”.

In the following pages, you can find details about the folk your character belongs to.

There are also people in Svilland who have mixed heritages. If you are also such a character, you can have several approaches to your ancestral and cultural traits.

The first approach is that you can choose your main ancestral traits from one culture (such as dvergr or half-jotunn), and choose a subculture from one of them (such as dvergrs’ clans or half-jotunns’ ancestries).

A second approach is to pick traits from each heritage or culture you belong to. Pick a number of traits from each and make your total number of traits equal to what you can normally have. In this approach, you can only pick Ability Score Improvement from one of them.

As a third approach, you can also consider the culture you grew in to be dominant. For example, you can be half-dvergr and half-Mithal but choose the traits of Vestri as you grew up

in Nionaem.

The most important thing is that your character’s heritage should make sense for the story you are playing. Thus, work with your GM to choose the approach that is suitable for your game.



LANGUAGES IN SVILLAND



There are eight unique and different languages spoken in the lands of Svilland, all reflecting a unique culture and heritage. Some of them, like Austris, Kun, Mithal and Vestris, are somewhat similar to one another in terms of syntax etymology and grammar while some others are completely different. It could be said that the diversity of events surrounding Svilland is mirrored in the variety of its languages.

Varied historic events contributed to the rich array of languages found in Svilland. Dvergrmer began to be spoken in Svilland with the arrival of the dvergrs (p. 23). As the relationship between Svillanders and their Gods and Goddesses evolved and got stronger, two more languages were introduced to Svilland’s collective culture. They first discovered the holy language of Asgardian, the language of the Gods and Goddesses spoken in Asgard, and then the unholy



language of Hellic, the language of the dead and of Helheim. One must not forget the ancient language of Vanaris; the language spoken by the Vanir, a language forgotten by most in the Third Age.

Mithal: Mithal, spoken by the people who have given this language its name, is mainly spoken in the lands of Alsvartr.

Kun: Spoken by Kunings, Kun is the oldest language spoken by mortals in Svilland. It started out as a spoken language before Kunings transferred the sounds to written form. As it emulates sounds found in nature, it may sound like animal noises to those who do not speak it.

Vestris: One can mostly hear Vestris being spoken by a resident of Nionaem, or those who have travelled from the South Sea region. The spoken version of Vestris imitates sounds of the Sea, with long, breathy accents on the vowels and a harsh emphasis on consonants.

Austris: Austris is the common language of the land and is spoken by practically everyone that lives here.

Dvergmer: This ancient language spoken by dvergrs have graced the lands ever since the dvergrs' arrival in Svilland in the Second Age. Although it is uncommon for Svillanders of ancestries other than dvergtr to speak Dvergmer, it is not unheard of.

Asgardian: The language of Asgardian is one of the most ancient to ever exist, just like the creatures from which this sacred language takes its name. As can be understood, this language is spoken by the Gods and Goddesses of Odin's pantheon, their clergy and those who have been destined (p. 124) by them to do great things. All who hear this language are filled with a sense of ethereality.

Hellic: Hellic is one of the most complex languages found in Svilland. Although those who hear this language are mostly filled with a sense of sorrow and dread, some say that there is a calming, revolutionary, almost peaceful quality to it. Hellic is spoken by the followers of Hel.

Vanaris: One of the oldest languages to ever grace the land, Vanaris is the language of the Vanir. Although it can be heard in certain ruins where Vanir spirits are still said to dwell, there are very little who understand this language of yore. Nowadays, the only mortals who know it are the Remnants of Vanir.



AUSTRI



Proud Austris mostly live in Green Lights of the East. Behind the walls of the capital city Thorath, they built a civilization, the likes of which was never before seen in Svilland. Here, armies in green cloaks wander in the wild to protect the people of the kingdom. They are a proud folk; proud of their Gods and Goddesses, lives, and kingdom.

LONG LIVE THE KINGDOM

Life in Green Lights of the East has different hardships, compared to other regions. People's struggles are not with nature, but with other people. In this region, you can easily

buy the pelt of a wild animal instead of hunting it, but bargaining can be just as hard as hunting. Bureaucracy keeps things in order in the cities of the region, but it also slows things down.

Once called the Kingdom of Eastern Horn, Green Lights of the East has always been in war with the people who opposed them. Their crusade in the name of Odin, Tyr, and Thor is still going strong.

EDUCATION AND MILITARY SERVICE

In Green Lights of the East, education is systemized and children between the age of 5 to 15 are educated in specific longhouses. Usually, this education includes reading and writing in Austri, basic math, the structure of Green Lights of the East, and religion (the teachings of Odin, Tyr, and Thor).

After the age of 15, all citizens of the Kingdom must serve in the army of Green Lights of the East for one year. During this time, people are assigned to non-dangerous posts and learn how to fight and how to survive in tough times. This didn't used to be an obligation before Queen Bergjlot (is rumored to have) said, "If only the warriors are allowed in Valhalla, I'll make sure my whole kingdom dines together with the Gods and Goddesses."

RELATIONSHIPS

Below are the general attitudes of Austris towards other folks. However, keep in mind that Green Lights of the East is the biggest kingdom in Svilland and that all kinds of people can be found in it.

Dvergtr. "Good blacksmiths, but a strange folk. They are from another realm, so they should let us keep this one for ourselves."

Half-Jotunn. "They make good honey and good mead, but we should still be careful when approaching one; some are still loyal to Odd."

Mithal. "Once a great and honorable enemy, now a broken kind. With the Bear King dead and the civil war of the uncle and the niece, the Mithals are divided, but one must never underestimate them. They still have the potential to rise from their ashes."

Kuning. "They once lived in peace with our people, but then they suffered atrocities they did not deserve. They should dust



themselves off and rise again.”

Vestri. “Ignorant seamen. They think they are invincible with their naval forces. But when our forces strike like green lightning, all will fall. Their time will come... but for now, let them keep fishing.”

AUSTRI NAMES

Male Names: Asmund, Bergvid, Eiwald, Grimwald, Hamund, Iarl, Jarlebanke, Kolbein, Modolf, Odinqar, Othraq, Ragi, Thorwald, Ulfjolt, Varsvir.

Female Names: Astrid, Bergljot, Dalla, Frijda, Gyda, Katla, Luta, Mina, Oline, Rita, Sigrun Tanja, Ygritte, Yrsa.

AUSTRI TRAITS

Austris have more civilized and militaristic traits.

Ability Score Increase. Your Charisma score increases by 2 and your Intelligence score increases by 1.

Age. Austris live nearly 70-90 years and become adults when they are 19.

Alignment. Because of the rules and bureaucracy in the Kingdom, the Austris tend to be lawful.

Size. The average Austris is between 5-7 feet tall and weighs 125-250 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, write, and understand Austris (Common) fluently.

Civilized. You know how things work in a civilized society. You can choose to have advantage on a Charisma check. When you use this feature twice, you need to take a short or long rest to use it again.

Kingdom Arsenal. Due to the conscription, you are proficient with the longsword, saex, svillander sling, and warhammer.

Quick Thinking. You have a +1 bonus on initiative rolls.



DVERGR



Dvergrs are also known as Dark Elves in Svilland. Their home realm is Svartalfheim in Austris, or “Nidavellir” in their language, Dvergmer. They are the crafters of the legendary spear Oddbane, and the heroes of countless stories in Svilland.

CRAFTERS FROM ANOTHER REALM

Dvergrs are famous for their blacksmithing, stone masonry, and runic knowledge. They are masters of armor and weapons, builders of cities, and creators of many runic spells.

The great dvergr ancestors, Brokkr & Eitri, are the blacksmiths of the Gods and Goddesses. They crafted the legendary spear, Oddbane, that struck down Odd, the frost jotunn who was powerful enough to try to defy the Gods and Goddesses. In return, they demanded a gate from Balder, through which they could travel to Svilland and then go back to Svartalfheim. They knew that there was an immense amount of black ice, a highly valuable and very rare material, under the mountains called Ymir’s Lash. They also knew that dvergrs are immune to its effects. Balder accepted the deal and built the gate under Ymir’s Lash. The gate worked perfectly



until Balder's death, which was due to Loki's trickeries. When Balder died, the power of the gate also vanished and it stopped working.

A NEW WORLD, A NEW LIFE

When the gate was closed, three dvergr clans were trapped in Svilland: Clan Goldglance, masters of the gold; Clan Runebearer, masters of knowledge and runes; and Clan Stoneborn, masters of stones. They decided to live according to their traditions in Svartalfheim and keep following their quest until they find a way to return to their realm.

The dvergr tradition demands that no clan is more important than the others and that there must always be two rulers. So, the dvergrs in Svilland chose two rulers and gave them a new clan name; Goldhammers. This name was also changed along with the rulers, and became Bronzehead.

The dvergrs lived a life full of danger and prosperity under the mountains. For years, they sought new ways of returning back to Svartalfheim, which they failed to do countless times, and kept mining the black ice while battling the monsters and the spirits of the mountain.

THE NEW CALLING

When the Bear King massacred the High Seidr Council, the spirits within Ymir's Lash entered a state of frenzy and started to kill all the living, including the dvergrs. The spirits saw their friends be massacred mercilessly, and transformed into creatures of evil and shadow. After the great battle called the Dark Battle, the dvergrs succeeded in repulsing the dark spirits' attacks thanks to great sacrifices and the intervention of a Valkyrie. The same Valkyrie gave a prophecy to the dvergrs before leaving with the worthy souls.

Go deep or go out

Either way will result in another way

The dvergrs divided into two groups after this event. Those below chose to stay in the mountains and dug deeper, either to find more black ice or to find a way to Helheim to save Balder. Those above wanted to go out of the mountains and explore Svilland with the hope of discovering a new method to return to their realm. Although the two groups went their separate ways, all of them knew that the other side would welcome them with open arms upon their return.

Those above built the most beautiful stone city, Berzog'ul, and started a new life. Their techniques of working stone, runic teachings, and different traditions certainly changed over the course of history in Svilland. Now, dvergrs can be found anywhere on Svilland.

RELATIONSHIPS

These are the common thoughts of dvergrs about other folks, but it would be wise to keep in mind that even if the dvergrs are mostly a united nation, there

are also those who think differently than the others.

Austri. "Some of them even think that they are better crafters than us. However, they are too militaristic. If they come for us one day, we will be prepared."

Half-Jotunn. "A folk of outcasts, just like us. We do not think much of their problems, but can't help them because they are always on the move. Our door is always open to the half-jotunns, if they are not following Odd, but they need to stop being so reckless all the time."

Mithal. "They took us in, gave us places to stay, started trade with us, and let us be. What more can a dvergr ask for?"

Kuning. "They have done much for Svilland but experienced undeserved bloodshed. They may not follow our Gods but that doesn't mean they are bad people at heart."

Vestri. "The Vestri have always treated us as equals. Sometimes, we think they don't even notice that we are blue and small. On the other hand, they may not be so bright themselves..."

DVERGR NAMES

Male Names: Brokkr, Dudri, Egil, Eitri, Gangr, Hemer, Idi, Kori, Kuldi, Maggin, Nidrr, Ori, Sindri, Tingi, Wandr

Female Names: Ai, Bendr, Durri, Duma, Forgi, Glori, Gominn, Idunn, Konnin, Mokku, Pemm, Rugga, Sokki, Tilwa, Uminn, Ylda

DVERGR TRAITS

Dvergrs are a tough folk and are born with the hands of a master crafter. However, different clans can have different



teachings.

Ability Score Increase. Your Constitution score increases by 2.

Age. Dvergrs live to be about 180-190 years old and reach adulthood in their fiftieth year.

Alignment. You can find all kinds of dvergr in Svilland but, they usually live by a code and thus tend to be lawful.

Size. Dvergrs stand between 4-5 feet tall and weigh about 125-250 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet.

Darkvision. Living underground for generations can alter your vision. You can see within 60 feet in dim light as if it were bright light, and you can see in darkness as if it were dim light. You can't see colors in the dark, only shades of gray.

Runic Sense. Svartalfheim is a realm full of magic and dvergrs are used to it. You can sense the presence of a rune in a 15-foot radius, but can't identify which rune it is.

Black Ice Immunity. Black ice normally harms those who touch it, but you have developed an immunity to it. Black ice does not harm you unless it is refined and worked into a weapon.

Tool Proficiency. Your ancestors worked with all kinds of metals as well as black ice. You gain proficiency with smith's tools.

Languages. You can speak, write, and understand Dvergmer and Austris (Common) fluently.

Clans. Clans are ancestral subcultures for dvergrs. Although three clans were the first to arrive in Svilland, there are many others right now. Dvergrs can take a different clan name according to their deeds or aims in life. Although traits for the original three are listed here, you can build your own clan with new traits with the GM's permission.

CLAN GOLDGLANCE

Clan Goldglance dvergrs are the masters of appraisal, mining techniques, and gold.

Ability Score Increase. Your Intelligence or Charisma score increases by 1.

Master of the Appraise. You are an expert in estimating prices, even for the things you see for the first time. You can guess the exact price or rarity of an item with a successful DC 13 Intelligence check.

CLAN RUNEBEARER

Clan Runebearer dvergrs are masters of knowledge and runes.

Ability Score Increase. Your Intelligence or Wisdom score increases by 1.

Masters of the Tomes. You can choose to have advantage on an Intelligence (Arcana, History, Nature, or Religion) check. Once you use this feature, you must finish a short or long rest to use it again.

CLAN STONEBORN

Clan Stoneborn is made up of excellent miners and warriors.

Ability Score Increase. Your Strength or Dexterity score increases by 1.

Mining Weapon proficiency. You are proficient with the maul, warhammer, and war pick.



HALF-JOTUNN



Jotunns are some of the biggest, strongest and oldest beings in the Nine Realms. In fact, it is said that Odin the Allfather and his two brothers made Svilland and the land surrounding it from the body of a jotunn named Ymir. From that point on, it seems the jotunns have been one of the most prominent enemies of Odin and his pantheon, as well as of most of the people of Svilland; most, but not all.

THE FIRST MOUNTAIN HALF-JOTUNN

Mountain Jotunns, unlike frost jotunns, are and have always been a peaceful folk. Living in the mountains of Svilland, they do not have a reputation of attacking unless provoked.

It is said that the first mountain half jotunn was born when the mountain jotunns descended from their homes and met with the ancestors of Svillanders. Since the mountain jotunns are not similar to their frosty counterparts in spirit, they are said to have never had much problem with the humans; that is, until most Svillanders began to see all jotunns as their enemies.



THE FIRST FROST HALF-JOTUNNS

The Legend of Oddbane, a tale told from one generation to the next, tells the story of how the frost jotunn tyrant Odd came from Jotunnheim to the lands north of Svilland, and unleashed the first signs of Black Winter with the intention of invasion. With his growing army of mighty frost jotunns and the power of frost in his breath, Odd even convinced some humans to join his cause. This new-found alliance gave way to the first frost half-jotunns, as a product of the love between some of the humans and frost jotunns in this army. However, neither human societies nor that of jotunns were accepting of the half jotunns, who were thought to be an abomination by most.

SOCIAL OPPRESSION

Half-jotunns are still mostly excluded from the societies of Svilland. Their lives are mostly spent in social agony because neither the humans nor the jotunns are accepting of them.

Although half mountain jotunns are usually naive and peaceful, they are expected to be just as aggressive as frost jotunns and are discriminated against just as their frosty, distant relatives are.



The physical abilities of all half-jotunns are far superior to humans. As a result some Svillanders think they need half-jotunns and keep them around, just in case. Some others simply think that the treatment of the half jotunns have been unjust and are glad to be their friends and companions. Still, their population in any city isn't as high as humans or dvergrs. For example, 10,000-25,000 people live in big cities, but only 70-150 of them are half-jotunns. Those that live in these cities tend to live together or with their family, if they have any.

RELATIONSHIPS

These are the common thoughts of most half-jotunns about other folks. They do not, however, reflect how each and every half-jotunn must think.

Austri. "They think that they are the best. The best warriors, the best crafters, the best sorcerers, the best kingdom. At least we are welcome in their big cities."

Dvergr. "Funny folk. They create wonders out of metals. They are just like us, not accepted by many. Yet, their way of living shows just how different we are. They are also quite easy to anger."

Mithal. "They need to realize that we are not Odd's jotunns. Their ancestors massacred the High Seidr Council to stop Black Winter, we hope that they don't repeat the same mistake against us."

Kuning. "Honorable folk. The great sages of the North protected our land, even in the face of death. They never saw us as monsters, but accepted us to be the sentient beings that we are."

Vestri. "The Vestri treat us like we are some kind of worker who never gets tired. But still, they pay us and shelter us. We must not bite the hands that feed."

HALF-JOTUNN NAMES

Male Names: Atul, Byrun, Baugi, Durni, Eld, Fernjlöt, Gangr, Hörn, Jarngi, Kott, Lantul, Morn, Ongar, Skoll, Ver, Ymsi

Female Names: Ama, Dufa, Eist, Eyrjafa, Guma, Imgí, Jörnna, Kolma, Ljota, Nena, Panyg, Rúna, Tolfa, Unn, Vyra

HALF-JOTUNN TRAITS

Half-jotunns are strong folk who adapted themselves to a life of seclusion.

Ability Score Increase. Your Strength score increases by 2.
Age. Half-jotunns can live to be 100-120 years old and they reach adulthood when they are 30.

Alignment. Half-jotunns never lived under a ruler of their own. They settled together in the wild and the only rule they had was to stay alive. Therefore, many of them tend to be chaotic.

Size. A half-jotunn usually weighs around 200-300 pounds and can be 7-8 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. They can speak, write, and understand Austris (Common), as well as the language commonly spoken in their

places of birth.

Blue Blood Rush. You gain proficiency in the Athletics skill.

Also, you can choose to have advantage on a Strength (Athletics) check. Once you use this feature, you need to take a short or long rest to use it again.

Ancestry. Two ancestries of half-jotunn are found in the Svilland: Mountain half-jotunn and Frost half-jotunn.

Choose one of the ancestries below;

MOUNTAIN HALF-JOTUNN

Mountain jotunns are some of the strongest beings in the world. Their intelligence is lower than frost jotunns and they are much more primitive than other beings. Most of them do not like big cities or crowded societies.

Human jarls or thanes ask mountain half-jotunns to be their gatekeepers and most of the karl's champions are mountain half-jotunns. They are glorious warriors and have strong bonds with their families.

Ability Score Increase. Your Constitution score increases by 1.

Giant Side. You can throw Small or Tiny objects on a target within 20 feet without disadvantage or 60 feet with disadvantage, dealing 1d8 bludgeoning damage for Small objects, and 1d6 bludgeoning damage for Tiny objects. You can also throw Small or Tiny creatures if you are grappling them.

Rock Walk. Mountain terrain is not difficult terrain for you.

FROST HALF-JOTUNN

The number of frost jotunns in Svilland is less than the mountain jotunn but are not too bothered by this fact since Svilland is not their home realm. They are creatures of winter and ice whose ancestors hail from Jotunnheim. They are much smarter than mountain jotunns as well as most of the humans. Frost jotunns are hateful creatures, and humans are rightfully afraid of them.

Some frost half-jotunns see the Odd as their true leader and decide to join the ranks of Odd's Oath, and some of them wander in Svilland and live with Svillanders.

Ability Score Increase. Your Charisma score increases by 1.

Frost Affinity. Because of your frost jotunn ancestors, you have resistance to cold damage.



KUNING



Kunings are the most spiritual culture of Svilland. They live in the forests and mountains as nomads. They recognize the Gods and Goddesses of Asgard, not as deities but beings from another realm and great spirits. Their language, Kun, is the oldest spoken language in Svilland.

DAYS OF THE HIGH COUNCIL

Once, The Kuning lived in peace with the other cultures living in their communities and villages. Their ways were respected and sometimes even feared. They walked freely in cities and helped people who were in need. When the first signs of Black

Winter threatened all of Svilland, the High Seidr Council gathered. The High Council tried to stop Black Winter through a ritual in which they convened with the spirits every 6 months; but were slain by the Bear King's army as they were in the midst of it. Some Kunings say that the High Seidr Council already knew that this was going to happen, and some say that they were ambushed.

RELENTLESS HUNT

After the massacre, the Bear King and his allies began to hunt down Kunings (thinking that all kunings were seidrs) all over Svilland in a Relentless Hunt. Kunings ran and hid, but very few survived. Some of their people started to believe that it was the Gods and Goddesses of Asgard who caused their fate and defied them. Thus, some of the wise people of yesterday became black sheep. However, the others thought that it was the mortals' doing and that all mortals could not be blamed either. They thus resolved to keep their old ways. Today, kunings can be found in cities, living with other Svillanders, or wandering the wild alone.

RELATIONSHIPS

The general attitudes of Kunings towards other ancestries are given below. However, keep in mind that there can be those who think differently as well.

Austri. "Unlike us, they came together and formed cities with walls. The Austri believe that their strength is immeasurably higher than ours, because we are nomads. They do not realize that they have become one while we are still many, and that we are not alone."

Dvergr. "Dvergrs had their problems while we were dealing with our own. We can relate to them, but their ways are quite different from ours, so we must act with caution in their presence."

Half-Jotunn. "Just like us, they were hunted down and killed, and are still shunned by society. Everyone believes that they are monsters but there are no monsters in real life; only those you deem your enemies and their swords against



your neck.”

Mithal. “Damn those ignorant fools! They were so full of hate that they could not see the difference between Kunings and seidrs. There will come a time when they need our help. That day, it shall be us who weave their fate.”

Vestri. “They were kind to us at first, but after the massacre, they did not help us. This makes them no better than those who slaughtered us.”

KUNING NAMES

Male Names: Aigin, Ano, Benne, Doavi, Erke, Hanno, Heige, Juho, Mavnos, Mokko, Rija, Skarild, Vide

Female Names: Bija, Birta, Cuvie, Delle, Erva, Girsra, Heide, Hilda, Ingir, Lota, Olga, Salla, Solja, Tua, Ulla

KUNING TRAITS

Kunings are a spiritual folk who are used to living in the wild.

Ability Score Increase. Your Wisdom score increases by 2 and your Dexterity score increases by 1.

Age. Kunings live to be nearly 70 years old and they become adults when they turn 15. Kunings that live together celebrate each coming of age ceremony with feasts, stories, and meditation.

Alignment. Before the Relentless Hunt, Kunings lived without human-made rules. Now, many of them choose to remain neutral.

Size. Kunings are around 5-6 feet tall and weigh 125-250 pounds on average. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. They can speak, write, and understand Austris

(Common), and Kun fluently.

Eyes of the Heart. You gain proficiency in the Insight skill.

Nomadic Vitality. You are familiar with long walks and tiring days. You ignore the penalties of the first level of exhaustion.

Spirit Ancestors. Kunnings have an affinity to spirits and the undead. As a result, you have immunity against being frightened by spirits and the undead.



MITHAL



In the Second Age, they were the followers of the Bear King. Now they are caught between lands, fighting everything on every front. Armies of Green Lights of the East stand ready to claim their lands and hunters of Nionaem always harass their people.



UNENDING CONFLICT

The people of Alsvartr, also known as Mithal, have found themselves in the midst of a conflict that never seems to end..

The Armies of the North Assembly (p. 55) lie in the North of Alsvartr. They try to keep the peace both in Alsvartr and with those on the outside. Meanwhile, the Armies of Enkleistra (p. 51) prepare to take over Alsvartr and end this conflict through a glorious victory. They may be in battle, but Northern Mithals and Southern Mithals share many similarities.

The unending conflict has left a permanent scar in the hearts of the Mithal. As they have a limited supply of resources, they are used to suffering from hunger and other hardships.

RELATIONSHIPS

The general attitudes of the Mithal towards others are given below. However, keep in mind that there may be some Mithal who think differently.

Austri. "Hunters and fishers. Nothing more, nothing less. Once we get Alsvartr back on its feet the Austri better watch out."

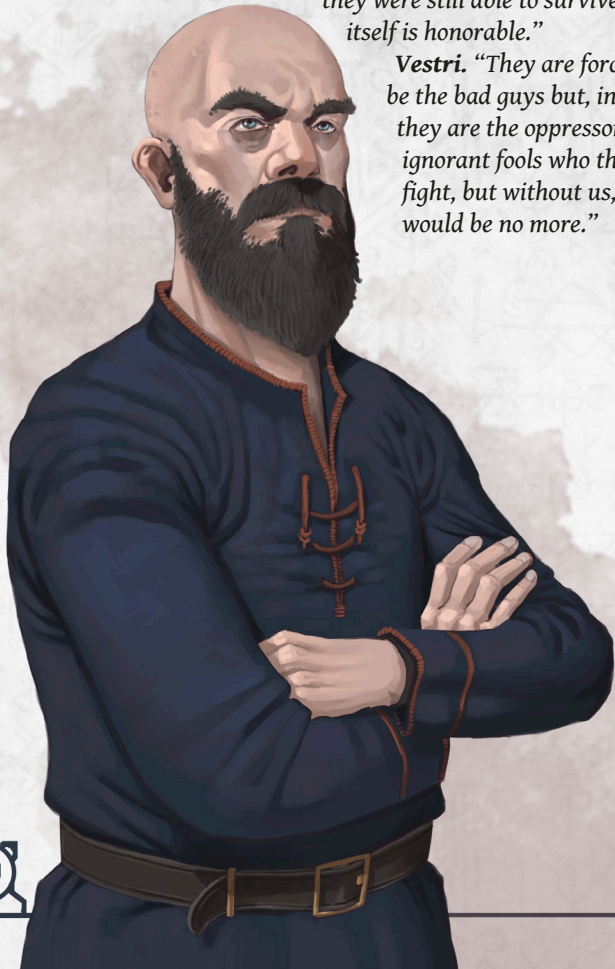
Dvergr. "Northern Mithal: A different but loyal folk. They helped us in our righteous fight against the false king. We know that they are stuck here but that does not mean they have to suffer."

Southern Mithal: They do not belong here, and they don't deserve anything from us. Everything they own here is ours to take."

Half-Jotunn. "They can sometimes act like monsters who have the ability to talk and fight. Not all of them are bad but we must be cautious around them all the time. Having them around our homes is out of the question."

Kuning. "The Gods and Goddesses may not be on their side, but they were still able to survive, and that in itself is honorable."

Vestri. "They are forcing us to be the bad guys but, in this story, they are the oppressors. They're ignorant fools who think we can't fight, but without us, Svilland would be no more."



MITHAL NAMES

Male Names: Björn, Bjarki, Carmund, Davel, Gjabard, Hatnar, Hjalki, Jokrar, Kasark, Ljand, Mavra, Otark, Ramel, Sorma
Female Names: Arna, Arja, Cathil, Derkha, Elira, Genma, Hilde, Irena, Naselja, Orma, Salin, Tulja, Uma

MITHAL TRAITS

Mithals are accustomed to war and hardship. They can thus accommodate themselves to different situations.

Ability Score Increase. Your Dexterity score increases by 2 and one other ability score of your choice increases by 1.

Age. The Mithal live 70-90 years and they reach adulthood at the age of 16.

Alignment. After the Bear King, Mithals were scattered and got used to living without a ruler. While most Southern Mithals tend to be more chaotic, Northern Mithals tend to be lawful.

Size. They are around 5-7 feet tall and weigh 125-250 pounds on average. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. They can speak, write, and understand Austris (Common), and Mithal fluently.

In the Middle. You can choose an extra language between the Dvergmer, Kun, or Vestris languages. You are also proficient in the History skill related to your chosen language; meaning you are proficient in Kuning history if you choose Kun as a language, or Vestri history if you choose Vestris as a language.

Feat. You take one feat of your choice.



VESTRI



Vestris live on the western shore of Svilland, Nionaem. They are mostly naval raiders, sailors, and ship builders, which is why they do not choose to live within the woods.

Family means a lot to Vestris and they believe that those without a family are without honor. They often tattoo their bodies with their family symbols.

BLESSING OF THE SEA

The sea is the core of the life of Vestris. They pray to the sea, hunt at sea, and have their battles in the sea. Nionaem is famous for their fishers and naval raiders. Svillanders know that nothing can defeat a Vestri on water.

It is said that Aegir and Ran blessed Vestris and Nionaem with their generous gifts. One of them is the king of Nionaem, the prophet, Aleson the Arisen, who was reborn in the sea and came to rule the land. From that moment forth the Vestri knew that their destiny was not set in stone like others, but was written on the seas by storms.

RELATIONSHIPS

Being a folk of the seas and of survival in harsh conditions, Vestris highly value warriors and hunters. Their general attitudes towards folk of other ancestries are given below. However, the views stated below are not necessarily shared by every Vestri.

Austri “They believe in their kingdom far too much, sometimes even fanatically. But not all of them think in the same way. Having big cities and ‘being civilized’ are not what makes a warrior.”

Dvergr “Although stubborn and grumpy, they are the best crafters one can find. If you don’t anger them, they might even be friendly, although I wouldn’t get my hopes up too much..”

Half-Jotunn “A different and dangerous folk. But being friends with one could save your life in the wilderness.”

Mithal “Mithals made poor decisions and found themselves in conflict, stuck between two rulers. We pity them. They have so much in common with us.”

Kuning “A folk on their own and who are better if left alone. They are just different from the rest of us here in Svilland. Some think their connections with the spirits defy our Gods and Goddesses, and

that they are just as heretical as the mythical Vanir. Still, I have not seen them do any harm.”

VESTRI NAMES

Male Names: Agnar, Bodvar, Dag, Forni, Gauk, Holmfast, Kabbi, Ljot, Manni, Orn, Ref, Skap, Tofi, Trud, Unn

Female Names: Annete, Asa, Brida, Dagny, Ella, Grima, Hella, Ingrid, Karin, Mathilda, Ruth, Synne, Thorhalla, Vilde, Yvonne

VESTRI TRAITS

Harsh wilderness and sea life makes Vestris excellent survivalists.

Ability Score Increase. Your Constitution score increases by 2, and your Wisdom score increases by 1.

Age. The Vestri live about 70-90 years and reach adulthood when they are 16.

Alignment. Vestris want to live their life without hesitation or remorse. Survival is their utmost priority, so they tend to be neutral.

Size. They are around 5-6 feet tall and weigh 125-250 pounds on average. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. They can speak, write, and understand Austris (Common), and Vestris fluently.

Aegir’s Blessing. You have proficiency with the Svillander javelin, swardstav, and yew longbow.

Survive. You gain proficiency in the Stealth or Survival skill (of your choice).

Too Stubborn to Die. Once per long rest, you die when you fail your death saving throw four times instead of three.





LANDS OF SVILLAND

A chilling peninsula surrounded by wild seas, impenetrable mountain ranges and an endless swamp, Svilland is a vast land of countless opportunities and innumerable hardships. Ranging from ancient forests to bottomless lakes, from great kingdoms to barren wastelands; the folk here are never short of landscapes to discover. Here, one can get lost in the lawless wilderness, or in the political conflicts and economic struggles that plague the settlements.

This chapter presents the geography of Svilland, consisting of three main kingdoms, as illustrated in the map above: Nionaem, Alsvatr, and Green Lights of the East. This chapter details the political and economic structure of each kingdom, and provides information on important settlements, remarkable locations, NPCs, meals and much more.



KINGDOM OF NIONAEM



Located on the western shore of Svilland, Nionaem has a longer coastline than Alsvatr and Green Lights of the East. It has been ruled by an Aegir prophet, Aleson the Arisen, for about fifteen years. Before the dominance of Aegir was implemented in the area by Aleson, Tyr's Judges used to help the rulers in the governance of the region. After Aleson took over Nionaem, the conflict between the cult of Messiah Devoted and Tyr's Judges grew. Aleson holds power with Aegir gothis who assist the warlords of the regions. There are five regions, which have been laid out below, along with their rulers:

- Tothrum Warhammer rules Bjargfold by himself.





- Inhild Kaldottir rules Odleaf with Eskil the judge.
- Aleson the Arisen rules Sea's Breath with Gizur the Believer.
- Gurmund the Warlord rules East Range with Bjorn the Judge.
- Unn rules the Seahorn Region with Grelod the Judge.

Even though religion is the main part of life in all of Svilland, Nionaem is still the most religious kingdom. The rulers

reign over their lands, by only following the words of Gods and Goddesses. Nearly every town, village and even hamlets have the altars and temples of many deities within. The folk here are used to living in harmony; austris, vestris, mithals, dvergrs, seidrs and half-jotunns all live together in Nionaem. They do trade, get married, worship and thus live out their lives together. The reason behind this unity is religion. Folk of all ancestries are able to work together, and entertain themselves side-by-side so long as they all believe in the same Gods or Goddesses. This influence of religion is as true for the rulers as it is for the villagers living in the area.

A big part of Nionaem was called The Land of the Bear King in the second age of Svilland, and although it is no longer referred to as such, his influence is still felt in all corners of the land. As a part of this influence, Nionaem has very few castles, walls and other pieces of construction compared to the other kingdoms, because the tradition of the Bear King was against building large walls and constructions. He completely resented the idea of reconstructing the world around us. He lived in a large tent even when he was the king. Even today, there are many groups that prefer to live in tents. However, as the years went by, the use of large structures, walls, gates and bridges have noticeably and inevitably increased. Despite living in a tent not being a sign of poverty, people are starting to prefer to live in houses more and more as the culture of the area changes and becomes more settled.

BJARGFOLD

Bjargfold is a rugged area in the north of Nionaem; the slopes are dangerous, the mountains are tall, and the weather conditions are harsh. The mountains make this area hard to live in, with a great deal of heavy snowfall and blizzards during the whole year. The area borders the North Sea from the west, Ymir's lashes from the north, and the Van River from the southeast. Despite the difficult conditions, the area still has a large population made up mostly of dvergrs and Kunings.

Farming is nearly impossible due to the climate and the rough soil. Husbandry is possible; however, the lack of

land and grass make it hard to breed large herds. Apart from that, the mountains are overflowing with precious minerals; mines of iron, gold and silver are scattered all around the region. Therefore, most people make a living from mining, and generally consume wild animals and plants.

Tothrum Warhammer, a very strong dvergr, rules the entirety of Bjargfold himself. Unlike the other warlords of Nionaem, he shares his authority with neither a Tyr, nor an Aegir gothi. He is a strong-looking man with forest-green eyes and a large scar on the right side of his face that stretches all the way from his forehead down to his neck. The rulers and the folks of Bjargfold like and respect him mostly owing to his ability to stay strong against any and all obstruction, including that of Aleson the Arisen who wants this area to completely bow down to his will. Still, Tothrum and the dvergrs under his command oppose him.

DRUMARK MOUNTAIN

(Mountain, population: 300)

Drumark is situated in the north, close to Ymir's Lash. It is so cold and the land so infertile that the amount of plant and animal life is quite scarce and it has almost no permanent settlement in its surrounding. There are some nomad dvergr groups in the mountain who generally come here to search for mines, and they are the only ones that can be considered living in the mountain. They live in their tents or dig holes and they do not welcome others in the mountain.

FARBJOOR

(Town, population: 1970)

Farbjoor is a well-protected town nestled between a river creek and Landor Mountain. The town is on the northeast side of Landor Mountain which is believed to be the home of a giant wyrm, Kazuz the Stone Slayer. According to a well-known tale among the folk of Svilland, Kazuz started to sleep here after he fought with Reo the Quiet, another wyrm who had also been sleeping under the Serpent's Lake in the south. Even though nobody has been known to see these giant serpents, people still tell the story and avoid wandering around the mountain.

Svalo has been the ruler of Farbjoor for 11 years. She is a



strong barbarian who loves organizing fighting games in the town square. She also attends the games herself, and usually fights off her opponents. She was loved and respected by the townspeople until quite recently. Nowadays, people have started to believe that she is under the influence of Hott, a bard following the bragi tradition, whose aims and desires are a mystery to most. For this reason, more and more people want her older son, Holmfast, to become jarl.

Thick wooden walls protect the town, and watchtowers guard the surrounding area day and night. Most buildings are made of pinewood, although there are also many tents scattered here and there. The weather is not suitable for farming or husbandry, so the general economy is based on fishing and forestry. Blacksmiths also make a considerable amount of money owing to the high-quality iron in the region.

The guards are always watchful, because both the jarl and the town-dwellers truly believe that a wyrm attack could be imminent. In their opinion, the wyrms are alive and are just waiting until they are fully recovered.

ISSBINDA (ICE BOUND)

The oldest forest of Svilland is nestled at the heart of Bjarfold; Issbinda. The trees here are so tall that their height can go up to 300 feet. Even though blizzards and heavy storms are the norm in Bjargfold, Issbinda has softer and calmer weather, with warm breezes and serene snowy days. Those who walk in the forest sense a calm and welcoming atmosphere; it is quiet as if the trees were listening to the surroundings.

It is a dense pine forest with many wild animals and precious herbs, most of which are hard to come by and have beneficial properties such as their ability to relieve pain, and to give a boost to the immune system. Some bards tell the story of Amma and Afi (great grandmother- great grandfather), from whom farmers, crafters, and herders have descended according to the myth depicting their story, when somebody asks them about Issbinda. It is a common belief that Amma and Afi live in this forest, and while some claim they live here in human form, others believe that they became the two strongest trees in the forest.

GNOPA

(Village, population: 200)

Gnopa is a snowy, coastal village located to the west of Issbinda, ruled by a berserker named Karl Arnholdt. A heavy layer of snow covers the buildings and the other surroundings at all times. The villagers make a living from fishing and husbandry since it is forbidden to cut the trees in Issbinda. In fact, some villagers are afraid of the forest because they believe that land spirits are living in its depths. Those who are the most courageous sometimes go into the forest to pick some wild herbs and plants to eat and to make medicine. Since they cannot cut trees, all the buildings in Gnopa are made of stone and soil.

Karl Arnholdt is a respected leader and he is very fond of the village and the forest. His wife Steinun, a strong barbarian, also makes decisions, participates in the hearings and generally helps people around the village with what they might need.

GURBOLRUHM/ OLD DVERGR KINGDOM

(Ruin, population: unknown)

Gurbolruhm was a glorious dvergr city carved in the Forbidden Peaks in the Second Age of Svilland, the city halls of which were full of life and joy. People came here from all over to see the city, and to trade goods. However, nowadays it has been turned into a source of scary tales and nightmares. It was abandoned and sealed towards the middle of the Second Age.

Many stories have been told about Gurbolruhm. Some believe that the city was cursed after the Massacre of the High Council. Some others tell a different story; a story of an ancient ritual that gives people immortal life performed by the last dvergr king Don Baltham and his daughters. According to this version of the legend, the ritual had some adverse effects and they were deceived, as the ritual gave them unnatural cursed lives and ruined the whole city. They were cursed, and their mind and bodies irreversibly changed as soon as the ritual was performed. It is said that they have “lived” in the city to this day.

HJANLIR

(Hamlet, population: 75)

Hjanlir is a cold hamlet located in the midst of the deserted wilderness of northern Bjargfold. It looks like a ruin from a distance if there is no smoke rising from the chimneys. The village was established near an old road leading to the “frosted land”. An old, wooden bridge in the village binds this cold domain to Svilland. The bridge is also known as the Passage of the Frozen River.

Hjanlir was a lively town in the Second Age, but it was mostly abandoned after the High Seidr Council was executed.

As a result, less than 100 people live here as of today, consisting mostly of half-jotunns and seidrs. They live in the remains of the old town, and try to prevent the river from freezing completely. To that end, the seidrs here melt the frozen river down with magic, while the half-jotunns break the ice. They believe that in this way, they are delaying Black Winter that approaches via the river.

The people here make a living through hunting and gathering. Since their main purpose is not to earn money, but rather to help people by melting down the river, the folk here is not interested in trade. There is no apparent leader of the village, although three half-jotunn sisters named Ada, Unn, and Solla are loved and respected throughout the hamlet.

ISSFEVER

(Village, population: 180)

Issfever is a small dvergr village located on Drumark Mountain. It is hard to spot the village from a distance since everything is covered with a heavy layer of snow. However, there is not much to cover in Issfever; there are two buildings in town: the manor and the temple of Odin, to whom folks pray and sacrifice their belongings from time to time. Folks prefer living in small caves since they are easier to heat compared to houses, which are generally bigger than caves, and thus are more vulnerable to the harsh effects of the cold.

Strodid Stoneborn, a young and strong dvergr fighter, is



the ruler of the village. She wants to provide better living conditions to her people, and to that end, she constantly encourages people to travel and learn more. Other than that, the villagers dig mines in the mountain. Even though they have not found anything too special to this day, they believe that they will one day find a mighty vein of iron inside Drumark.

The economy of the village is highly closed-off since it is very hard to travel here. The villagers generally hunt wild animals, not to make money, but to feed their families. Because of the extreme cold and difficult living conditions, there aren't any taverns in the village, and the dvergrs who live here entertain themselves around open campfires or in their caves. It would be prudent for travelers to know that frostbite is a very common condition in the area; many dvergrs here have missing or blackened fingers or toes, and some have even been known to lose entire limbs due to harsh weather conditions.

VILLAGE OF SNOWEATERS

(Village, population: 130)

The Village of Snoweaters is a small village close to the summit of Drekk Mountain. The whole area is high in terms of altitude, and quite barren. Travelers and villagers need to climb the mountain through icy and snowy gateways in order to get to the village. However, there are several runes scratched along the gates that warn travelers to turn back.

The village is almost completely camouflaged by a heavy layer of snow, only the light grey tents can be spotted from a distance. The entire population of the village lives in tents placed very close to one another, both to protect the village and to use the heat coming from the campfires that the villagers light in the middle. The villagers are known for their tradition of eating the flesh of those that die in the village. They believe that eating the flesh of the dead lets them absorb their power. However, they do not *kill* anyone to absorb their power, because they believe the act of murder blocks the absorption.

Arnora the Redhead, a Balder gothi, is the ruler of the village. She is a middle-aged woman with a vicious gaze and red hair of which the color can barely be seen as she mostly shaves her head. She likes to wield a greatsword and even though she has lost three fingers, she is still excellent at using it.

LANGAGUDD

(Town, population: 3200)

Langagudd is a mining town that produces black ice, and is situated at the south side of the foothills of Blakkr Mountain. Black ice is a very rare element in Svilland. Because of this, the demand for this material is relatively high, and the economy of Langagudd is built on its trade.

Dark clouds cover the sky, heavy snow or blizzards are expected at all times, and the weather affects the general atmosphere of the town quite a bit. Most villagers usually have an unhappy and tired look about them. On the bright side, Langagudd is a well-protected town. It has a strong, stone wall and two watchtowers. Most of the buildings inside the walls

are made of wood except for Stone Manor, which is home to the chief Gregor Nachtson.

Gregor Nachtson is a wealthy and respected ruler, also renowned in nearby towns and villages. It is said that he wants to overthrow Tothrum Warhammer. He also tries to provoke the townspeople to rebel against him by spreading rumors by saying things like "Tothrum is not a man of God, he disrespects both Tyr and Aegir gothis."

The population consists mostly of Vestris but there are dvergrs, and half-jotunns who live there as well. They make their living from mining black ice (as stated above) and from crafting and selling jewelry. The miners are generally chosen from those who are strong and small in order to fit in the small holes in the tunnels, so most of the town's half-jotunns population cannot work in the mine. A dvergr called Brum, who is a very close friend of Gregor, is responsible for distributing the jobs and managing the mine. The stone-paved court area in the middle is located next to the Stone Manor. Here, criminals are judged and punished by a Tyr gothi named Ludin the Judge.

MUGDONVIK

(Town, population: 2170)

Mugdonvik is one of the biggest settlements of the Mighty Hills, settled to the far north of Landor Mountain. The town looks like a big black dot in the midst of hectares of snow-land. Everything around the town is covered by a heavy layer of snow. Everything looks frozen, including the small river that passes nearby, which has aptly been named "Frozen Creek".

The town is nested on a hill, which makes it vulnerable to the harsh winds and thunderstorms of which there is never any shortage in the area. The small and dreary houses in which the townspeople live are generally made of stone.

The economy of the town relies on trade. The people of the town sell the goods they purchased from the north to the southern regions. The goods subjected to trade are generally armor, weapons, and jewelry. Other than trading, people make a living from fishing, hunting and fur-making. Even if the river looks frozen, water still flows under the ice, which makes it suitable for ice-fishing.

- **Hillrest Cemetery**

This old cemetery located close to town dates back to the Second Age. Some people bury their dead here. The old cemetery has about 50 burials. In the middle of the burials, there is a large tombstone which is believed to be the grave of a warlord. For that reason, people have been known to leave some small gifts here to honor the fallen soldier.

EAST RANGE

East Range is a military region on the east side of Nionaem and it shares a border with Alsvartr. Since it is a military region, there are many soldiers here, and even the commoners know how to use most simple weapons and are ready to protect their settlements.

Gurmund the Warlord rules East Range alongside Bjorn the Judge. Due to the strategic importance of the area, Aleson pays great attention to this part of the kingdom.

The region is a flat area with large grasslands and some forests; the points of highest altitude are the hills of which there are not too many. There are also many small lakes that provide both water and food to the settlements around them.

Even though the tradition of the Bear King does not concern the construction of buildings, King Ingmar, who was the last king before Aleson, built walls around the towns and the castles.

BJORNLAND / BEAR KING'S STEPPES

(Steppe, population: none)

Bjornland, also known as the Bear King's Steppes, is a very large steppe located in between Alsvartr and Nionaem. The vast, flat steppe is of great historical importance, as it is where the Bear King was born from a giant brown bear in the wilderness. According to the legend, the bear died right after birth, and the Bear King waited there for nine days and nights. The epic story of the Bear King has been, and continues to be, one of the favorites of all bards in Svilland, and thus one can come across various depictions of the same story. From time to time, the followers of the Bear King, berserkers, and warriors come here to show their respect to the Bear King and to his mother.

Moreover, the great battle between the Bear King and his supporters and Eastern Horn also took place here. These steppes are hence home to the memories of the old war in which, according to many, the Bear King lost his life.

EAGLESIDE CASTLE

(Town, population: 4600)

Eagleside is a strong castle in East Range, and was built a few years ago. The town is established around the castle, and thus is protected by two sets of walls; the wooden walls that encircle the town and the strong, stone walls of the castle. The soldiers live inside the castle while the common folk stay outside, although they seek refuge inside the castle in the case of an emergency.

The townspeople make a living by producing goods such as wheat and meat for the castle. Other than that, weapons and armor are also made in the town. Most of the folk here are content with their way of life, in their words, "We are warm, full and protected." There are 4300 soldiers and nearly 300 commonfolk living in town.

Osvald the Blue is the ruler of the town, who is a middle aged, handsome warchief. He wears a bear skin armor, carries a Tyr symbol on his chest and uses a longsword. Osvald attends many battles and wins most of them. For this reason, he is loved and respected among the soldiers. Even though the training here is quite rough, the soldiers like being in such an environment. Osvald also has a collection of objects that he has procured from the battles he has been in.

KROKSBERG

(Town, population: 3300)

Kroksberg is another castle that was built on the border of Alsvartr. It was constructed in the time of Ingmar in case of an attack from Alsvartr. Today, the military town established around this castle is famous for its cruelty and ruthlessness in training. The soldiers are expected to pass many different tests during training sessions. Kjotve the Loud has been the ruler of the town ever since it was first established. He is also the one who oversees the training of the soldiers. The soldiers spar and train for long hours, every single day. From time to time, Kjotve deprives his soldiers of water and food in order to strengthen their will and he exposes them to the cold to strengthen their bodies. Despite his cruel methods, he is respected by the common folk and the soldiers alike. Selgeir, a barbarian, also helps Kjotve with the training.

From a distance, the town looks nice and welcoming. The buildings are newly built and in good condition. The stone castle gives the feeling of power and might, and its sturdy, wooden walls make it look impenetrable. From time to time, Gurmund the Warlord, who is the ruler of East Range, visits and inspects Kroksberg.

The atmosphere in town is quite friendly, and the people here are open to trade goods and services with foreigners. The town is also famous for its taverns; people here know how to entertain themselves as well as others. Those who have visited the town say that the music and the meal served in the taverns here make the trip most worthwhile. Also, some prostitutes working in the taverns and inns are renowned throughout Svilland for their numerous achievements in the field.

ODLEAF

Odleaf is a region that shares a border with the Van River on its west. It is a relatively flat, cold and wild area situated in the north. The most well-known part in the area is the Western Passage, which is an unpreferable natural gate to Alsvartr.

Since it has borders with Alsvartr, Aleson the Arisen wants to increase the number of the soldiers here. The people in the region make a living by trading.

Inhild Kaldottir is the ruler of Odleaf, and she shares her authority with a Tyr gothi named Eskil from the town of Deildar. Inhild is a young and clever woman who works hard to be worthy of her current position. She attends many raids and wars, and her success in these endeavors has caught Aleson's attention. Her military abilities and achievements despite her young age are respected by all Nionaem warlords. She has long, black hair and cool-grey eyes full of determination. She wears an Aegir symbol around her neck which dangles on her chest, and she carries a warhammer.

BREISTOIR

(Town, population: 2350)

Breistoir is a lake town located to the south of Serpent's Lake. It has a beautiful lake landscape and a welcoming atmosphere. The wooden walls that encircle the town and the houses look clean and well-maintained.



The folks make a living from farming, forestry (in Ranlon forest nearby), agriculture and trading. The people here are able to make good money by doing trade with the north. Despite it being a lake town, fishing is not a common occupation here since it is strictly forbidden to fish in Serpent's Lake. This is because people believe in an oldwives' tale, which is also common in Farbjoor. This story is about two wyrms who have fallen into a deep sleep after a fight, and people believe that one of them, Reo the Quiet is in the depths of Serpents' Lake, which is why they refrain from fishing in it.

Brussi Karmsonn has been the ruler of the town for seven years. He is an old man with shoulder-length, white hair and blue eyes. He is respected among the folk here and is known to be a wise leader.

Those who want to pass the Bjargfold region generally visit Breistoir, as there are some famous taverns and inns in the area. However, since people believe there might be a wyrm inside the lake, there are guards watching it day and night. These guards do not let anyone cross the lake by boat, even if it is the fastest and easiest way of reaching town. Therefore, those who visit Breistoir must walk around the lake or risk an encounter with the guards, that is, if they dare.

DEILDAR

(Town, population: 4300)

Deildar is located to the north of Riverend and Kroksberg, and to the south of Noble Woods. Deildar is positioned on a nice flat steppe that is surrounded by forests. The town looks like a warm and safe place in the midst of the wild steppes, surrounded by wooden walls, with its small houses and tents.

Eskil the Judge is the ruler of the town, and he shares the authority with the leader of the Odleaf region, Inhild Kaldottir. He is a high gothi of Tyr and is respected and well-known in many of the settlements nearby. He lives alone in the biggest building of Deildar called Judge's Home. He is a middle-aged man with shaved, blonde hair and dark-green eyes. He has a large Tyr symbol tattooed on his chest.

The atmosphere of the town is a little different than what might be expected. Even though people are nice to travelers, they are not that friendly or welcoming which does not come as a surprise considering that the spies of Hanlon the Real King have grown in numbers in the last couple of years. The folks here are religious, as evidenced by the many altars of various Gods and Goddesses, which are always adorned with offerings. Although most Gods and Goddesses are honored with an altar, those belonging to Odin, Tyr and Aegir always seem to be filled to the rim; more so than the others. Some people prefer to live in large fur tents, while others live in regular wooden houses that one could come across anywhere else in the rest of Svilland.

Most people make a living from farming and breeding animals on the large steppes near the town. They generally produce wheat, and the folk here are good at baking and brewing beer. There are also some who trade with Alsvartr.

HHRANSTOIR

(Village, population: 340)

Hranstoir is a small village at the heart of Noble Woods. The village is as foggy and misty as Noble Woods, which is a wild and dense forest in the north of East Range. Since it is hard to get in and out of the village because of the mist, the people of Hranstoir rarely leave their village.

The village is surrounded by a murky wooden wall. Since it doesn't attract any raiders, their main concern is to protect themselves from the wildlife. Most people live in tents and some of them, in small wooden houses. They strongly believe in the Gods and Goddesses and pray to them frequently, and thus their altars are always full of offerings and wet with the blood of the animals the villagers have hunted. The villagers make a living from hunting, gathering, herbalism and animal training. There are also some who breed and raise animals for milk and to act as provision for the long winter months.

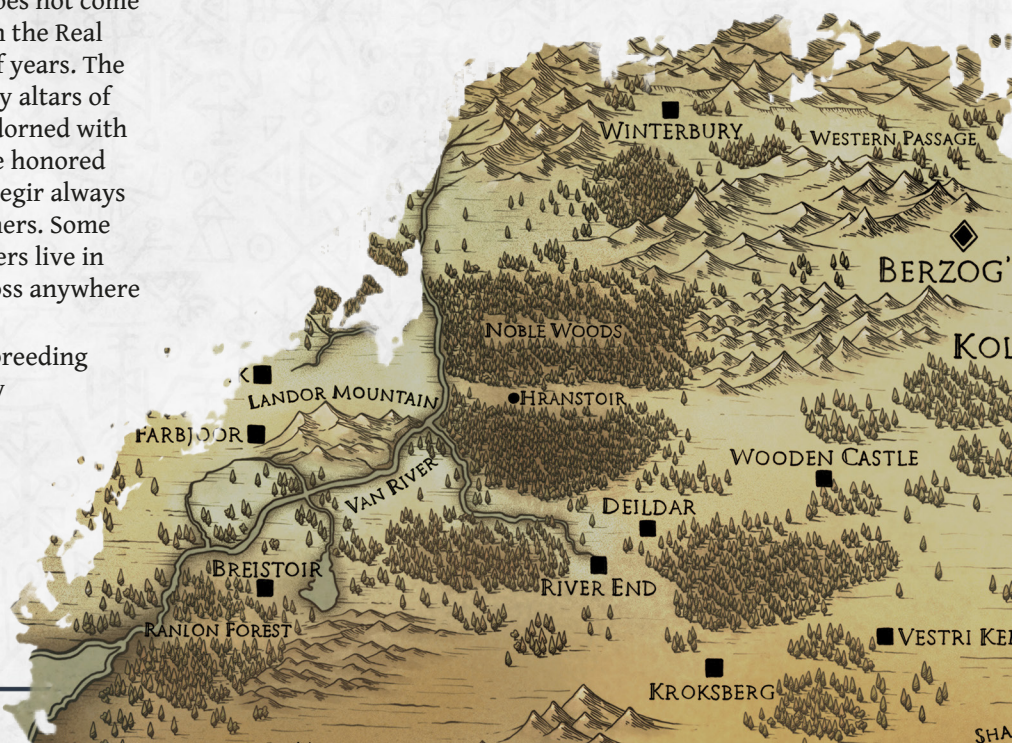
Ulvgy the Deerborn has ruled the village for more than five years. His mother gave birth in Noble Woods after having hunted and killed a deer. She died after the birth but before she had passed away, she was able to wrap her son in the deer skin. Owing to the skin, he managed to survive for two days in the woods. Some find it hard to believe that he didn't get eaten by wild animals, but some say that he has been blessed by the spirit of a deer that protects him to this day. He still lives in a tent that is made of the very same deer skin.

RIVER END

(Town, population: 2100)

River End is the town nestled between Eastern Stream and the forest next to it. From the distance, it looks like a nice, warm town with wooden walls and houses, small fishing boats and the smoke rising from the chimneys.

River End has a thriving community with many lucrative occupations, it usually harbors many travelers and its clever leader Inhild Kaldottir is also the ruler of the Odleaf region. She is very hardworking, and is therefore loved and respected among the folk here. She comes from a wealthy family who made its fortune by trading



animals and by fishing. However, rumors say that the family actually found black ice in the river and sold it.

The atmosphere of the town is bright and cheerful with small thriving gardens, people doing husbandry, and children playing all around. People feel safe behind the strong wooden walls of River End, which is also supported by heavy stones from the river. The guards of the town are also very well trained with the close attention of Inhild; with dvergrs and vestris working as guards. People live in good conditions; they eat well and live either in wooden houses or in large tents.

The economy is mainly dependent on fishing, medicine, and animal breeding. The large riverbed is quite suitable for bulk fishing. People dry and ferment the excess fish and sell these products to other settlements. Medicine is also an important occupation in town, and travelers can easily purchase a variety of medicine from the shops. Other than that, some small black ice pieces can be found in the river, and these pieces are sold to other settlements. When black ice is found in the river, it is an occasion that brings the entire town joy.

Two famous healers live in Riverend, Skopti and Iuli. Both of them say “the nature around us is enough to heal any pain in any body” and utilize nature to heal others. Even though their prescriptions may include certain elements that most would consider to be harmful such as urine, blood from siblings, menstruation blood, or bird beaks; they actually work very well when used for remedial purposes.

WESTERN PASSAGE

Western Passage is an old road that was discovered and opened by seidr in the beginning of the Second Age. It is a

natural but very harsh path between Alsvartr and Nionaem, located to the south of Ymir’s Lashes.

Until the establishment of the North Assembly by Hanlon the Real King (p.212) in Alsvartr, the road was generally used by criminals who did not want to be seen in the outposts of the borders. The situation has changed drastically ever since Hanlon took control over the entirety of Northern Alsvartr. He made an agreement with Aleson concerning this passage, after which he cleared out the passageway with his own soldiers.

WINTERBURY

(Town, population: none)

Winterbury is a very old Second Age town that has fallen into ruin after the Massacre of the High Council, as it was one of the particular places where this gruesome slaughter took place. The empty streets and the ruined old houses have been claimed by wilderness. The only building left standing is the watchtower, Winter Watch, which is protected by runes and powerful seidr spells. Also, it is rumored that the tower was constructed by the dvergrs, whose fine work has ensured its survival to this day.

Travelers who use the Western Passage generally do not visit the town, because the town is known to be dangerous as a result of its horrific history. Also, many believe in an old tale that passes from one bard to another telling the story of the massacre that night. According to legend, a Kuning father flings himself on his daughter to save her life. When she wakes up, she realizes that her father has been killed, and the town has been demolished. She decides to stay in the Winter Watch, in order to prevent the town from suffering further damage.



WOODEN CASTLE

(Town, population: 1360)

Wooden Castle is an important, military town on the border of Alsvartr, which was built at the time of King Ingmar. It is strategically built on a small hill to watch the area around it and it is always ready to protect Nionaem from a possible attack.

Surrounded by an old forest, the town is hard to spot from a distance. The strong wooden walls of the town blend into the forest background.

The town has a warm atmosphere. Behind its walls, soldiers can usually be found training, and children can be observed either watching them or playing by themselves. Most soldiers stay inside the barracks near the gates, which look well-maintained, as do the other buildings in town. Oftentimes, merchants and travelers are also in town, and they are loved by the townspeople. The most eye-catching building in town is the big mansion at the center of the hill. It is where the leader, Skuli Mendunsonn lives with his family of seven; his four sons, two wives and a daughter. He is a strong, brave soldier who was chosen for this post by Aleson the Arisen himself.

Inhild is the captain of the soldiers, who is also Skuli's eldest child. Both the soldiers and Skuli trust in her knowledge and abilities.

SEA'S BREATH

Sea's Breath is a region located on the west side of Nionaem, which also hosts the new capital, Nyrstadir. Therefore, the region is under the strong influence and pressure of Aleson the Arisen (p. 185) and his priests. It is a large coastal region with flat lands full of fruitful plains, farms and large animal packs. The weather is nicer and warmer compared to the northern regions along high mountain ranges.

Religion plays an important role here, more-so than in any other part of Nionaem, people are expected to join in certain religious rituals and make certain sacrifices.

BORGARL

(Village, population: 120)

South of the city of Kolfavik and Snowgrass Mountains, there lies a village full of traders and sailors. It is an important harbor for ships traveling from the Sea Horn peninsula to Nyrstadir and Kolfavik.

There are 3 longhouses in the village. One of them is used for gatherings and meetings, while the other two are used for general storage. Other than these buildings, the large harbor that can hold at least eight longships is among the important structures of the village.

Borgarl is always crowded although few people live here. There are five medium-sized houses as well as a larger one made out of wood and stone. The larger house is the home of this town's protectors, the Spectres.

The Specters are a small party of 4 people: Vindr, Skjöldr, Lyomi, and Geisa; all of whom are runewarriors. Still, they don't protect this village out of their goodwill, as the people of Borgarl pay them both with gold and with food.

The general atmosphere in the village is quite lovely with its cheerful, warm people, its open spaces with stands that sell all kinds of goods, and its weather that never seems to be short of sunshine. All this makes Borgarl a nice little village, although its crowds would give any big city a run for its money. All kinds of people pass through the village, but criminals are either scarce, or they simply lie low when they are passing through, as there is little to no criminal activity in Borgarl.

Most people in Borgarl follow the path of Aegir, although there is no temple dedicated to the Sea God in the village. They say the greatest temple they could build would not be better than the Harbor of Aegir that they have built in honor of the great God of the Seas.

DUFANSDALR

(Village, population: 550)

Dufansdalr is a coastal village in the middle of Ranlon Forest and Nyrstadir, the capital of Nionaem. It is an old village which dates back to the Second Age. At that time, it was a big coastal town with thousands of people; however as time went by, Black Winter kept growing in intensity and the land lost its fertility. Therefore, the main livelihood of the town grew smaller and smaller. Today, there are approximately 550 people living here. Most of them still try to make a living from fishing. However, rumors about monstrous creatures of the northern sea frighten the fishers.

It looks empty from a distance, with all the abandoned buildings that have fallen into ruin. The wooden walls of the settlement look weak and murky. A light fog covers the unkempt rooftops and the empty, muddy streets. The atmosphere inside is not different from the way it looks on the outside; miserable and hopeless. Many of the people who live here plan and talk about moving to other settlements.

Katla has been the ruler of Dufansdalr for five years. She is a middle-aged woman who lives with her small son, Gris. Even though she wants to improve the conditions of the village, she feels desperate and does not really know what she can do to do so. She tried some methods and introduced new occupations to the villagers, yet she failed. Today, she no longer bothers to even try new things and prays to the gods for a miracle.

HAMTALOND

(Town, population: 2600)

At the southern foothills of the Grimdane Mountains, the people of Hamtalond lead a peaceful life. Half of Hamtalond is built inside one of the caves on the mountains. There is a stone wall surrounding the town fortified by wood, and two wooden watchtowers reinforced by stone on either side of the main entrance. Buildings in town are usually made of stone, and the people thus built big braziers along the sides of the streets to warm the town in general. Half of the town is always warmer since the braziers heat the part inside the cave quicker. People usually call the cave side the "inner side" and the other part of town the "outer side".

There is no ruler of Hamtalond within Hamtalond, as it is ruled from Nyrstadir. A messenger visits town once a month to listen to people's problems and to find solutions to them. In a town, this lack of authority can be a major problem but since

Hamtalond is on the route of trade between the capital and the south of Nionaem, Aleson the Arisen (p.206) himself appointed a group of warriors to train Hamtalond's guards who keep the peace.

People living here are happy with their lives. Generally, many of them provide for themselves or for their families by mining and selling precious gems and other blacksmithing resources. Some also prefer to harvest and sell different kinds of berries native to the hills of Grimdane Mountains.

- **Grimdane Mountains and Tunnels of Grimdane, Volundarhus**

Grimdane Mountains consist of many small mountains and hills, all parts of which are unusually connected through natural underground tunnels. These tunnels are intertwined and while some of them are big enough to build a longhouse in, others are so narrow that not even the smallest of creatures could fit through. Two entrances to these tunnels are located at the inner side of Hamtalond, shut by a gate. There are no guards standing watch over the gates, and one could enter if they so chose. Some are known to go into these tunnels to find mushrooms and small beasts

to eat, but everyone knows that anyone who enters the tunnel is on their own upon entry.

It is said that a long time ago, Odin caused swarms of evil creatures to fall upon Hamtalond as a result of his quarrel with them. Odin the Allfather saw the harm his actions were about to cause this town made of his most loyal followers and opened these tunnels to create a shelter for everyone in Hamtalond. Once the people of Hamtalond fled into these tunnels, the very gates still protecting the tunnel today magically appeared and were shut behind them. After Odin's victory against his foes, the gates were opened once more, and nobody was hurt. The people of Hamtalond are very fond of the Gods and Goddesses of Asgard owing to this legend, and they don't think anything bad could come their way from these tunnels. After all, the Volundarhus was created by Odin and gifted to them by the wisest of all Gods and Goddesses himself. Still, one must not forget that these grand tunnels may also hold some dangerous secrets.

HOLFJOLA

(Village, population: 210)

Holfjola is located at the very south of Nionaem, in the Woods of Akkeri. This village consists of eleven small wooden houses and a longhouse for gatherings. People here make a living by fishing and smuggling, and so there are a few small fishing shacks along the shore, some of which are used for the storage of some "frowned upon" items, such as those suspected of a curse or vials of poison.

Since Holfjola is close to the Sea Horn, one of the most well-known centers in Nionaem, it has always been a trading hub. Many merchants prefer to stay in the village on their way to Sea Horn.

Holfjola is in the Odleaf region under the rule of Aleson the Arisen (p.206), Although it being the farthest corner of the Nionaem, the authorities under Aleson's command don't visit the village. An old Vestri named Ingrid is the village elder and she deals with the daily needs of the village, whatever they may be.

The people of the village are not welcoming per se, but they do not stick their noses where they don't belong either. They like the way they live, far from the conflict and the gaze of the authorities. There are some Kunings, dvergrs, and half-jotunns living in the village. Most of them first came here to escape or hide from something and have stayed afterwards.

According to a legend popularized by hearsay, there is a hidden cave in the Woods of Akkeri that opens to a tunnel leading to the old parts of the village. They think these ruins are haunted by the spirits of Bear King's soldiers protecting an important relic of the Second Age. Scared of running into the ghosts of the past, traders prefer to take a specific route in the woods, named the Blue Path. The Blue Path is through the woods as well, although it is nowhere near the clumps of trees, which they fear might be concealing the aforementioned cave. Still, traders of Holfjola never use the Blue Path at night.



CITY OF BROKEN THRONE- HVANNSAVIK

(City, population: 7000)

Hvannsavik was the capital city of Nionaem until Aleson the Arisen dethroned Ingmar and took over the kingdom. It was the capital from the time of the Bear King, to the times of old king Ingmar. The city hosted big ceremonies, religious rituals, important meetings; it was home to thousands of merchants, and soldiers, and played a part in many adventures. But today it has lost its old magnificence. Now, it is known as the “City of the Broken Throne” in all of Nionaem.

The name “Broken Throne” comes from an actual broken throne in the old longhouse. When Aleson the Arisen took over the kingdom, he broke the old throne and sealed the longhouse with runes. Nowadays, it’s forbidden to get into that area of the city.

Hvannsavik is located at the center of Nionaem which makes it an important crossroads even today. Many merchants and travelers use the roads leading up to and from this city, or visit the city itself. Large steppes surround the city with some groves and a few trees here and there. The city has a pleasant atmosphere in spite of the horrible events it bore witness to in the first days of Aleson’s reign. People go about their business, and children wonder around the muddy streets with joy. Travelers can find many daily jobs here, from jewelry-making to cooking. It is therefore no surprise that many people come here for the available jobs, and that many people with different backgrounds live here in harmony. Yet, it is hard to find seidrs in Hvannsavik, because most of the time, they do not feel good spending time in the city that hosted the Bear King at one point in history.

There are three districts in the city; Forbidden District, South End, and Dvergr District. Also, there is a rumor about the existence of secret dvergr tunnels under the city. Even if nobody knows where the entrances are, they still believe that these tunnels exist.

• **Forbidden District**

Forbidden District is where the old longhouse, with the broken throne, is. The district is surrounded by stone walls, built after the death of the Bear King. There is also a small Odin temple in the district, which was generally used by the noble families while they were making their sacrifices. Today all these areas are sealed with powerful runes, and those who try to enter either die instantly or are cursed so horribly that they wish they were dead.

• **Dvergr District**

Some dvergrs live in the city and their houses are very close to one another which, in time, has created a “Dvergr District” in the city. The dvergrs generally take an oath declaring their loyalty to Tothrum Warhammer, the ruler of Bjargfold. Some of them want Tothrum to be the king of Nionaem, dethroning Aleson.

Even though it is a very small part of the city; and hosts approximately 150 dvergrs, there are many blacksmiths, potion makers and healers in this district along with a famous tavern, all of which make the area a fascinating part of the city. The buildings look different from others in the city; they are made of well-cut stones and all have very small windows. Some structures share doors and small gardens.

• **South End**

South End is a district established on a hill, which makes it the highest part of the city. Most altars, which are all well-maintained, are located here along with a few houses and an old watchtower looking over the steppes. The Lake of Djúprvatn can be seen from the watchtower and some of the houses.

KILOVIK

(Town, population: 1750)

Kilovik is located to the south of Hamtalond and across from the Boundless Stronghold. It has one of the biggest military shipyards in all of Nionaem. The town is surrounded by two wooden walls. The outer wall surrounds the whole town and protects the houses, and the inner wall surrounds the shipyard and the main longhouse, which is used as a military base. The buildings here are generally made of wood. There are more than 30 houses in town, about 10 of which are empty. There are also three taverns in the town. Two of them are on the house side or Folkside (as the townsfolk say) and one of them is on the shipyard side.

The weather in Kilovik is generally misty and gloomy, which is also reflected in the less-than-cheerful moods of the people, in fact, it feels like it is always dusk. But even if the town is not heartwarming per se, many people come here to trade or build a ship, or join the naval forces of Nionaem.

Due to ongoing military activity in town, criminal activity is low, although there is a rumor about a cult made of Odd followers trying to spread their twisted beliefs to the South Sea region through the Sea Horn.

Kilovik is ruled by a viking named Yvonne the Wavebreaker who is responsible with making ships for Aleson the Arisen (p. 206) and protecting the south coast of Nionaem. Since Kilovik is in the Sea’s Breath region, it would normally be ruled by Aleson the Arisen; however, the military importance of building ships makes this town an important location. Aleson thus thinks that Kilovik needs constant strict supervision, which is why he assigned Grelod the Judge, the ruler of the Sea Horn region of Nionaem, to be the authority to whom Yvonne answers. There is also a marine trade route between Kilovik and Maerin; probably a consequence of this relationship between Grelod and Yvonne.

GREN

(Town, population: 1800)

Gren is located between the new capital Nyrstadir and the old capital Hvannsavik, at the foothills of Restlesswind Mountains. It looks like a fox hole, with its dark, pinewood walls and rooftops, under Restlesswind. In fact, the town is named after this quality in its appearance, Gren meaning Fox Hole in Austris.

The landscape is welcoming even from a distance with well-maintained, pinewood buildings, clean streets, and a giant 150-foot-tall cedar tree in the middle of town. There are also some tents here and there, as well as some caves that were dug in the mountain by the dvergrs.

The Tyr temple is an important place in town, and is a mighty, two-story building. Its first floor is made of stone

while the second one is made of wood. The altar in front of the building is always full of offerings, and from time to time some sacrificial rituals are made in front of it by the townspeople. The trials in town also take place in front of this building.

Owing to the good taverns and inns, the travelers passing through always like to stay here, on their way to Nyrstadir. The economy of the town depends on the number of travelers and adventurers passing through town. People are also interested in trade and medicine.

Gauk, an old soldier who has led many attacks to Alsvartr in the past ten years, is the ruler of the town. After he lost his left foot in battle, the old king Ingmar declared him to be the ruler of the town. He kept this position when Aleson assumed power.

DJUPRVATN (DEEP WATER)

A large, dark blue lake located to the south of Hvannsavik, which has a landscape that fills one with a feeling of relief and serenity next to the lake after which it is named. The shores of the lake are generally crowded with people coming from the nearby settlements; people fishing and examining the lake, picking some fresh herbs, hunting in the forest and children playing games are common sights one may come across around the lake.

The water is always dark blue, and the depth is unknown. Even if people try to measure it, they are not able to. They generally attempt to do so by releasing long ropes or chains into the lake, however they haven't been able to reach the bottom to this day.

HLEYP

(Town, population: 2230)

Hleyp is a wealthy town, located to the South of the Djúprvatn Lake. It is a little lakeside town on the lake since many people make a living from fishing. People also dabble in the trade of fresh fish as well as of dried and fermented fish, and also of some water plants. Interestingly, horse breeding is another important occupation around town, as there are many wild horses around the lake and in the forest surrounding it. Some people domesticate these wild horses, which are generally stronger than most others.

The landscape is very similar to that of the lake, it is serene and peaceful with the pine forest around it, the dark blue lake in the middle and the small wooden houses that can be seen from a distance. However, the truth is quite different, and the peaceful appearance does not represent the actual atmosphere of the town. People complain about their living conditions. Vestar has been the ruler of this "peaceful" town for three years. He is not liked by the people because of his general behaviors and attitudes. He pushes people to work harder and harder to increase the wealth of the town, mostly disregarding courtesy or humanity when he does so.

Even though they are discontent, people are quiet because the guards and soldiers of the town are still loyal to Vestar and ready to quell any rebellion against him. There are also rumors that the reason behind the higher level of wealth of the guards and the soldiers compared to the rest of the townspeople is that they are prone to taking bribes.

IRONWIND

(Town, population: 4680)

It is a military town, situated to the east of the capital. The town used to be a small village, but it developed very fast after the capital was changed from Hvannsavik to Nyrstadir. Today, it hosts thousands of soldiers, ready and eager to protect their new capital. Many Drakkar Skipans (p. 183) have their initial training here in Ironwind.

Even from a distance, it is easy to understand that Ironwind is a military town with all the training areas, large, one story barracks, and the general hustle and bustle of the soldiers in town. There are no walls surrounding the town; instead, it is surrounded by nice and welcoming wheat fields. The fields are harvested by farmers who have been assigned to feed the soldiers and send the excess products to Nyrstadir.

Grelod is the young and talented leader of the soldiers of Ironwind, although she does not have the authority to make any decisions regarding the town, which is ruled from the capital.

BROWN FOREST

Brown Forest is a forest full of ancient hornbeam trees, to the south of Nyrstadir. A light fog covers all the landscape with maddening whispers and unknown fears lurking within. The forest is associated with the story of Huginn and Muninn, the ravens of Odin, who have been tasked with bringing news of the realms to Odin. It is said that Odin says the following to his ravens before he sends them on their way and awaits the news they will bring:

"Hugin and Munin

Fly, fly today

All over the realms;

I worry for you Hugin

That you might not return,

But I worry more for Munin."

People talk about an unknown entity, half raven and half human, living in Brown Forest, of whom the name is the Raven King. Those who know about the Raven King believe that he is actually Huginn in disguise. It sits on its black branch throne in the depths of the old hornbeam forest and waits for the lost Muninn. The Raven King seeks help from Odin gothis all over the realm, asking them to assist him in finding Muninn. The king is known to organize some secret meetings with these gothis, which known as the Raven Council.

Many believe that the council is also a secret intelligence cult, of which the main purpose is to find Muninn and see both the Raven King and Muninn off to fly back to Odin. They gather information about the mainland and the region of the South Sea; which places this cult in a strategically important position due to the abundance and range of the information that it collects.

It is strictly forbidden to attend the meetings unless one is a member of the Council, and those caught trying to infiltrate or eavesdrop are tortured and killed right after they are seized.



Brown Forest

RAVEN'S WATCH

(Village, population: 250)

Raven's Watch is a small village near Brown Forest.

The landscape of the village is also wretched; it looks like a carbuncle near the forest, with all the small, old tents and smoke. There are only two buildings in the village, the first one of which is the common house of the village where the villagers mostly pass their time, and the other one a tiny shack used as a Freyja shrine.

The atmosphere inside the village is not different from how it looks on the outside; dark and miserable. There are very few people on the streets, and the few that are there are not friendly. The stories of the Raven King in Brown Forest are quite popular in the village, which is why the folk here are terrified of it. Most of them do not like travelers, because they suspect that they might be members of the Raven Council.

People are poor, most of them wrap their bodies with animal skins, and they mostly look hungry and sad. Most of them sustain themselves by hunting and gathering. Even if the forest is close enough to do forestry, they lack the needed tools, and the people possessing the necessary skill.

KOLFAVIK

(Town, population: 1250)

Kolfavik is a coastal town in the southwest of Brown Forest, which was built on the hillside of a bay. Because of its position, strong winds blow in the area all year round. However, the landscape is warm and peaceful. Brown Forest meets the sea on this bay, and many-a-storyteller has been inspired by the

majestic blue and bright green scenery.

The stone houses are constructed to be sturdy and they protect the people of the town from harsh winds. Despite the tiny houses, rough work, and harsh living conditions, the people here are mostly satisfied with their lives. Most of them don't think about moving, or even visiting other settlements. Their only demand is a safe road leading to towns and villages since the only safe way of getting into town is by the sea because of the danger of the Raven King and the unknown whispers coming from the Brown Forest.

The sea is the town's main source of livelihood. Fishing is an important source of income. Kolfavik produces some fish products such as dried and fermented fish to sell in other settlements; especially in Nyrstadir, the capital. Also, those who have ships carry people and the goods from Kolfavik to the desired point on the western shore.

The most eye-catching thing in town is the tent of Thorvi Mishova, the barbarian chief of Kolfavik. The tent is made of linnormr skin. Thorvi is a strong believer of Aegir and often tells stories about Aegir and the sea. Among these, there is the tale of linnormr skin. She is the only survivor of this fight with the linnormr; however, she lost her left arm and is extremely wounded. She still joins in the fights that take place in the town square for fun, and is defeated when she attempts to do so. She lives with her four children, and trains the guards of the town. She often says that she wants to establish a shipbuilding port for the navy of Aleson the Arisen.



MUDHELM

(Village, population: 300)

Mudhelm is a small village to the north of the Hvannsavik which is also close to the end point of the Road of Frostbringer that stretches there from near Deildar, to the Restlesswind Mountains.

From a distance, it seems like a quiet and small village. It has very recently been surrounded by a wooden wall due to the increasing numbers of frostbringers in the area. The villagers believe that the North Assembly in Alsvartr has led to this situation as they have cleared the entirety of the north in order to establish new settlements. Hrolfr is the chief of the village. He is the one who suggested the construction of the wall which was built by the villagers although some villagers did not agree to it.

Hrolfr became the chief of the village at the age of 17. Now he is 25-year-old; a handsome man with many talents and an ingenious mind. He has constructed many improvements to Mudhelm including the wall, some water wells, and a well-established guardhouse. However, he is still a controversial person because his mother was a strong Fenrir follower who wanted to sacrifice Hrolfr to Fenrir.

The economy of the village is reliant on farming in the old capital Hvannsavik. But nowadays, the frostbringers from the east have disturbed the farmers so that some guards have to accompany the farmers while they work.

NYRSTADIR

(City, population: 10250)

Nyrstadir is the new capital of Nionaem, which claimed this title after Aleson the Arisen became king. Aleson is also known as the prophet of Aegir, and he needs the new capital because he can only set foot on land once every 27 days. He is acutely aware of this serious limitation, and thus requires the capital to be closer to sea. In that way, he can give orders to the lands from the capital with the help of a high Aegir gothi who goes by the name of Gizur (p.209). This high gothi basically rules Nionaem in accordance with the orders of Aleson.

From a distance, the city looks pleasant with a landscape full of various shades of green and blue. Nyrstadir used to be a town, which Aleson turned into a city after he rose in power. Inside, the city is still doused in the chaos of a new city, with many constructions, newcomers, and muddy streets. Still, there are also many buildings that are finished and that look well-groomed and new. Many tents can be seen in and around the city, due to the tradition of not building walls that traces back to the Bear King in the Second Age. In fact, it looks like Aleson also follows this tradition since there is not a wall around the city. Unlike what might be expected, there are many wealthy people among those who prefer to live in tents as well.

The navy of Nionaem waits in the open sea, while the army of Nyrstadir is positioned outside the city. Therefore, there are many barracks and soldier tents as well as the training areas around the city. Four watchtowers, made of wood and stone placed in between these barracks, to watch over the seas and the land in the surrounding area.

The new city welcomes all people from all walks of life.

Still, some discrimination does occur, the main reason behind which concerns disobedience to Tyr, Aegir and their gothis. In some cases, such behavior could even result in exile. People often report one another to the gothis if somebody speaks against Tyr or Aegir.

Hamarr Rest (Cliff Rest) is the longhouse of Nyrstadir, where Aleson the Arisen lives. It is a landmark with two stone floors, built on the edge of a cliff. A stone stair from the sea to the longhouse was built for Aleson for when he gets in and out of the sea. The city also has the biggest judicial area in the entire mainland, named the Supreme Chamber. The high Tyr gothi of the city named Gil who is an old, respected man living near the chamber. Gil makes the judicial decisions by himself. Many people in the city think that Gizur and Gil don't like one another even though they do not have any clues as to the reason why.

The altars in the city are always full of animals, herbs, weapons, armors, and covered in blood. The people of Nyrstadir are quite religious and most of them think that with such religious rulers as Aleson, Gizur and Gil; the city will never experience a disaster. They believe that all three of them have been chosen by the Gods and Goddesses to rule Nionaem.

Just like any other city in Svilland, livelihood comes from a big variety of occupations from flesh-carving to farming, from fishing to trading. This variety has led to the availability of a rich variety of products in the market in the city, and as such, travelers can easily find what they want. In short, most people here are satisfied with their lives here, and do not share the concerns of most Svillanders such as misery and hunger.

• Inn of Big Spoons

Inn of Big Spoon is located in the poorer part of the city. It is a two-level building with polished windows and doors. Since it is the cheapest inn in the city, it is always full of people. The area close to the inn is always crowded and loud with animals and people all around.

There is a large scale of customers who come here, most of whom are poor people who come here to relax after a long day; although one can also find some criminals, and adventurers looking for new job opportunities. From time to time, a young girl, Yrsa who also takes care of the animals in the barn, tells interesting sailor stories to the customers, at which point practically everyone in the inn gathers around to listen.

Azul is the owner of the inn. He is a half-jotunn who likes to cook, bake and brew. It is thus no surprise that he cooks most meals at the inn. The name "big spoons" comes from the bigger-than-usual kitchenware he uses as he cooks. The customers love the big kitchenware, which also makes the serving sizes bigger, as he also serves his customers using them.

SEA HORN

Sea Horn is a region established in the large peninsula in the south of Nionaem. The area is relatively warm, flat and fertile. Some small hills and cliffs are the main elevated points in the area. Even though the wind is strong due to the position of the area, the climate somehow favors the navy and fishers.



Nyrstadir

People make many different high-quality products which makes trade one of the most important sources of income. The region, Seahorn, is connected to the mainland by a small and narrow piece of land called Mammoth Bridge is the only way to access the region, by land. It made of mammoth ribs and teeth. As the travelers cross the bridge, they walk through the ribs of mammoths.

The main point of interest here is the largest city in the area, the city of Maerin, which is where the ruler Unn lives. He is a talented bard who is also the owner of many farms and ships in the region. He rules Seahorn together with a middle-aged Tyr gothi, named Grelod the Judge.

BOUNDLESS STRONGHOLD

(Town, population: 1100)

Boundless Stronghold is a castle in the west of Sea Horn. It is very important for both the army and the navy forces with its large and strong dockyard, which is also positioned strategically well. Also, it has a safe sea road leading to Linnormr Cove.

The castle is surrounded by a forest, the density of which is decreasing fast, since the people here constantly make ships, houses, bridges and strengthen the dockyard with the wood they take from the forest. All these efforts also cause serious deforestation.

Holla, the young and strong ruler of the town, is a master of using warhammers. He calls his Warhammer "Vindictive" because he loves to kill people who behaved badly or disrespectfully to him. Just before his finishing move, he always says "I do not like revenge, my weapon does."

The economy of the town depends quite a bit on trade, and on the raids done to the island region.

MAERIN

(City, population: 8300)

Maerin is a coastal city that looks over the South Sea. From a distance, it looks like a big coastal city with a large dockyard and many ports, with small fishing boats visible on the open sea. Overall, the city looks clean, and the atmosphere is nice and warm. People are welcoming of strangers and are interested in different stories set in distant parts of Svilland. The large streets dispersed in between all the stone buildings, are mostly crowded and always smell of fish and the sea.

Many different people come here, for either trading or entertaining purposes, and hence the economy is mostly based on trading. Fish, fruits and wheats, beer, gems and clothing are the main subjects of this trade. Many taverns and inns are full of storytellers, bards, prostitutes, dancers and good quality meals. Maerin not only trades with Svilland but also with a region in the south, which is known as South Sea, to which it is connected by a trading route.

One of the most interesting things about this city is its entrance fee, which is unheard of in any other Svilland settlement. Here, money talks. As the goods and services are more expensive here than any other place in the mainland, one must prove their wealth to enter the city by paying the price of 5 silver. If people do not want to pay the money, they are kicked out.

The city is divided into two important districts: the Sanctuary Gardens, and the Inside.

- **Sanctuary Gardens**

Sanctuary Gardens hosts all of the temples and altars in the city, and is located at the top of a small hill within the city. Many plants and animals live here and it is strictly forbidden to harm any plant or animal in the area. The temples are placed side by side and their altars are built in front of the temples, which gives the area the appearance of a long hall. In fact, it is called the "Hall of Gods" among the people of Maerin. Each temple has three priest or priestesses; all living in peace. The Tyr priestess named Grelod the Judge, who rules the Seahorn region together with Unn, also lives here, in the Tyr temple.

- **The Inside**

The Inside, where the Blue Longhouse is located, is surrounded by a stone wall. Unn, the ruler of the Seahorn region and his family live here. There are few houses in the area, belonging to wealthy traders, ship makers and farmers. People can enter the Inside through a wooden gate. Despite there being no paper or money required for entry, clothing and etiquette are very important for the gatekeepers, and thus, not everyone can enter this part of the city.

MYDALSA

(Town, population: 3700)

Mydalsa is the first settlement one sees when coming from the Seahorn region by land through the Mammoth Bridge. It is surrounded by well-kept stone walls, and has its own castle in the middle. The castle is a small but important one because of its strategic position. The people of Mydalsa mostly make a living from fishing and trade, like most other settlements in Sea Horn.

Eda is the ruler of the town, who is an old barbarian



warchief and is mother to three children inside the castle. She is liked and respected by the folk of the town, since she quite evidently does her best to improve the conditions here.

STJARNAVIK

(Village, population: 450)

Stjarnavik is a coastal village in the south of the peninsula. The landscape is full of flat, fertile steppes bordering the sea. A wooden tower near the village known as Hopeless Light, was built at the edge of a cliff to guide fishers and sailors since the area is very close to Linnormr Cove where a giant sea monster lives. So, only sailors who have no other choice try to approach the light of Stjarnavik.

People mainly earn money by trading food supplies with Maerin. Therefore farming, fishing and breeding animals are all ways of earning a proper income.



ALSVARTR



Located in the middle of Svilland, between Green Lights of the East and Nionaem; Alsvartr has the shortest coastline when compared to the other two kingdoms. It is therefore not surprising that Alsvartr has the weakest navy in Svilland.

Politically, the kingdom is divided in two due to the fight between Hanlon the Real King (p.212) and his nephew Gudrick Moonbearer (p.210) over the throne. After Gudrick took over the capital city, Hanlon escaped and established his authority in the north, under the title of North Assembly. Nowadays, neither accepts the authority of the other, and both reign over their own regions, as they constantly try to expand their influence. There is a rumor going around, which says that the support for Hanlon has increased both among the rulers and the people.

Despite the political duality and instability, the army of Alsvartr is strong enough to discourage its neighbors from waging a war. This is mostly owing to the success of the rulers of the regions, which are Riverside, Iron Sands, Austere Woods, West Vale, and North Assembly. The rulers of these lands are quite adept at fulfilling their responsibilities: they protect the region, maintain their settlements and armies, and provide for their people.

AUSTERE WOODS

Austere Woods is at the center of Alsvartr and thus has borders with all other regions.

The region is covered with large pine forests, which are mostly within a forest named Mercy of Freyja, because of its fruitful resources. The lake of Freyja's Tear is in the middle of the region and is a famous lake among Freyja followers. Many visit the area to consult Freyja gothis and get the blessing of Freyja.

Shadowlow Mountains, in the north of the region are the points of highest altitude.

MERCY OF FREYJA

(Forest, population: unknown)

Mercy of Freyja is a big and dense pine forest that spreads over the whole region of Austere Woods. The forest is known for being quite rich in terms of wildlife since it is full of animals and edible plants all year around. The forest is also home to some seidrs who settled here to escape the legacy left by the Bear King. Today there are some little communities and families who prefer to live inside the forest.

BELMUNT

(Town, population: 700)

Belmont is a small town to the west of Mercy of Freyja, established around an old Second Age castle. The town is situated close to the foothills of Shadowlow Mountains at the time of the Kingdom of Eastern Horn. The main goal of the castle was to watch over the west, but with the changing borders of the third Age of Svilland, the castle lost its military purposes.

Today, Belmont is home to more than 700 people. The town's economy depends on forestry, hunting, trading and its famous tannery. Kludi Igrimsonn has been the ruler of the town for about ten years, and the castle is the home of Kludi and his family. He was respected and loved by the folks and paid great attention to protecting the town. However, his respectable image has changed, and people have started to



suspect that he is under the influence of a blood reader called Ormondd, who lives in the castle with the Ingrimsonn family.

In spite of Kludi's current situation, people come to Belmunt to start their lives here, since many believe that they can find jobs and make a living here. Travelers and adventurers visit the town to find different types of animal skins as well as some other products that are equally difficult to find.

The guards and soldiers of Belmunt are known for their capabilities and prowess. But their training has also been more lax in comparison to the past due to Kludi's recent change in behavior despite all the efforts of the leader of the guards.

FREYJA'S TEAR

(Lake, population: 1)

Freyja's Tear is one the largest and most famous lakes in Svilland. It is known for the serene golden glows that emanate from the bottom and for the richness of wildlife around the lake. Most believe that the glows are an everlasting symbol of the golden perfection of Freyja, while some believe the glow originates from a vein of gold protected by Freyja.

Freyja's Tear is an ancient lake which some think to be created by Freyja's actual tear for humankind. That's why the area around the lake is so fruitful, forgiving, and fertile with warmer winters, softer winds, dense forests, and blessed harvests. The lake is surrounded by a big pine forest called Mercy of Freyja.

Knafgata is the only settlement that has a border with the lake, but it is strictly forbidden to enter Freyja's Tear. One must be a Freyja gothi to get permission to enter the lake, and these

permissions are only given for important sacrifices and rituals.

The Freyja gothis of Knafgata take care of Freyja's Tear. There is also a wooden barracks across Knafgata, on the other side of the lake, which is known as Lake Temple. A high Freyja gothi lives here by themselves and takes care of this part of the lake.

KNAFGATA

(Town, population:3100)

Knafgata is established around the biggest Freyja temple in Svilland, the House of Fertility. Even though Knafgata is situated on a lakeside, it is impossible to see boats, nets, or fisher's stalls since it is forbidden to enter the lake, Freyja's Tear. The economy of the town is based on trade, as travelers who visit the lake and the House of Fertility ensure the presence of a vibrant marketplace for the townspeople. Knafgata has many taverns and inns to host and entertain all the visitors. Herbalism is also very popular thanks to the abundance of wildlife in Mercy of Freyja. Herbalists collect rare and special herbs to brew some potions and pastes.

The stone walls of the House of Fertility are quite eye-catching. It is where Freydis, the ruler of the temple, lives along with many other Freyja gothis and where they host most visitors. The temple has its own little dock, which is sometimes used for some rituals and sacrifices that need to be carried out on the surface of the lake.

The two most influential figures in town are Freydis and Bogdunn. Freydis is a young Freyja gothi who is trusted and respected while Bogdunn, a strong and clever veteran, is the

ruler of the town. Many people sense a rising conflict between Freydis and Bogdunn, because it looks like Freydis interferes with the decisions of Bogdunn. It does not help that some gothis believe Knafgata should be ruled by a Freyja gothi just like Morestrong. On top of Freydis's pressure, Bogdunn also tries to resist the orders of both Enkleistra and North Assembly. He believes that Alsvartr deserves better than both the nephew *and* the uncle. However, many people have started to assume that he has just sworn allegiance to Hanlon the Real King in secret.

HUMMING LANDS

Humming Lands is a region located to the north of Austere Woods. It hosts Snowfall Catacombs, and Trinity of Wilderness. It was named after the strange humming sounds that can be heard in all the steppes. Even though the voices are not heard all the time, they still cause most people to feel uneasy when in the area. It is actually the wind that causes the unsettling and disturbing humming noise as it passes through rocks and holes in the ground.

The forest Mercy of Freyja is the source from which most of the folk here make a living, providing resources for foraging, hunting, and forestry. Yet, the number of monstrous creatures in the forest have started to rise since both capitals, North Assembly and Enkleistra, cleared the area close to them, which meant that most creatures had to move here.

SNOWFALL CATACOMBS

Snowfall Catacombs is an ancient burial site that hosts the graves of Eastern Horn soldiers. The site was set on a small, serene hill. It is said that all soldiers died in their sleep from extreme cold, and that the cold was caused by a seidr's sacrifice of a land spirit. According to legend, an extreme cold covered the area right after its death and that this is why the hill has remained much colder than the area surrounding it.

The soldiers were buried on that hill by those that were still alive. Today, many people claim that they can hear the screams, pleas and musings of the soldiers, coming from the burial site.

TRINITY OF WILDERNESS

(Village council, population: 850)

Trinity of Wilderness is a small local council that was formed by the union of three small hamlets; Jannamot, Pineheim, Holmdar and their respective rulers; Grey Eyed Boe, Asulf Verdnardsonn and Frosted Johan. These three rangers decided to act as one to protect their settlements against the increasing werevargr activity in the area.

These villages are close to one another so they can easily send soldiers and supplies to each other in case of need. Also, the rangers meet in an old barracks inside the forest to make the important decisions regarding their villages.

Frosted Johan, the ruler of Holmdar, is a Skadi ranger who was named "frosted" after he was imprisoned in the ice and snow for along time in battle. but he says that he was able to break the ice with his warhammer -which he now calls ísabrot- and free himself.

Asulf Verdnardsonn, the ruler of Pineheim, is a land spirit ranger. He is believed to be the strongest member of the council and can call animals to his aid. Asulf advocates that the villages must make reinforcements to their defenses rather than hunt down the werevargrs, due to a lack of information about their strength and location.

Grey Eyed Boe, the ruler of Jannamot, is a famous hunter in the area. He likes to hunt wild animals and also enjoys trying to tame them. His confidence in his abilities makes him want to hunt the pack of wolves. Even if he is aware of the lack of information about the numbers and the strength of the wolves, he still insists on going hunting.

HOLMDAR

(Village, population:300)

Holmdar is a small village ruled by Frosted Johan, where most of the attacks have occurred. It looks like the wolf packs prefer to attack Holmdar rather than the two other villages. Therefore, the number of animals has decreased dramatically. The other two villages of the council send their extra food to Holmdar. Other than the lack of food caused by the attacks, the wooden walls of the village need constant repair. Recently, the villagers have also built a wooden watchtower to watch over the area.

JANNAMOT

(Village, population:250)

Jannamot is a small village ruled by Grey Eyed Boe. The village is surrounded with strong wooden walls and a watchtower has also recently been constructed. The folk here are anxious; their daily conversations and habits revolve around the possibility of a wolf attack. Most villagers rely on forestry and hunting to make a living, however the threat of the wolf pack has started to change everything. People have started to do everything in big groups to ensure safety.

PINEHEIM

(Village, population:300)

Pineheim is a small village in the middle of a dense pine forest. It is ruled by Asulf Verdnardsonn. Although the entirety of



the Trinity of Wilderness is surrounded by forest, the trees are most dense around Pineheim. It is strictly forbidden to cut old trees in that area, because many villagers believe that the spirit of the forest is hiding inside of an old tree. A wooden wall surrounds the village to protect it from attacks.

The most important landmark of the town is its big training area in which Asulf Verdnardsonn likes to organize fights. From time to time, competitors come to the village to join the fights and to earn some money.

MORESTRONG

(Town, population: 860)

Located in the southeast of Freyja's Tear, Morestrong is ruled by an old Freyja gothi called Osk the Quiet. It is between a steppe from the east and Mercy of Freyja from the west. The town is calm and serene with buildings made of pinewood, as well as some tents and old stone buildings scattered here and there. The general atmosphere of the town is nice and welcoming. People always help those in need. Many Freyja gothis live in Morestrong.

Brynja has been the ruler of the town for 23 years and has been loved and respected by her people for all that time. She was once an ordinary Freyja gothi who lived in a deer skin tent outside the town, but she was obliged to sacrifice her virginity to end a horrible disease that took over the town. After her sacrifice, the disaster disappeared slowly but surely. Since then, the folk here feel a great respect for Brynja, who became the ruler immediately afterwards.

SANGARHOLT

(Town, population: 75)

Sangarholt is a hamlet located near the Mercy of Freyja Forest, which actually used to be a town. A few years ago, most townspeople were slaughtered by three seidr who called themselves Wanderers. Of 300 people, there were only 50 people left alive after they cast a powerful spell. After this horrible event, survivors decided not to leave town and they stayed in Sangarholt under the rule of Liutrar.

The general atmosphere of the settlement is nicer than expected; people are helpful of one another and they are optimistic about the future. Most of them strongly believe that Sangarholt is going to return to its days of glory.

Today, there are 75 people living on the ruins of the old town. Most people in the region know the story and they do not want to truly settle in Sangarholt just because they do not want to be victims of a curse; as they believe the previous settlers to have been. Still, the people of Sangarholt welcome all travellers, adventurers and merchants. From time to time, people try to persuade them to settle the village.

SHADOWLOW MOUNTAINS

(Mountain, population: 50)

Shadowlow Mountains are a middle-scale, forested mountain range on the border of the West Vale region. The range includes two main mountains and two smaller ones, both of which are covered by forests.

There is a group of people who live in the area and who visit

the nearby towns and villages only when necessary. They live in skin tents which make it easier to move around in the forest with the changing seasons. Villagers and townspeople call them "highlanders."

VOGSAL

(Town, population: 850)

Located in the east of Howling Lands, Vogsal is an agricultural town ruled by a keen and clever half-jotunn, Uznant. It is surrounded by large fruitful steppes, which makes agriculture easier. The economy of the village is based on agriculture and trade; the town sells its products to northern settlements. Strong wooden walls, which have been built recently after it was understood that the creatures that harassed them were not going anywhere, protect the town. Soldiers patrol the walls and watch the steppes from the watchtower.

The general atmosphere is nice and welcoming. Even if people are aware of the dangers in the region, they are optimistic about the future and they believe the problems will be resolved very soon. The population of Half-jotunns is higher than any other settlement in the region.

Uznant has been the ruler of the town for three years, and she has openly sworn allegiance to Hanlon the Real King. They promised one another to send soldiers in case of emergency. For that reason, she has attracted the attention of Gudrick. Yet, Uznant is not afraid of this, she trusts both her soldiers and Hanlon with her life. The soldiers, which are well-trained by Uznant herself, consist of 40 half-jotunns and 160 Mithals.

IRON SANDS

Iron Sands is located in the south of Alsvartr and is the only coastal area of the kingdom. It used to host the capital of Alsvartr, Enkleistra, which now is only the capital of the south. The region is rife with Gudrick followers, and many rulers in



the region have also pledged allegiance to Gudrick.

The region has a strong economy despite the civil war, and most people in the region live a relatively easy life. People can find employment, food, and shelter easier than most places in Svilland. Moreover, since Gudrick aims to recruit a strong army that can take over the North Assembly, people can easily become soldiers as well.

There are not many points of high altitude in the area; There are small hills here and there, and the high cliffs on the coast make it hard to settle in some areas. Other than that, the region is covered with a forest made of big pine, larch, and hornbeam trees.

ASHEN SHORE

(Village, population: 75)

Even from a distance, Ashen Shore is an unpleasant, small village on the southeast of Iron Sands, which looks dark and abandoned with the faint lights coming from the homes. These feelings get stronger as people get closer, as they notice all the rotten rooftops and foggy surroundings. The atmosphere feels disease-inducing due to the strange fog in the area that covers the entire body, sticking to the skin, and the lungs of all who pass through it. Many feel sick after entering the fog.

Here, the main attraction is the little craft shops and herbalist houses. It is obvious that people do not want to live or travel here, and those that do generally aim to visit an herbalist.

However, the scenery has not always been that way, Ashen Shore used to be a pleasant village until the naval battle between Alsvartr and Green Lights of the East took place in the

third age. It was a battle that lasted less than four hours, with Alsvartr victorious. The navy forces of the two kingdoms met offshore. In the middle of battle, a very powerful spellcaster from Alsvartr cast a spell that poisoned a very wide area, which resulted in the end of the marine life here. For weeks and months, dead animals kept washing up on Ashen Shore. In time, the bodies turned to rot as the poison continued to work. However, as the corpses rotted, the poison infused the soil of the shore, which caused most farmers and fishers to abandon the place. Fishing is not an option for the villagers anymore. Nowadays, the area is populated by herbalists and potion makers, as the sand and rocks that absorbed the poison make for some interesting concoctions.

Even today, the area is poisonous. Travelers and villagers even report illusions of dead animals and draugrs and say they feel a constant fear if they spend too much time on the shore or swim in the sea.

ENKLEISTRA

(City, population: 13100)

In the south east of Alsvartr, Enkleistra is one of the biggest cities in Svilland, and it was the one and only capital of Alsvartr before the civil war. It is a beautiful, coastal city around which the landscape is filled with the sea and the Obsidian Slopes, a black mountain range.

The city and the south of Alsvartr is ruled by Gudrick Moonbearer (p.210), a young and ambitious man who revolted against the king, Hanlon, his uncle. Now, Hanlon the Real King (p. 212) stays in the north and rules there as he plans to overthrow his nephew as soon as possible. There is not much to know about the conflict between the two competing for the



Enkleistra

crown, although some people say that Gudrick revolted against his uncle after hunting down a werevargr around Trinity of Wilderness. Some say he became a member of Fangs of Fenrir with a strong ritual that night.

What is known is that Gudrick first took over the capital and Stone Pavilion and then fought his uncle in an epic combat. Even though the battle was supposed to be to the death, Hanlon escaped and retreated to the north when he realized he was going to fail.

Nowadays, Enkleistra has a population of around fifteen thousand. While most people work in jobs related to fishing, crafting, obsidian mining, tailoring, and trading, there are a variety of jobs available in the city.

Enkleistra has strong stone walls built in the Second Age to protect the city from raiders. When Alsvartr declared the city the capital, the walls were reinforced.

Upon entering the city after passing through the gates, people are greeted by a dark atmosphere. Most people look sad and nervous, and even the animals on the streets look unhappy. The buildings look in need of maintenance, some of which look as though they were about to collapse and have moss growing on the walls. The Stone Pavilion at the center of the city, a well-known landmark, stands strong among all the wooden buildings. It is the longhouse of the city where Gudrick and his high-ranking officers meet. Right next to the Stone Pavilion, there is another building used as an archive to which most people aren't allowed in. It is said that it contains texts about corrupted ancient runes.

The Thunderfall Arena is another attraction in the city. It is a battle arena built during the time of Gudrick despite all the objections by the Tyr gothis in the city. The arena was built on a graveyard of old kings and other nobility. Gudrick enjoys sending criminals to the arena instead of holding a traditional trial. He thinks that all people that die in a fight will go to Valhalla, and that sending criminals to the arena gives them their only chance to die in an honest fight and to go to Valhalla. His secret desire is to pollute Valhalla, and says "I will send all the swine to Valhalla, and having them die in combat is a fun way of doing that." Opponents fight with one another in a 2000-square-foot area, which is surrounded by stone walls with small obsidian motifs and engravings. The opponents can fight against each other or a wild creature. These fights are famous, and the audience loves to join the bets to earn some money.

The military forces of Alsvartr are divided in two; most of the land forces have gone back to the north while the navy forces have pledged allegiance to Gudrick. For this reason, the ports of Enkleistra are full of navy forces, however, the city is lacking soldiers on land. Even though Gudrick pays attention to train his soldiers and recruit new ones, the crime rate in the city gets higher and higher with each passing day.

HERUFAL

(Town, population: 1100)

Herufal is a small and calm town in between the Heruf River and Narrow Passageway. With the colossal Iron Mountain in the background, Herufal looks sheltered and tiny.

Herufal has no walls and almost none of its residents want or need one. The atmosphere is nice and warm, with children

playing in the muddy streets and animals freely wandering around the wooden buildings. However, people greet strangers with suspicion since they are afraid of getting involved in the conflict between Gudrick Moonbearer (p. 210) and Hanlon the Real King (p. 212), and are not welcoming of any fanatics supporting either side.

Ingrid Krutzhaar, the oldest child of the former ruler Barri, is the ruler of Herufal. She has always been considered the strongest and the bravest of all her siblings. However, both her younger sister Jora and her mother Maer tried to keep her from rising to power, to make her brother Ormi the new earl. It is said that some members of the family still try to stand in her way, even though she is liked and respected among the townspeople.

The town is doing quite well economically, and thus has a variety of jobs available. Even though carpentry and leatherworking are the most important occupations, fishing, herbalism, husbandry, hunting and trading are also profitable jobs. Here, the materials used in leatherworking and carpentry are of a high quality, and the workers are faster than most in Alsvartr.

From time to time, dvergrs from the nearby dvergr village of Nomduhr come to Herufal to sell their iron to the townspeople. For this reason, Herufal has a good amount of weaponry and some travelers come here to buy dvergr-made weapons.

NARROW PASSAGEWAY

Narrow Passageway is a narrow, natural road next to the Golden Cliffs along the southwestern shores of Alsvartr. The cliffs make it too narrow for the use of big groups, but it is often used by small merchant caravans, adventurers, and travelers. The three taverns along the road are ready to accommodate and entertain those passing through.

- **Tavern of Ashamed Horses**

Ashamed Horses is a two-story wooden building across the cliff in the north. The building looks awe-inspiring from a distance with a view of the sea, the cliff and the forest.

The tavern is pleasant and cheerful, even from the outside. The joyful sounds of the crowd inside pour outside, where the animals rest and are taken care of. Many travelers and animals that come here are exhausted from the road, but they all leave here fully rested. The customers who visit the tavern enjoy delicious food, clean and comfortable beds, great music and fine alcohol.

Decorated with horns, animal heads and furs, it looks like any other tavern in Svilland. Big candles illuminate the large dining area, and the large crackling fireplace in the center feels like a lullaby to exhausted travelers. Four sturdy logs support the upper floor, and people rest against these logs as they are drinking and listening to music.

A mother and her son own and run the tavern. The elderly mother, Edda is very well-liked by passengers and very good at taking care of animals. Bruised, poisoned, sick animals are always treated well in this tavern. The son, Porsi the Boiler, is very good at cooking.

- **The Middle One**

The Middle One is an inn located midway between the

other two taverns in the Narrow Passageway, its position being where it takes its name. An old, squalid, two-story building next to the road, the inn is not as well-maintained and welcoming as the other two on the way. The half-stone, half-wooden building doesn't have many windows, and the ones it does have are very dirty with both soot and oil. People don't exactly line up at the doors of The Middle One, so when travelers go through the wooden door, they are faced with a deep silence, the smell of burnt fish and a heavy layer of smoke. Unfortunately, this is all the inn has to offer in terms of entertainment as well.

Kottursveinn is the owner, who is just as dirty as the inn he owns. It is clear that he does not want to take care of the old inn anymore, but he cannot bring himself to gather the courage to quit and try anything else. He often talks about his dream, which is to sail to the unknown seas of the west and he says he is trying to collect some money to buy a ship.

- **Frying Onion**

Frying Onion is a crowded tavern in the south of Narrow Passageway. It looks like a large one-story building, but it also has a basement level.

The tavern has a two-winged wooden door, through which one is met with a joyful and noisy crowd. The tavern is full of people drinking, speaking to one another around (and on) the big round tables, and enjoying the famous dish, fried onions, with some fish or meat.

Vethulf is the owner of the tavern. An old man with a big red beard, he braids his beard tightly in order to keep from shedding hair on meals.

NOMDUHR

(Village, population: 220)

Nomduhr is a small dvergr village, located close to the peak of Iron Mountain. Most of the village is inside the mountain. In this way, it is much easier to protect the village from the outside and much easier for villagers to isolate themselves from strangers. The villagers do not like strangers visiting their villages. In most cases, villagers do not even let strangers in, and they do not leave the village except to sell weaponry and armory. It can therefore be said that the village is sealed.

Orith, a dvergr at the age of 69, has been the ruler of Nomduhr for the last 21 years. The villagers like and respect him and want him to rule for as long as he can. He is known to have a fatherly appearance with long gray hair and dark eyes. He often wears an engraved iron armor adorned with valuable gems and carries a sword. It is known that Orith wants to expand the dvergr community in the mountain, and that he is always trying to find the new mine veins in the area to do so.

Most buildings are located inside the mountain with some of them carved into the stone, and some built inside the caves. When people enter the village by going through a regular wooden door that one could come across anywhere else in Svilland, they see a more unusual door that appears to be a large opening leading inside the mountain to the other parts of the village. The inside of the mountain is well-lit with big candles, torches, and open fireplaces. People can usually be seen wandering around the narrow stone streets and going about their daily business. The ceiling is very high, and the streets are clean.

VOSTORDON

(Village, population: 720)

Vostordon is located to the east of Heruf River. It is a village with approximately 700 people. Weak-looking wooden walls surround the village. When the travelers enter this village through its creaky wooden doors, they are met with a large crowd that they probably did not expect from such a small village.

Vostordon attracts many travelers and adventurers thanks to the ancient construction nearby, which is known as the "Gate of Gods" and which is located to the northeast of the village. It only consists of two long stone columns. Travelers and adventures generally want to visit and see the structure.

Kolsveinn Stýrismadr is the ruler of the village. He is a short, strong man with braided, brown hair and a beard. In addition to being the respected leader of the village, he is also a good person who likes to help those in need, take care of sick animals, and play and joke around with children.

GATE OF GODS

(Structure, population: none)

Gate of Gods is a structure placed on the flat steppes of Iron Sands. The structure consists of two, long, stone columns. They are approximately 15 feet high with a diameter of 3 feet. It is believed that the buildings were made by the Vanirs in the lost ages before Svilland and that the seasons of Svilland come and go through this gate.

Lots of runewalkers, seidrs, gothis, dvergrs; all sorts of people and adventurers want to see the gate up close. Some of those who visit the area also examine the gate and try to understand the reason why it was built, although none have been able to clarify the phenomenon.

TENT OF DVERGRS

(Village, population: 20 to 100)

A nomadic dvergr village located close to the gates, It consists of some tents that the dvergrs guard well, in spite of the size of their settlement. Settlers always try to keep a low profile, avoid open fire and loud noises, and they do not leave any traces leading others to the settlement when they go out.

There are two main beliefs among dvergrs in Svilland: some believe that they can reach Helheim through runes or Vanir artifacts while some others believe they should dig to reach Helheim. As it is known to all, dvergrs want to reach Helheim to rescue Balder and make him open the gate to Svartalfheim once more.

The dvergrs who stay here believe that the Gate of Gods is actually a gate to Helheim, and so they constantly observe the gates and try to communicate with Helheim through it. There are 20 to 100 dvergrs living in tents.

Tunni the Wise is the chief of the small village. She is a dvergr from Nomduhr. She wears an iron armor made in Nomduhr and carries a warhammer.

SEA SHIELD

Sea Shield is a medium-sized, shield-shaped island on the western shore of Alsvatr, leading to the South Sea. The island is under the rule of an old sailor named Rodmar the Ice who has pledged his allegiance to Gudrick Moonbearer (p. 210).

The area is very flat with very few altitudes and the wind is generally incredibly harsh here. The people of Sea Shield go about their own business and do not care what others do. Wealth and statute are very important here, and one can therefore get anything done, so long as they can cover the cost. It is thus easy to find a head-hunter in the taverns of Sea Shield.

On the south-west of the island there is a place called the Treacherous Burrow. It is a collection of caves hidden on the side of sharp cliffs used by criminals and vikings as hiding places. The other captains choose to stay away from the area due to the high numbers of criminals and the fact that it is a hard sea to travel on.

There are two well-known organizations on the island; the first one being the Oath of the Phantom Queen (p.20) ruled by Three Fingered Helga, and the second being Frost Arrows (p.20) ruled by Asvard.

BRUSKUGAR

(Village, population: 350)

Bruskugar is the southernmost village in Alsvatr, and it is right across from the island of Sea Shield. It is an isolated village, due to the lack of proper roads and passages leading to it. The port of Bruskugar is not suitable for use due to the sharp cliffs on the edge and the harsh winds.

Nearly 400 people live in town, and almost all of them are criminals of some sort. Because it is so isolated, it has become a safe haven for those who want to hide. Ever since the fight over the crown broke out between Gudrick Moonbearer and

Hanlon the Real King (p. 212), the number of criminals in the village have increased drastically; especially since the prisoners in Enkleistra were released by a group of Gudrick supporters.

Yet, despite the menacing nature of its residents, the general atmosphere of the village is nicer than expected. When travelers arrive, they are met with the sweet smell of freshly baked goods oozing out of the bakeries, the music played by bards coming from all of Svilland, children on the streets, and animals wandering around freely. The villagers are accepting of strangers, and they do not ask about their past. In the village market, which is a wide, muddy street in the center of the village, there is a small store. As stated on the small wooden sign hanging outside, it is called Stone Bowl. The owner Hilde is an old woman who makes money by making and selling various potions and armors. She is known for her famous *Fur Coat of Fallen Mammoth*. However, she asks for a good amount of gold in exchange for her crafts. Furthermore, she might refuse to make the crafts simply because she doesn't feel like it.

The main attraction in the area are the hidden coves around the village. They are hidden in the large pine forests and are ready to greet their visitors with their excellent view.

NORHUFU

(Village, population: 200)

A small village on the Sea Shield island, Norhufa looks good and well-organized from a distance with its small, stone houses, its dock, and its fields. The weather is nice and the wind is soft here which allows the folk here to plant a variety of things; from fruits to vegetables, from vegetables to wheat.

The economy is thriving and the villagers are wealthier than the villagers on the mainland, since almost all establishments in Sea Shield depend on this village for food. Norhufa provides them with beer, vegetables, fruits and wheat as well as some dried meat. Gerd, who has been the ruler of Norhufa for five years, always tries to find merchants to sell the excess product.

Norhufa expects that the fruitful lands are coveted by other settlements and the folk here always pay great attention to safety as a result. Gerd, a strong warrior herself, trains her soldiers herself and is always on the lookout for new recruits. The strong stone walls around the village is yet another indicator of their attention to safety.

SELVAGR

(Village, population: unknown)

Once a lively and small coastal village with a shore to the South Sea, and surrounded by a small forest, Selvagr has now become a cursed and feared place.

The sturdy but moldy wooden walls were built to protect the village from the attacks of monstrous creatures. Now, however, they protect the outside from what lurks within. The doors have been closed for five years with heavy chains and runes, and warnings ever since Hanlon the Real King (p. 212) commanded it so. Words of warning are written and carved on every inch to



warn travelers not to get closer. No one has dared to enter the village for five years, and if they were to do so, the voices coming from the village might act as enough of a warning to keep them from doing so. The screaming, roaring, and growling can be heard nearby, and a heavy layer of smoke is often seen rising from Selvagr.

There are many rumors and tales about the contents of Selvagr that talk about a great range of things from ancient monsters to a cursed child, but nobody knows the true story.

- **Redwood Fields**

The closest settlement near Selvagr is a family farm owned by Solvor the Dark. He lives in a large, three-story building in the middle of the field with his seven sons. They raise animals and farm together to meet their own needs. The family welcomes travelers in their home and gives them a room in case of need.

NORTH ASSEMBLY

Once called North Land, this land has been known as North Assembly ever since Hanlon the Real King came here and formed an assembly. It is the northernmost region of Alsvartir and has borders with Ymir's Lash from the north.

Before Hanlon, the area used to consist of small settlements in which the folk lived unaware of political problems. Now, the area has become a thriving community with an ever-growing economy. North Assembly hosts many towns and is home to a big group of people who support Hanlon.

BERZOG'UL

(City, population: 7000)

A rare sight to behold in all of Svilland, Berzog'ul is a dvergr city located in North Assembly. On the snowy slopes of a high mountain, Berzog'ul is reminiscent of Gurbolruhm (p. 33) with its high stone doors and walls, its architecture, and the runes carved on the stones within. The cursed city of Gurbolruhm is famous among Svillanders. Fortunately, Berzog'ul does not share the same fate.

The city was built by dvergrs and is now ruled by them. It is a big city, most of which is carved and built inside the mountains. The city looks so strong

and sturdy, even from a distance, that it looks impossible to occupy. When travelers enter the city through the big, stone, two-winged door, they find themselves at the foot of an enormous mountain hall, which is also used as the city center. A large stone statue of Balder stands tall in the middle with altars around it full of sacrifices. The people of the city, all of whom are dvergrs, go about their daily business working, training, and entertaining themselves.

Travelers who have visited other places in Svilland usually say that the city has the most advanced structure in all the land; with high domes, immaculate walls with well-cut stone pieces, and strong columns that look like they can support an entire mountain. Visitors are often surprised at how each structure also has an elegance to it in spite of their sturdy and durable nature.

Gaddan Bronzehead, named after his long bronze hair that shines like the metal, is the ruler of the city. He is a handsome and strong dvergr at the age of 91. He took over the throne after his mother's death and has been ruling the city for nine years. He is known, liked and respected by dvergrs both inside and outside the city. A wise man with a quiet personality, he likes to listen to people and learn from them. He hosts adventurers who come from distant lands with great feasts. However, those who know him a bit more closely know of his bitter side, which came to be after his wife's sudden death five years ago.

Unsurprisingly, the economy of the city is mostly based on mining. The community is also very good at blacksmithing and cooking. Due to the unfavorable conditions for farming, the community often buys plants and herbs in big chunks. Berzog'ul mostly trades with a nearby hamlet called Firstward.

FIRSTWARD

(Hamlet, population: 90)

Firstward is a small settlement close to Berzog'ul, located in the foothills of the same mountain. Although few people live here due to the harsh living conditions of the area, the hamlet is never short of travelers and adventurers who wish to buy dvergr-made weapons and armor, and merchants who want to sell fresh produce to dvergrs. The dvergrs of Berzog'ul also visit Firstward often to sell their products and enjoy the taverns. So, the population in Firstward surges every day. Many places are here to accommodate the visitors.

CITY OF NORTH ASSEMBLY - KOLBOVAIK

(City, population: 10200)

Once a small village in the foothills of the Gray Highlands mountain, Kolbovaik is now a big city. It is said that Hanlon the Real King took refuge here when he escaped from his nephew, Gudrick Moonbearer, and has been here ever since. Since then, the settlement has grown quite quickly and became an impressive capital city. It hosts an army, an assembly, and thousands of people. As the wooden walls of the city were being constructed, thousands of people flooded into the city with new occupations, backgrounds, expectations, and hopes.

Kolbovaik is also known as North Assembly or the City of North Assembly, since it is where the assembly founded by





Kolbovaik

the chiefs of the four clans living in the north are located. This assembly was founded by Skuld from Krangssons, Vog from Asvaldsson, Orest from Thorvedottir, and Bera from Bergljodottir to take over the south and conquer Enkleistra. However, the assembly chooses to stay here for the time being to get stronger by gathering more soldiers, equipment, munition, and intel. The members of the assembly live in Kolbovaik, and almost all their clans live in the city.

The economy of the city is thriving with all the new workforce, occupations, and dynamism expected of a new city. From fishing to blacksmithing, brewing to entertaining, all the folk here have a job to do. There are also many *dvergrs* in the city, generally working jobs that have to do with blacksmithing and mining. The assembly is also known to be in search of new mining veins on the Gray Highlands.

RIVERSIDE

Located to the east of Alsvartr, Riverside stretches from the Red River to the South Sea. The region hosts many deep-rooted, important settlements most of which were built in the Second Age, at the time of the kingdom of Eastern Horn. The settlements are fortified and are thus ready to defend themselves against any possible attacks from Green Lights of the East.

Since it stretches from the north to the south, Riverside hosts many different cultures, climates, and dangers. The climate gets harsher and the creatures are more savage towards the north, as one gets closer to Ymir's Lash.

BERUVIK

(City, population: 10726)

Located between Freyja's Tear Lake and Red River, Beruvik is

a city surrounded by a gorgeous landscape of forest and lake. The guards of Beruvik have the pleasure of enjoying the view more than anyone else in the city, as they are tasked with watching the surrounding from watchtowers. There are four of these watchtowers, which were built to protect the city from possible attacks.

Through the city gates, people are met with a dark and melancholic atmosphere. The streets are dark and silent, and in spite of the large population, people are either in or around their own homes, which creates a lack of a sense of community. The muddy and smelly streets are overflowing with beggars begging for food, clothing and money.

The atmosphere of the city didn't used to be this way but has slowly turned to over the years and the struggles they brought. The never-ending impositions of Green Lights of the East, the raiders and the worsened economic conditions have led Beruvik to its current state. The city is known to have welcomed the survivors of the town of Hasnar after it was attacked by a big group of raiders. Together with the survivors, the population increased along with the number of workers which has led to an excess in production, and an unfair income distribution. Some keep getting poorer and poorer while others make more and more money. This division has resulted in a separation of districts; Tent Town and Midtown. Midtown is the safer and wealthier part of the city whereas Tent Town is the haven of crime.

The main income of the city comes from making somber velvet produced from a special type of wool from wild animals. Dressmaking and trading are also prominent occupations in Midtown. On the other side of the coin, people living in Tent Town make their living through forestry and herbalism.

The city has been ruled by Galhan for two years, who openly supports the wealthier parts of the city, which is further proven by the fact that he lives in Midtown with his



wife Hlif. Hlif is the sister of Riverstorm's leader Borksson the Horserider. It is rumored that Galhan helped Borksson plan the assassination of Vottr (see Riverstorm below). However, Galhan is not the one and single authority of the city, it might be said that Drifa Snoweater is in charge of Tent Town. She was a member of the Snoweater village in Nionaem, the people of which are known for cannibalism. Today, she lives in a large, leather tent guarded by tens of people. She collects intel from all around Svilland and is thus always interested in newcomers. She listens and notes the important things that come out of their mouths. It is said that she has a lot of intel about many important characters in Riverside.

DRUMSTONE

(City, population: 10726)

Drumstone is a sea city established where Red River meets the South Sea. Even from a distance, it smells of fish and of the sea. The ships are lined up side-by-side along the port, and the sea and the forest on either side look motherly and welcoming.

When travelers enter the city, they are greeted by a loud crowd in the muddy streets of the city consisting mostly of fishers, sailors, and vikings.

Wood is the main building material used in the city. Almost all the wood has a mossy look because of the high humidity in the area. Yet all of them look strong.

The city is ruled by the Karmsonn family who has sworn allegiance to Gudrick Moonbearer from the very beginning. Orlyg Krammsonn, also known as Krammsonn the Icebreath or Icebreather, is the head of the family. His grandfather Kramm made a pact with Odd's Oath (p. 16) and learnt how to breathe the frost of Black Winter in return for his pregnant wife as a sacrifice to Odd. After the pact, he learnt how to use black ice to breathe the cold. Then, despite it being highly forbidden, he taught his grandson this power, which has made Odd's Oath his enemy.

Shipmaking, trading, and fishing are the main sources of income of the city. The folk here can find a big variety of products in the shops near the port. Other than these shops, there are many inns and taverns here to accommodate and entertain the folks and the sailors.

FOG BEARER'S VILLAGE

(Ruin, population: Unknown)

Fog Bearer's Village used to be a seidr town built on the ruins of a city from the lost ages before Svilland, which for many was a Vanir city. After seidrs settled there in the Second Age, they sealed the ruins off with the help of spirits. They found small lodes of silver and lead and thus started mining. However, the settlers couldn't stay here for long because it was soon taken over by a fog with magical properties that was never heard of before.

After the fog, people left one by one. The settlement turned into ruin once more, and people even started to call it "Fog Bearer's Village", forgetting what it was once called.

The fog is still there to this day. Those who come closer to the village hear incomprehensible whispers, and see peculiar

illusions. Some of those who went in were never seen again, and it is said that those that were not lost their minds. Many tried to reverse the effects of the fog but could not manage to do so. Those who wanted to settle in the area and bring the mines into use again could not manage to take over the area from the fog. Nowadays, it is believed that the land is protected by seidr curses as well as the fog, and it is thus believed that there is no way of reclaiming the area.



LAGRHEIMR

(Ruin, population: 300)

Lagrheimr is a town of ruin and misery built on the ruins of Helgavatn, which used to be a lively town before it was destroyed by the forces of Gudrick Moonbearer (p. 210) and Hanlon the Real King (p. 212), in all but one night. The sight was unforgettable for those who witnessed what remained in the morning. The streets of town were covered by the blood of hundreds of people who were murdered in the night.

After the incident, most survivors left town. Those who stayed decided to rebuild the town under rule of a soldier; Isgaut Bardsson. After they restored a couple of buildings and set up some tents, the folks opened up some small shops and taverns. Some soldiers, who had broken their vows to Gudrick or Hanlon, started coming to the settlement to join Isgaut soon after. Isgaut and the soldiers call themselves “Last Brigade” as they believe themselves to be the last soldiers of Alsvartr. Neither Hanlon nor Gudrick is aware of their existence, and the people are afraid that this new group will bring doom upon Lagrheimr once more.

NATTAFARAVIK

(Town, population: 2150)

Nattafaravik is a town along the small Hundr Stream and close to the Pine Pass, which is one of the safest roads leading to the City of North Assembly in the Honnan Forest. Owing to its location, Nattafaravik is an important place for the supporters of Hanlon. Soldiers, supporters, and some products are sent to North Assembly from here.

Since it is close to Pine Pass and the river, the landscape is calm and pleasant, nestled in the heart of nature. The travelers who come here are met with a green feast for the eyes. The beautiful scenery and the welcoming atmosphere of the town make people safe and secure. The high wooden walls supported by four watchtowers look strong enough to protect the town from any attacks. The watchtowers always have guards in them watching the inside and the outside.

The tanneries here are the backbone of Nattafaravik's economy, and leatherworkers and hunters are thus an important part of the community. The talented leatherworkers earn more than their colleagues in the rest of the region since their products are cheaper, sturdier, and more durable than the others. Besides leatherworking and hunting, forestry and fishing are also important occupations in town, although the number of fish seem to have decreased drastically for some time.

The soldiers of the town are trained by Ísarr who is also known for being a Hanlon sympathizer. She is a good soldier respected both by her soldiers and by the community. Many people think that she has already joined North Assembly, although she herself hasn't said anything about the matter as of yet.

There is a Blood Reader who lives in Nattafaravik; a very old woman residing in a deer skin tent right outside of town. She could divine peoples' pasts and futures by looking at their blood, and she got her title because of her unique gift. It is said that she came here after she was exiled from Riverstorm, after she told the end of Vottr's blood (see Riverstorm below).

LITTLE WOLF NURSERY

(Hamlet, population: 50)

Little Wolf Nursery is a farm where a large family of 50 lives. Alfarr the Oldone, the oldest member of the family, is an old man known for an encounter he had with a wolf cub once. He found one next to his house, and he and his wife Myrgiol decided to raise the wolf as their own. Even after the wolf reached maturity, it did not abandon the farm. It is believed that the wolf has protected both the farm and the family to this day and continues to do so.

PINE PASS

Pine Pass is a forest between North Assembly and Riverside which is a natural forest road from one region to another. Many species live in this old forest, and it is said that all of them are under the control of a powerful seidr, Anlaf The Voiceless. Those who use the forest road say that they feel a powerful presence and even see visions in the depths of the forest. Those who know Anlaf, which are very few, know that his only desire is to find the spirit of the Bear King and take revenge in the name of all seidrs.

RIVERSTORM

(City, population: 14450)

Riverstorm is one of the largest cities on the Red River across from Katzel. Once a military city, it has lost these qualities throughout the years. However, the folk of the city did not give up. As a result, the economy has improved, the population has increased and even if it lost its military importance, the city continues to be a force to be reckoned with.

For years and years, the city lives under the threat of Green Lights of the East, which has affected the atmosphere of the city drastically. So, despite the good conditions of the city, people look anxious and unhappy. The buildings and the streets feel dark and cold.

The city is ruled by the “Rule of Five” or “The Five”. Borksson the Horserider is the leader of the five, the rest of whom are Ivar the Hawkeye, Vigfunfsson, Agnardottir and Kormarksson. The folks neither respect nor like their rulers. However, they feel they have no choice but accept them, thinking that they alone can stand in the way of invasion.

The Five are known for their cruelty against anything and anyone. They overthrew Vottr the Riverstorm, the former ruler of Riverstorm, by means of these qualities as well. People are thus aware that they can be punished severely for the most basic things. The wealth of these families keeps growing, while that of the people remain the same if not worse, as they are forced to share their profit with The Five. They came into power twelve years ago at the spring fest (see below). Eight important people of the city had met in a feast in Vottr's house and planned a ten-day hunt in the wild to celebrate the spring. Unfortunately, on the seventh night of the hunt, Vottr the Riverstorm was shot down by an arrow that came out of nowhere. While three earls desperately tried to keep Vottr alive, the others rode their horses into the city and attacked. It appeared that this was an assassination planned by Borksson the Horserider. Borksson was also the fastest rider that night,

reaching the city first and killing Vottr's 15-year-old son Ywan, and Vottr's wife Nefja. Their murder was so shocking to the people of the city that Borksson could not restore the order, so he had to receive help from other four who had helped him with the assassination. That night, Vottr's home was abandoned and demolished, and the new longhouse was built in another location. Today, the Rule of Five and their families live in the new longhouse.

SPRING FEST

Spring is very important for Svillanders. They always pray to the Gods for spring in the long, cold, and dark days of winter. Lots of celebrations and festivals are organized all around Svilland in the spring to show gratitude for the warm and fertile days. Flowers, animals, fresh herbs, and fruits are sacrificed at the altars, and everyone partakes in joyous activities such as arm wrestling, archery contests and more.

The year of the change in governance, Riverstorm's population peaked as the families of these five people as well as many merchants, soldiers, and most of those trying to escape the war between Gudrick and Hanlon flooded to the city.

Despite the growth in economy caused by it, the night the Rule of Five took over was so tragic that the people of the city still sing songs about it in secret, and pray for the souls of those responsible. The most interesting thing about the assassination concerns a prophecy made by an old seidr woman named Jazel the Bonereader who lives in Riverstorm. Some say that she is the sister of the Blood Reader from Nattafaravik. She made a prophecy by looking at the bones of Vottr's brother who had died long ago and the blood of Nefja.

"Riverstorm will become legend one night, the elder son shall end the rule of five. The dead shall rise and many shall die; not only for revenge, but also from fright."

WEST VALE

West Vale is bordered by Nionaem, and is located in the west side of Alsvartr, known for its many mighty castles and well-trained soldiers. The castles are on constant watch of the western border. Despite the war between Hanlon the Real King and Gudrick Moonbearer and the different sides they took on that war, these settlements are prepared to come together and face their once common enemy in the west.

Geographically, the area is pleasant to roam and to look at with its flat and fertile steppes, little hills, and green forests.

BJORNLAND

A large, historical steppe between Alsvartr and Nionaem, Bjornland is divided in two. As it is where the Bear King from the Second Age was born from a bear, Bjornland is a place of great historical importance. Right after the birth, the bear died, and the Bear King was left alone to his fate.

Although there are those in Svilland who do not condone the Bear King or his actions, he also has avid supporters who come here to show their respect to the king. Some of those who do not condone his actions come here to commemorate his mother who is sometimes called the Mother Bear or the Mother. Also berserkers and some seidrs visit here.

For many different reasons, Svillanders can't help coming here, and those that do are affected by the magical, epic atmosphere of these wild steppes. Below, an excerpt from a story written by a bard from the west, telling the story of Bjornland and Bear King, has been given,

"When the sun had just set behind the hills, nature did not fall asleep but awoke despite what the majority thought. The bear was walking carelessly with her mud-covered fur and shredded claws. She barely arrived in the forest when she felt the pain in her womb. First, rain clouds gathered in the sky, then lightning struck. The spirit of the forest awoke, and crows came flying in, from every which way. As the moon rose behind the clouds, a boy fell to the ground, and the soil was painted with blood. As the blood was drawn from one body, it was blessed in another. And in faraway lands, no one mourned the death of the bear, nor celebrated the child's birth.

His mother's fur covered his body, and her power passed to him in her blood. The king grew up in the heart of the wilderness, for years. He knew that nature did not like people who did not show it the respect it deserved. He too did not like people; he knew their languages, but he would not speak them often. Some of them burned and destroyed, and some were disrespectful, to the bear and to everything else. He was nineteen when the winds from distant lands whispered to him about the rising stone houses, the established bridges, and the trees cut down in the east. As he ran to the east like the wind, he heard in his heart what he really needed to do and turned to the west to unite with the people. In the West, he joined the people, and became their leader. He forbade music, the stone buildings and the clothes of the east, and fought against these brutes until the very end of his life with the hope of saving Svilland."

KRAEKROSS

(Town, population: 2500)

Located to the west of the forest Mercy of Freyja, Kraekross is an iron mining town. Gorm Ironheart, whose family has reigned in the town for more than 40 years, is the current leader of the town.

From the beginning, it has been a mining town built right next to mines. Since the big iron lodes in the area attract many other settlements in the region, the Ironheart family pays great attention to security. As a result, the town is surrounded by high walls, and there are guards standing watch at all times. Therefore, armor and hammer smithing are the most sought-after occupations in Kraekross. All who visit Kraekross can find fine weapons and armor here. Inns and taverns are also more than eager to accommodate the visitors.

After Gorm Ironheart pledged his allegiance to Gudrick

Moonbearer (p. 210), he forbade dvergrs to enter the city, as most of the dvergrs in the area live in North Assembly and support Hanlon the Real King. He believes that this precaution prevents spies of Hanlon from getting inside the town. He believes that the help of dvergrs and their knowledge in smithing is enough to have Hanlon resist the forces of Gudrick. Therefore, he cannot stand the idea of the dvergr smithing for North Assembly. Kraekross only does trade with Enkleistra or the settlements that have openly pledged allegiance Gudrick.

On the other hand, the dissatisfaction against Ironhearts has grown. Many are tired of their governance and believe that the family worships an ancient artifact that they found in the mines many years ago.

RESTLESS MARSHES

The plains to the west of Kraekross is called Restless Marshes, an old battleground from the Second Age. Those who pass through the marshes can still find skeletons with armors and weapons. Despite all the weapons and armor, there are very few who would dare to go and collect them. The poisonous gas, the heavy fog which makes it hard to find the directions, the maddening aura, and the high risk of Black Mist (p. 205) turn people away from the region. Those who survive their visit say that one of the worst things about crossing the marshes is that one loses their sense of time. One could stay here for half an hour and could easily say it has been an entire day. These reasons make it so that not only people but also animals avoid the marshes, and there are thus very few animals in the area. It is said that the reason behind all this is a powerful Vanir spell.

VESTR KEEP

(Town, population:5100)

A castle that fills passersby with dread stands on a hill on the border of Nionaem, called Vestr Keep. Within the wooden yet sturdy castle with a small watchtower is a military town ruled by a half-jotunn named Crodon, who is a talented fighter and strong follower of Tyr. Crodon has pledged his allegiance to Hanlon the Real King and both he and his soldiers are proud of this decision since they both believe Gudrick to be a corrupt leader who must be stopped.

Vestr Keep has a training area, well-known among the soldiers of Alsvartr. From the very beginning of its existence, it has been a training center for elite soldiers. So being trained in Vestr Keep is respected among all Alsvartr soldiers. Crodon himself was once a soldier here, and he now rules the town and trains the soldiers. He attends all the training sessions and pays great attention to them. He plans the sessions, and checks the weapons and armory in terms of their quality, tests the soldiers, and even decides on the contents of the soldiers' meals.

The town is not only a military town but also the end point of the Road of Frostbringer, which is why many merchants, adventurers, and travelers come here. Those who come here are always welcomed with a good atmosphere, the decent taverns and the delicious meals they offer.

The soldiers and civilians wander on the large, clean streets where there are usually children playing, and the

voices of farm animals come from large barracks. The people here mainly make a living by joining the forces, although husbandry and butchery are also lucrative vocations. Dried meat and jerky are commonly sold to other settlements.

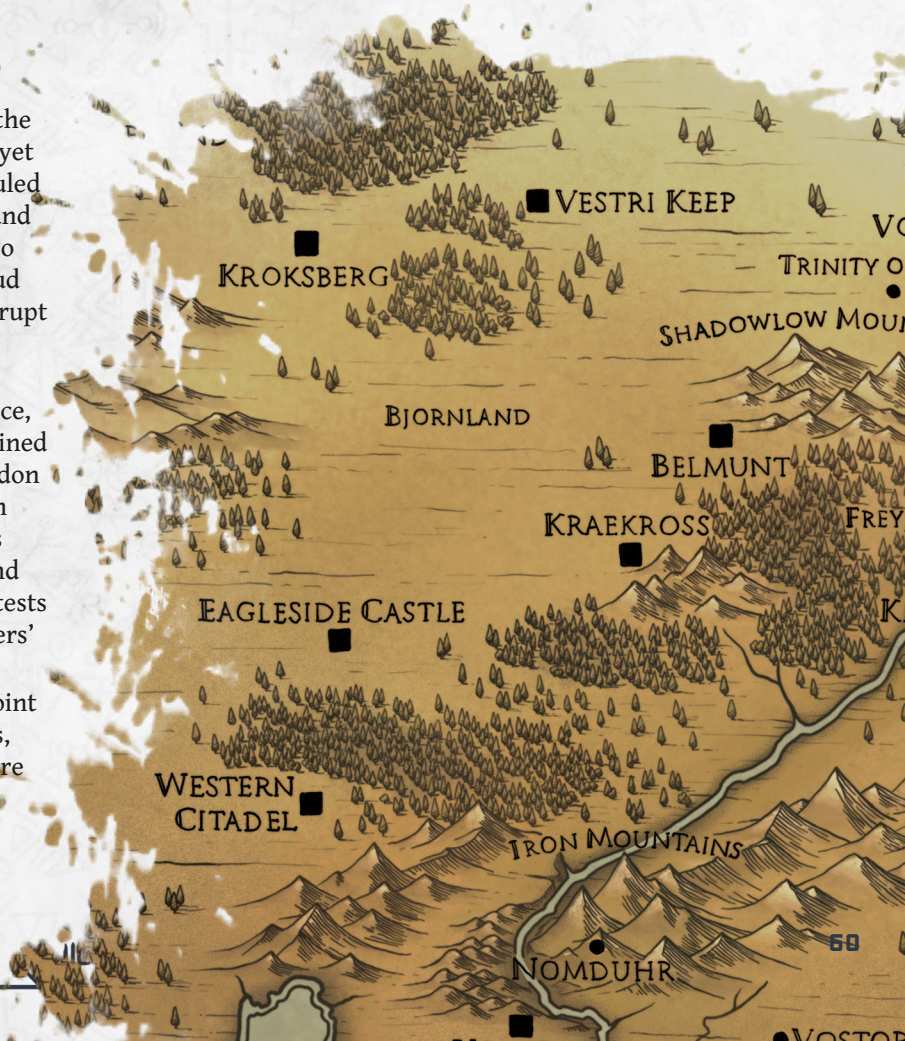
WESTERN CITADEL

(Town, population: 4200)

On the border of Alsvartr with Nionaem, Western Citadel is one of the biggest castles. Differently from others in the region, it has high stone walls surrounding it, built in the beginning of the Third Age to protect Alsvartr from Nionaem. The landscape is pleasant, with the castle looking like a big grey stone in the middle of a large pine forest.

The buildings in town look well-maintained and new, although the atmosphere is not as nice as the landscape surrounding it. Even if people go about their daily business, one can sense the restless and anxious aura hanging over the town. This state of constant restlessness is due to the pressure to which Western Citadel is subjected from both sides of the war: Hanlon the Real King (p. 212) and Gudrick Moonbearer (p. 210). The ruler of the town, Lifegiver Yrsu, hasn't pledged her allegiance to neither and it looks like she will not do so either. Yrsu is a strong alle as well as a great commander respected by her soldiers who do not question her decision about not joining either side. The folk of the town are also aware of the situation, and unlike Yrsu's soldiers, have been living in fear of an attack for some time now.

The town has a closed economy, meaning that almost all the food, armor and weaponry produced here is used for the benefit of Western Citadel alone.





GREEN LIGHTS OF THE EAST



Green Lights of the East is the kingdom built on the remains of the Second Age kingdom, Eastern Horn. Both kingdoms share the same principles in terms of war, peace, religion, and daily life. Green Lights of the East is located in the east of Svilland and to the west of an endless Swamp, also called Mudland. Bergljot Denildottir (p.207), a devout follower of Thor's teachings, is the ruler of the kingdom. She is quite passionate about spreading Thor's teachings in any way she can.

Green Lights of the East, also called The East among Svillanders, is the kingdom with the largest population in Svilland. The great kingdom is home to flat and fertile valleys in the south, while housing rugged and mountainous areas with many dangers in the east.

DRUNDANLAND

In the north of Green Lights of the East, Drundanland is a region located to the south of Rengorn Forest and to the east of Red River. The region shares a border with Alsvartr, which makes it an important military region for the kingdom. The settlements closest to the border are especially reinforced with walls and equipped with soldiers as well as munition.

Drundanland is named after the Drundan Mountains, which are one of the main geographical features of the region.

BRAM (BEAR KING'S MARK)

(Town, population: 6200)

A historical town in the north, Bram is visited by many travelers and adventurers. Once a regular settlement built in the Second Age within the borders of Eastern Horn, it was occupied by the forces of Bear King and became legend when Bear King himself marked a grey stone in the forest. The exact location of the rock is still unknown. Today, some people claim to have seen the gray stone with gigantic claw prints on it. Others believe that Bear King did not intend to mark the stone at all, and that he was just whetting his claws.

Those who seek the stone can feel the powerful aura of a protection rune as they get closer to it. However, not many can find the stone and most who try lose their way in the forest.

Bram is a simple and clean town with a well-maintained wooden wall, a watchtower, and spacious streets. Most buildings in town are one-story tall and made of wood, and some of them appear to be mouldy and old. The folk of the town raise animals in their gardens, mostly goats. They also have dogs as pets, and the streets are thus filled with the peculiar sounds of the shrieking goats and the barking dogs wandering around. The townspeople take their dogs with them when they go hunting in the mythical woods, as these animals are quite adept at finding their way.

The people of Bram mostly make their living from fishing, hunting, and husbandry; as well as the trade of what these labors produce. There are also some people who collect valuable herbs and brew special teas to make money.

• The Ancient Goats

Close to the town gates, The Ancient Goats awaits customers and those looking for a place to stay. It is hard to miss the two-story building with the two giant goat horns sticking out of the wooden beam above the entrance, and a sign hanging next to it that reads, "Ancient Goats, at your service" The inside is heavily decorated with goat skins, teeth and horns. Allaug the Goathunter, the owner, obviously has a soft spot for goats. She is always up for some conversation where she can talk about hunting or goats, and she is more than eager to divulge some tricks of the trade about both.

The Ancient Goats is the most famous tavern in Bram since it serves delicious meals and mead at lower prices than expected. Goat meat and goat blood are popular items on the menu. It is also known that Allaug has been trying to ferment ale in large goat skins for a while now. She might soon add this special drink to her menu as well.

CHESTNUT MEADOW

(Village, population: 250)

A small farming village that provides food to the bigger settlements nearby, Chestnut Village is an important location in the area. The income of the village is mainly reliant on wheat, fruits, vegetables, and various nuts (mostly chestnut), which the villagers sell to merchants in many shapes and forms. Some sell the raw material as is, while others crush it, ferment it, or make multifunctional pastes out of it.

Chestnut Meadow does not have a wall around it, but instead has some wooden watchtowers to watch the region. There are approximately 40 guards in the village, who are mostly villagers. The village also has its own special forces rather than Green Cloaks (the soldiers of Green Lights of the East). What sets these guards apart is their apparel; they wear brown cloaks instead of green. Eckhart Godefroy, also known as Eckhart the Greybeard, is the ruler of the village. He also recruits and trains the guards.

Most houses in the settlement are small, sturdy, and made of stone. The villagers are quite the opposite of hospitable; they don't like having strangers in and around the village and generally prefer to work with familiar merchants. The guards



always keep an eye on strangers as well.

DRUNDAN MOUNTAINS

The sharp and high slopes of Drundan Mountains and their harsh nature have always scared the folk of Svilland. In addition to the high peaks and dangerous slopes, volcanos have created razor-sharp cliffs on the mountains. It is also hard to find clear water here, as the internal temperature of the lakes is close to boiling due to volcanic activity, and the snow being tainted with poisonous materials such as sulphur. As a result, very little people inhabit these mountains. There is a very small community that lives in Andorel, a hamlet located past the Blind Gate, which is a stone arch built on one of the cliffs with protective runes and spells engraved on it.

ANDOREL

(Hamlet, population: 5)

Despite everything, five seidrs have built themselves a home in Andorel, the one and only settlement on the whole mountain range. Andorel is barely a hamlet with only three stone buildings in it; one for sleep, one for praying, and one for sacrifices.

Some people believe that certain activities of the seidrs have made the area harder to live in, while some others think that they are constantly trying to pacify a land spirit that has done so. No one outside the hamlet knows the true intentions of the seidrs that inhabit Andorel, but no one dares to venture here for answers either.



GREY TOWN- IRON LAKE

(Town, population: 4600)

A lake town near Iron Lake, Grey Town is quite well-known, especially among soldiers and Tyr followers. Ever since the first omens of Black Winter plagued Svilland, soldiers have thrown their weapons into Iron Lake, believing that this would protect them from unfair fights or cruelty like what Svillanders experienced at the hands of Odd. There are pale grey wisps on the surface of the lake, believed to originate from all the iron accumulated in the depths below over the years. The grey gleams of the weapons are reflected on the town, creating a highly aesthetic sight to behold. The town gets its name from these gleams.

Many travelers, soldiers, and Tyr followers visit Grey Town to pay homage to the lake, and are greeted by the welcoming atmosphere of the town when they do so. People are used to strangers and enjoy spending time with them. Trading, forestry, hunting and herbalism are popular occupations found in Grey Town. Even though it is a lake town, fishing is forbidden because it is regarded as disrespectful to the lake, to the sacrifices, and to Tyr himself.

In addition to the lake itself, the town is also famous for its Temple of Tyr. A remarkable structure by the lake, it is a well maintained, great, stone building with an altar in front of it, always full of recent sacrifices. The Iron Tavern located in the townsquare is yet another place famous among both the townspeople and travelers, known for its tasty meals served in hefty portions. Its specials include wild animals and beasts cooked in ways specific to the inn.

Loptr Weillardsson, a strong Tyr alle respected by the townspeople, is the ruler of the town. He often visits the temple to make sacrifices.

KATZEL

(City, population:16700)

An old castle built in the Second Age, Katzel still stands strong and tall by the Red River. In the time of the kingdom of Eastern Horn, Katzel was built between two mountains, Mount Kham and Mount Vayld, to protect the borders. However, as time went by, the borders have changed, the civilian population has increased, and the castle has therefore slowly lost its militaristic use. Even though it still houses many soldiers and training areas, it has today become more of a bureaucratic place in which warlords, heirs, and certain royals are introduced to the people. Nowadays, the city is a meeting place for important figures of Green Lights of the East to make sacrifices and oversee the army.

The parts of Katzel on both mountains are surrounded by stone walls, and are connected by stone bridges, which gives Katzel the appearance of a giant metal bow tying the two mountains together. The city has two main districts, separated according to the training areas named Axe Circle and Sword Circle. Both training areas have a welcoming atmosphere with the constant chatter of soldiers being trained, children making games out of imitating them, and stray animals running around. There are small carts selling snacks and drinks to the crowd here and there, around which one can always find bards that are ready and eager to entertain passers-by. Most people

in town make a living from fishing in Red River, and selling fermented and dry fish to other places in the region. There are also some who look for gold in Red River using special nets, but the amount they find on a daily basis is so small that this is not really a way to make ends meet.

The ruler of the city is Hakel, a 32-year-old man ready to die for his queen, Bergljot Denildottir. He has a big symbol of Green Lights of the East tattooed on the back of his completely shaved head. The people of the city like and respect Hakel, who participates in the games and feasts of the town and organizes many of them.

EASTERN LOOK

Eastern Look is a region made up of small military settlements located in the east of Green Lights of the East. The endless swamp east of Svilland, also called Mudland, is a natural border of the land. This wasteland has caught the eye of all the rulers of Svilland from the very beginning and is the reason why Eastern Look is an area of interest for Svillanders. Legend says that soldiers, adventurers, and travelers have been trying to explore these lands since the First Age, although none have succeeded. Bergljot the Queen still sends many adventurers and soldiers here for the same cause, but all attempts have ended in failure.

The people of Eastern Look are used to sharing a border with the Swamp, which harms them in no way unless they try to cross it. Many travelers come here to investigate the area, and criminals and deserters come here to hide.

MUDDY PENINSULA

(Town, population: 3570)

Muddy Peninsula, which shares a border with Mudland, is the easternmost point of Svilland where there is a settlement. There are no known settlements or living creatures beyond it. Muddy Peninsula is so close to the Swamp that the horizon is covered by its huge, desolate view.

The atmosphere of the town is far from pleasant, it is rather dark and melancholic. The air is heavy with the sickening smell of the Swamp. The people here cough constantly and generally have trouble breathing. The dark and narrow streets between the rotting wooden houses are always dirty.

The folk of Muddy Peninsula are not that different from the town itself; most of them are rude, irritable, and stubborn. When they see a traveler, they fix their eyes on them as though their presence shocked and bothered them. They do not engage travelers in conversation or ask them any questions, since they know most visitors to be runaways and criminals.

Trade is the cornerstone of the Muddy Peninsula economy. Many shops are stocked with anything a person may need; be it weaponry, armory, herbs, potions, jewelry, or clothing. Close to the town market, there are "roomers", which are establishments who provide small separate rooms to customers for them to inhale their special herb mixtures to relax. Many that go to these roomers are addicted to the comforts and illusions they experience within.

Sigdis Muddottir, a middle-aged woman with very short

brown hair and brown eyes, is the ruler of the town. When she was a baby, she was found on a small rock in Mudland in the midst of the mud and silt, and a part of her soul is rumored to have gone rotten because it was subjected to such filth. Still, she is liked by many. She tries to create new opportunities for those who come here, but darkness and hopelessness plagues the town so much that she doesn't know where to start.

Last Huntment is one of the most famous taverns in the region, especially among criminals. It is owned by a dvergr named Hurmoir who killed the last owner of the place in a fight. One can find assassins and thieves for hire, just as one can gamble and satisfy their most carnal desires in this tavern. The pit-fights, enjoyed by almost anyone in the tavern are also here to entertain the customers.

MUDLAND

Mudland or Swamp is one of the most dangerous areas in all of Svilland. For many years, legions of people have tried to discover the area further. However, none of the adventurers who embarked upon this quest have returned, which also makes it one of the most enigmatic places found in Svilland. There are many rumors and stories about the place; some believe that the area is protected by Vanir magic, while some say that it is where all land ends. Some say that the Gods and Goddesses simply do not want Svillanders to see the place and keep them from doing so, while others say that the land houses some bottomless pits, perhaps leading all the way to Helheim. However, all this is speculation, and the Swamp remains shrouded in mystery.

Green Lights of the East has established five outposts near the Swamp to watch over the east and to be ready for a possible attack. Each of these outposts have a signal light to warn the other outposts and the settlements in the case of an emergency. These outposts are given below.

- **Blackash Hideout (Military outpost, population:120)**

Blackash Hideout is located at the foothills of Ravenous Mountain. The soldiers have built tents from rocks, furs, and leather to protect themselves from the bitter cold and the strong winds.

The chief of the outpost has been Unna for about two years. She has been planning to change the place of the "signal fire" since she believes soldiers may not be able to light the fire on the mountainside in case of an emergency due to the harsh weather conditions.

- **Green Keep (Military outpost, population:120)**

Green Keep is a small outpost made up of three, large wooden barracks and a small watchtower. The soldiers here are well-trained and strong and are aware of it. They believe that they can fight off the dangers of the wild. Their faith in their young leader Gyor, a young, tall and strong Thor follower at the age of 26, is the cause of their self-assuredness. The soldiers like and respect him.

- **Mengulch Outpost (Military outpost, population:130)**

The Mengulch Outpost is one of the most dangerous outposts in East Range due to the presence of animals and beasts that often attack the area. As a result, civilians are not allowed in. The outpost houses well-trained soldiers and strong chiefs. All the chiefs assigned here have tried to



secure the area, but none have succeeded thus far.

- **Swampvein Outpost (Military outpost, population:50)**

Located to the northeast of Muddy Peninsula, there is the Swampvein Outpost ruled by Skolmlr who is a thirty-year-old Thunderguard (p. 181). The soldiers here often visit Muddy Peninsula, from which Swampvein also gets all its supplies.

- **Thora Outpost (Military outpost, population:250)**

The Thora Outpost is the closest outpost to Thorath, the capital of Green Lights of the East, and thus is more crowded and more prosperous than the others. The chief of the outpost is chosen by Bergljot the queen herself. Hander the Goldenarrow has been the chief for some time now. He is a middle-aged man who has excellent archery skills, from which he also gets his name.

FOREST OF RENGORN

Forest of Rengorn is a dangerous wild forest covering almost all the lands in the north of Green Lights of the East, surrounded by Ymir's Lash and The Mudland, and shrouded in a horrible history and numerous rumors.

Those who enter the forest get a queasy feeling like the forest itself were alive, and the folk of Svilland therefore fear the forest. Some report experiencing the unknown and having unspoken fears and desires. There are various rumors as to what causes this, ranging from seidrs who survived the massacre to the curses of powerful landspirits. However, no one knows the truth and very few dare to seek it.

EAST RUINS

An old settlement that used to be called Winter Lookout, has now turned to ruin and was aptly named "East Ruins". It was once a lovely town of which Kunings and seidrs made up the main population. The town was established to stop Black Winter, as were the other establishments on Ymir's Lash. However, during the second age, the folk of the Winter Lookout were all slaughtered by the hand of Bear King's forces.

The town fell to ruin in the years following the massacre. No one lives there to this day, but many believe that the spirits of seidrs still roam the remains of the town. Some see smoke rising from the chimneys, and red snow (p. 205) which is a reminder of how much innocent blood was spilled according to some. The elderly can be heard talking amongst themselves, saying "The town lives the life it was supposed to live, and will do so for all eternity". This popular saying means that the spirits of all those who were slaughtered will forever remain in the ruins, doing what must be done.

MOLGOR - LAST TOWN

(Town, population: 1650)

Molgor, also known as Last Town, is situated to the south of the Northern Peaks. It is called Last Town, because it is the northernmost settlement in Green Lights of the East. With its small wooden houses, muddy streets, and smoke rising from the chimneys, it is like any other settlement in Svilland. Some

goats and stray animals can be seen wandering around some of the small gardens.

Folks are hospitable and joyful despite the harsh living conditions and the scarce resources. People enjoy spending time with travelers in the inns, and since those who travel north usually visit Molgor, they often get a chance to do so. Fishing is one of the most lucrative common occupations in the town, as the Red River proves to be a good resource. Animal training is also an important profession, both for the culture and for the economy of the town.

Haralder the Eagletamer, who comes from a family known for the skill of its members in animal training, is the ruler of the town. As can be understood from his title, Haralder also shares in his family's capabilities. In Molgor, one can purchase a tamed wild animal, although these animals might not be loyal to those who purchase them.

There are two taverns in town that are almost always full of people, as they are preferred by both locals and travelers:

- **Storyteller's Inn**

This famous inn is owned by Absollon, a great teller of stories. He entertains customers with his many tales about love and trust, but the love story about a Freyja gothi and Svillander (see below) is by far the most touching.

His daughter Halldora helps her father in the inn, and sells powerful herbs of great variety. Here, one can find herbs for damage resistance and healing, just as they can find poison. However, she never sells poison to those who do not divulge their intentions, trying to keep it from being used to kill the good or the innocent.

ABSOLLON'S STORY

As the cold blew through Svilland, making even the mountains themselves quake and shake, a story brought chills to the hearts of all who heard it. It's a story of how a Svillander loved a woman, and how she loved him beyond all else.

The woman had bright red hair flowing down to her calves and her forest green eyes pierced the hearts of all who beheld them. Her arrows could cut trees in half, and she cast enchantments with her piercing eyes, bringing even the strongest to their knees. Somehow, the woman fell for the Svillander, out of all those who loved her. They gave themselves to one another under the pale moonlight, and pledged their eternal love, which they promised they would eternalize in marriage.

On the night they were to wed, the signal towers burnt bright, and the Svillander left the village to defend his new family against whatever was coming. She waited for him with their child in her womb. Days turned into weeks, weeks turned into months, and the Svillander was still nowhere to be seen. She was alone, with only the sorrow in her heart left to keep her company.

Years passed. The woman had given birth to the child, a girl, and life went on as if nothing

happened for everyone else. But every night, after she put the girl to bed, she would light a candle, and sit in the cold with her eyes fixed in the darkness. She was still waiting for the Svillander.

One day, news reached the village that he had fled to another village with another woman, and that he had died there some time later. The woman, betrayed and widowed, sunk to her knees upon hearing what had become of her love, and would not move for quite some time.

After that, nothing brought her joy. The sight of her daughter broke her heart; as she could see him in her face, and hear him in her voice. She felt guilty every time she looked away, and this only broke her heart even further.

One day, the woman's daughter took ill. Five days and five nights, she waited at the healer's door. At the end of the fifth night, the woman was told her daughter was dead. The woman didn't say a word, but got up, and walked into the dawn with tears in her piercing eyes and a strange expression of grief and relief on her face.

No one ever did see or hear of her after that. Some claim she joined the spirits in the mountains, and some believe she became a priestess of Freyja and secluded herself in a temple. No matter what became of the woman, we are reminded of her story with each gust of the wind, making us shiver in awe of her sorrow and sacrifice.

• **Northeast Tavern**

The northernmost tavern in Green Lights of the East, Northeast Tavern offers good music and delicious meals to its customers. The owner, Mabil the Stout, makes fun of the Storyteller's Inn every chance she gets. She calls it "Fake Bard's Inn" and says "one must have a good time in a tavern, not cry one's eyes out"; alluding to Absollon's tragic stories.

OLD TOWER PATH

Once used as a road, this path has now become a horror story that haunts the nightmares of children. Old Tower Path is a dangerous wild road leading to East Ruins. Travelers prefer going through the wilderness as opposed to using this infamous road on which one could come across anything and everything; a bear, a spirit, a seidr, a curse... It is said that many travelers risk getting lost and killed in the wilderness, just because they do not want to cross this road.

RAVENOUS MOUNTAIN

Ravenous Mountain stands in all its majesty in the middle of the empty fields located to the south east of Forest of Rengorn. The ragged and sharp slopes look like they would not allow anyone to pass. As one gets close to the mountain, it seems as though it pierces the sky, the humming winds deafens the mind, and the bitter cold hurts the skin. This menacing aura reminds many travelers of how powerless they are against nature.

At the top of the mountain, an eye-shaped crater lake completes the scenery. The lake is called Odin's Eye, as there is a small piece of land with a small hut on it in the middle of this lake, giving it the appearance of an eye. The hut is the home of

Ravenous Mountain





Harald Klaksson, an elderly Odin follower with a crooked-back, who decided to live here to be close to Odin. She speaks with the sky, the winds, and the ravens all day long. Those who visit the area or come close to the mountains have seen lots of ravens circling the lake on the peak.

HANN

(Hamlet, population: 90)

Hann is a small hamlet close to Ravenous Mountain. The settlement is so close to the mountain and so small that it is hard to spot from a distance. The folk here survive by hunting and gathering and are not interested in coin or trade. There are very few houses, and most families live together. There is also a small one story building dedicated to the travelers who come here to see Odin's Eye.

SNOWFALL

(Hamlet, population: 75)

People of Snowfall try to survive each day in their small hamlet close to the Northern Peaks and far from almost anything else. Hunting, gathering, and forestry are the most prominent means of survival in Snowfall, although the economy mainly relies on forestry. There are also some eagle-tamers living here, who are in fact the reason that the hamlet was established here in the first place. The high altitude and the wind makes the area highly suitable for eagle taming.

Mina Nikoline, the most talented eagle tamer in the area, rules the hamlet and has two well-trained eagles that are always on her shoulder.

RIVERBURN

In spite of being a geographically small region close to Red River and South Sea, Riverburn is strategically important for Green Lights of the East thanks to its Dockyard in which the ships of the navy are made. It also plays a role in the protection of Thorath, as it is close to the capital. Since there are only a few notable settlements here, the population is

lower than many other regions of the kingdom.

CLEAR CUT

This is an empty, desolate area with trees that have been cut in half. It is known that a group of people cut the trees beyond measure or need, which angered the spirit of the forest. After that, those who cut trees in the area were never seen or heard of again. Nowadays, no Svillander has the courage to enter. Those very few who dare visit the area say that the animals move slowly and quietly and all the half-cut trees look petrified.

DOCKYARD

(Town, population: 5500)

Dockyard is a typical sea town with muddy streets, fishers, sailors, and many crafters. The whole town smells of the sea and of fresh-cut logs of wood. With the constant chatter of the crowd on the shore in the background, many do their own thing and don't get involved in others' business.

Hundreds of seasonal workers come here at the end of winter and work here until the next season. For many, nothing can compare to a mug of beer after a hard day's work and this may be the reason why the town has inns and taverns aplenty. Everyone can find a place to eat and to sleep, in line with their own taste and budget.

- **Kals' Casserole**

A tavern on the shore, Kal's Casserole is run by the Kal family, the eldest member of which is Katla Kaldottir. The family is known for their ties to criminal organizations and is in fact rumored to be the head of many of them. Because of these connections, one can find all sorts of people (including criminals) for hire in this tavern.

KATZAR

(Town, population: 5750)

One of the strongest castles in Green Lights of the East, Katzar is an important military town ruled by an old warlord, Olvir Einarsson. He is a 61-year-old veteran loved for his cheerful disposition and respected for his aggressive teaching style. He was assigned to train soldiers after he lost his left arm in battle. Few soldiers are able to finish his program and those who do are respected.

The atmosphere of the town envelops travelers the second they step foot inside. Upon entering, one is greeted by the sounds of soldiers training and practicing near their barracks, the sight of altars full of sacrifices, and people gathered around fires, eating and drinking together.

Stone Market is one of the biggest attractions of the town, in addition to all the joyful taverns in town, the most famous of which is White Hall. In this huge market, one can find almost all types of weapon and armor and can also get them repaired. The most noticeable thing about



the market is the contrast of the wooden buildings of the town and the stone of the market. The market used to be made of wood as well; however, after many fires due to the forging being done here, the wooden buildings were replaced with stone ones.

SOUTH SHORES

In the south of Green Lights of the East, South Shores also encompasses all the shores and islands nearby. South Shore is a wonder in the eyes of travelers and criminals alike with its beautiful coastal settlements, breathtaking views, and its humble folk who make a living from fishing and shipbuilding. The spot is a known favorite of smugglers, who are known to regularly visit the South Sea region.

HUNTERS LINE

(Hamlet, population: 75)

A small hamlet on the south, Hunters Line is known for its talented hunters, as its name suggests. Some hunt solo and some in groups, but all share one common purpose: to snatch their biggest hunt yet, a hunt to bring them fame, fortune, and a good story. There are about 50 hunters living in the small wooden huts along the shore, although this number changes from time to time. There are always one or two vacant huts that await new hunters looking for a place to stay because the last residents have sailed off, never to return. Hunting is not the only occupation in Hunters Line; some families make a living from farming and husbandry.

The main attraction, aside from the crazy stories of the hunters, is the Shipwreck Inn. This welcoming inn and tavern is so famous that some come to South Shores with the sole purpose of staying here. Its doors are open to everyone, especially to the tired hunters it entertains every evening with music, dances, and delicious foods and drinks. The construction of the building is itself a marvel, with the appearance of a ship that has structures sticking out of unusual places and a great abundance of ropes and rags flung all over, creating a vision of aesthetic chaos. The nautical theme is further pursued as the words: "All shall sink!" greet customers in the form of a ragged carving on the door. The specials of Shipwreck Inn include Rift Monster Blood (3cp/glass) and Green Rum (3cp/glass), both of which are quite popular among customers.

Rift Monster Blood (2sp/glass). is a special drink, transported to Svilland from the island region. It is a syrupy reddish liquid with bits floating in it, harvested from the corpse of a recently-killed rift monster. If the blood is not distilled or if other steps in its preparation are overlooked, the poisonous effects of the creature are enhanced. Roll a d4 on the table below to determine the effect.

Die Effects

1	You become poisoned and take 1 poison damage.
2	You gain Exhaustion 1 for 1d4 hours.
3	Drinking it causes some form of a vascular anomaly, you have many painful bruises. You have a disadvantage on Dexterity based checks and saving throws for 1d4 hours.
4	You gain resistance to poison damage for 1d4 hours.

Green Rum (3cp/glass) is made in Shipwreck Inn. It is a clear dark green liquid, the greenness of which comes from the special herbs that the rum is distilled with. There are five main components: three different types of lichens, and mint and salt to taste. One of the lichens must come from the sea, one from a dead tree, and the other from a black pine. The ingredients are added to the rum, and the mixture is fermented in a black pine barrel. It has a fresh earthy taste and smells of wood. The drink is quite popular among customers, which is why Odfinna the owner wants to keep the recipe under wraps. The beverage also has different effects each time someone drinks it. Roll a d4 on the table below to determine the effect.

Die Effects

1	You have disadvantage on Wisdom based checks and saving throws for 1d4 hours.
2	Your Dexterity score increases by 1 for 1d4 minutes.
3	You regain 1d4 hit points.
4	You have advantage on Performance checks for 1d6 hours.

SKURAVIK

(Town, population: 1100)

Skuravik, a town surrounded by sturdy walls, is not far from Hunters Line. While two guards watch the surrounding lands from the two watchtowers, the people of town farm grains and vegetables in the fields nearby.

The travelers who come here feel that they are welcomed by the atmosphere. Even though the folk here are not the friendliest, visitors often feel that they would find help in this town if they were in need of it.

The town square houses the few inns and taverns of Skuravik. Although they are small in size, they still warm the hearts of weary travelers after luring them in with the smell of roast meat, hearty stews, and herb teas wafting out of their doors.

The Thor temple close to the town square is another noteworthy location in town. It was built many years ago



and was restored by Grinda, a strong and devoted Thor alle respected by the townspeople.

Skuravik is a developing trade town, in which many merchants dwell. Aside from employing most of the folks here, they also continually create new job opportunities in town. With the help of the rapidly increasing number of merchants and the rising population, the people's quality of life has also increased. As a result of this rising level of prosperity, the walls have been getting reconstructed, the houses have been renovated, the people have started to dress better and have become happier in general. However, these developments have also caught the attention of raiders, which has created a need for reinforcements in the defenses of the town. As a result, there are well-trained and well-equipped soldiers keeping watch atop watchtowers and patrolling the areas in and around the city at all times.

LADSTROM

(Village, population: 250)

Ladstorm is a small village that is close to Skuravik and that has been dependent on the trade town for a while. As stated above, Skuravik's rise to prosperity has also lured many raiders to the area, which left this small village vulnerable to the attacks. The rulers of the village thus decided to swear allegiance to Skuravik in exchange for protection. As per this agreement between the two settlements, Skuravik sends trained and equipped soldiers to Ladstrom and helps the village when needed.

Strom is the old and wise ruler of the village, who has started to recruit and train soldiers in secret. It is rumored that he has done so because he wishes to be independent. However, most villagers don't care for the idea since Skuravik has never been cruel or careless in their behavior towards Ladstorm. Most villagers feel that this search for independence is thus disloyal to the protective and helpful town, and those who support the idea are aware that Ladstrom is powerless in the face of Skuravik.

The combination of the fertile lands and the hardworking villagers has resulted in a multifaceted, booming economy. Brewing, baking, farming, and herbalism are all occupations worth pursuing in the village. Trading and transportation are also lucrative professions since almost all the excess products are purchased by Skuravik.

OAKWATCH

(Town, population: 1200)

Oakwatch is a coastal town surrounded by an old forest, which makes it harder to spot from a distance. As travelers get closer, they notice the huge tree at the center of the town, peeking over the wooden walls. When they pass through the gate, they see the gigantic oak tree straight ahead. The branches of the ancient tree are incredibly thick and strong and the area they cover is almost as wide as the town square.

Oakwatch was built around the oak in the Second Age, which was ancient and huge even then. The townsfolk have thought it to be sacred and have shown great respect and cared for it ever since. They have built altars around it, always full of offerings, and have held all important events and gatherings

around these altars.

Ship-making is an important trade for the town. In fact, the folk here build ships of such quality that even the navy sometimes commissions or buys ships from Oakwatch. Other than ship-making, the forest surrounding the town is a good source for hunting, gathering, and herbalism. Those who collect herbs make potions, pastes, and drinks out of them, and they sell them in the town's market.

Oakwatch is ruled by a bard named Nyvak Banewood, the only child of a mad man who tried to chop the oak tree and therefore was killed immediately. Nyvak was raised by the townspeople and managed to become strong and experienced in spite of his lack of material possession. Ever since he was a child, Nyvak spent his days listening to the stories of soldiers and sailors and watching all sorts of people do their work so as to soak up as much of life as he could. When he felt that he learnt all he could, he traveled across Svilland to learn even more. Once he returned to Oakwatch, the people of the town asked him to be their new leader because the former leader had passed away. Today, Nyvak is a liked and respected leader who still tries to learn as much as he can about life and who wants to help Oakwatch in any way he can.

RAVTAVUS

(Village, population: 200)

Ravtavus is a small coastal village located right next to a rocky cliff that has a built-in staircase leading to the sea and the port, which is an extremely small and humble one made of a few pieces of timber. The livelihood of the villagers depends on fishing. Most of the fish is eaten by the villagers and the excess is either dried for storage or sold to settlements nearby; mostly Oakwatch and Skuravik. The villagers mostly exchange their products for weaponry, wheat, ale, and clothes.

The village is governed by a village council rather than one single ruler. The Nuttill family, the most crowded in the village with 21 members, is the most influential family in this council. They are usually the ones who make the most important decisions. They all live in Cliff Mansion, a stone building at the edge of a cliff. The villagers respect and like the family.

The closed-off village of Ravtavus is not welcoming of strangers, and does not have an inn in it. The villagers are quiet around travelers and are not too fond of merchants either. Those who wish to stay in the village either have to convince a villager to accept them as their guest, which is not easy, or to build a tent somewhere close to the village.

STUMEHN FIRELANDS

(Island, population: unknown)

Stumehn Firelands is an island located somewhere to the south of Green Lights of the East. The silhouette of the island and the heavy smoke rising from it can be seen from Svilland. The extreme conditions of the island become more and more evident as one approaches the island. First, one notices the heavy smoke that hangs over it, then the lava covering the land, and finally the poisonous air in every inch of the place.

Although the island is obviously uninhabitable, a very powerful kaun-touched sorcerer called Ranlo is rumored to live here.

THORA

Thora is the strongest and most important region, located at the center of Green Lights of the East, with important castles, the army Green Cloaks and the capital Thorath.

EASTERN LOOK

(Town, population: 5790)

Eastern Look, which was once a part of the Eastern Look region, is now considered a part of Thora. The tower was built in the Second Age to watch for the dangers lurking in Mudland. Nowadays, the tower is mainly used to watch over the town and thus is not used for the same reason as in the past.

The town, built around the tower and surrounded by a strong stone wall, is a shadow of its former glory due to neglect. The stone wall is a lot less sturdy than it used to be, and most buildings are muddy and dirty; some of them are even covered in mould.

The atmosphere is dark, the people look unhappy and many of them talk about leaving the town due to the unbearable living conditions. They blame the ruler, Gudjott, for this deteriorated state of affairs who has earned this prejudice as a result of his ties to the criminals who flood to Eastern Look for refuge. Rumors say that the criminals bribe Gudjott, and that this is how he came about his fortune.

The Inn of Hungry Helmets is located on the darker backstreets of Eastern Look and is widely preferred by criminals. As long as one can pay the bills, they can stay, eat, and drink here regardless of their past; no questions asked. Those looking for assassins and thieves can easily find someone here for hire.

GOLDEN HORN

(Town, population: 7650)

Golden Horn is a gold mining town located to the north of Wuthering River. From a distance, it looks like a pleasant town with the river on one side and the forest on the other. As travelers get closer to the strong stone walls and watchtowers, they are filled with a strong sense of misery and hopelessness.

The townsfolk look sick, tired, and devoid of all hope with their disease-stricken faces and their dirty old clothes. One can even come across people going through the trash, sorting through anything that may be of use. Although the townsfolk both harvest gold from the river and dig deeper into the ground, they live in extremely poor conditions. The poverty of the town is the doing of Ofdan the Yellowtail, who forces people to either work for free or for very low wages. A tyrant who executes rebels and threatens anyone and everyone, he also misinforms the capital about the conditions of the town. Ofdan is able to keep his hold over the town through his many recruits, which include a group of elite soldiers along with many guards and missionaries who both ensure the protection of the town and Ofdan's position in it.

Ofdan doesn't have a family and his property is the most important thing for him. Other than admiring his fortune, he spends his time

obsessively looking for wyrm parts; an activity which has given him his title. He purchases nails, teeth, tails, lashes, skin, or anything else he can find. His rare collection of wyrm parts is hidden in one of the cellars of his house, and it is said that he loves spending time there.

GREENWELL

(Village, population: 870)

Greenwell is a village close to Thorath, and it has been ruled from it ever since the sudden death of the former Chief Gannlaug five years ago. The population and the number of soldiers used to be on a constant rise, and the economy was thriving before Gannlaug managed to both bring those days and his reign to an end with his drunken, irresponsible behavior. Although there is still some mystery around the circumstances of his death, it is said that he was killed by the order of Bergljot the Queen. He was found dead in his chair in the longhouse two days after he said he had enough power to rule Green Lights of the East if he so chose.

Today, Greenwell is still a beautiful settlement with its small wooden houses, a well-maintained wall surrounding it, and a big crowded market. When travelers get in the town, they are greeted by the inn and tavern criers screaming praises of their work places, and by the villagers gathered around open fires, going about their business. Most villagers work in the farms nearby in which they produce maize, grapes and wheat. Some of the product is consumed by the villagers and the excess is sold to Thorath.

HAUNTED PEAKS

Haunted Peaks is the highest mountainous area in Thora region. There are no established settlements here, but small groups living in tents.

Both the residents of Golden Horn and travelers who pass by claim to hear unsettling noises from the peaks. Some define them as howls, some screams, and some growls; so the exact source of these noises are unknown.



There is a rumor that Bergljot the Queen heard of the problem and that she is planning to first cleanse the area of whatever ails it, and then to build a settlement with a glorious Thor temple there. However, the truth is that The Queen is hesitant to send her soldiers to these mountains for now, and that she is currently on the lookout for strong adventurers or elite soldiers that could handle the problem.

KROKSHOLT

(City, population: 13250)

Kroksholt is a city ruled by Queen Bergljot's stepsister Hora, who is a wise and charismatic woman admired by the folks. Many people think that this admiration will be the end of Hora, since Bergljot is not a person who takes kindly to competition. They are quite right; the Queen considers Hora as a threat to the throne and is waiting for the right time to intervene.

Kroksholt is a thriving city with many inns, a big market, hardworking people, and countless job opportunities. Wheat and various vegetables such as cabbage and maize are grown by settlers, and animal farms full of pigs and goats are maintained. Trade may be the most important occupation in town, as the city is located in a prime location, close to Thorath. Forestry and herbalism are also popular jobs in the city.

It is a nice city with well-maintained buildings, large open areas, altars, and strong city walls. The people here are just as welcoming as the city; they work hard, but they know how to entertain and have fun as well. The streets are filled with the joyful noises coming from inns and taverns, people playing games on the streets, sparring, and partaking in good-natured brawls.

Apart from the humble longhouse where Hora lives, the most famous building in the city is the temple for Thor, which was built with the great efforts of Hora. The temple has never been empty, there is always someone in it praying to Thor. The altar inside the temple is even the subject of some stories, the most popular of which says that the blood flowing from the altar never stops. This is true in a sense, since the very religious folk of the city wash the altar with blood, gold, furs, and fresh fruits.

LONE MAIDEN

Lone maiden is a shoreline that hosts the spirit of a young woman. Many people claim that they can see her white silhouette walking for hours and hours on the shore.

The story of the Lone Maiden says that a soldier raped a young woman on that shore, and unable to bear her pain and anger, the woman spent days and weeks right where the soldier left her. She did not move, eat, sleep, or even blink; and slowly became one with the shore.

Nowadays, she materializes often. People say she can be seen walking, sitting, and looking out at the sea for hours.

THORATH

(City, population: 25800)

Thorath, the biggest city of Svilland and the capital of Green

Lights of the East, looks fit to be the home of the Queen, of the strongest warchiefs, and of the wealthiest of people.

The city was built on two sides of an opening, which geographically divided it into two main parts that are also divided into seven districts amongst themselves: Noble Quarters, Fishers' District, Military Quarters, Lightened Acre, Outsiders, Dvergr's Row, and Midtown. While the outer walls protect these districts, the inner walls are built around the Green Mansion where the Queen lives.

Green Mansion and the several other important buildings around it come together to form the Green Mansion District. The area is guarded by elite Green Lights of the East soldiers, Thunderguards. The home of the warchief Landnamabok, the Heir's Home, and the High Gothi's Home are all situated in this district. Green Mansion, which is a big stone mansion covered in ivy, is located right in the middle of these buildings. The name "green" comes from this ivy that has covered the walls for years.

Beside the Green Mansion, there are two eye-catching buildings; the library and Tower of Torture.

The library of Thorath, also called the Great Library, is the largest in Svilland. It contains ancient texts and runes stretching back to the First Age, tablets from seidr settlements, Vanir scrolls, and many newly-written documents. Soldiers always guard the building and regular folk do not have permission to enter. Two librarians oversee the entire library, both of whom are not able to speak as their tongues have been cut off.

The high and mighty Tower of Torture is the prison of the city and it is where trials take place as well. Some criminals to be executed are chained to iron bars at the top of the tower for one final chance. It is believed that if the criminals are loved by the Asgardians, they are taken by lightning. Otherwise, they must wait for their death, until they die due to hunger, thirst or wild birds.

The economy of the city is thriving and varied. People work many different jobs, which is why travelers can easily find what they are looking for from quality furs to the deadliest of poisons. The social life is as lively as the economy; the city dwellers and the travelers can entertain themselves with tens of inns and taverns all around the city, of which Drunken Fish, Gifted Tables, and Last Breath are the most famous.

Drunken Fish is a tavern right next to the riverside in Fishers' District, in front of which many boats are anchored to a small dock. Regular folks, fishers and sailors who need a wee break from the sea come here. Skorri and his younger brother Andvett are among the regular customers of the tavern. It is said that they are cursed by the goddess Ran, and that they are always trying to escape the curse by staying away from the sea as a result. The menu is varied, and the meals are delicious. The most famous meal is the Drunken Fish, which is also where the tavern gets its name. It is uncooked salmon stuffed in an old barrel and fermented with alcohol and spices for three days.

Gifted Tables is one of the most expensive taverns in the city. It is the general choice of the wealthier folk of the city, who come here to drink and entertain themselves with good music, stories, and dances. It is said that there are also many exclusive services offered to certain people. Although one



Thorath

can only imagine what they are, some say that these services bother the High Gothi and that he will one day punish the whole city for allowing the blasphemy going on here.

Last Breath is in the Military Quarters and is therefore mostly preferred by soldiers and guards. It is a basic two-story building with a huge crowd, people enjoying their (generally watered down) drinks, and average meals.

- **Heir's Home**

In the Green Lights of the East, some children from the royal family are chosen from a very young age and are trained to be leaders. In this way, the rulers can both control the powerful figures of the family and train the upcoming leaders for the sake of the kingdom. But in the times of the Queen Bergljot, folks have a deep-seated suspicion about the wellness of their heir, Ogmond, as he is nowhere to be seen. It is claimed that the queen has imprisoned him and has been torturing him so that he slowly loses his mind.

TOWER VILLAGE

(Village, population: 170)

A small, coastal settlement in the south, Tower Village stands on the sea shore with its great tower, Eye of the Sea. The tower was built in the Second Age and it has served as a lighthouse ever since. Almost all sailors in Svilland know of the tower even if they haven't been in the village.

Villagers make a living from fishing, farming, and forestry. They are content with their lives and want stability. Rald Hefkin, the ruler of the village, is the one who ensures this stability. Always helping anyone and everyone in need while wearing his signature blue robe, Rald is loved and respected by villagers.

The Thor altar and the Nightwatch Tavern are the main attractions of the village. Villagers regularly visit the altar and pray for good weather and fruitful harvests.



CHAPTER II CHARACTER OPTIONS

Chapter 2 introduces new character options. There are two brand new classes in Svilland; one being Runewalkers, the invokers of the runes, and the other being Seidrs who are the practitioners of spirit magic. Seidrs replace druids, and runewalkers replace wizards. They channel runes and spirits to cast spells, and are thus more fitting to Svilland's values. There are also many other archetypes, four new backgrounds, and eleven new feats for you to choose from, that can prepare you for the challenges that await in this cold and grim land.

RUNEWALKER

A dark blue robed Austri walks into a storm. First the runes on her hands, then her eyes start to glow with lightning, her long hair fluttering in the wind. She smiles as she draws a Rune of Mjolnir in the air.

A tall Mithal is surrounded by raiders. As the enemies draw closer, he takes off his robe and makes a cut on his rune-covered skin. Blood runs free and the man is enlarged. He charges at the raiders yelling "Valhalla!"

Many many years ago, when the Gods came to these lands, Odin learnt about magic in its raw form. As Odin delved deeper and deeper and uncovered the mysteries of magic, he also began to shape it. He gave the chaotic and raw energies of the world a form and classified them. Finally, he created runes and bestowed them upon the folk of Svilland.

Then arose the Runewalkers. They understood that runes are a way of life, and so they made magic and runes a part of their lives. War, farming, traveling and many other mortal concepts gained a runic meaning.

A LIFE DEDICATED TO RUNES

A Runewalker's life is an adventurous one. They search for

runes so long as they have life in them. Runewalkers appear whenever a rune is found, or wherever they are needed. They never miss a chance to learn more about runes.

RUNIC MAGIC

You can cast wizard spells and more by using runes, both by invoking the power within them and by scribing them. You know not only the meaning of the runes but also how to inscribe or engrave them, thus how to give them power.

DETECT RUNE

For 1 minute, you sense the presence of runes within 30 feet of you. If you sense any rune in this way, you can use an action to learn its school of magic. Then, you can make an Intelligence (Arcana) check (DC = 10 + spell level of the rune) to comprehend the spell level of the rune.

RUNIC PURGE

You can spoil runes by purging them with your arcane



knowledge. As an action, you can expend a spell slot that is equal to the spell level of the rune you want to purge, and purge the rune, making it useless by leaving only a trace behind.

CREATING A RUNEWALKER

You travel and gather runes. You keep the knowledge you've discovered, protect it, and think it to be sacred. You choose a runic path (which is different from an archetype) and try to live by it to set an example for other people. For example, if you walk on the Path of the Dead, you can be seen helping a medic in a small village in the daytime, also building on your knowledge of anatomy. The same night, you can be seen exercising your knowledge on the undead that you raised. You should also talk to your GM about your teacher, your master and the origins of your curiosity about runes.

QUICK BUILD

You can make a runewalker quickly by following these suggestions. Intelligence should be your highest ability score followed by Wisdom or Constitution.

CLASS FEATURES

As a runewalker, you gain following class features.

HIT POINTS

Hit Dice: 1d6 per runewalker level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per rune walker level after 1st

PROFICIENCIES

Armor: None

Weapons: All simple weapons

Tools: Rune scribing tools

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, History, Insight, Medicine, Nature, Religion

EQUIPMENT

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

- (a) a dagger or (b) a handaxe
- (a) robe or (b) the fur of a beast
- A rune focus



SPELLCASTING



As a runewalker, you have a list of runes you know. This list is called a runelist. It can be in the shape of a spellbook, of separate scrolls or of tattoos on your body. The runelist is made up of the wizard spell list plus the runewalker spells given in this book (see runewalker spell list - p. 131).

CANTRIPS

At 1st level, you know 3 cantrips of your choice from the wizard and runewalker spell lists. You learn additional cantrips at higher runewalker levels as shown in the Cantrips Known column of the Runewalker table.

RUNELIST

At 1st level, you have a runelist containing six 1st-level spells of your choice from the wizard and runewalker spell lists.

PREPARING AND CASTING SPELLS

The Runewalker 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 your expended spell slots when you finish a long rest.

You prepare a list of spells that are available for you to cast. To do so, choose a number of spells from your runelist equal to your Intelligence modifier + your runewalker level (minimum of one spell). The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of spells requires time spent studying your runelist and memorizing the incantations and gestures you must make to cast the spell: you must spend at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for the spells from your runelist. Memorizing runes, their meanings and remembering spells' requirements are all related to Intelligence. You also use your Intelligence modifier while determining a spell's DC and making an attack roll.

Spell Save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell Attack Modifier = your proficiency bonus + your Intelligence modifier



RITUAL CASTING

You can cast a spell as a ritual if that spell has the ritual tag and you have the spell on your runelist. You don't need to have the spell prepared.

SPELLCASTING FOCUS

You can use a rune focus as a spellcasting focus for your spells.

LEARNING SPELLS OF 1ST LEVEL OR HIGHER

Each time you gain a runewalker level, you can add two runewalker and wizard spells to your runelist. Each of these spells must be of a level for which you have spell slots, as shown on the Runewalker table.

YOUR RUNELIST

The runes that you add to your runelist indicate the research you have done. You might find other runes during your adventures. You could discover new runes among your enemies' notes, in a ruined temple during political wars or in eldritch places dating back to ancient times.

Adding a rune onto the list. When you find a new rune, you can add it to your runelist if it is of a level for which you have spell slots. Also, you need the time to understand the rune, and material to add it to your runelist.

Adding a rune to your runelist involves different steps. These include solving the meaning of the rune, understanding its needs and its nature, and finally, casting it. To master a rune and cast it without error, you have to work on it. All of these steps take 2 hours and 50 gp for each level of the spell. If you want to copy one of the runes from your runelist to another, for instance to your friends' runelist or your backup runelist, you need to spend 1 hour and 10 gp for each level of the rune.

RUNE PATH

You see runes as a path in life that one walks on. After you learn about runes and runic magic, you choose a rune path. You know that life has many ways to go about things, many choices; and so do runes.

At 10th and 18th levels, you choose 1 additional rune path (different from the ones you chose so far).

PATH OF BERSERK

Learning runes and casting spells cannot stop you from

grabbing your axe and terrorizing the battlefield. When you choose to walk on this path, you become proficient with two martial weapons of your choice.

Also, as an action, you can enter a runic berserk. For 1 minute, your weapon attacks become magical, you can use your spell attack modifier for your weapon attacks, and you have a +1 bonus to your attack rolls and damage rolls. Once you use this feature, you must finish a long rest to use it again.

PATH OF ELEMENTS

You walk on the path of the primal forces of nature and choose one of the following elements to walk on its path; cold, fire, or thunder & lightning. Your spells that deal damage of the chosen type deals an extra 1d6 damage.

Additionally, runes mark your soul when you choose this path to walk on. You have advantage on Charisma (Persuasion) checks against elementals and nature spirits.

PATH OF PROTECTION

You devote yourself to the protection of yourself and others. You become proficient with light armors.

Also, as a reaction, you can choose to have advantage on your next saving throw. Once you use this feature, you must finish a long rest to use it again.

Additionally, as an action, you can draw a rune of protection on yourself or on an ally within your reach. The rune stays active for 8 hours and grants a success on the next death saving throw. Once you use this feature, you must finish a long rest to use it again.

PATH OF SEAL

Runes have mystic powers and one of them can be interpreted as "sealing". Sealing things carry different meanings. You can seal a chest, a door, a lockbox, or you can seal someone's luck and fate.

As an action, you can seal an object. Opening the seal requires a successful DC 20 Dexterity check. This DC increases to 25 at 10th level. You may have only one seal at a time. When a second one is to be created, the old seal is broken.

In addition, when your target makes an ability check, attack roll, or saving throw, you can try to seal its fate as a reaction. It must succeed on a Wisdom saving throw against your spell save DC or the result of its roll counts as 1. You can only use this feature before the target makes the roll. You can use this feature once per week.

PATH OF THE DEAD

Every path ends, as does life. You choose to see what happens after the path ends. While walking on the path of the dead, you can create one more undead with spells that create undead such as *animate dead* or *create undead*. This feature does not work if you do not have enough materials to create one more undead.

Also, your connection with the dead and their presence increases. You can sense the graves within 10 feet of you.

THE RUNEWALKER

Level	Proficiency Bonus	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Runic Magic, Detect Rune	3	2	-	-	-	-	-	-	-	-
2nd	+2	Archetype Feature, Rune Path	3	3	-	-	-	-	-	-	-	-
3rd	+2	-	3	4	2	-	-	-	-	-	-	-
4th	+2	Ability Score Improvement	4	4	3	-	-	-	-	-	-	-
5th	+3	Runic Purge	4	4	3	2	-	-	-	-	-	-
6th	+3	Archetype Feature	4	4	3	3	-	-	-	-	-	-
7th	+3	-	4	4	3	3	1	-	-	-	-	-
8th	+3	Ability Score Improvement	4	4	3	3	2	-	-	-	-	-
9th	+4	-	4	4	3	3	3	1	-	-	-	-
10th	+4	Archetype Feature, Rune Path	5	4	3	3	3	2	-	-	-	-
11th	+4	-	5	4	3	3	3	2	1	-	-	-
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1	-	-	-
13th	+5	-	5	4	3	3	3	2	1	1	-	-
14th	+5	Archetype Feature	5	4	3	3	3	2	1	1	-	-
15th	+5	-	5	4	3	3	3	2	1	1	1	-
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	-
17th	+6	-	5	4	3	3	3	2	1	1	1	1
18th	+6	Rune Path	5	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1
20th	+6	-	5	4	3	3	3	3	2	2	1	1

PATH OF TRAVEL

You dedicate yourself to the concept of traveling. Your speed increases by 10 feet and you have advantage on saving throws against being exhausted.

Although you like to travel, there is nothing like a warm hearth and good mead; home. You designate a place to be your home. Once per week, you can teleport to your home as an action.



RUNIC TRADITIONS



You can choose different traditions while learning about runes. You can dedicate your life to studies about runes and discover new ways to use them, empower the runes using your own life force, or use the mystical powers of runes to weave magical effects around others. As you grow in power and become a master of the tradition you follow, word spreads of your knowledge and might. Your reputation seems to precede you wherever you go.

RUNESCARRED

Runescarreds are fanatics who engrave runes on their bodies as scars. They believe that they can unlock the hidden potentials of runes by empowering them with the force of life running through their veins.

BLOOD FOR THE GODS

At 2nd level, you learn how to empower the runes with your own blood. While casting a spell from your runelist, you can choose to a scar yourself and make your spell more powerful. You deal a spell level amount of necrotic damage to yourself and the DC of the spell you cast increases by 1. The damage cannot be reduced by any means.

Also, when you drop a creature to 0 hit points by using a spell from your runelist, you regain hit points equal to the level of the spell.

SCAR OF GODS

Starting at 6th level, the repeatedly opened and healed scars

toughen your body. As long as you do not wear any armor, you gain a bonus to your AC equal to half of your proficiency bonus (rounded down).

Also, as an action, you can choose to protect yourself with a protection rune, and have resistance to one of the following damage types for 1 minute; bludgeoning, piercing, or slashing damage from nonmagical weapons.

Starting at 14th level, you can choose a damage type of your choice (instead of the given choices above) while using this feature.

Once you use this feature, you must finish a long rest to use it again.

SACRIFICE TO THE ONE-EYED GOD

Starting at 10th level, you feel that your blood can empower runes even more. When you use your Blood For the Gods feature, you can choose to deal necrotic damage to yourself equal to twice the spell level, and to increase the DC of the spell by 2.

Also, when you drop a creature to 0 hit points by using a spell from your runelist, you regain hit points equal to twice the level of the spell.

RUNE BEARER

Starting at 14th level, you become the bearer of a rune. You choose a spell of 6th level or lower from your runelist and carve it on your body (on a part of your choice) permanently. When you cast this spell and use the Blood For the Gods feature, the DC increases by 1. Also, when you use an item to cast the rune of your choice, the first usage in a day does not expend a charge.

Rune Bearer is a highly valued title among runewalkers. Their runic might is both respected and feared by Svillanders.

RUNESCRIBE

Runescribes follow runic lore. They believe that the ability to scribe runes is both a gift and a sacred duty. They try to write down all runic lore so that not even a pinch of knowledge is lost. Since parchment is not easily found in Svilland, they learn how to scribe runes on any surface they see fit.

MEMORY OF GODS

You train your memory so that you can remember each piece of lore you find. Starting at 2nd level, the number of your spell slots for this class of 1st, 2nd, 3rd, 4th, 5th, and 6th slot levels increases by 1. This feature does not let you cast spells of slot levels that you normally cannot cast.

SCRIBE OF GODS

At 6th level, you learn to inscribe runes (spells from your runelist) onto rocks, leaves, or anything else you may find. You can do so by expending the rune's spell slot during a 1-hour process of inscribing. You can later use those runes as if they were spell scrolls. Such runes can only be used once, and they

can only be used by you. If a saving throw is required, it is made against your spell save DC.

Inscribing requires a certain amount of gold since it is done with a special ink (Cantrip - 25 gp, 1 - 50 gp, 2 - 150 gp, 3 - 300 gp, 4 - 1275 gp, 5 - 2550 gp, 6 - 13625 gp, 7 - 27250 gp, 8 - 40875 gp, 9 - 90000 gp). You cannot inscribe a rune that you cannot cast. You can have a number of runes equal to your proficiency bonus inscribed in this way at a time. When you exceed this limit, the oldest rune you inscribed is broken.

WORD OF GODS

Starting at 10th level, you discover new inscribing methods to lessen the cost you pay while using the Scribe of Gods feature. All the prices are halved.

WORD BEARER

Starting at 14th level, you discover a special word by which you can control runes. When you use the Scribe of Gods feature, you can inscribe a rune in such a way that it can also be used by others who know a certain command word determined by you. However, inscribing a rune with a command word doubles the price.

The command word is totally up to you and you can talk to your GM about it.

Word Bearer is a highly valued title among scholars who work on runes. Even kings and queens in Svilland feel the need to consult a Word Bearer's knowledge in matters of grave importance.

RUNEWEAVER

Runeweavers focus on the mystical powers of the runes. They think that the universe is based on runes and try to see runes in everything around them. To them, everything is a mystical sign.

WEAVE

Starting at 2nd level, you start to weave triggering conditions or triggers into runes (spells from your runelist) you cast. For example; you can say, "I weave a *shield* rune on me. It is automatically activated when I am attacked by a melee weapon attack," or "I am weaving a *fireball* rune on the door of my house. When an undead creature touches the door, a *fireball* spell is cast centered on the point I am designating right now."

Weaving a spell is a 10-minute ritual and requires you to expend a spell slot as though you were casting the spell normally. The ritual also consumes the spell components that are required to cast the spell.

A weaved spell lasts for 2 hours or until it is triggered. You cannot weave a spell of 6th level or higher, and you can only weave spells of which the casting time is an action, a bonus action, or a reaction. For spells that require a target, you need to specify a target. For spells that affect an area, you need to specify its point of origin. The distance between the point of origin and the point you weave the spell on must be equal to or lower than the rune's range.

Once you use this feature, you must finish a long rest to use it again.

WEAVE INFUSION

Starting at 6th level, you start to weave runes around yourself and your allies. You or the chosen ally gain one of the following benefits;

- +5 bonus to initiative checks
- +1 bonus to weapon attack rolls
- +1 bonus to spell attack rolls
- +2 bonus to AC
- Advantage on one of the ability checks (of your choice)
- Advantage on one of the saving throws (of your choice)

Weaving a rune in such a way is a 10-minute ritual. The chosen effect lasts until you finish a long rest. If you use this feature on an ally, they must be within 30 feet of you during the ritual.

Once you use this feature, you must finish a long rest to use it again.

DARK WEAVE

Starting at 10th level, you start to weave runes in opposition to your enemies. The enemy gains one of the following flaws;

- -5 penalty to initiative checks
- -1 penalty to weapon attack rolls
- -1 penalty to spell attack rolls
- -2 penalty to AC
- Disadvantage on one of the ability checks (of your choice)
- Disadvantage on one of the saving throws (of your choice)

Weaving a rune in such a way is a 10-minute ritual. The chosen effect lasts until you finish a long rest. If you use this feature on an ally, it must be within 120 feet of you during the ritual.

Once you use this feature, you must finish a long rest to use it again.

PERMANENT WEAVING

At 14th level, you weave an effect on yourself permanently. The effect can be chosen from the benefits listed in the Weave Infusion feature. Once the benefit is chosen, it cannot be changed.



SEIDR

Tua stood in front of the savage bandits who had mistaken her for a helpless commoner. She closed her eyes and chanted the words of her ancestors. Upon seeing the ancestors appear, the pillagers turned right around and ran like hell without looking back.

Juho knelt beside a warrior bleeding to death. The gothi on the other side of him seemed desperate, "Healing him is beyond my abilities", she said. Juho answered, "It is not beyond the abilities of the great spirit of Death".

Eyes closed and focused, Ingir cut her hand with a dagger, dripping her blood on the soil beneath. When she opened her eyes, she was no longer a mere mortal. She was the heart and will of nature around her.

Seidrs feel the spirits around them and work with them. They commune with the beyond, acting as a bridge between the material and the immaterial, between life and death. They master ancient traditions to communicate with spirits, seeking to spread their will or perhaps to tie the will of the spirits to their own. While most seidrs are of the Kuning ancestry, there are seidrs from other ancestries as well.

THE SPIRITS CHOSE YOU

Seidrs always feel the spirits around them. They may possess this gift from birth, or they may become aware of the connection in later years, perhaps even in adulthood.

Spirits can act like a seidr's deity, but they are not deities, nor the patrons of seidrs. Seidrs are the messenger of spirits. If the spirits think someone is ready, they test them. If the candidate passes the test, the spirits open their eyes as a seidr.

While their power comes from the spirits that guide them, seidrs can also make ranged attacks or fight in hand to hand combat. They are comfortable with light armor and know how to use simple weapons.

LEARN FROM GHOSTLY EYES

When spirits choose a seidr, they share their wisdom with it. Spirits are immortal and their wisdom is limitless. Some of them are souls of the departed, and some have very distinct characteristic features and alignments.

The spirit's character determines the seidr's way of life. For example, if a spirit is evil, the seidr who is a channel of that spirit will most likely lean towards evil as well.

Some seidrs think that they are equals with the spirits in their relationship. In their opinion, spirits also learn from seidrs, as they want to know what is happening in the world and are able to do so through seidrs.

CREATING A SEIDR

When making a seidr, think about the way your character was

trained in spirit magic. If your character is not a Kuning, you must have a very valid and interesting reason for a Kuning to trust you enough to teach (you) such ancient secrets that are the pillar of their culture.

Your mentor does not have to be a Kuning either, but someone who learnt the ways of seidrs and then passed them onto you for sacred (or wicked) reasons. Or, perhaps, it could actually have been the spirits who taught you, for a reason that is known or yet to be known to you. As you think about this backstory, also think about how you plan to use your powers.

Unlike many classes, being a seidr often requires a direct sense of responsibility for the spirits represented. Still, you may have also obtained the powers and decided to use them for your selfish deeds, and the spirits might just be letting this happen for a greater plan, or perhaps, simply for entertainment.

QUICK BUILD

You can make a seidr quickly by following these suggestions. First, Wisdom should be your highest ability score, since that is a seidr's spellcasting ability, followed by Charisma.



CLASS FEATURES



As a seidr, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per seidr level.

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per seidr level after the 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, battle axes, shortswords, tridents, longbows, nets

Tools: Herbalism kit

Saving Throws: Wisdom, Charisma

Skills: Choose two skills from Arcana, Perception, Persuasion, Insight, Nature, Medicine, and Survival

EQUIPMENT

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



- (a) any simple weapon, or (b) a bone shortsword
- (a) a battle axe, or (b) a shield
- Leather armor, an explorer's pack, and a totem

INITIATION OF SPIRITS

At 1st level, you are chosen by a family of spirits to follow in their footsteps. Choose one of the traditions from which you will gain your first feature.

Spirits who choose you also provide you with insight to guide you on their path. Once per day, you can choose to gain advantage on a Wisdom (Insight) check.

There are many spirits in the realm, and they are divided into 3 families; Ancestors, Sky Spirits, and Land Spirits.

Ancestors are those in your family or clan who passed away in the past. They are notable warriors or wise people. Some seidrs also have seidrs who have been dead a long time as guides even though they are not from the same family or clan.

Sky Spirits are heavenly spirits that are the wisest and the oldest in the realm. Some seidrs even perceive them as Gods and Goddesses. They are indeed deity-like figures who are very powerful but who are also equally distant from the errands of mortals.

Land Spirits are spirits that hold parts of the realm's land as their arcane domain. They are not visible like *wraiths* or other monster-like spirits, but their essence and presence are quite strong in the areas they dominate. They mainly guide the habits of, and the balance between, beasts and vegetation. Seidrs call these spirits *Nattura*.



SPELLCASTING



When you chant for the spirits to come to your aid, you cast spells from the powers they have bestowed upon you. See general rules about spellcasting. Your seidr spell list is made up of the druid spell list plus the seidr spells given in this book (see seidr spells - p. 131).

CANTRIPS

At 1st level, you know two cantrips of your choice from the seidr and druid spell lists. At higher levels, you learn additional cantrips, as shown in the Cantrips Known column of the Seidr table.

PREPARING AND CASTING SPELLS

You can see how many spell slots you have for 1st level spells or higher from the Seidr table. When you cast one of these spells, you expend a slot of that spell's level. Expended spell slots are regained after finishing a long rest.

You prepare your spell list for the day from your seidr spell list. To prepare your list of available spells, choose a number of spells equal to your Wisdom modifier + your seidr level

(minimum of one spell). The spells must belong to a level for which you already have spell slots.

You can change your list of prepared spells after you finish a long rest. After that, you pray to the spirits for them to bestow the new spells upon you. Your prayer must take 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for spells from your seidr spell list. Spirits, good or evil, seek wise people who recognize the otherworld and who treat them with the utmost respect. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier to determine the spell save DC and the spell attack modifier.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

RITUAL CASTING

You can cast a seidr spell as a ritual if that spell has the ritual tag and if you have the spell prepared.

SPELLCASTING FOCUS

You can use a totem as a spellcasting focus for the spells from your seidr spell list.

EYES SHOW YOU

Starting at 2nd level, you start to sense the spirits around you. By focusing on the beyond, you can see 60 feet into the ethereal plane for 1 minute. Once you use this feature, you cannot do so again until you finish a long rest.

At the GM's discretion, spirits may show you some instant glimpses or visions, filled with hints and puzzles. They may show them to you for guidance or for mischief. You can understand which it is by succeeding on a Wisdom (Insight) check contested by their Charisma (Deception) check.

DREAM WALKING

Starting at 6th level, you learn how to take a journey to the dream realm. By falling asleep with a specific purpose during a long rest, you voyage into the dream world to wander into the dreams of others and uncover things from their subconscious. Unlike other creatures, you don't have disadvantage when moving and navigating within the dream realm. See (p. 86) Dream Realm for further information.

If you fall unconscious while in this realm, you wake up with the hit points you had when you went to sleep but take 1d4 psychic damage for each seidr level you have. This is because your soul manifests itself more strongly, and thus gets

Level	Proficiency Bonus	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Initiation of Spirits, Spellcasting, Tradition Feature	2	2	-	-	-	-	-	-	-	-
2nd	+2	Eyes Show You	2	3	-	-	-	-	-	-	-	-
3rd	+2	Tradition Feature	3	4	2	-	-	-	-	-	-	-
4th	+2	Ability Score Improvement	4	4	3	-	-	-	-	-	-	-
5th	+3	-	4	4	3	2	-	-	-	-	-	-
6th	+3	Dream Walking	4	4	3	3	-	-	-	-	-	-
7th	+3	Tradition Feature	4	4	3	3	1	-	-	-	-	-
8th	+3	Ability Score Improvement	4	4	3	3	2	-	-	-	-	-
9th	+4	-	4	4	3	3	3	1	-	-	-	-
10th	+4	Seidaz	5	4	3	3	3	2	-	-	-	-
11th	+4	Tradition Feature	5	4	3	3	3	2	1	-	-	-
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1	-	-	-
13th	+5	-	5	4	3	3	3	2	1	1	-	-
14th	+5	-	5	4	3	3	3	2	1	1	-	-
15th	+5	Tradition Feature	5	4	3	3	3	2	1	1	1	-
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	-
17th	+6	-	5	4	3	3	3	2	1	1	1	1
18th	+6	Tradition Feature	5	4	3	3	3	2	1	1	1	1
19th	+6	Ability Score Improvement	5	4	3	3	3	2	2	1	1	1
20th	+6	Spirit Form	5	4	3	3	3	2	2	2	1	1

affected more when you are a higher level seidr.

While you are dream walking, your material body lies asleep and counts as paralyzed. If someone interacts with your body, you must succeed on a DC 10 Wisdom saving throw to go back to it, end this feature and wake up.

Starting at 13th level, you can also dream walk into the ethereal plane while sleeping as if you had cast an *etherealness* spell. Differing from the dream realm, any damage you take while walking in the ethereal plane decreases your hit point maximum by an equal amount. If you drop to 0 hit points, you fall unconscious and begin making death saves as usual. On the other hand, this decrease of hit point maximum does not break your long rest.

Once you wake up, you cannot dream walk again until your next long rest.

SEIDAZ

Starting at 10th level, you become more capable in the ways of your spirit magic. Spirits can affect mortals more powerfully than other creatures.

By using their magic, you become better at casting mind-

altering spells. The spell save DCs of enchantment spells increase by 1. Also, when a creature makes a saving throw against an enchantment spell you cast, it has disadvantage on the saving throw.

SPIRIT FORM

Starting at 20th level, you become a master of the flesh and of the spirit. As an action, you transform into a spirit for 1 minute. While in spirit form, you become a ghostly silhouette of yourself and gain the following features:

- You gain resistance against the following damage types: acid, cold, fire, lightning, necrotic, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks.
- When you move, you can become incorporeal and move through creatures and objects. If you finish your movement within an object, you take 1d10 force damage.
- Bright light within 10 feet of you becomes dim light, and dim light within 10 feet of you becomes darkness.
- Any hostile creature that is within 30 feet of you and that is not an undead must succeed on a Wisdom saving throw

or be frightened of you 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 successful one. A creature that succeeds on its saving throw is immune to this effect for 24 hours.

Once used, you cannot use this feature again until you finish a long rest.



SEIDR TRADITIONS



Seidrs follow traditions that are as ancient as the art of spirit magic itself. The traditions are taught by masters to apprentices in the form of verbal communication and of one-on-one training. Seidrs carry their secrets locked in their minds and souls, and don't leave any kind of written trace regarding their craft.

Traditions focus on different kinds of spirit magic. They also involve chanting to different types of spirits.

For example, the tradition of Chanter of Kin focuses on you and your mentor's ancestors and ancestral seidrs, while the tradition of Chanter of Skies summons the powers of the great spirits; moon, war, life and death, and the Chanter of Nattura draws its powers from the land spirits and the spirits of the woods.

CHANTER OF KIN

You get initiated into the tradition by the spirits of your ancestors. They are your past. They fought and died for their path. Now, that path is yours. Ancestor spirits choose seidrs for their own purposes. They are exact and wise in their remarks, and can see what people cannot.

Ancestors may influence you to become a warden of your village, tribe, or nation. They may push you towards a path where you must confront challenges that threaten your people or other folks of Svilland. In any case, ancestors seek to communicate with, and aid or protect matters of the sentient folks and societies.

TRADITION PROFICIENCY

When you choose the Chanter of Kin tradition at 1st level, you gain proficiency in the History skill.

ANCESTOR'S GUIDANCE

When you choose this tradition at 3rd level, you receive a blessing from your ancestors. During your short or long rests, you can invite your ancestors to dine with you. When they do, they make you and those around you feel guided and protected. At the GM's discretion, they can give you advice on your quests.

You can also choose a number of creatures up to your Wisdom modifier, and your ancestors give them temporary hit points equal to your Wisdom modifier.

Additionally, as a bonus action, you can invoke the protection of your warrior kin or guidance from ancient seidrs

as described below:

Ancient Seidr. Ancient seidrs manifest themselves to guide your magic. Roll 1d4 and add the result to your spell save DC or spell attack modifier until the start of your next turn.

Warrior Kin. Your warrior ancestors manifest themselves to guide you. Roll 1d4 and add the result to your AC or attack bonus (of your choice) until the start of your next turn.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain any expended uses once you finish a long rest.

ANCESTOR'S AID

Starting at 7th level, as an action, you can summon your ancestors and make them cause mischief upon your foes for 1 minute.

At your preference, you can form a barrier of your warrior kin or cause your ancient seidrs to haunt your enemies.

Ancient Seidr. Ancient seidrs manifest themselves close to you and haunt the targets of your spells. You have advantage on your spell attack rolls against creatures within 30 feet of you, and such creatures you target with your spells have disadvantage on saving throws against your spells.

Warrior Kin. Your warrior ancestors manifest themselves close to you and start circling around you and protect you. Attack rolls against you are made with disadvantage.

Once used, you cannot use this feature again until you finish a long rest.

ANCESTOR'S REVENGE

Starting at 11th level, whenever you take damage from an attack or spell, you can use your reaction to let your ancestors take revenge from the source of that attack if the attacker is within 30 feet of you. When you do so, the attacker must make a saving throw (Dexterity if your ancestor is a warrior kin, Wisdom if it is an ancient seidr).

On a failed save, the creature takes 5d8 force damage (if the ancestor is a warrior kin) or psychic damage (if the ancestor is an ancient seidr), and it becomes frightened of you for 1 minute. On a successful save, it takes half as much damage and is not frightened. The creature can repeat its saving throw at the end of each of its turns, ending the effect on a successful one.

Once you use this feature, you cannot do so again until you finish a short rest.

ANCESTRAL GATHERING

Starting at 15th level, when you use the Ancestors' Aid feature, you can affect a number of additional creatures up to your Wisdom modifier (minimum of one creature). The creature(s) can benefit from this feature while they are within 60 feet of you.

ANCESTRAL MIGHT

At 18th level, your ancestors provide you with the power to take their revenge, coming from their decades or centuries of old wisdom. As an action, you can invoke the powers of your

warrior kin or magical influence from ancient seidrs.

As an action, you invoke your ancestral might. Choose a number of creatures equal to your Wisdom modifier within 120 feet of you. These creatures must succeed on a Constitution (for warrior kin) or Wisdom (for ancient seidr) saving throw, or be affected by one of the following (according to the type of ancestor you choose):

Ancient Seidr. Seidrs of the past, who were masters of seeing through the souls of creatures, seal your enemies' souls and thus keep them from spellcasting. For 1 minute, whenever a creature you targeted casts a spell, it must first succeed on a Wisdom saving throw or cannot cast the spell.

Warrior Kin. Your warrior ancestors project a war cry that is heard as an unnatural, terrifying sound, in a 300-foot radius centered on you.

On a failed save, a creature takes 2d10 psychic damage and becomes stunned until the end of its next turn. On a successful save, it takes half as much damage and is not stunned.

The warrior kin remain for 1 minute and you count as though you cast a *spirit guardians* spell that has an area of 30-foot radius and that you don't have to maintain concentration on.

Once you use this feature, you cannot do so again until you finish a long rest.

CHANTER OF NATTURA

You get initiated into the tradition by the spirits of nature. As a chanter of nattura, you are able to receive the aid of nature in your deeds. Your spells derive their essence from the nature spirits around you. Nature spirits do not care about the errands and politics of the mortal kind. They only care about balance and perseverance. As neutral beings, they do not question how you use their gifts, as long as you are respectful to them and to nature.

TRADITION PROFICIENCY

When you choose the Chanter of Nattura tradition at 1st level, you gain proficiency in the Animal Handling skill.

NATURE SPIRIT'S WATCH

Starting at 3rd level, spirits of nature begin to respect you as a seidr and aid you while you are in nature. Whenever you are within a forest, woods, waterside, or away from a settlement that contains more than 50 people, spirits of nature begin to guide you and watch your back.

You have advantage on Wisdom (Survival) checks to find a good place to camp and to find your way through nature, and on your Wisdom (Animal Handling) checks.

Additionally, when you make camp to take a long rest, spirits watch over the area within 300 feet of you. They wake you up if they perceive a threat within that area. The nature of the threat is at the GM's discretion according to the following:

The "threat" they perceive does not have to be a threat to you, they also perceive lumberjacks or hunters as a threat, for example.

Similarly, a real threat may not be perceived as a threat

by the spirits. For example, if someone approaches you with intentions of tricking or attacking you but does not draw their weapon, it may not be a "threat" for them.

When they wake you up in this way, you have a feeling that a threat is approaching, but you do not know where the threat is or anything else about it.

BEAST SPIRIT

At 7th level, you learn how to invoke a spirit of a beast within you. As an action, you invoke a beast spirit and gain one of the following benefits of your choice for 1 minute:

Bear Spirit. You gain temporary hit points equal to your seidr level.

Raven Spirit. You have advantage on saving throws.

Wolf Spirit. You deal an extra damage equal to your Wisdom modifier (minimum one) on a successful attack.

Once you use this feature, you cannot do so again until you finish a long rest.

NATURE'S REJUVENATION

Starting at 11th level, you channel the rejuvenation of nature whenever you heal someone. The healing spells you cast restore 4 additional hit points.

BEAST SPIRIT'S GATHERING

Starting at 15th level, the Beast Spirit feature can also affect your allies. Choose a number of creatures up to your Wisdom modifier (minimum of one creature) that is within 60 feet of you to grant them the benefits of Beast Spirit. The type of the beast spirit can be different for each chosen creature.

NATURE'S WRATH

At 18th level, you can invoke the wrath of nature and release it upon your enemies. As an action, you summon the spirits of nature to provide you with the following benefits:

Animals immediately come to your aid as if you had cast a *conjure animals* spell using a 5th-level spell slot. The types of the animals depend on the region and are determined at the GM's discretion.

Additionally, nature within 100 feet of you becomes your lair for 1 minute. On initiative count 20 (losing initiative ties), you take a lair action to cause one of the following effects:

Branch Hit. If you are in the woods, a tree shakes and hits a creature within 5 feet of it (10 feet if the tree is Huge or larger) with its branches. It uses your spell attack modifier and deals bludgeoning damage equal to 3d8 + your Wisdom modifier.

Crumble. If you are in a cave, a part of the ceiling collapses on a 10-foot-square area. Creatures within the area must make a Dexterity saving throw. On a failed save, a creature takes 3d6 bludgeoning damage and falls prone. It takes half as much damage and does not fall prone on a successful one.

Entangle. If you are in the woods, bushes move to entangle a creature within 5 feet of them. The creature must succeed on a Strength saving throw or become restrained. It can attempt to break free from the bushes by making a Strength check to escape at the end of each of its turns.

Rock Slide. If you are on the mountains, some rocks within 100 feet of you slide and start to fall towards a 30-foot-square area. Creatures within the area must make a Dexterity saving throw. A creature takes 3d6 bludgeoning damage and is buried under the rubble on a failed save. It takes half as much damage and is not buried on a successful one.

A buried creature is restrained and unable to breathe or stand up. A creature can take an action to make a DC 13 Strength check to create an opening and use its movement to get out through that opening back to the surface.

Winter Call. If you are in snowy areas, spirits of snow and winter betray your enemies. For your enemies, the ground becomes difficult terrain. Also, when an enemy enters the area for the first time on a turn or ends its turn there, it must succeed on a Constitution saving throw or take 2d6 cold damage.

Once you use this feature, you cannot do so again until you finish a long rest.

CHANTER OF SKIES

Sky Spirits are some of the most well-known spirits of Svilland. Most of the Kuning and some other ancestries believe in their existence and guidance. There are lots of Sky Spirits, but after the murder of the High Seidr Council (p.7), only 5 of them have been granting power to seidrs. They are: Sun, Moon, Life, Death, and War.

TRADITION PROFICIENCY

When you choose the Chanter of Skies tradition at 1st level, you gain proficiency in the Religion skill.

BLESSING OF THE MOON

Starting at 3rd level, you have advantage on your Wisdom (Insight), Wisdom (Perception), Dexterity (Stealth), and Wisdom (Survival) checks made at night-time.

RITUAL OF LIFE

At 7th level, you learn a ritual that lets you create spiritual decoctions of vitality through the teachings of the Life spirit. To perform the ritual, you prepare a decoction by blessing a bowl of water with special spiritual herbs during a short rest in a meditative trance. If your trance is interrupted, you should start over. When you are done, the decoction acts like a *Potion of Healing*.

In one short rest, you can create a number of potions equal to your Wisdom modifier (minimum of one potion). In a long rest, creating these decoctions count as light activity as if you are standing watch, and you can create a number of potions up to twice your Wisdom modifier (minimum of one).

These decoctions are the gifts of the Life spirit, thus, it only affects a number of those you consider to be allies, to a maximum of 6 allies. As they are decoctions, they do not look like normal *Potions of Healing*, and they turn sour and unusable after one day.

The decoction you make acts like a *Potion of Greater Healing*

once you reach 11th level and acts like a *Potion of Superior Healing* once you reach 17th level in this class.

FURY OF WAR

Starting at 11th level, you can incite fury within your allies as an action. Choose a number of allies equal to your Wisdom modifier (minimum of one ally) within 60 feet of you. For 1 minute, you and the chosen allies deal an extra 1d6 psychic damage on each successful attack.

The damage increases by 2d6 when you reach the 14th level and 3d6 when you reach 17th level in this class.

Once you use this feature, you cannot do so again until you finish a long rest.

BLESSING OF THE SUN

Starting at 15th level, whenever you cast a spell that deals radiant or fire damage, the damage you deal increases by one die (for example, a *fireball* spell you cast deals 9d6 fire damage instead of 8d6. If the spell deals both damage types, you choose the damage type of the additional die).

Also at 15th level, as an action, you can emanate a 60-foot-radius aura of sunlight for 1 minute or until you dismiss it as another action. The aura is centered on you and moves with you. You emit bright light in a 60-foot radius and dim light for an additional 30 feet. The area of bright light created by this feature counts as sunlight.

Once you channel the Sun in this way, you cannot do so again until you finish a long rest.

CHANNEL DEATH

At 18th level, you can touch a creature and release a magical ray of death and agony. You make a touch spell attack against a creature that is not an undead or a construct. On a hit, you deal necrotic damage to the target by a number of d6s equal to its hit dice.

Once you use this feature, you cannot do so again until you finish a short rest.



DREAM REALM



Dream realm is the land of transition. It is believed to be between the domains of spirits and the material realm. It is partially an ethereal realm but is subject to dreams of mortals. As it shifts and changes, it is not a complete reflection of the material realm unlike the ethereal realm. It seems like a twisted, symbolic version of the material realm with a landscape that seems as though it were constantly fading away into sand or dust.

While sleeping, mortals can find themselves in the dream realm. A creature can realize it is not dreaming but rather in a separate realm. To do so, it must succeed on a DC 15 Wisdom (Insight) check. Additionally, a creature can figure out they are in the dream realm on a successful DC 15 Intelligence (Arcana) check.

Other than those who find themselves in the dream realm,

no creatures inhabit it. A creature wandering in this realm sees dreams of mortals as white, flickering flames with shapes of it giving hints about their dreams. Nightmares are recognizable as black flames instead.

Objects and places are similar to those in the material realm, but their appearance shifts according to what people who own those objects or go to those places make of them. For example, a sword standing still on the table of a warrior may seem to be bigger, sharper, or constantly bloodied. The shifts in objects and places as well as their meanings is determined at the GM's discretion. Often, the sentient creature with the most association with an object or place dominates the shifts of the object or place. These objects can be used in the dream realm, but their location or condition in the material realm does not change. There are no colors in this realm but shades of black and white.

Letters or scribed stones are readable in the dream realm, but the thoughts of their writers and readers also appear as text on them, making the inscription very confusing to read. A creature wanting to understand the exact writing must succeed on a DC 18 Wisdom (Insight) check. A creature wanting to realize the thoughts behind the message must succeed on a DC 20 Wisdom (Insight) check.

A creature in the dream realm moves differently than it would in the material realm. To move in a certain direction, a creature must make an Intelligence (Arcana) or Wisdom

(Insight) check. It moves a number of feet equal to $(d20 + \text{ability check}) \times 5$. The movement does not appear as walking, but is rather as though the creature were gliding. This sort of movement makes Acrobatics checks to balance or Athletics checks to jump unnecessary. A creature can move as far as it can in the dream realm and is pulled back to its body when it wakes up.

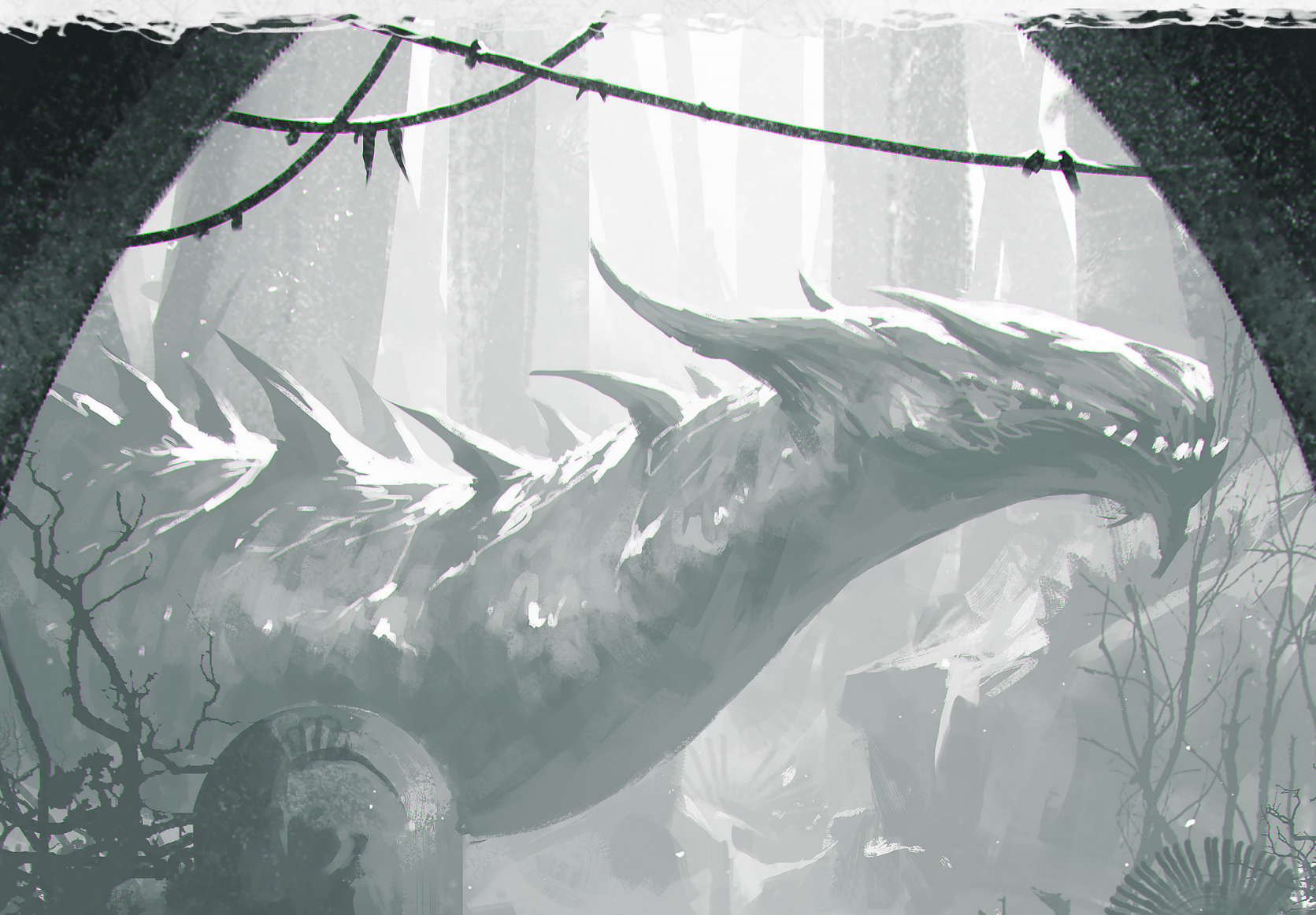
If they roll a natural 1 on the ability check, the creature spends both its movement and action standing still on its location for the turn. Creatures other than nightmares, spirits or seidsr have disadvantage on their movement check.

Sometimes, nightmares from mortals' dreams leak out to the dream realm and attack creatures nearby as shadows or wraiths. Spirits may enter the realm and attack as well.

A creature that gets into an encounter with such monsters must make a Wisdom saving throw to wake up:

Wake Up DC = $10 + \text{CR}$ (minimum one) of the strongest monster in the encounter

A sentient creature that falls unconscious in the dream realm vanishes from it and wakes up in the material realm in shock. It takes 2d4 psychic damage. It must also succeed on a DC 15 Wisdom saving throw or become afflicted with a short-term madness.



ARCHETYPES

There are creatures from almost all classes and archetypes in Svilland. Still, some are more common than others, as they are more in keeping with the Svillanders' way of life.

Barbarians, bards, fighters, rangers, rogues, and sorcerers are all common in Svilland. Almost all of them have counterparts here that are mentioned in this chapter, except for rogues. However, rogues are quite relevant to Svillander culture. In fact, assassins play an important part in Svillander politics. Also, clerics are called Gothis, paladins are called Alles.

Each of the unique archetypes outlined in this section are designed to add a specific richness to your game, and to help you tackle challenges in a great variety of ways.

There are no monks here whatsoever as they do not fit in with the culture, and neither are there warlocks. There are, however, rumors about some shady folk who still worship the Vanir of old, who might be considered of a similar nature.



ALLE OATHS



Alles are the warriors of Gods and Goddesses; champions who spread the values and influence with their fighting. In game terms, they are the paladin class of Svilland. However, alles are not the semblance of good but rather of their deity. They need to have an alignment that suits their deity in order to keep their oath and to stay on their path.

This means that they are not necessarily heroes to the folks of Svilland. They can even be dreadful horrors or ruthless murderers because of their oath.

Although oaths are chosen at 3rd level and a paladin can choose which oath to take, an alle takes the oath of the deity to which they are already devoted. At lower levels, an alle still has to show devotion to his or her deity and cannot deviate from that path when the time of the oath comes. Still, an alle who converts to another God or Goddess before 3rd level can swear the oath to the new one without becoming fallen.

OATH TO FREYJA

Alles who swear their oath to Freyja are wardens of nature and protectors of the realm against unearthly foes. They fight in the name of life itself, seeking to convert or destroy those who try to take innocent lives.

They practice joy and enthusiasm for life and all its beauty. They aid communities to help them live peacefully with the wilderness in welfare and security. Before they strike, they always try to preserve.

TENETS OF FREYJA

Freyja's tenets involve respect for nature and being aware of the truth that people are just as powerless as weak branches in the face of nature's wrath. Their principles are based on building a better community that values vitality, abundance, and coexistence.

Listen to nature. The Goddess of the woods whispers to those who follow her, nestled in the sounds of animals and plants. It is everyone's duty to listen to the land they inhabit.

Aid those in need. Protect the weak and help the poor. There are those who cannot survive on their own. Act as the merciful hand of your Goddess towards them.

Show mercy to life. Always think twice before ending a life. Every creature in the realm deserves to live the life that has been gifted to them.

Be vigilant against death and despair. Do not let the undead sully your Goddess's domain. Always be cautious against corruption and disease for the sake of the living.

OATH SPELL

You gain oath spells at the alle levels listed below:

Oath to Freyja Spell

Alle Level	Spell
3rd	<i>animal friendship, speak with animals</i>
5th	<i>locate animals or plants, protection from poison</i>
9th	<i>conjure animals, plant growth</i>
13th	<i>dominate beast, stonесkin</i>
17th	<i>commune with nature, mass cure wounds</i>

CHANNEL DIVINITY

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

Awaken Nature. You can use your Channel Divinity to awaken the wilderness and request its aid. As an action, present your holy symbol and choose an effect from below:

- Roots start to move and can ensnare a foe of your choice within 30 feet of you. The creature must succeed on a Strength or Dexterity saving throw (of its choice) or be restrained for 1 minute.
- A Large tree of your choice within 30 feet of you swings its branches and makes a melee spell attack against a target of your choice within the same range. The tree uses your spell attack modifier and has 10 feet reach. On a hit, the target takes 2d8 bludgeoning damage, or 4d4 piercing damage if the branches of the tree have thorns on them.
- The earth slides and pulls down a creature of your choice within 30 feet of you. The creature must succeed on a Strength saving throw against your spell save DC or be knocked prone and take 1d10 bludgeoning damage.

Turn the Unholy. You can use the Turn the Unholy feature of Oath of Devotion.

AURA OF HEALING

Starting at 7th level, you and friendly creatures within 10 feet of you start to regain 1 hit point at the start of each of your turns. Additionally, you require half the sustenance in terms of food or water to survive the day.

At 18th level, the range of this aura increases to 30 feet.

BLESSING OF VITALITY

Starting at 15th level, you can pray to Freyja for her blessing. When you do so, you and friendly creatures within 30 feet of you experience the effects below.

Any effect on you caused by disease or poison ends. Also, for 1 minute, you and the affected allies have advantage on saving throws against poison and disease. Any friendly creature that falls unconscious automatically succeeds on death saving throws.

Once you use this feature, you must finish a long rest to use it again.

NATURE'S INTERVENTION

At 20th level, Freyja blesses you with the very essence of nature. You and your allies gain vitality from this essence, and your wounds start to heal much faster. In addition, nature actively starts to help you and your allies in combat.

Using your action, you invoke the vivacity of nature. For 1 minute, you gain the following benefits:

- At the start of each of your turns, you and friendly creatures within 30 feet of you regain 10 hit points.
- As a bonus action, you can use the Awaken the Nature option of your Channel Divinity up to a number of times equal to your Charisma modifier (minimum of 1).
- You count as if you cast an *animal friendship* spell on beasts that are within 60 feet of you. These beasts must not be under the influence of another entity such as a Vanir. If they are so, once this feature is activated, the opponent that influences these animals must succeed on a Charisma saving throw or lose its influence.

Once you use this feature, you must finish a long rest to use it again.

OATH TO HEL

Alles who swear an oath to Hel carry her rotting touch with them and bestow the weight of their inevitable death upon living creatures. They are cold and unfeeling warriors who possess traits of the dead. They can rally the undead in the realm to do their and their Goddess's bidding.

They show no respect to anything other than death and its divine queen. They see others, such as the followers of Fenrir or Loki, as tools for their righteous cause.

CHANGES IN FEATURES

Lay on Hands. Hel does not want any living thing to be healed,

as this delays their arrival in Helheim. She only lets you heal yourself or undead creatures with Lay on Hands.

If you try to heal other creatures by justifying that they need to remain alive for Hel's plans, the amount of hit points regained by the creature is still halved.

On the other hand, you can choose to deal damage with your Lay on Hands feature. By touching a creature, you can inflict necrotic damage in the same amount as you would heal by using Lay on Hands normally.

Divine Smite and Improved Divine Smite. You inflict necrotic damage rather than radiant damage with Divine Smite and Improved Divine Smite.

TENETS OF HEL

Hel's tenets for her champions involve respect for her absolute power, the joy of death and the punishment of fools who run for their lives or who try to reach Valhalla. Alles of Hel are cold and unfeeling. They believe in the dominance of death, which they believe will eventually reign over the realm.

Do not fear death. Death is the ultimate salvation your Goddess will bring you. There is no glory in it, just the end of a temporary illusion. You will serve her in Helheim just as you did before.

Show no mercy. No matter what creature it is, everyone must bow before Hel. Show no remorse when taking a life.

Be proud. You are the champion of Hel; your heart does not have a place for emotions running amok. Take pride in the authority Hel has given you and act in a regal manner.

Act cold. You carry with you the face of death, act accordingly.

OATH SPELLS

You gain oath spells at the alle levels listed below:

Oath to Hel Spell

Alle Level	Spell
3rd	<i>bane, inflict wounds</i>
5th	<i>blindness/deafness, ray of enfeeblement</i>
9th	<i>animate dead, vampiric touch</i>
13th	<i>cage of bones*, hollow eyes</i>
17th	<i>borrowed hand*, contagion</i>

CHANNEL DIVINITY

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

Hel's Rot. As an action, you can show your holy symbol and point to a creature within 30 feet of you, and who you can see. The creature must make a Constitution saving throw. On a failed save, it takes 2d8 plus your Charisma modifier amount of necrotic damage and is poisoned for 1 minute. It takes half as much damage and is not poisoned on a successful save. A poisoned creature can repeat its saving throws at the end of its turns to break free from this effect.

Blight Weapon. As an action, a melee weapon in your hand is filled with Hel's deadly blessing. For 1 minute, the weapon deals an extra 1d4 + your Charisma modifier amount of

necrotic damage.

AURA OF DREAD

Starting at 7th level, the dreadful reality of Helheim begins to take its place in your presence. You constantly emanate a dreadful aura while you aren't incapacitated. The aura extends 10 feet from you in every direction, but not through total cover.

When a creature enters the aura for the first time or ends its turn within, you can choose to affect it with an aura of dread. When you do so, it must succeed on a Wisdom saving throw or be frightened of you 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 successful one.

At 18th level, the range of this aura increases to 30 feet.

DEATH'S PERSISTENCE

Starting at 15th level, when you are reduced to 0 hit points and are not killed outright, you roll a number of d6s equal to your Charisma modifier. Your hit points become that result + your paladin level instead.

Once this feature is activated, it cannot be activated again until you finish a long rest.

RITE OF DEATH

At 20th level, you can summon the reign of Hel to where you are. As an action, you channel the essence of the depths of Helheim to the realm you are in. For 1 minute, you gain the following benefits and effects:

- You can cast *animate dead* in one action rather than a minute, and without using any material components. The animated creature crumbles to dust after 10 minutes, and its corpse is consumed by Helheim. The undead creatures animated in this way carry the bane of Hel, and their attacks deal an additional amount of necrotic damage equal to your Charisma modifier.
- You have an aura of death, any hostile creature that starts its turn within 30 feet of you must succeed on a Constitution saving throw or take 2d6 necrotic damage.
- You and your allies within 30 feet of you gain immunity to

necrotic damage.

- Hostile creatures within 60 feet of you become vulnerable to necrotic damage. If a creature is immune to necrotic damage, its immunity becomes resistance instead, and if it has resistance, it is cancelled out and the creature takes necrotic damage as normal.

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

OATH TO ODIN

Alles who swear their oath to Odin become his emissaries, and guardians in the realm. They lead the folks against Odin's enemies.

They yearn for wisdom, acting cautiously in the face of any kind of challenge, rather than behaving recklessly. This is because they know more about Odin than the other Svillanders. They know the Allfather seeks sacred lore, and they know that he is the master of tricking fools.

Before they strike, they try to listen and understand. However, they do not hesitate once they decide to do something.

CHANGES IN FEATURES

Divine Smite and Improved Divine Smite. You deal psychic damage rather than radiant damage with Divine Smite and Improved Divine Smite.

TENETS OF ODIN

Odin's teachings are traditions of Svillanders. However, the highest ranking ruler of Valhalla does not restrain the mind of those devoted to him, and he gives them free will to find their own paths to find wisdom. Still, his essence is based on the following tenets:

Practice wisdom. The wisest shall dine closest to the Allfather. Act with wisdom and with clarity. Always seek new knowledge and equip yourself with the knowledge available in your realm.

Listen to the ravens. The Allfather loves to communicate with his children and to guide them. Pay attention to ravens



and other omens around you.

Understand Allfather's Kingdom. No Gods, Goddesses, or creatures are above his might. He has plans for everyone and everything. Do not fear those who threaten the pantheon, they are just fools playing their parts.

Trade respect. Act in a respectful manner to others and ask to be treated with respect in return. Your duty to the Allfather requires you to inspire majesty.

OATH SPELLS

You gain oath spells at the alle levels listed below:

Oath to Odin Spell

Alle Level	Spell
3rd	<i>detect magic, disguise self</i>
5th	<i>augury, detect thoughts</i>
9th	<i>clairvoyance, hypnotic pattern</i>
13th	<i>confusion, divination</i>
17th	<i>commune, seeming</i>

CHANNEL DIVINITY

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

Cosmic Affinity. As a bonus action, you say a prayer to Odin and can cast a spell that normally requires you to take one action.

Turn the Heathen. As an action, you present your holy symbol and speak the prayer of Allfather's conquest, using your Channel Divinity. Each fey or fiend that can see or hear you within 30 feet must make a Charisma saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move into a space within a 30-foot-radius. It also can't take reactions. As its action, it can only choose to Dash or to try to escape from the effect that prevents it from moving. If there's nowhere to move, the creature can use Dodge as its action.

AURA OF INSPIRATION

Starting at 7th level, you gain an aura of inspiration from the Allfather's passionate seeking. You and any creature within 10 feet of you gain 1d4 on Wisdom, Intelligence and Charisma ability checks.

At 18th level, the range of this aura increases to 30 feet.

WISE TRICKERY

Starting at 15th level, Odin blesses you with his cosmic wisdom, as well as with his expertise in trickery. By using your Channel Divinity, you can gain the following pieces of knowledge about a creature:

- How its ability scores are compared to yours, higher or lower.
- One of the things it is vulnerable, resistant or immune to.
- Its saving throw proficiencies.
- Is it proficient in a type of skill or with a type of weapon

(e.g. martial), if only proficient with one weapon type, you know it is partially proficient with that type of weapon.

Additionally, you make Charisma ability checks and Intelligence and Wisdom saving throws with advantage against that creature for 1 minute.

The creature cannot surprise you for 1 minute.

INVOKE THE SACRED LORE

At 20th level, as an action, you can wake the power of Odin's sacred lore. He blesses you with his grip on magic and on the cosmos as a whole. With this power you gain the following benefits for 1 minute:

- You and friendly creatures within 30 feet of you make your Intelligence and Wisdom saving throws with advantage.
- Hostile creatures within 30 feet of you make their Wisdom and Intelligence saving throws with disadvantage.
- You can use the *Turn the Heathen* option of your Channel Divinity as a bonus action. Turned creatures also take psychic damage equal to your Charisma modifier in the turn they are turned.
- Ravens swarm in, and a number of *swarm of ravens* equal to your Charisma modifier are conjured within 300 feet of you. As a bonus action, you can order them to move and attack your foes.

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

OATH TO THOR

Alles who swear an oath to Thor carry with them their God's thunderous might. Walking in their sacred path, they always seek new challenges and foes that seem worthy for them to best.

They show no mercy to the opponents of their God, especially to jotunns. Some of them have heard the stories of Odd and Black Winter and are preparing themselves for the fight that the folks of Svilland will give against hordes of frost and despair.

CHANGES IN FEATURES

Divine Smite and Improved Divine Smite. You deal thunder damage rather than radiant damage with Divine Smite and Improved Divine Smite.

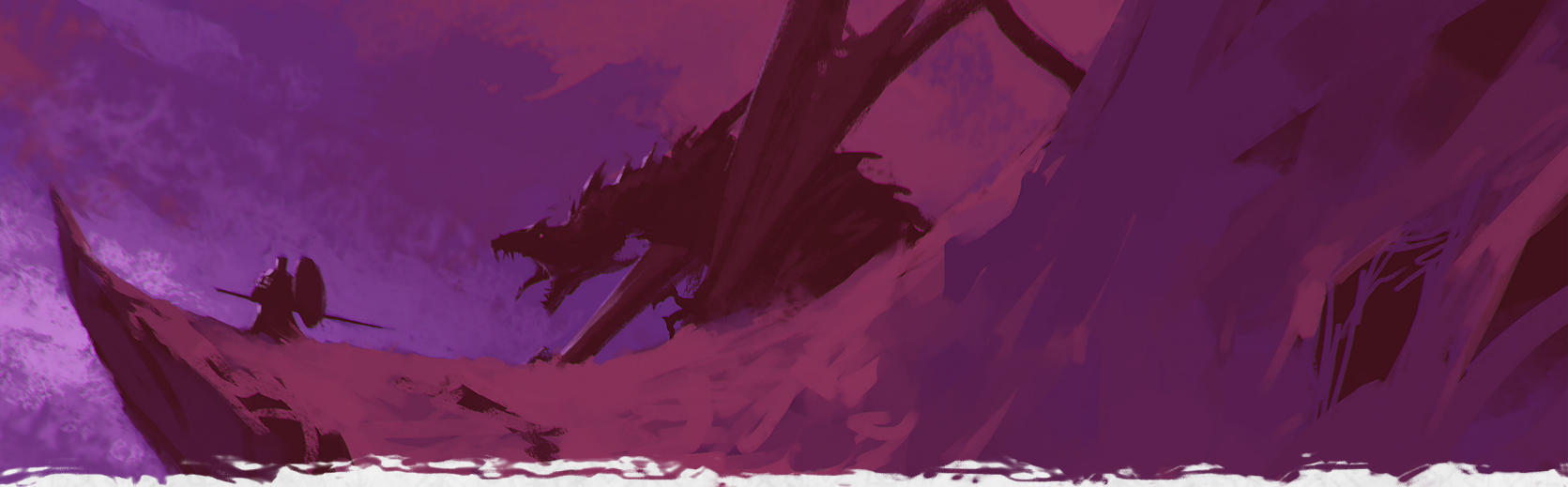
TENETS OF THOR

Thor's ideals involve challenge, courage, valour, and wrath. Although they may vary slightly from one town to the other, alles of Thor share these tenets:

Honesty. Only the cowards lie. Stay bold in your words and actions.

Courage. Never back down in the face of danger. Know that the thunder of Thor within you will smite your foes.

Challenge. Do not appreciate foes that are lesser than you. Seek and find those who think they can best the champion of thunder.



Respect. Those who work for their brethren and traditions deserve your respect, those who try to betray them, deserve none.

OATH'S SPELLS

You gain oath spells at the alle levels listed below:

Oath to Thor Spell

Alle Level	Spell
3rd	<i>command, thunderwave</i>
5th	<i>striking ray*, shocking grasp</i>
9th	<i>call lightning, protection from energy (lightning and thunder)</i>
13th	<i>death ward, lightning bolt (as a 4th level spell)</i>
17th	<i>might of Thor*, rune of thunderblood*</i>

CHANNEL DIVINITY: THUNDEROUS STRIKES

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

Thunder Weapon. As an action, you imbue one melee weapon that is in your hand with Thor's thunder. For 1 minute, the weapon deals additional thunder damage equal to your Charisma modifier.

Thunderous Throw. As an action, you imbue your weapon with thunderous force. For 1 minute, your weapon gains a throwing range of 30/60 feet and deals its damage as thunder damage. You can call the weapon back to your hand as a bonus action.

AURA OF CHALLENGE

Starting at 7th level, the will of Thor grows inside you, and your enemies feel it. Any hostile creature within 10 feet of you has disadvantage on its first attack roll on each of its turns if it attacks a creature other than you.

At 18th level, the range of this aura increases to 30 feet.

CHANNEL DIVINITY: THUNDEROUS SMITE

Starting at 15th level, you gain the following Channel Divinity option;

As an action, you hold your weapon up and point it to the skies, saying a prayer to Thor. Then you can point to a creature within 60 feet of you and make a ranged spell attack. On a hit, thunderous lightning falls from the sky and smites the creature, dealing 3d8 thunder damage and 3d8 lightning damage. The creature must also succeed on a Constitution saving throw or be stunned until the end of its next turn.

You can also choose to use this option to create a flash of light rather than to smite with thunder. In this case, a number of creatures equal to your Charisma modifier within 30 feet of you must succeed on a Constitution saving throw or be blinded or deafened (your choice) for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful one.

THOR'S WRATH

Starting at 20th level, as an action, you can call forth the storm of Thor and invoke his might within you. The skies above you darken with clouds and thunder strikes, and your eyes glow blue with sparks of lightning. For 1 minute, you gain the following benefits:

- You become immune to lightning and thunder damage.
- You can use your Thunder Weapon and Thunderous Throw features without expending your Channel Divinity.
- As a bonus action, you can strike a creature within 30 feet of you with lightning. The creature must make a Dexterity saving throw. The creature takes 1d10 lightning damage plus 1d10 thunder damage on a failed save, or half as much on a successful one. On a save that fails by 5 points or more, the creature is also blinded or deafened for 1 minute. It can repeat its saving throws at the end of its turns to break free from the effect.

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

OATH TO TYR

Alles who swear their oaths to Tyr become the holy warrior-judges of Svilland. They wander from place to place seeking to correct injustice. They act as judges in communities they visit and care for the cases of law in settlements.

They are protective of innocent folk and try to aid them in any way they can, especially against bandits or other oppressors. Against criminals and wrongdoers, they act in a



cold, merciless manner. They do what the law requires, and do not act according to their humane emotions.

CHANGES IN FEATURES

Divine Smite and Improved Divine Smite: You inflict force damage rather than radiant damage with Divine Smite and Improved Divine Smite.

TENETS OF TYR

As Tyr is the warrior God of justice, he requires all of his champions to act in the search for justice as well, and spread his holy duty within the realm. The pillars of Tyr stand on the following tenets:

Protect. Always protect and help the innocent in the face of injustice.

Valour. Face your opponent and never backstab a foe.

Honesty. Be fair and be honest. Do not cheat or lie to others, even if they are your enemy.

Justice. Do what is just. Bring judgement down upon wrongdoers whenever possible.

Judgement. Do not vanquish your foe out of hatred. Even when your opponent falls, make sure it is judged correctly and be aware that it deserves a worthy punishment. A thief stealing bread because it is hungry does not deserve the same fate with a vicious murderer.

OATH SPELLS

You gain oath spells at the alle levels listed below:

Oath to Tyr Spell

Alle Level	Spell
3rd	<i>hunter's mark, protection from evil and good</i>
5th	<i>hold person, zone of truth</i>
9th	<i>haste, protection from energy</i>
13th	<i>guardian of faith, resilient sphere</i>
17th	<i>hold monster, wall of force</i>

CHANNEL DIVINITY

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

Punish the Wrongdoers. As an action, you accuse a creature threatening the law or threatening innocents. For 1 minute, you attack that creature with advantage. If that creature has recently harmed one of your allies, that ally attacks the creature with advantage as well.

Although the GM decides what constitutes a threatening creature, you may use the following definitions for wrongdoers as inspiration: A creature that is acting against the rightful laws of a local or regional ruler, is thus a wrongdoer. A creature that threatens the innocents is also a wrongdoer.

Protection. As an action, you present your holy symbol and speak a prayer to protect the innocent in danger. You and friendly creatures within 30 feet of you add 2 to your AC for 1 minute.

FURTHER THE LAW

Starting at 7th level, you and friendly creatures within 10 feet of you gain the following benefits:

- You gain advantage on Wisdom (Insight) checks to perceive lies.
- You gain advantage on your initiative checks in a battle against creatures that are consciously trying to harm innocents.

At 18th level, the range of this aura increases to 30 feet.

CHALLENGE THE LAWBREAKER

Starting at 15th level, you become the voice and hand of justice.

As an action, you can declare a creature within 100 feet of you to be guilty by announcing its crimes. For 1 hour, you have advantage on your attack rolls against the guilty creature, and when you score a critical hit with a weapon attack against it, you deal an extra 2d8 radiant damage.

If the creature is not guilty of the crimes you announced, you do not gain the benefits of this feature. Whether a creature is guilty or not is determined at the GM's discretion.

You can use this feature once per week.

ZEAL FOR JUSTICE

At 20th level, as an action, you transform into a Valkyrie-like paragon. Creatures that look at you see wings of shadow and light stretching out of your back. Your face also becomes blurred; becoming the face of blind justice. For 1 minute, you gain the following benefits:

- You gain immunity to all conditions.
- You gain resistance to bludgeoning, piercing and slashing damage from nonmagical weapons.
- As an action, you can jump 30 feet high, landing on a location within 60 feet of you with all the might of a Valkyrie. Creatures within 10 feet of where you land must make Strength saving throws; taking 4d6 force damage and falling prone on a failed save, or taking half as much damage on a successful one. You then deal an extra 7 (2d6) force damage on your next attack.
- As an action, you can turn your back and spread your ghostly wings to protect your allies. You and any allies within 10 feet of you gain a +2 bonus to AC against attacks and have advantage on their saving throws against spells until the start of your next turn.

Once you use this feature, you must finish a long rest to use it again.



BARBARIAN PATHS



Barbarians of Svilland are warriors who get their fighting style from how nature and its predators hunt, not from a formal training. They follow the paths of animals and nature spirits. By learning their ways of life, a barbarian gains new powers as well.

Being such a barbarian in Svilland is not only respected by

spirits but is also thought to be sacred by Svillanders or even by the pantheon. Barbarians who follow the path of a specific animal are known to wear that beast's "skin".

PATH OF BERSERKR

Berserkr (Bearskins) are strong, gritty and protective of their lands. Whether guarding their village from the warbands, or ruling their own warband with pure fortitude, they are those who bind their hearts to the path of the bear for various reasons. They accept the spirit of bears as their guide and seek to learn from the movements and habits of bears in nature.

Berserkr are hard to bring down in a fight. They enter the battlefield intending to be the last warrior standing.

WEARING THE BEAR'S SKIN

Starting at 3rd level, you can carry the essence of a bear with you by wearing pieces of its fur and bones. While wearing a bear fur, you gain a +1 bonus to AC. The fur does not count as armor.

MAULING BEAR

At 6th level, you gain the ability to rear up like the bear and to throw your weight, or jump, onto a hostile creature that is one size larger than you at most, and force it down to the ground. You make a Strength (Athletics) check with advantage contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check, which it makes to avoid the effect. If the target fails the contest, it takes 3d6 bludgeoning damage, is knocked prone, and is grappled by you.

You can use this feature a number of times equal to your Strength modifier (minimum of once). You regain any expended uses when you finish a long rest.

BEAR STRENGTH

Starting at 10th level, while raging, you can summon the true strength of a bear. When you make a successful unarmed, melee, or ranged weapon attack, you can add a number of d4s equal to your Strength modifier to the damage roll as a reaction.

Additionally, the target's speed is halved until the end of its next turn.

You can use this feature a number of times equal to your Strength modifier (minimum of once). You regain any expended uses after you finish a long rest.

BERSERK

Starting at 14th level, a bear spirit's power fuels your rage. You gain the following benefits while raging:

- You have resistance to all damage types except for psychic.
- You have advantage on Constitution saving throws.
- You can't be charmed or frightened.

PATH OF SVINFYLKING

Svinfylkings are barbarians who find strength in the spirit of the boar. Sometime in their lives, they snap and prefer to delve into things head on. Whether they decide on revenge against all odds on the raiders who sacked their village, or just get too bored with the rural life and completely abandon it for an unknown journey, they find their answers in a manner of moving ahead by force. They believe in the spirit of the boar as their guide and learn from the movements and habits of these wild creatures.

In terms of tactics, they prefer to be the wrecking edge of the axe, charging in before anyone else. The one thing that must be kept in mind about Svinfylkings is their fury; for boars may be angry, but Svinfylkings are angrier.

BOAR'S CHARGE

At 3rd level, once per turn, if you move at least 10 feet



towards a creature and hit it with a melee weapon attack, you deal an additional 1d6 damage of your weapon's damage type.

This damage increases to 1d8 at 6th, 2d6 at 10th and 3d6 at 14th level.

GORE STRIKES

At 6th level, your rage becomes even more destructive. While raging, your Rage Damage increases by 2, and by an additional 1 at 10th and 14th levels.

FEARFUL CHARGE

Starting at 10th level, the creature you target with your Boar's Charge feature and another creature of your choice within 30 feet of you must succeed on a Wisdom saving throw (DC = 10 + your Strength modifier) or be frightened of you until the end of their next turn.

If you successfully hit a creature frightened of you in this way, you score a critical hit.

Once you use this feature, you must finish a long rest to use it again.

BOAR'S ENDURANCE

Starting at 14th level, whenever you succeed on a Constitution saving throw to remain conscious with your Relentless Rage feature, you regain a number of hit points equal to 1d10 + your barbarian levels. Additionally, you cannot be killed instantly because of massive damage while raging.

PATH OF ULFHEDNAR

Ulfhednars, those who follow the path of the wolves, are cunning, aware of their surroundings and loyal to their packs. They see value in being in a pack and in thinking on behalf of one's community rather than thinking selfishly. Whether they got on the path of the wolf by hanging out as bandits or by hunting foes with their warrior brethren, they see their party members as the members of their pack and try to give them advantages in combat. They believe in the spirit of the wolf to be their guide, and learn from the movements and habits of these wild brethren.

PACK FIGHTING

Starting at 3rd level, whenever an ally adjacent to you makes a weapon or spell attack, you can use your reaction to divert the enemy and provide your ally with an advantage on its attack roll.

PACK SURVIVAL

Starting at 6th level, whenever an ally within 10 feet of you is targeted by a weapon or spell attack, you can choose to jump in front of the strike and take the damage yourself.

Once you use this feature, you must finish a short or long rest to use it again.

SIDE BITE

At 10th level, you become a master at fighting with a pack of comrades. You can wait in ambush for prey that are diverted. Whenever you are flanking a hostile creature and one of your allies hits it, you can use your reaction to make an opportunity attack against that creature.

PACK'S OPPORTUNITY

At 14th level, you learn how to divert your foes and create openings for your allies against them. Whenever you make a successful melee weapon attack or an unarmed attack against a target, you can use your bonus action to try and unbalance it. The target must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check against your Strength (Athletics) check or your allies gain an opportunity attack against it if they are able to make one.



BARD TRADITIONS



In Svilland, bardship is taught in close groups rather than a college where master bards from a tradition gather to tutor their apprentices. Each master follows a tradition, and they pass these traditions onto their students. Although there are many tuition groups or companies, the realm has a limited number of traditions that reflect the pillars of society. These traditions are vigorously preserved and passed on through generations.

TRADITION OF BRAGI

Bards that follow the Tradition of Bragi are the classical bards that one can see in taverns everywhere. They voyage from town to town and perform to locals in exchange for a place to stay and/or money. They try to learn as many tales, sayings and stories stretching back to eras before Svilland. They are also known for being social chameleons. Bragi bards can be seen as advisers, diplomats, tutors, and even spies of nobles.

BONUS PROFICIENCIES

When you choose this tradition at 3rd level, you gain proficiency with one of the following skills of your choice: Deception, Performance, or Persuasion. If you are already proficient with your choice, you can choose to use your Bardic Inspiration on yourself while making a check of this skill.

TAVERN PERFORMANCE

Starting at 3rd level, you can affect your audience magically. When you perform for 1 minute, the creatures within 30 feet of you that can hear you are affected by one of the following effects of your choice;

Fascinating Performance. You choose a target in the audience. You have advantage on the next Charisma (Deception, Intimidation, Persuasion) check you make against an affected target.

Tavern Snarl. You have advantage on Dexterity (Sleight of Hand) checks against an affected target.

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

QUICK PERFORMANCE

Starting at 3rd level, you can rally your allies with a quick performance. When you roll initiative, you can expend one use of your Bardic Inspiration to grant up to 3 allies of your choice within 30 feet of you quickness in combat; a +2 bonus on their next initiative.

SOCIAL IMPRESSION

Starting at 6th level, you can empower your spells more powerful by giving them a boost with your magical performance. As a bonus action, you can expend one use of your Bardic Inspiration. The target(s) of the next spell you cast within 1 minute has disadvantage on their saving throws against the spell.

IRRESISTIBLE PERFORMANCE

Starting at 14th level, your words become irresistible to others. As a bonus action, you can expend one use of your Bardic Inspiration to grant yourself a +3 bonus on the next Charisma check, spell save DC, or spell attack (of your choice) that you make within 1 minute.

TRADITION OF HELORD

The Tradition of Helord (Hel's Word) is quite a different bardic tradition. It is said that the founder of the tradition is a master bard who travelled to Helheim and witnessed the horrors there firsthand. Whatever they were, the horrors drove him mad and caused him to do naught but preach the story about the impending doom of Svilland upon his return; the story of Ragnarok.

Bards following this tradition can summon the powers of Hel through their performance. While many of them are inherently evil, some try to use their powers for the greater good.

BONUS PROFICIENCIES

When you choose this tradition at 3rd level, you gain proficiency in the Intimidation and Religion skills, and become proficient with one of the following of your choice: Martial weapons or Medium armor.

VOICES FROM HELHEIM

Starting at 3rd level, you start to hear the faint voices of the dead and the whispers of fiends. These otherworldly whispers do not affect your actions, but provide you with gifts pertaining to their own nature. You gain the following benefits:

Detect Hel. The whispers give you hints about the presence of Hel's forces. By expending one use of your Bardic Inspiration as an action, you can sense desecrated areas within

200 feet of you and the location of any fiend of Helheim within 60 feet of you that is not behind total cover.

Fiendish Toughness. By expending one use of your Bardic Inspiration as an action, you can protect up to 4 allies within 60 feet of you, granting 5 temporary hit points to each of them for 1 hour.

Unholy Visage. Creatures around you feel that there is something eerie about you. By expending one use of your Bardic Inspiration as an action, you can have advantage on Charisma (Intimidation) checks for 1 minute. Fiends and other creatures that are connected to Hel (such as a gothi or alle of Hel) cannot be targeted by this feature.

TERROR OF TORMENT

Starting at 6th level, the pain and torment of the souls in Helheim fuel you and keep you going in your weakest moments. When your hit points are below your hit point maximum, you gain one of the following benefits until you regain the missing hit points;

- The DCs of your spells increase by 1.
- You gain a +1 bonus to your attack rolls.
- Your weapon and spell attacks deal an extra 1d6 necrotic damage on a hit.

These bonuses double if your hit points are below half of your hit point maximum.

MESSENGER OF HEL

At 14th level, you learn how to materialize the noises of Helheim and summon a fiend. As an action, you summon a *Hel tormentor* (p.174) in an unoccupied space of your choice within 90 feet of you. The summoned *Hel tormentor* is under your control for 1 hour, and it disappears when it drops to 0 hit points.

Roll initiative for the *Hel tormentor*, which has its own turns. When you summon it and on each of your turns thereafter, you can issue a verbal command to it (requiring no action on your part). If you issue no commands, it spends its turn attacking any creature that has attacked it. If there is no such creature, the creature defends itself against possible threats.

At the end of 1 hour, the *Hel tormentor* makes a Charisma saving throw. On a failed save, it is banished and disappears. On a successful save, it is not banished and it spends its turns pursuing and attacking the nearest creatures for 1 more minute.

When you use this feature, you must finish a short or long rest to use it again.

TRADITION OF OFRIDR

Bards from the Tradition of Ofridr are warrior-bards and battle chanters. They see fighting as a type of performance like any other artform; or more truthfully the best of them all. They find themselves happily lost in the throes of ecstasy when in battle, and they share this feeling with their allies. Although they are not trained like fighters or raised like barbarians, their unique gift for performance makes them invaluable in battle. A charge of Svillanders is a horrific and glorious sight,

but an attack accompanied with an Ofridr bard is a display that the valkyries would definitely take notice of.

BONUS PROFICIENCY

When you choose this tradition at 3rd level, you gain proficiency with either the horn or the drum. Additionally, you become proficient with martial weapons and shields.

WARBAND WARRIOR

At 3rd level, you become an essential member of your warband and create a unique dynamic within it. You and up to five warband members within 60 feet of you, gain a +1 bonus to AC.

You have to share a deep connection with a creature to count them as warband members. This means that this feature only involves other PCs in your party, and perhaps a couple of NPCs and animal companions outside your party (at the GM's discretion).

This bonus increases to +2 at 10th level.

SONG OF SVILLANDER

At 6th level, you learn the Song of the Svillander. By expending one use of your Bardic Inspiration and playing the Song of the Svillander with your drum or horn as an action, you create one of the following effects of your choice:

- The song makes your allies feel excited. Roll a d6. Each ally within 150 feet of you that can hear you gains temporary hit points equal to the result of the die for 1 minute.
- With your song, your allies lose themselves in the heat of battle. Roll a d6. Each ally within 60 feet of you that can hear you adds the result of the die to their damage rolls for the next 3 rounds and their attacks become magical for the duration.

SONG OF VALHALLA

At 14th level, you learn the Song of Valhalla. By playing Song of Valhalla with your drum or horn as an action, you strip your allies of the fear of death. For 1 minute, each ally within 150 feet of you that can hear you has advantage on saving throws against being charmed and frightened.

Also, you and a number of other creatures of your choice equal to your Charisma modifier (minimum of 1) within 150 feet of you are affected by the *haste* spell. This effect lasts for 1 minute, and you have to concentrate on it as if you were concentrating on a spell.

Once you use this feature, you must finish a long rest to use it again.

TRADITION OF VILLR

The bard Tradition of Villr focuses on the use of nature for the sake of art and knowledge. Its compositions mirror the natural harmony and cacophony of the wild. A Villr bard leans on the guidance of nature and animals. In time, the Villr bard becomes a master of nature, able to unleash its true powers through different forms of art.

BONUS PROFICIENCIES

When you choose this tradition at 3rd level, you become proficient in the Animal Handling, Nature and Survival skills.

FRIEND OF THE WILDERNESS

Also starting at 3rd level, you can use your bardic powers to tap into the forces of nature. You gain the following benefits:

- You can cast the *animal friendship* spell as a cantrip.
- As an action, you can summon a beast with a challenge rating of 1/4 or lower in an unoccupied space of your choice within 30 feet of you. The summoned beast is friendly to you and your companions. Roll initiative for the summoned beast, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the beast, it defends itself from hostile creatures, but otherwise takes no actions. The GM has the creature's statistics. Starting at 6th level, you can summon one beast of challenge rating 2, two beasts of challenge rating 1, four beasts of challenge rating 1/2, or eight beasts of challenge rating 1/4 with this feature.

Once you use this feature, you must finish a long rest to use it again.

INSPIRED TO SURVIVE

Starting at 6th level, by expending one use of your Bardic Inspiration as an action, you can end one condition that gives you a disadvantage on yourself.

SONG OF AWAKENING

At 14th level, you learn to play the Song of Awakening. As an action, you can start playing or singing the song. Nature within 150 feet of you heeds your call and is awakened for 1 minute. On each of your turns within the duration, you can create one of the following effects as a bonus action:

- You choose a point in the area. A 20-foot-radius area centered on that point becomes difficult terrain for the duration.
- You choose a target in the area. Roots sprout out and attempt to trip it, or restrain it if it is already prone. The target must succeed on a Strength or Dexterity saving throw (of its choice) against your spell save DC or be restrained for the duration. It can repeat the saving throw at the end of each of its turns, ending the effects of this feature on itself on a successful one.
- You choose a target in the area. If there is a Large tree within 20 feet of it, you can move the tree's branches either to provide it with half cover until the start of your next turn, or to make a melee spell attack against it, dealing 3d6 bludgeoning damage on a hit.

As stated above, the feature stays active for 1 minute. However, you need to keep playing or singing the song, which requires you to maintain concentration as if you were concentrating on a spell.

Once you use this feature, you must finish a long rest to use it again.



FIGHTER ARCHETYPES



There are many martial archetypes in Svilland, but the fighters of the land mostly prefer three of them. Of these three, rune warriors are the fewest in number, but they have the unique capability of casting runic magic and enchantments.

Shieldmen/shieldmaidens are warriors sworn to defend and protect. Vikings are raiders of the sea who love to battle for the sake of blood and fame.

RUNE WARRIOR

A rune warrior is a fighter who forms a bond with runes, and strengthens it day by day. Being one with the runes enables rune warriors to cast spells and to show extraordinary talents with weapons, and affects their fate in ways that can only be foreseen by the Gods and Goddesses.

These fighters are destined for great things. Although there are not many rune warriors, several of them are known to have played critical roles in Svilland's history.

RUNE COMBATANT

Your relationship with runes starts here. Although you know that you have a long road ahead of you to master runes and that you are only at the beginning, you can already feel the power they have bestowed upon you coursing through your veins.

Starting at 3rd level, you can inscribe a rune of your own creation on a weapon. This rune is specific to you. When someone who is proficient in the Arcana skill makes a successful DC 15 Intelligence (Arcana) check to examine it, it reveals properties pointing at you (like a letter of your name, a title that describes you, or any other piece of knowledge that the GM approves).

Leaving a rune on a weapon can be done in many ways; by drawing the rune with blood, by smithing the rune onto the weapon while forging it, by carving the rune on the weapon, or by finding another technique that ensures the rune's presence on the weapon. Drawing a rune takes 2 hours and can be done during a short rest. When it is done, the weapon becomes a runic weapon. A rune warrior can only have one runic weapon at a time. When a second one is made, the first one loses its runic weapon properties.

When you choose a weapon to be your runic weapon, a part of your soul is bound to it. As a result, runic weapons deal an extra 1d6 force damage. This damage increases to 1d8 at 7th, 2d6 at 10th, 2d8 at 15th and 2d10 at 18th level.

RUNE CASTER

Starting at 3rd level, you are able to use runes to create magical effects. When you learn a new rune, you tattoo or scarify it on your body. This process takes 2 hours for each level of the rune.

Intelligence is your spellcasting ability.

Spell Save DC = 8 + your proficiency bonus + your Intelligence Modifier

You can choose your runes from the Runes of Rune Warriors section under Spells and Rituals.

Rune Slots Per Level

Fighter Level	Runes Known	1st	2nd	3rd	4th
3rd	3	2	-	-	-
4th	4	3	-	-	-
5th	4	3	-	-	-
6th	4	3	-	-	-
7th	5	4	2	-	-
8th	6	4	2	-	-
9th	6	4	2	-	-
10th	7	4	3	-	-
11th	8	4	3	-	-
12th	8	4	3	-	-
13th	9	4	3	2	-
14th	10	4	3	2	-
15th	10	4	3	2	-
16th	11	4	3	3	-
17th	11	4	3	3	-
18th	11	4	3	3	-
19th	12	4	3	3	1
20th	13	4	3	3	1

RUNE BONDED

Starting at 7th level, your bond with your rune and runic weapon gets stronger. You can choose to carry your weapon as a rune on your body. When you do so, the weapon loses its physical form and is placed onto somewhere on your body as a tattoo in the shape of the same rune you had drawn on it. As an action, you can summon it to your hand or place it back on your body.

WARRIOR ABOVE ALL ELSE

At 10th level, you discover a new runic fighting technique. You become an exemplary fighter whose style is worthy of legends. It feels like your story and your deeds of the future will be remembered for a long time.

As long as you meet the requirements, this runic fighting technique allows you to get the benefit of a Fighting Style of your choice as an action for 1 minute.

Once you use this feature, you must finish a short or long rest to use it again.

FATE OF THE WEAPON

Starting at 15th level, your very existence becomes inseparable from the rune specific to you, and so does your fate. You understand that some weapons play more of an important role in history and that they are destined to kill legendary monsters, to start an unstoppable war, or to leave their names in the pages of history in other ways. At this point, you realize that your specific rune has such a quest and that it is your destiny to complete this fate.

You receive a vision about that fate. It can be in the form of a dream or of a quest given by the Gods and Goddesses. The GM decides the nature of the quest.

Since your destiny is predetermined, you sometimes have luck on your side. While making a weapon attack, you can choose to have advantage on the attack roll as a reaction. When you use this feature up to a number equal to your Charisma modifier (minimum of once), you must finish a short or long rest to use it again.

BECOMING THE WEAPON

Starting at 18th level, your bond with your runic weapon becomes so strong that when you die, you may choose to bind your spirit to the weapon, infuse both together, and become an intelligent weapon. This leaves your rune on the weapon permanently. The attack rolls and damage rolls that are made with this weapon has a +3 bonus in addition to the weapon's original properties. In this way, if you die before you can fulfill your destiny, you can still pursue it.

Also, when you make a successful attack with your runic weapon, you can choose to score a critical hit as a reaction. Once you use this feature, you must finish a short or long rest to use it again.

SHIELDMAIDEN/SHIELDMAN

Shieldmaidens or Shieldmen are the famous warriors of Svilland. Their characteristic difference from many other warriors of Svilland is that when they are on the battlefield, it is impossible to miss them. They are protective of their fellow warriors and are determined to survive the fight along with all of their allies. It is even said that legendary shieldmaidens are blessed with the duty to serve as a Valkyrie in the afterlife.

SAVING THROWS

Some features require your target(s) to make a saving throw to resist their effects. The saving throw DC is calculated as follows:

Feature Save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

MASTER OF SHIELD

Starting at 3rd level, you can use your shield as a weapon. It deals 1d6 bludgeoning damage, or 1d6 piercing damage if it has spikes.

Also, you can knock a target prone. As an action, you push a target with your shield. The creature must succeed on

a Strength saving throw or fall prone. The target must be Medium or smaller.

SHIELD YOUR ALLY

Starting at 3rd level, when a friendly creature within 5 feet of you is attacked with a melee or ranged weapon, you can use your reaction to put your shield between your ally and the incoming blow. Your friend gains a bonus to its AC in an amount equal to your shield bonus.

When you use this feature, you lose the shield bonus to your AC until the start of your next turn.

SHIELD WALL

Starting at 7th level, you can form a shield wall with your allies. If you are wielding your shield, and if there is an ally wielding a shield adjacent to you, you can form a shield wall as a bonus action. As long as you and your ally stay adjacent to each other,



melee and ranged weapons attacks against you are made with disadvantage.

Additionally, if any ally of your size is behind you when you form a shield wall, the ally has half-cover against ranged attacks and spells coming from the area your wall faces. Any ally that is one size smaller than you has three-quarters cover against such attacks or spells.

When you form a shield wall, neither you nor your ally can use a reaction as long as the shield wall persists.

RALLY BRETHREN

Starting at 10th level, you can use your Second Wind feature to heal an ally of your choice within 30 feet of you.

WARDEN'S SACRIFICE

Starting at 15th level, whenever an ally within 5 feet of you takes damage from an attack or spell, you can use your reaction to take the damage yourself instead.

You can use this feature a number of times equal to your Constitution modifier (minimum of once). You regain any expended uses after you finish a long rest.

DEFENSIVE STANCE

Starting at 18th level, as an action, you can take a defensive stance that allows you to protect yourself and your allies as much as possible. When you do so, you cannot make any attacks other than those stated below, but gain the following benefits as long as you stay in this stance:

- If a creature fails on a weapon attack against you, you can use your reaction to make an opportunity attack.
- Your Shield Wall provides three-quarters cover for allies of your size and total cover for smaller ones.
- If you do not move on a turn, you have half-cover until the beginning of your next turn.
- You can make an opportunity attack with your shield against a creature that moves within 5 feet of you. On a hit, the creature must also succeed on a Strength saving throw or is shoved 5 feet.

The stance ends when you are grappled, paralyzed, petrified, stunned, are knocked prone, or fall unconscious.

VIKINGR

The archetypal Vikingr are professional raiders. They sail away to far seas with the hope that they have the favor of Gods and Goddesses - especially Aegir, Thor, and Ran - and with the wish of a sea chest full of plunder in their minds. They excel in coordinated and devastating raids, especially in those at sea. Those who train to become a vikingr know the importance of morale alongside their strength to become victorious in combat.

SAVING THROWS

Some of your features require your target(s) to make a saving throw to resist their effects. The saving throw DC is calculated as follows:

Feature Save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

A LIFE ON THE SEAS

At 3rd level, you gain proficiency with water vehicles and navigator's tools. You also become proficient in one of the following skills: Acrobatics, Athletics, or Survival. If you choose a skill that you are already proficient in, you add half of your proficiency bonus, rounded down, to the result of the chosen ability check.

LONGSHIP COMBAT

You become an expert in land raids and in the act of waging war on longships.

At 3rd, 7th, 10th and 15th levels, you gain the benefits of one of the following options of your choice:

Agitation of Battle. While you are rolling initiative, you can gain a number of temporary hit points equal to your Constitution modifier until the end of the encounter.

You can choose this option more than once, increasing the amount of temporary hit points gained by a number equal to your Constitution modifier at each choice.

Once you use this feature, you must finish a short or long rest to use it again..

Board Warden. When a creature tries to board your ship and you are next to the edge of the ship or can reach it with a melee weapon, you gain an opportunity attack against that enemy.

Also, instead of making an opportunity attack, you can try to throw the creature overboard as a reaction. You make a Strength (Athletics) check with advantage contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (of the target's choice). On a success, you prevent it from boarding your ship, and it falls into the sea.

Boarding Expertise. You have advantage on your ability checks and attack rolls to hook a ship, to cut grapnel ropes, and to pull them out of your ship.

Campaign Resilience. You have advantage on saving throws against environmental hazards such as Black Winter's Cold.

Fire Fighter. You are an expert in extinguishing flames with water buckets. Rather than taking an action, you can pour a water bucket on the fire as a bonus action as long as you have one hand free.

You are also an expert in wrecking ships that are ablaze. Whenever a ship is on fire, you can cause the attack to deal an extra die worth of damage of the same type dealt by the weapon to it.

Plank Jumper. While jumping from one ship to another, your movements are not affected by difficult terrain. Additionally, you have advantage on Strength (Athletics) and Dexterity (Acrobatics) checks while jumping to a ship, and while holding on nets or ropes within the ship.

Quartermaster. You have advantage on your checks with navigator's tools to navigate your ship. In addition, you and your crew's provisions last twice as long as it normally would while you are on a ship.

Vigilant Attacker. You gain a +5 bonus to your initiative roll while on the seas.

BATTLE SHOUTS

At 7th level, you learn battle shouts that you can use in encounters to do several different things. You gain the following shouts:

Discouraging Shout. When you make a successful attack against a creature, you can shout as a reaction. Enemies within 30 feet of you that can hear you must succeed on a Wisdom saving throw or become frightened of you until the end of their next turn.

Distracting Shout. As a bonus action, you can shout at a creature within 15 feet of you that can hear you to distract it. The creature must succeed on an Intelligence saving throw or become distracted. Your allies can then make an opportunity attack against the target if they are able to do so.

Encouraging Shout. While rolling initiative, you can shout words of encouragement as a reaction. Your allies within 30 feet of you that can hear you have advantage on their initiative rolls.

When you use this feature twice, you must finish a short or long rest to use it again.

BLOOD FEUD

Starting at 10th level, whenever you suffer a critical hit, you can use your reaction to make an opportunity attack against the creature that scored the critical hit.

Additionally, if your current hit points are lower than half your hit point maximum, your weapon attacks deal an extra 1d4 damage of the weapon's damage type. This extra damage becomes 1d6 when you reach 15th level.

SAVAGERY

Starting at 15th level, whenever you score a critical hit against a creature, you can use your bonus action to make an additional attack against that creature.

WARMONGER

Starting at 18th level, each time you suffer a critical hit, deal a critical hit, drop to 0 hit points, or make a creature drop to 0 hit points, your next weapon attack deals an extra 1d10 damage of the weapon's damage type.





GOTHI DOMAINS



Clerics are called gothis in Svilland. They are thought to be blessed by their deities and thus are religious authorities in Svilland's societies. Their daily duties involve communal rituals and feasts. They are followers of their Gods' and Goddesses' will and can rule in accordance with their agendas.

EXECUTION DOMAIN

Gothis of Execution bring divine judgement upon criminals and scoundrels that commit crimes and that do things in poor taste in the civilizations of Svilland. They aim to bring villains who oppress or harm the innocent to justice.

Gothis of this domain do not stand for justice by themselves; they encourage allies and friends to stand for what is right as well. Wrongdoers are terrified of this domain, as the presence of a gothi of this domain means that the divine judgement of Tyr has come down upon them.

Execution Domain Spells

Gothi (Cleric) Level	Spell
1st	<i>invitation to duel*</i> , <i>virtue's grasp*</i>
3rd	<i>detect thoughts</i> , <i>hold person</i>
5th	<i>tongues</i> , <i>dispel magic</i>
7th	<i>resilient sphere</i> , <i>faithful hound</i>
9th	<i>devitalizing smite*</i> , <i>dominate person</i>

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with heavy armor.

EXECUTIONER

Starting at 1st level, you can execute an incapacitated target. You can choose to score a critical hit against a creature that is grappled, restrained, or stunned on a successful spell or weapon attack.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: FOLK'S JUDGEMENT

Starting at 2nd level, you can use your Channel Divinity to deem a creature that is within 60 feet of you guilty. Friendly creatures within 30 feet of you have advantage on their next attack roll against the creature. Also, on a hit, the attack deals an extra 1d6 radiant damage.

Starting at 8th level, you can deem up to 3 creatures guilty in this way, and the effects last for a number of rounds equal to your Wisdom modifier (minimum of one round).

JUDGEMENT'S VIGILANCE

Starting at 6th level, you can execute your enemies with the magical power bestowed upon you. You can use the Execution feature by expending a 1st level spell slot.

ACCUSATION

Starting at 8th level, you can accuse a creature and bring divine justice upon it. Choose a creature within 60 feet of you as a reaction. For 1 minute, your successful weapon attacks against the creature deal an extra 2d6 radiant damage. At 14th level, the extra damage increases to 3d6.

When you use this feature, you must finish a long rest to use it again.



THE EXECUTION

Starting at 17th level, you can give the order of execution. As an action, you choose a creature within 30 feet of you to be executed. The successful spell and weapon attacks of you and your allies that are within 30 feet of you and that are made against the target deal maximum damage.

Once you use this feature, you must finish a long rest to use it again.

FURY DOMAIN

The Fury domain belongs to Fenrir. It focuses on the savage anger that lies within; even inside the most civilized. It promises harmony at the end, when all the beasts serve Fenrir, in return for the aid of the destruction he will cause in Ragnarok.

Those devoted to the Fury domain are aware of their savage nature, yearning to hunt and rampage in divine bliss. They are instinctual warriors of nature, no different from the direst of wolves and the largest of bears.

Fury Domain Spells

Gothi (Cleric) Level	Spell
1st	<i>animal friendship, speak with animals</i>
3rd	<i>barkskin, flame blade</i>
5th	<i>conjure animals, haste</i>
7th	<i>dominate beast, faithful hound</i>
9th	<i>commune with nature, tree stride</i>

BONUS PROFICIENCY

When you choose the Fury domain at 1st level, you gain proficiency in the Animal Handling and Survival skills.

Your proficiency bonus is doubled for any ability check you make that uses either of those skills.

BEAST'S SURVIVAL

Also starting at 1st level, your domain grants you the ability to survive in nature like a beast. You say a prayer that takes 1 hour, after which you and a number of allies of your choice within 30 feet of you equal to your Wisdom modifier (minimum of once) gain the following benefits for 8 hours:

- You can successfully forage from sources like half-rotten meat, raw plants, or simple leaves. This ability does not let you consume things that are deliberately poisonous or magically affected by a disease.
- You don't need a sleeping mattress or bedroll to rest.

Once you use this feature, you cannot do so again until you finish a long rest.

CHANNEL DIVINITY: DROMI

Starting at 2nd level, you can use your Channel Divinity to awaken the beast within a target.

As an action, you present your holy symbol and awaken the beast within an ally of your choice within 60 feet of you. When you do so, a temporary condition of your choice such as blinded, charmed, frightened, paralyzed, or stunned ends on



the target. It also becomes immune to that specific condition for 1 minute.

LEYDING

Starting at 6th level, wild beasts recognize you as their kin. As an action, you target a beast within 60 feet of you. The beast must succeed on a Wisdom saving throw or become your ally for 1 minute. If you or your allies are fighting it, it has advantage on the saving throw.

When the duration ends, the beast becomes hostile to you if it has a master that is hostile to you. If it is independent, it simply goes away.

You can affect a beast with a challenge rating of 2 or lower. The maximum challenge rating of the beast becomes 3 when you reach 11th level in this class, 4 at 14th, and 5 at 18th.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain any expended uses when you finish a long rest.

CHANNEL DIVINITY: BESTIAL FURY

Starting at 8th level, you can use your Channel Divinity to invoke the bestial fury within your allies.

As an action, you present your holy symbol and target up to a number of creatures equal to your Wisdom modifier (minimum of one creature) within 60 feet of you. The targets are under the effect of a bestial fury for 1 minute.

Once per turn for the duration of this feature, when an affected creature hits with a weapon attack, it can deal extra damage equal to your Wisdom modifier (minimum of one) of the same type dealt by the weapon to the target.

FORM OF FENRIR

At 17th level, you gain the ability to transform into the form of your beast God. You become a Large, furious half-wolf half-yourself for 1 minute. The statistics of this form is as follows: You become a Large beast. You gain 6d10 temporary hit points (8d10 temporary hit points instead if you are a werevargr). You cannot wear items that is not suitable for your new shape and size. Such equipments doesn't change size or shape to match the new form, and any equipment that you can't wear in this form must merge with it. Equipment that merges with the form has no effect until you leave the form.

While in this form, you can make one bite and two claw attacks as an action. Your bite deals 2d10 piercing damage, and claw deals 2d6 slashing damage.

Once you use this feature, you must finish a long rest to use it again.

KALDR (COLD) DOMAIN

The Kaldr domain involves not only the usual cold or essence of cold in the realm, but also the unearthly and unholy cold of Helheim. It is related to Black Winter, the event feared by all of Svilland.

Through this domain, Hel unleashes her frost onto the realm to make her victims suffer. Those who are devoted to

this domain care about freezing all their foes to death, and imprisoning them in an eternal struggle.

Kaldr Domain Spells

Gothi (Cleric) Level	Spell
1st	<i>false life, fog cloud</i>
3rd	<i>gust of wind, ray of enfeeblement</i>
5th	<i>bitter touch of Helheim*, vampiric touch</i>
7th	<i>compulsion, ice storm</i>
9th	<i>cone of cold, contact other plane</i>

BONUS PROFICIENCY

When you choose the Kaldr domain at 1st level, you gain proficiency with heavy armor.

CHILD OF BLACK WINTER

Starting at 1st level, the essence of Hel protects you from the cold. You gain resistance against cold damage.

CHANNEL DIVINITY: FREEZING COLD

Starting at 2nd level, you can use your Channel Divinity to freeze an opponent with the frost of Hel.

As an action, you present your holy symbol, summon a freezing cold and unleash it onto a creature within 30 feet of you.

The target must make a Constitution saving throw. On a failed save, it takes 2d10 cold damage and its speed is reduced by 15 feet. It takes half as much damage and its speed is not reduced on a successful save.

If the target fails the saving throw with a difference of more than 5, it is frozen by Hel's ice, becoming restrained for a number of rounds equal to your Wisdom modifier (minimum of one round).

The creature can repeat its saving throws to break free from this effect at the end of each of its turns.

FEED FROM BLACK WINTER

At 6th level, you gain the ability to consume some of the essences of your spells related to the cold. Whenever you cast a spell of 1st level or higher that deals cold damage, you regain hit points equal to 2 + the spell's level. If you cast such a spell that is 5th-level or higher, your exhaustion level decreases by 1.

SACRED COLD

At 8th level, you gain the ability to convert your spells' essence into the frost of Hel. Whenever you cast a spell that deals damage, you can choose to convert that spell's damage type to cold damage.

Whenever you cast a spell that normally deals cold damage (not a spell where you convert the damage), it ignores resistance. If the target is immune to cold damage, the spell deals damage to the target as if it had resistance instead.

STORM OF HEL

At 17th level, you gain the ability to summon a deadly storm

from Helheim itself. As an action, you unleash the storm from your hands in a 60-foot cone. The storm is made of the unholy screams of agonized souls in Helheim, as well as of freezing cold. Its effect remains intact a number of turns equal to your Wisdom modifier (minimum of once). Creatures that start their turn in the area of the effect must make Dexterity saving throws. A creature takes 8d6 cold damage and 4d6 psychic damage on a failed save, or half as much damage on a successful one.

You can rotate the direction of the storm to the nearest 60-foot cone (not towards your back, for example) as a bonus action at the start of your next turn.

Once you use this feature, you cannot do so again until you finish a long rest.

LIES DOMAIN

The Lies domain serves Loki's biggest purpose of acquiring power and chaos through trickery and mischief. Loki surrounds himself with magical tools of illusion, and unpleasant dreams. His hold over distorted reality is one of the things he is most proud of.

Those devoted to this domain seek to disrupt anything that has to do with the Allfather. They find and exploit secrets, causing disorder and humiliation among peasants and jarls alike. They are also hard to identify as they hide behind layers of illusions and lies, just as their God does.

Lies Domain Spells

Gothi (Cleric) Level	Spell
1st	<i>disguise self, silent image</i>
3rd	<i>cursed tongue*, invisibility</i>
5th	<i>nondetection, vampiric touch</i>
7th	<i>greater invisibility, phantasmal killer</i>
9th	<i>dream, mislead</i>

BONUS PROFICIENCY

When you choose Lies domain at 1st level, you gain proficiency in the Deception skill, and become proficient with the disguise kit.

Your proficiency bonus is doubled for any ability check you make that uses that skill or kit.

DIVINE TRICKSTER

Starting at 1st level, you learn two cantrips from the school of Illusion.

Additionally, you can cast such a cantrip as a bonus action a number of times equal to your Wisdom modifier (minimum of once). You regain any expended uses when you finish a long rest.

CHANNEL DIVINITY: ENSARING VISIONS

Starting at 2nd level, you can use your Channel Divinity to create a field of illusion that psychically affects those who get struck by it.

As an action, you present your holy symbol. Each hostile

creature within 30 feet of you must make a Wisdom saving throw. On a failed save, a target sees illusionary horrors, taking 2d6 psychic damage, and becoming frightened of you for 1 minute. On a successful save, the damage is halved, and the target is not frightened.

An affected creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success. A creature with truesight is immune to the effects of this feature.

DECEITFUL ESCAPE

At 6th level, you gain the ability to teleport to a safe location nearby when you are in danger, and to leave an illusion of yourself behind.

Whenever a creature hits you with a weapon or spell attack, you can use your reaction to teleport to an unoccupied space that you can see within 30 feet of you.

You leave an illusion of yourself behind, which attacks the creature. The target must succeed on a Wisdom saving throw or thinks it is hit, taking 2d6 psychic damage. A creature with truesight is immune to the effects of this feature.

Right after it attacks, the illusion disappears. When you use this feature, you cannot use it again until you finish a short or long rest.

CHANNEL DIVINITY: NIGHTMARE HORDE

At 8th level, you gain the ability to create a field of illusion where many reflections of yourself materialize as illusions and harass the hostile creatures that fail to recognize the illusion.

As an action, you present your holy symbol. A number of creatures of your choice equal to your Wisdom modifier within 60 feet of you must succeed on a Wisdom saving throw or are deceived by the illusionary field: They see many of your copies moving away from your location, randomly appearing and disappearing in the field for 1 minute.

For the duration, whenever you make a successful attack, one of your copies appears near each affected creature and attacks them, dealing 1d6 + your Wisdom modifier amount of psychic damage.

Additionally, an affected creature must make a Wisdom (Perception) check against your spell save DC to figure out which of the copies is the real you. A creature with truesight is immune to the effects of this feature.

ILLUSIONARY DOUBLE

At 17th level, you can create an illusionary double of yourself as a bonus action. You can choose to create it in your space or in an unoccupied space within 5 feet of you.

When you create the double, roll initiative for it. It has the same statistics as you, and it can only make weapon or spell attacks. If it casts a spell that requires a spell attack, you expend the spell slot instead. Whether it makes a weapon or spell attack, it deals half the normal damage the attack would deal, and the damage type is psychic. Also, it cannot physically interact with objects.

A creature must make a successful Wisdom (Perception) check against your spell save DC to figure out the real you.

Additionally, if it is within 30 feet of you, you can use your Deceitful Escape feature to swap places with your double and make it attack a creature of your choice.

The illusory double remains for 10 minutes or until you dismiss it. Once you use this feature, you must finish a long rest to use it again.

MEIN (AGONY) DOMAIN

The Mein domain focuses on the struggle of Balder in Helheim. The domain came to be once Balder fell to Helheim. It involves the spreading of the pain and suffering that a God himself is subject to.

His followers do not run away from pain; they endure it to understand the essence of Balder. Those who follow the Mein domain can channel this pain onto others, and make them experience and understand it as well.

Mein Domain Spells

Gothi (Cleric) Level	Spell
1st	<i>expeditious retreat, heroism</i>
3rd	<i>draining gaze*, frustration of Balder*</i>
5th	<i>haste, insult to spirit*</i>
7th	<i>dagger of agony*, stonesskin</i>
9th	<i>dream, seeds of agony*</i>

BONUS PROFICIENCY

When you choose the Mein domain at 1st level, you gain proficiency in the Insight skill, and with healer's kit.

Your proficiency bonus is doubled for any ability check you make that uses that skill or kit.

SPREAD OF AGONY

At 1st level, you can channel Balder's agony. When you are hit by an attack, you can use your reaction to reflect your agony to creatures of your choice within 15 feet of you. The creatures must succeed on a Wisdom saving throw or take 1d4 psychic damage. This damage becomes 2d4 when you reach 6th level in this class, 3d4 at 8th, and 5d4 at 17th.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: UNLEASH AGONY

Starting at 2nd level, you can use your Channel Divinity to unleash the agony of Balder onto others. As an action, you present your holy symbol and cause creatures to feel intense pain.

Hostile creatures within 30 feet of you must succeed on a Constitution saving throw or become wracked with pain, taking 1d6 psychic damage and becoming agonized (see *Condition: Agonized*) for 1 minute.

An affected creature can repeat its Constitution saving throw at the end of its turns, ending the effect on itself on a successful one.

CONDITION: AGONIZED

A creature that is agonized has its speed reduced by 10 feet and takes 2 (1d4) psychic damage at the end of each of its turn until it is no longer agonized. It is also unable to cast spells that require concentration, and any concentrated spell fails when it becomes agonized.

REFLECT THE PAIN

Starting at 6th level, you can make an attacker feel the pain it inflicted on you. As an action, you activate this feature for 1 minute.

Whenever a creature within 10 feet of you makes a successful attack against you, it must succeed on a Wisdom saving throw or take half of the damage it dealt to you as psychic damage.

Once you use this feature, you cannot do so again until you finish a long rest.

ADOPT THE FRIEND'S PAIN

At 8th level, you gain the ability to take on some of the pain of your ally onto yourself. When an ally within 30 feet of you takes damage, you can use your reaction to take half of the damage yourself (this damage ignores resistance and immunity). This results in your ally to take only half the damage it would have taken.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

UNLEASH ETERNAL AGONY

At 17th level, you gain the ability to summon the entirety of Balder's agony in Helheim, and cast it down to others. As an action, you unleash this agony, and all hostile creatures within 60 feet of you must make a Constitution saving throw against your spell save DC. On a failed save, a creature suffers three levels of exhaustion. On a successful save, it suffers one level of exhaustion.

If another gothi of Mein domain uses this feature on the same creature, the creature does not suffer additional levels of exhaustion, but takes 3d10 necrotic damage on a failed save, or 1d10 necrotic damage on a successful one. This damage cannot be reduced by any means.

When activated, this effect lasts 1 minute. Afterwards, creatures' exhaustion levels decrease to what they were before you used this feature on them. Once you use this feature, you cannot do so again until you finish a long rest.

RAN DOMAIN

Ran is the Lady of the Depths. She rules the seas with her husband, Aegir, and yet, she is different from Aegir; her

methods are hollower and probably more wicked.

She likes to carry unaware sailors into the seas' depths, convert them into undead servants for eternity, and loot their treasure to put them into Aegir's treasure.

Her domain focuses on the haunting charm of the depths she controls, causing bodies to wither and minds to melt with the charm of the Lady of the Depths. Her devotees spread her presence wherever possible, and trade power for Aegir's Gold, which they sacrifice to their lady.

Ran Domain Spells

Gothi (Cleric) Level	Spell
1st	<i>bolt of watery death*</i> , <i>charm person</i>
3rd	<i>web</i> , <i>see invisibility</i>
5th	<i>water breathing</i> , <i>water walk</i>
7th	<i>polymorph</i> , <i>hallucinatory terrain</i>
9th	<i>dominate person</i> , <i>hold monster</i>

BONUS PROFICIENCY

When you choose the Ran domain at 1st level, you gain proficiency in the Deception and Intimidation skills.

AEGIR'S GOLD

Starting at 1st level, you learn the sacred ritual of sailors that blesses you with gold from Aegir's treasures.

By expending a spell slot and performing a 10-minute ritual in which you paint the gold pieces with your own blood, you convert a number of gold pieces that are equal to the expended slot level into a special token called Aegir's Gold.

You can then trade these gold pieces with Ran in exchange for her aid and gain one of the following benefits;

- By spending 1 Aegir's Gold as a reaction, you can increase the spell save DC or spell attack modifier of your next spell by 2.
- By spending 1 Aegir's Gold as a reaction, you can cast a spell that requires a material component worth less than or equal to 50 gold pieces without using the material component.
- By spending 1 Aegir's Gold as a bonus action, you can make a weapon attack as a part of the same action.

An Aegir's gold can only be used by the gothi who created them. For others, they carry the same monetary value as a normal gold piece. Aegir's Gold slightly shines with a silvery light that can be perceived easily. An Aegir's Gold loses its properties and becomes a normal gold piece at the next dawn.

CHANNEL DIVINITY: VISAGE OF THE DEPTHS

Starting at 2nd level, you can use your Channel Divinity to conjure the darkness of the deep seas.

As an action, you present your holy symbol and invoke the power of the deep seas. Colors and sounds are distorted as if they were coming from dozens of feet beneath the water surface within a 60-foot radius centered on you. Up to 5 creatures you select in the area must make Wisdom saving throws. On a failed save, a creature takes 1d10 necrotic damage and becomes frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effects on itself on a successful one. On a successful save, it takes half as much damage and is not frightened.

Also, you can spend 4 Aegir's Gold as an action to regain one use of your Channel Divinity.

RAN'S NET

Starting at 6th level, you can conjure Ran's Net.

As an action, you make a ranged spell attack against a creature within 15 feet of you and throw a conjured net on it. On a hit, the target is restrained for 1 minute and takes 1d6 + your Wisdom modifier necrotic damage at the end of each turn it is restrained this way.

As an action, the creature can try to rip off the net by making a DC 15 Strength (Athletics) check to, or get out of it by making a DC 15 Dexterity (Acrobatics) check. The net can also be torn; it has 13 AC, 40 hit points, resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks, immunity to poison and psychic damage, and vulnerability to radiant damage.

If a creature dies within the net, it magically disappears, as if pulled into the sea. Any valuable items the creature carries remain on the ground, with splatters of dried, greenish blood on them.

Additionally, Ran accepts the slain creature as a sacrifice and grants you 1 Aegir's Gold that is found in the net after the creature disappears.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain any expended uses when you finish a long rest. You can also spend 3 Aegir's Gold to regain one use.

LULLABY OF THE DEPTHS

Starting at 8th level, you can chant the Lullaby of the Depths.

As an action, you sing a melancholic, haunting but also inviting lullaby that feels like coming from afar and that is heard only slightly. Up to three creatures of your choice within 60 feet of you and that can hear you must succeed on a Wisdom saving throw or their speed decreases by 10 feet, they have disadvantage on attack rolls against you, and take 1d6



necrotic damage at the start of each one of their turns for 1 minute.

An affected creature can repeat the saving throw at the end of each of its turns, ending the effects on itself on a successful one.

Once you use this feature, you must finish a long rest to use it again.

ACOLYTE OF THE DEPTHS

Starting at 17th level, you have proven yourself a valuable acolyte for the Lady of the Depths. She blesses you in return, and you spend 1 less Aegir's Gold to use the Channel Divinity and Ran's Net features.

Additionally, you gain the following benefits:

Channel Divinity: Visage of the Depths. The necrotic damage increases to 3d10.

Ran's Net. The necrotic damage increases to 3d6 + your Wisdom modifier.

Lullaby of the Depths. You can affect creatures within 90 feet of you and the necrotic damage increases to 2d6.

RÛN (RUNE) DOMAIN

The Rûn domain taps into the powers of the master of runes; Odin the Allfather. Although this domain does not concern rune magic used by other rune casters, it does involve the magical essence within runes. The very connection between magic and the divine is imitated by this domain.

Those devoted to this domain wander the realm to train themselves in the mystical ways of Odin and act as wardens of the reign of magic in Svilland. They look for all kinds of magic to understand their nature, and use them to their advantage in the Allfather's name.

Rûn Domain Spells

Gothi (Cleric) Level	Spell
1st	<i>mage armor, magic missile</i>
3rd	<i>magic weapon, see invisibility</i>
5th	<i>dispel magic, counterspell</i>
7th	<i>arcane eye, polymorph</i>
9th	<i>animate objects, teleportation circle</i>

RUNIC PROFICIENCY

When you choose the Rûn domain at 1st level, you gain proficiency in the Arcana skill. Your proficiency bonus is doubled for any ability check you make using this skill.

Additionally, you learn to cast two cantrips of your choice from the runewalker spell list.

RUN'S PROTECTION

Also starting at 1st level, you gain the ability to use the power of runes and protect yourself against a type of damage for 1 minute. For the duration, you become resistant to one of the following damage types of your choice:

Rune	Resistance
Kaun	Fire
Isa	Cold
Sol	Lightning
Ihwar	Necrotic
Hagal	Force
Raido	Radiant
Bjarkan	Poison
Laugr	Acid

Once used, you must finish a long rest before you can use this feature again.

CHANNEL DIVINITY: RUN'S POWER

Starting at 2nd level, you can use your Channel Divinity to conjure the power of runes and channel it for the destruction of your foes. As an action, you present your holy symbol and call out the name of the rune you want to use. You release the power of your chosen rune against the hostile creatures within a 30-foot radius. The creatures must succeed on the relevant saving throws or be affected according to the rune you chose. The runes you can choose, and their effects are given below. The effects on creatures end at the end of their next turn.

Kaun's Flames. The creature takes 2d8 fire damage on a failed Dexterity saving throw. You can also ignite flammable objects with this rune.

Isa's Cold. The creature takes 2d6 cold damage and its speed is reduced by 10 feet on a failed Dexterity saving throw.

Sol's Lightning. The creature takes 2d6 lightning damage and can't use reactions on a failed Dexterity saving throw.

Hagal's Blast. The creature takes 2d6 force damage and is knocked prone on a failed Strength saving throw.

Bjarkan's Poison. The creature takes 2d6 poison damage and is poisoned on a failed Constitution saving throw.

Laugr's Acid. On a failed Dexterity saving throw, the creature first takes 2d6 acid damage, and an additional 1d6 acid damage at the start of its next turn.

Ihwar's Rot. The creature takes 2d6 necrotic damage and suffers one level of exhaustion on a failed Constitution saving throw.

Raido's Light. The creature takes 2d6 radiant damage on a failed Constitution saving throw. Also, you radiate bright light in a 20-foot-radius and dim light for an additional 20 feet.

MAGICAL FAMILIARITY

Starting at 6th level, you can learn the essence of a form of magic that has been cast near you and attune yourself to it for the day. When a spell which was previously unknown to you is cast within 100 feet of you, you can use this feature to become able to cast that spell for 24 hours if you have the spell slot of the appropriate level.

Once you use this feature, you must finish a long rest to do so again. If you learn another in this way before the duration of the previous one expires, the new spell replaces the old one.

MAGICAL LONGEVITY

Starting at 8th level, your magical essence becomes stronger with your connection to the Rûn domain. As a result, the

number of your spell slots of 3rd level and lower increase by 1.

When you become a 11th level gothi, the number of 4th and 5th level spell slots increase by 1.

SUPPRESS MAGIC

At 17th level, you gain the ability to suppress the effects of magic on yourself and your allies. As an action, you grant to your allies within 30 feet of you advantage on their saving throws against spells for 1 minute.

You also suppress the magic on hostile creatures. The creatures within 30 feet of you lose any benefits provided by spells or other magical effects, and a spellcaster creature must first maintain its concentration by making a Constitution saving throw. On a failed save, the creature's spell fails.

Once you use this feature, you must finish a long rest before you can do so again.

SACRIFICE DOMAIN

Most of the cultures in Svilland do not hesitate to offer sacrifices to their deities for almost every errand, spraying blood over fields for good harvest, offering meat to Freyja for a healthy child and so on. However, the Sacrifice domain focuses on sacrifices that are offered in the direst of situations; situations of combat and of life and death. Those devoted to this domain gain powers from their deities in return for sacrifices.

Sacrifice Domain Spells

Gothi (Cleric) Level	Spell
1st	<i>alarm, shield</i>
3rd	<i>suggestion, blur</i>
5th	<i>haste, tongues</i>
7th	<i>locate creature, boon of sacrifice*</i>
9th	<i>deprivation of sleep*, dominate person</i>

BONUS PROFICIENCY

When you choose the Sacrifice domain at 1st level, you gain proficiency with heavy armor.

OFFER SACRIFICE

Starting at 1st level, you gain the ability to offer sacrifices to your deity in exchange for gifts of power.

Whenever a creature is slain by you or by a follower of your deity within 30 feet of you, you can dedicate the kill to your deity and gain gjoF (gift) points that you can use to gain rewards directly from your deity.

You gain gjoF points according to the challenge rating of the slain creature. The number of gjoF points gained from a creature is equal to its challenge rating. Creatures with challenge ratings of lower than 1 do not grant any gjoF points. You also do not gain any gjoF points from a creature whose challenge rating is 4 lower than your HD.



When you gain a gjof point, you can spend it until you finish a long rest. When you finish a long rest, the gjof points you have become 0. Also, the maximum number of gjof points you can have at a time is equal to five times your proficiency bonus.

You can gain one of the following benefits by spending gjof points;

- As a bonus action, you can spend a number of gjof points to regain hit points. The number of hit points regained is equal to your Wisdom modifier multiplied by the number of gjof points spent. The maximum number of gjof points that can be spent by this feature is equal to 10.
- You can target a creature within 30 feet of you and spend a number of gjof points as a bonus action. The target regains a number of hit points equal to half of your Wisdom modifier multiplied by the number of gjof points spent. The maximum number of gjof points that can be spent by this feature is equal to 10.
- By spending 5 gjof points as an action, you can deal an extra 1d6 radiant or necrotic damage (of your choice) with your spell and weapon attacks for 1 minute.
- You can target a creature within 30 feet of you. By spending 10 gjof points as an action, you can make the target deal an extra 1d6 radiant or necrotic damage (one of your choice) with its spell and weapon attacks for 1 minute.
- You can regain a spell slot of a specific slot level by spending a number of gjof points equal to 2 + spell slot level as an action.

CHANNEL DIVINITY: IN THE NAME OF YOUR DEITY

Starting at 2nd level, you can use your Channel Divinity to dedicate the attacks of your allies to your deity.

As an action, you present your holy symbol and say a prayer to your deity. Choose up to 5 allies within 30 feet of you. These allies deal an extra radiant or necrotic damage (of your choice) on one of their successful attacks each turn for 1 minute. The amount of extra damage is equal to your Wisdom modifier.

If a chosen ally is devoted to your deity, it deals twice your Wisdom modifier amount of extra damage.

MARK OF SACRIFICE

At 6th level, you gain the ability to mark and prepare a target for sacrifice.

As an action, you say a short prayer and point your hand to a creature within 60 feet of you. The target must make a Wisdom saving throw. On a failed save, it takes 2d10 radiant or necrotic damage (of your choice) and is marked for sacrifice for 1 minute. On a successful save, the damage is halved and the target is not marked.

A marked target has disadvantage on saving throws against your spells, and the death of a marked target within the duration grants you one additional gjof point.

Once you use this feature, you must finish a short or long rest to use it again.

SACRIFICIAL GROUND

Starting at 8th level, you can make a 100-foot radius sacred by performing a 1-minute-ritual. During the ritual, you spray blood on the ground while citing prayers. If the ritual is interrupted, you must start at the beginning to complete it. When the ritual ends, the area becomes a Sacrificial Ground and you gain the following benefits while in the area;

- Each time you gain a gjof point, you gain one more.
- You can use the Mark of Sacrifice feature as a bonus action instead of an action.
- While making a saving throw, you can spend 2 gjof points as a reaction to have advantage on the roll.
- When a creature that you can see and that is in the area makes a saving throw, you can spend 3 gjof points as a reaction to bestow advantage or disadvantage on the roll.

Sacrificial Ground lasts for one hour. Once you use this feature, you must finish a long rest or spend 6 gjof points to use it again.

BLOOD EAGLE

At 17th level, you gain the ability to offer the greatest sacrifice of all to your deity, the Blood Eagle. It is the most deeply feared method of sacrifice in the realm. It leaves observers in awe.

As an action, you choose a creature within 60 feet of you. The target must succeed on a Constitution saving throw against your spell save DC or take 6d10 necrotic or radiant damage (one of your choice).

If this damage drops the target to 0 hit points, the target's back is ruptured and its lungs spread over its shoulders, resembling an eagle with wings made of blood.

If this damage does not drop the target to 0 hit points, a terrible wound appears on its back and it has disadvantage on ability checks, attack rolls, and Constitution saving throws for a number of rounds equal to your Wisdom modifier.

Once you use this feature, you must finish a short or long rest to use it again.

SMIDR (SMITH) DOMAIN

The Smidr domain focuses on the civilization of Svilland that was born when the first hammer hit the first anvil. With it, the divine knowledge of the crafters was brought to the devoted, and this helped build the tools for a well-adjusted society. Those who follow the Smidr domain are prone to rule over magic items with their divine powers. They know more about and are more familiar with various treasures found in the realm compared to regular artisans.



Smidr Domain Spells

Gothi (Cleric) Level	Spell
1st	<i>mage armor, identify</i>
3rd	<i>magic weapon, heat metal</i>
5th	<i>hand of forge*, call lightning</i>
7th	<i>fabricate, stoneskin</i>
9th	<i>creation, wall of stone</i>

BONUS PROFICIENCY

When you choose the Smidr domain at 1st level, you gain proficiency with smith's tools, as well as with heavy armor or martial weapons (of your choice).

SUPPRESS THE MAGICALLY FORGED

Starting at 1st level, you gain the ability to block the power of a magic item. As an action, you can target a magic item you can see within 30 feet of you, and suppress its magical properties for 1 minute. If it is held, worn, or wielded by a creature, the creature must succeed on a Charisma saving throw to resist the effect. If you try to suppress the properties of a sentient magic item, you must also make a successful spell attack against its spell save DC (if it has) to suppress its features.

Once you use this feature, you must finish a long rest to use it again.

CHANNEL DIVINITY: FORGE'S BLESSING

Starting at 2nd level, you can use your Channel Divinity to increase the power of a magic item you have. As an action, you choose one of your magical items that you are holding, wielding, or wearing, and for 1 minute, you have a +1 more bonus to AC if it is an armor, a +1 more bonus to attack and damage rolls if it is a weapon, and it regains 1 charge if it is an item that has charges. If the item is an armor or a weapon and has charges at the same time, you choose which effect takes place.

At 12th level, the bonuses and charges increase by 1.

DIVINE CRAFTER

Starting at 6th level, artisan's tools are weightless for you, along with any crafting material that you can fit into your nonmagical bag.

Additionally, you can craft a copy of any magic item (except potions or poisons) after studying it for 1 hour. You need smith's tools and a proper workplace to craft the item by using this feature. You can craft a copy of uncommon magic items at 6th level, rare magic items at 12th level, and very rare magic items at 17th level.

To craft a magic item in this way, you require material components that are at least worth the cost of the magic item you want to craft a copy of. By using this feature, you can craft an uncommon magic item in 1 hour, a rare magic item in 1 day and a very rare magic item in 1 week.

CHANNEL DIVINITY: TOOLS OF WAR

At 8th level, you gain the ability to summon the weapons of war that are used in the endless battles of Svilland.

As an action, you present your holy symbol and choose a point within 60 feet of you. Phantom weapons storm out of the earth and attack all creatures within 20 feet of that point. The creatures in the area must make a Dexterity saving throw, taking 8d4 piercing damage on a failed save, or half as much on a successful one. Also, the area becomes difficult terrain for 1 minute.

KNOWLEDGE OF THE FORGE

Starting at 17th level, your knowledge of magic items grows even deeper. This knowledge lets you cast the *identify* spell at will.

You can also attune yourself to a magic item as an action, and you no longer need to study a magic item to craft a copy of it by using the Divine Crafter feature. Seeing the magic item becomes enough.

Once you use one of these benefits, you must finish a long rest to use this feature again.

SJOR DOMAIN

The SJOR domain focuses on the vast waters and seas surrounding Svilland. It holds the power of Aegir, through water creatures and the might of its seas. Aegir grants this domain to his followers so that they carry the will of the sea within them. They can smite those who dare stand against the might of Aegir; who states that everything came from the water and that water can destroy just as it created; a property that is only held back by Aegir's mercy.

SJOR Domain Spells

Gothi (Cleric) Level	Spell
1st	<i>salmon form*, speak with animals</i>
3rd	<i>icicle of death*, misty step</i>
5th	<i>water walk, water breathing</i>
7th	<i>spiked shell*, conjure minor elementals (air or water)</i>
9th	<i>cone of cold, geyser*</i>

BONUS PROFICIENCY

When you choose the SJOR domain at 1st level, you gain proficiency with martial weapons.

ESSENCE OF WATER

Also at 1st level, you are granted a blessing. You can navigate in water with ease, and you feel like you were born in it. You gain a swimming speed of 15 feet.

CHANNEL DIVINITY: ENGULF

Starting at 2nd level, you can use your Channel Divinity to

invoke the wrath of your God and the seas. As an action, you magically summon the mighty waves from the sea. The waves emerge from your location, move out in a 30-foot radius centered on you, and strike the hostile creatures. A creature in the area must make a Strength saving throw. On a failed save, it takes 2d10 force damage and is washed out of the area and is knocked prone. On a successful save, the damage is halved and the creature is not washed away and is not knocked prone.

WARRIOR OF THE SEAS

Starting at 6th level, you are blessed by Aegir and your fighting techniques represent the will of the seas. When you make a weapon attack, you can choose to expend a 1st level spell slot and imbue your weapon with the power of the crashing waves. If you do so, you deal 1d6 force damage with the attack and the target must succeed on a Strength saving throw or be knocked prone. When you expend a spell slot of 2nd level or higher, the force damage increases by 1d6 for each slot level above 1st.

Also, as long as you stand in a body of water that covers half your body, you have resistance to fire damage.

MIGHT OF THE SEAS

Starting at 8th level, you gain the ability to infuse your spells with the might of the seas. When you cast a spell of 1st level or higher that deals cold damage, or a damage-dealing domain spell, you deal an extra 1d10 cold damage. Additionally, when you are within 100 feet of a sea, a river or a lake, you draw a portion of Aegir's power and the extra damage increases to 2d10.

If the spell deals damage to more than one target, the extra damage is dealt to only one target of your choice.

CHANNEL DIVINITY: WRATH OF THE SEAS

Starting at 17th level, you can use your Channel Divinity to call on the wrath of the seas. As a bonus action, you present your holy symbol and say a prayer to your God. For 1 minute, whenever you cast a spell that deals cold damage or a damage-dealing gothi (cleric) spell, and if the spell requires the target(s) to make a saving throw, you can use your reaction to impose disadvantage on the saving throws of a number of targets equal to your Wisdom modifier.

TRAUST (PROTECTION) DOMAIN

Traust domain focuses on the protection of the devoted from offenders. The Gods and Goddesses grant protection so that their believers survive the challenges of the realm, and so they continue to pass on their holy word.

Tyr has this domain because he guides and protects his followers in the neverending battle against injustice. Freyja has this domain to protect her followers and let her devotees protect the weak and sick in her name.

Traust Domain Spells

Gothi (Cleric) Level	Spell
1st	<i>shield, shield of faith</i>
3rd	<i>misty step, warding bond</i>
5th	<i>counterspell, slow</i>
7th	<i>guardian's slap*, stonewall</i>
9th	<i>antilife shell, wall of force</i>

BONUS PROFICIENCY

When you choose the Traust domain at 1st level, you gain proficiency with heavy armor.

PRAYER OF PROTECTION

Also starting at 1st level, when you cast a spell of 1st level or higher from the school of abjuration, or a domain spell, the target of the spell gains a +1 bonus to AC and resistance against a type of damage you choose except psychic or radiant.

This effect lasts for 1 minute and a target can benefit from this feature only once at a time.

Once you use this feature, you must finish a short or long rest to use it again.

CHANNEL DIVINITY: SHIELD OF MERCY

Starting at 2nd level, you can use your Channel Divinity to create a protective shield.

As an action, present your holy symbol and invoke a blissful protective shield granted by your deity. You can set the shield around yourself or a target creature within 30 feet of you.

A creature that is protected by this shield can't have disadvantage on ability checks, attack rolls, or saving throws for 1 minute.

WALLS OF ASGARD

Starting at 6th level, as an action, you create a wall of radiant energy centered within 30 feet of yourself. It is 10-foot wide, 10-foot high, and 1-foot thick.

Hostile creatures within 5 feet of the wall during the turn it is created must succeed on a Wisdom saving throw or take 2d6 radiant damage. Hostile creatures that touch the wall also take 2d6 radiant damage.

Additionally, any harmful or undesirable spell of 5th level or lower that passes through the wall and that would normally affect you or your allies dissipates. The wall remains intact for a number of rounds equal to your Wisdom modifier.

Once you use this feature, you must finish a long rest to use it again.

CHANNEL DIVINITY: SHIELD OF SAFEKEEPING

Starting at 8th level, you can use your Channel Divinity to create a shield that helps a creature evade harm from magical attacks.

As an action, you present your holy symbol and point it at yourself or a target creature within 30 feet of you. A shield made of soft, changing colors of the rainbow forms around the target. If a creature protected by this shield makes a successful

saving throw against a spell that deals damage to an area, it takes no damage. If it fails, it takes only half damage.

The shield remains intact for 1 minute or until a saving throw is attempted. In that case, the shield dissipates after the saving throw.

ORISON OF PROTECTION

Starting at 17th level, you can apply the effect of Prayer of Protection to the creature you target with your Channel Divinity.

When you use Traust domain's Channel Divinity feature of any kind, you can target a number of creatures up to your Wisdom modifier (minimum of once).

VENGEANCE DOMAIN

Vengeance domain is about hurting those who hurt you. Gods and Goddesses like Loki and Fenrir have this domain in order to claim their rights. For Fenrir vengeance means justice and for Loki it means a show of power. The followers of the Vengeance domain usually have the same concepts of revenge as those they follow. They seek to bleed in order to make others suffer, just to show their will to their Gods and Goddesses.

Vengeance Domain Spells

Gothi (Cleric) Level	Spell
1st	<i>hunter's mark, jump</i>
3rd	<i>darkvision, pass without trace</i>
5th	<i>haste, nondetection</i>
7th	<i>private sanctum, stonewall</i>
9th	<i>passwall, scrying</i>

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with martial weapons.

GRUDGE LIST

Starting at 1st level, you have a grudge list, which is a list of targets who wronged you dearly. The list can have names, occupations, or other types of descriptions that indicate specific targets. The list itself is a wondrous item that can be used only by you, which can have different forms (leathers, parchments, book, etc.) as long as the GM approves. You can have the names of a number of creatures up to your Wisdom modifier (minimum of one creature) on the list. Adding a new target to the grudge list requires you to perform a 1-minute-ritual in which you say a prayer to your deity.

You have advantage on Wisdom (Survival) checks to track the targets on the grudge list, as well as on Intelligence checks to recall information about them. Also, you deal an extra 1d6 psychic damage to those targets with successful spell and weapon attacks.

CHANNEL DIVINITY: BRING WRATH

Starting at 2nd level, you can use your Channel Divinity to punish your foes with the vengeance burning within you.

As an action, you present your holy symbol and create one of the following effects of your choice:

Bring Down the Wrath. You choose a number of creatures up to your Wisdom modifier (minimum of one creature) within 30 feet of you. A chosen creature must make a Constitution saving throw. On a failed save, it takes 1d6 force damage and suffers one level of exhaustion. On a successful save, the damage is halved and the target is not exhausted.

If you target a creature that is on your grudge list, it has disadvantage on its saving throw.

Open the Way of Vengeance. You choose a number of creatures up to your Wisdom modifier (minimum of one creature) within 30 feet of you. A chosen creature must make a Wisdom saving throw. On a failed save, it takes 1d6 psychic damage and is frightened for 1 minute. On a successful save, the damage is halved and the target is not frightened.

An affected target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful one.

VENGEFUL RIPOSTE

Starting at 6th level, you can exact revenge upon your foes with your attacks. Whenever a creature deals damage to you, you can choose to deal maximum damage to that creature on a successful weapon attack until the end of your next turn.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses after you finish a long rest.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with vengeance. 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 psychic damage. When you reach 14th level, the extra damage increases to 2d8.

INDESTRUCTIBLE WRATH

Starting at 17th level, no one can stand on the path of your vengeance.

When you drop to 0 hit points, you can choose to not be knocked unconscious. When you do so, you enter a state of vengeful frenzy, and gain the following benefits for a number of rounds equal to your Wisdom modifier:

- You can neither be knocked unconscious nor regain hit points for the duration.
- You just want to unleash the vengeful wrath of your deity upon your foes. Your successful spell and weapon attacks deal an extra 2d6 psychic damage. This damage increases to 4d6 if the target is on your grudge list.
- Your speed increases by 10 feet. When a target that is on your grudge list is within 300 feet of you, your speed increases by 20 feet.

At the end of the duration, you fall unconscious and start to make death saving throws normally.

Once you use this feature, you must finish a long rest to use it again.

VIRTUE DOMAIN

In Svilland, evil lurks around every corner. Most Svillanders are too preoccupied to see it coming before it is too late. This is not true for those who follow the Virtue domain. Goths of this domain are champions who stand between the innocent and the evildoer. They guard certain places in the name of their deities, wander the realm to find new infestations of evil and to bring them to their knees. Their ways may seem harsh, but they are prepared to do whatever it takes to banish the evil and the wicked from the realm.

Virtue Domain Spells

Gothi (Cleric) Level	Spell
1st	<i>shield, virtue's grasp*</i>
3rd	<i>see invisibility, branding smite</i>
5th	<i>blinding radiance*, misty step</i>
7th	<i>overwhelming smite*, under the wings of valkyrie*</i>
9th	<i>devitalizing smite*, overwhelming virtue*</i>

BONUS PROFICIENCY

When you choose the Virtue domain at 1st level, you gain proficiency with heavy armor.

BANE OF WRONGDOER

Starting at 1st level, your will to defeat evil is reflected in your strikes. Your weapon attacks deal an extra radiant damage equal to your Wisdom modifier to evil-aligned creatures.

CHANNEL DIVINITY: VANQUISH EVIL

Starting at 2nd level, you can use your Channel Divinity to wreak havoc upon creatures with wicked hearts. As an action, you present your holy symbol, and up to three hostile creatures of your choice within 30 feet of you must succeed on a Charisma saving throw or take 1d8 radiant damage and be frightened until the end of their next turn.

If an affected creature's alignment is evil, it has disadvantage on the saving throw. If it fails the saving throw, it takes an extra 1d4 radiant damage and is stunned until the end of its next turn instead of being frightened.

The amount of radiant damage you inflict with the Vanquish Evil feature increases to 2d8 at 6th level, 3d8 at 10th level and 4d8 at 15th level.

RADIANCE OF GOOD

Starting at 6th level, you become a symbol of hope for your allies and a symbol of doom for your enemies. As an action, you chant a prayer of goodness. All allies within 30 feet of you gain a +1d4 bonus and all enemies within 30 feet of you take a -1d4 penalty on ability checks, attack rolls, and saving throws for 1 minute.

Once you use this feature, you must finish a long rest to use it again.

VIRTUOUS STRIKES

At 8th level, you gain the ability to infuse your weapon attacks with divine energy. Once per turn, when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage. If the creature's alignment is evil, the radiant damage increases to 1d10.

At 14th level, the extra damage increases to 2d8 against non-evil creatures and 2d10 against evil creatures.

RISE OF THE GOOD-HEARTED

At 17th level, you gain the ability to bring out the pure goodness in your and your friends' hearts. As an action, you chant a prayer to your deity and choose a number of your allies within 30 feet of you equal to your Wisdom modifier (minimum one ally). You and the chosen allies gain resistance to necrotic and psychic damage.

Also, for the duration, your allies have a +1d6 bonus to their saving throws against spells or other magical effects brought forth by evil-aligned creatures.

Once you use this feature, you must finish a long rest to use it again.

WICKED DOMAIN

Some deities scheme to bring about the end of Svilland. Among their many minions, they search for those who are worthy of wielding their power.

The Wicked domain focuses on everything that is wicked in the eyes of Odin and his pantheon and in the eyes of the realm. Those devoted to this domain spread ill thought wherever they go.

Just as their deities, they scheme within the shadows or act as tyrants, holding dominion over the weak. They love to see those in power and those who are blessed by The Allfather go down and suffer.

Wicked Domain Spells

Gothi (Cleric) Level	Spell
1st	<i>charm person, unseen servant</i>
3rd	<i>weeping spirit*, ray of enfeeblement</i>
5th	<i>vampiric touch, fear</i>
7th	<i>blight, compulsion</i>
9th	<i>contagion, dominate person</i>

BONUS PROFICIENCY

When you choose the Wicked domain at 1st level, you gain proficiency with heavy armor and become proficient in the Deception skill.

WICKED STRIKE

Also starting at 1st level, you gain the ability to empower your attacks with the might of wickedness. As a bonus action, you unleash your power and deal an extra 1d6 psychic damage on the next successful weapon attack you make within 1 minute.

Additionally, the target must succeed on a Wisdom saving throw or be frightened until the end of its next turn.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain any expended uses once you finish a long rest.

CHANNEL DIVINITY: TREACHERY

Starting at 2nd level, you can use your Channel Divinity to bring forth the maliciousness within creatures, and use it against them.

As an action, you present your holy symbol and emanate a foul light in a 30-foot radius. All hostile creatures that can see you and that are within 30 feet of you must succeed on a Wisdom saving throw or make a weapon attack against their nearest ally as a reaction. If there are no allies within a hostile creature's reach or range, it is not affected by this feature.

PERSISTENT EVIL

Starting at 6th level, wickedness begins to feed your will and endurance to survive. Whenever you cast a spell of 1st level or higher that deals damage, you can use a bonus action to draw life from your enemies and regain an amount of hit points equal to half of the damage you dealt with the spell.

DIVINE SCHEME

At 8th level, you become adept in using your divine powers to make ill-meaning plans against your foes and to make the weak-minded bend to your will. Your spell save DC and spell attack modifier increases by 1 for enchantment spells and for your domain spells.

Additionally, as a reaction, when you cast a spell or use a magical feature that targets a creature, you can corrupt the target and force it to make the saving throw against the spell with disadvantage. You can use this feature up to a number of times equal to your Wisdom modifier (minimum of once).

CHANNEL DIVINITY: DIVINE SCHEME

At 17th level, you become a champion of evil. Your very presence on the battlefield means havoc for the so-called heroes. As an action, you present your holy symbol and all hostile creatures within 30 feet of you must succeed on a Wisdom saving throw or be affected by the condition determined in the table below for 1 minute:

d10	Effect
1	Paralyzed
2-4	Stunned
5-7	Restrained
8-9	Charmed
10	Frightened

An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful one.



RANGER ARCHETYPES



Svilland is home to rangers of various ways, each of which a place in this vast, wild, and unforgiving land. From the coldest regions in the north to the untamed forests, every region of Svilland has its own rangers.

Under the reign of the Allfather, there are deities named Ullr and Skadi who guide such rangers on their way. The land itself also has many great spirits who influence nature part by part, imbuing rangers with their magical powers.

SPIRIT WARDEN

Land spirits are an important part of Svilland's nature. As they are magically attuned to nature, some rangers develop a special connection to such spirits.

These rangers are called spirit wardens and are initiated to magic and guided in the ways of being a ranger by these spirits.

It is common for rangers to find their way in nature, but spirit wardens carry the essence of nature within. Thus, they gain special benefits according to their respective regions.

ACCUSTOMED TO HAVEN

When you choose this archetype at 3rd level, you choose a land spirit (forest, mountain, or sea) and are blessed by it. All features, abilities, and benefits you gain in relation to it are determined by the region of the chosen spirit. At 3rd level, you gain the following benefits:

Forest. Forest regions become your favored terrain if you have not chosen it already.

- You can use the trees and bushes in your surroundings for defense. You gain a +1 bonus to AC when there is a tree or bush within 5 feet of you.
- You have advantage on Dexterity (Stealth) and Wisdom (Perception) checks while in forests.
- By using your bonus action, you can make a Strength (Athletics) check to climb a tree up to 10 feet.

Mountain. Mountain regions become your favored terrain if you have not chosen it already.

- You can choose to have advantage on Constitution saving throws up to a number of times equal to your Wisdom modifier (minimum of once). You regain any expended uses when you finish a long rest.
- You have advantage on Wisdom (Perception) and Wisdom (Survival) checks in mountain regions.
- You become instinctually capable of climbing rocks, cliffs, and mountains. In these areas you have advantage on Strength (Athletics) checks while climbing. Also, when you roll a 9 or lower on a Strength (Athletics) check while climbing, you can choose to use 10 instead.

Sea. Coast regions become your favored terrain if you have not chosen it already.

- When you are using Primeval Awareness within sea regions or on seas and lakes, you can sense anything in a

10-mile radius.

- You have advantage on Strength (Athletics) and Dexterity (Stealth) checks while swimming, and you have a swimming speed equal to your normal speed.
- You can quench your thirst by drinking sea water; the salt does not affect you.

LAND SPIRIT'S WRATH

At 7th level, you gain one of the following benefits, depending on your land spirit:

Forest. You conjure a venomous ethereal viper that comes out of your fingertips and strikes an opponent of your choice within 60 feet of you. Make a ranged spell attack. On a hit, the target takes 2d8 poison damage and makes a Constitution saving throw. On a failed save, the target takes additional 1d4 poison damage at the start of each of its turns and is poisoned for 1 minute. It can repeat its saving throw at the end of each of its turns, ending the effect on a successful one.

Mountain. You make the earth under a creature within 30 feet of you crumble and crack. The creature must succeed on a Dexterity saving throw against your spell save DC or fall in the crack and take 2d10 bludgeoning damage. If the target fails the saving throw by 5 or more, the creature is also stuck in the fissure and falls prone. In order to get out of the crack, it must succeed on a Strength saving throw against the same DC at the start of each of its turns.

Sea. If an ally within 15 feet of you is the target of an attack and the attacker is within 60 feet of you, you can use your reaction to make a ranged spell attack against the attacker. On a hit, you send a furious sea wave its way and the target takes 2d8 force damage.

Once you use this feature, you must finish a short or long rest before you can use it again.

GUARDIAN OF THE LAND

Starting at 11th level, you are seen as a guardian of the land by your land spirit. In order to help you fight and protect the land, it gives you the following benefits:

Forest. While in a forest, you are always under the effect of a *longstrider* spell.

Mountain. You gain resistance against one of the following damage types of your choice: bludgeoning, piercing, or slashing.

Sea. You can magically breathe underwater.

LAND SPIRIT'S AVATAR

At 15th level, you learn to summon the might of your land spirit within yourself. As an action, you concentrate on your land spirit, and gain the following traits for 1 minute:

Forest

- You become immune to poison damage and you cannot be poisoned.
- One of your weapon attacks deal additional poison damage equal to the weapon's damage dice, once per turn. The creature must also succeed on a Constitution saving throw or be poisoned for 1 minute. It can repeat its saving throws at the end of each of its turns, ending the poisoned condition on a success.
- You have advantage on Dexterity (Stealth) checks while in forests.

Mountain

- You gain resistance to a damage type of your choice (except psychic).
- You have advantage on ability checks and saving throws against being knocked prone and grappled.
- Only once within this duration, if you drop to 0 hit points, you can choose to drop to 1 hit point instead.

Sea

- You cannot be targeted by opportunity attacks.
- If you are in water, you cannot be grappled.
- When you take the attack action, you can make one additional attack.

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



SKADI'S WAY

Those who follow Skadi's Way are rangers that are not only able to survive in extremely cold regions but who also wield the might of winter. They generally defend the villages on the outskirts of Svilland against the dangers and monsters related to the cold, such as frost jotunns. They can survive in harsh winters and bring the cold down upon their foes through various tactics and spells.

These rangers get their name from the deity Skadi, the Goddess of bowhunting, skiing, winter and mountains.

NATIVE OF THE COLD

Starting at 3rd level, you gain the following benefits while you are in arctic or mountain terrain:

- You have advantage on saving throws against effects due to cold.
- You have advantage on Dexterity (Stealth) and Wisdom (Survival) checks.
- Your movement speed increases by 10 feet.

ASPECT OF WINTER

Starting at 7th level, you can imbue your spells and weapon attacks with the power of winter. Whenever you cast a spell that deals damage, you can choose to change the type of the spell's damage to cold.

Additionally, once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d10 cold damage.

GUERRILLA OF THE MOUNTAINS

At 11th level, snow magically remains on you if you wish it to. The Hide in Plain Sight feature requires 1 round instead of 1 minute if you use snow while camouflaging yourself.

Additionally, you gain a burrowing speed of 10 feet that you can only use to move through snow of at least 3 feet depth.

SKADI'S BLESSING

At 15th level, you become a champion of the Goddess Skadi and are blessed by her. You gain immunity to cold damage.

ULLR'S WAY

Those who follow Ullr's Way are rangers that devote



themselves to the hunt. Their way is believed to be guided by Ullr, the God of Hunt and Glory. For such rangers, the hunt is a religious act and sacred. However, not all rangers who follow Ullr's Way are devoted to Ullr. In their opinion, the God of Hunt merely blesses them with the right tools for their skills.

To these rangers, the hunt itself is more important than the game, and their life's purpose is to continue this endless hunt. They are mostly recruited or hired as hunters or manhunters for slaying creatures or humanoids in exchange for bounty.

HUNTER'S TRAP

At 3rd level, you learn to create a magical trap. As an action, you set a trap by choosing a 10-foot-square area within 60 feet of you. When a hostile creature enters the area, it must make a Dexterity saving throw. On a failed save, the creature takes 2d8 force damage and is knocked prone. On a successful save, the damage is halved and the creature isn't knocked prone.

You can only have one Hunter's Trap active at a time. Once set, you can deactivate the trap as a bonus action, and it becomes ready to set once again. Once triggered, you cannot use this feature again until you finish a short rest.

The damage of the Hunter's Trap feature increases to 3d8 at the 7th, 4d8 at 11th and 5d8 at 15th level that you gain in this class.

MARK OF THE HUNT

Starting at 7th level, you can mark a creature within 150 feet of you with the Mark of the Hunt. As an action, you examine the hunt and understand its weaknesses, marking it for the hunt for 1 hour. For the duration, once on each of your turns when you hit a marked creature with a weapon attack, it takes an extra 2d8 damage of the same type dealt by the weapon.

Once you use this feature, you must finish a long rest to use it again.

WEAKEN THE PREY

Starting at 11th level, you begin to understand that weakening your prey is essential for a hunt. When you make a weapon attack against a creature marked by Mark of the Hunt feature, you can apply one of the following effects until the end of the creature's next turn:

Cripple. The creature must succeed on a Constitution saving throw against your spell save DC or its speed is reduced by 15 feet.

Discourage. The creature must succeed on a Wisdom saving throw against your spell save DC or it has disadvantage on its attack rolls.

Disorient. The creature must succeed on an Intelligence saving throw against your spell save DC or its AC decreases by 2.

HUNTER'S PREPARATION

At 15th level, you can study a 150-foot-square area centered on you as an action. For 1 minute, you gain the following benefits in the area:

- You have advantage on Strength (Athletics) checks made to climb or jump, Dexterity (Stealth), Wisdom

(Perception), or Wisdom (Survival) checks (of your choice)

- Your speed becomes 40 feet.
- You can slow yourself down during a fall and take only half damage by using the terrain to your advantage.
- As a reaction, you use your surroundings to your advantage and gain a +2 bonus to AC until the start of your next turn.
- You can use your Hunter's Trap feature to mark anywhere in the area.

Once you use this feature, you cannot do so again until you finish a long rest.



SORCEROUS ORIGINS



Many sorcerers in Svilland are touched by runes. They cast their magic and gain their powers according to the rune that touched them. However, there are also others: Those who are believed to be descended from the Vanir, whether they keep it a secret or not.

ANSUZ-TOUCHED

Ansuz-touched sorcerers carry with them the magical nature of Ansuz, the magic rune and the rune of Odin. They are better attuned to the nature of magic.

With their runic essence, they can manipulate their ways of magic better than other sorcerers. Additionally, masters of this origin can create their own visage from the aether and use it to channel their spells or other magical abilities.

ANSUZ MAGIC

Your affinity to arcana gives you the option to learn spells from the wizard spell list. While learning a new spell, you can choose one spell from the runewalker spell list as an alternative to the spells on your sorcerer spell list. The chosen spells become a sorcerer spell for you.

ATTUNED TO MAGIC

Starting at 1st level, you can cast *detect magic* and *detect runes* spells as cantrips.

MAGICAL ADEPT

At 6th level, you gain the following benefits:

Adept of Magics. Starting at 6th level, you can learn one spell from any class' spell list at each sorcerer level you gain. Each of these spells must be of a level for which you have spell slots.

Differ Location (Metamagic). You can shift the location of your spells' source in the eyes of your foes. By spending 2 sorcery points, you can make the spell seem like it has emerged from somewhere else within a 20-foot radius.

MAGIC RESISTANCE

Starting at 14th level, whenever you or an ally within 30 feet of you are targeted by a spell or spell attack, you can use your reaction and spend 2 sorcery points to have advantage on your saving throw against the spell, or to make the creature casting it have disadvantage on its spell attack.

MAGIC MASTERY

At 18th level, you understand the full potential of Ansuz, the rune of magic. You gain an additional Metamagic option of your choice.

Additionally, the sorcery point cost of the Metamagic options decrease by 1 (to a minimum of one).

CHILD OF VANIR

Child of Vanir is a sorcerer who descended from Vanir. Although most Vanir and their descendants have been hunted throughout history, some of them have managed to survive and get assimilated into the current societies of Svilland. Many Children of Vanir have no idea where their sorcerous powers and blood come from.

There are Children who defy Odin and his pantheon and are branded as heretics, as well as those who accept Odin as their Allfather.

Children of Vanir have powers over the concept of time, and they highly value wisdom.

MAGIC OF VANIR

Vanirs are adept in both the magic of the runes that Odin found and sent to Svillanders and the magic that ruled the untameable wild of the realm.

Descending from the Vanir, you can tap into the wild as well as your sorcery magic. While learning a new spell, you can choose one spell from the druid spell list as an alternative to the spells on your sorcerer spell list. The spell you choose becomes a sorcerer spell for you.

FUTURE SIGHT

Starting at 1st level, you gain the following benefits:

- You can be first in the initiative. If there are other creatures with this feature or a similar power that involves time, you and the other creatures roll initiative, contest it among yourselves, and act according to the result. Also, you cannot be surprised.
- As a reaction, you can choose to have advantage on an ability check, attack roll, or saving throw.
- As a reaction, you can choose to impose disadvantage on a saving throw that a creature makes against a spell that you cast.

You can use these features a number of times equal to your Charisma modifier (minimum of once). You regain any expended uses when you finish a long rest.

DENIAL OF FATE

Starting at 6th level, whenever you or one of your allies

within 300 feet of you fail a saving throw, take damage, or fall unconscious, you can use your reaction to spend 2 sorcery points and make yourself or your ally negate the harmful effect.

Once you use this feature, you must finish a short or long rest to use it again.

WISDOM OF AGES

Starting at 14th level, by spending 1 sorcery point, you can add your Wisdom modifier to any ability check, attack roll, damage roll, or saving throw you make.

SHIFT PARADIGM OF TIME

Starting at 18th level, you gain the ability to shift your passage through time and diverge it from others'. With your will, time starts to move slower for you. You can choose to take an additional action on your turn. You can even cast an additional spell by spending 4 sorcery points.

You can use this feature a number of times equal to your Charisma modifier (minimum once). You regain any expended uses when you finish a long rest.

IHWAR-TOUCHED

Ihwar-touched sorcerers carry with them the magical nature of Ihwar, the rune of dreams and death. They are better attuned to spells of necromancy and spells to overcome death. Because of their rune's nature, they perceive their environment as ever-aging, seeing things age and rot away second by second.

DEATH MAGIC

Your affinity to death gives you the option to learn some non-sorcerer spells that are based on death and resurrection. While learning a new spell, you can choose one from the list below as an alternative to spells on your sorcerer spell list. The spell you choose becomes a sorcerer spell for you.

Spell Level	Spell
3rd	<i>Speak with dead</i>
5th	<i>Raise dead</i>
7th	<i>Resurrection</i>
9th	<i>True resurrection</i>

SIGHT OF DEATH

At 1st level, you can use the following benefits by spending 1 sorcery point on each use:

Death Sight. When you touch a corpse and concentrate for a minute by making a Wisdom (Insight) check, you see a glimpse of how the creature died along with its killer if the creature saw the killer as it was dying. The duration of this vision is limited to 1 turn only. The DC for using Death Sight on a fresh corpse is 10, a half rotten corpse is 15, a rotten corpse is 20, and a skeleton is 25.

Glimpse of Death. Whenever a creature makes a melee spell

attack or melee weapon attack against you, you can use your reaction to make a melee spell attack against the creature. On a hit, it sees an illusion of itself dying and fails its attack. The creature must also succeed on a Wisdom saving throw or the sight terrifies the creature and causes it to be frightened of you until the end of its next turn.

WEAR THE DEAD'S SKIN

At 6th level, you gain the ability to magically wear pieces of a corpse as protective skin. As an action, you can consume an undead creature of your choice within 10 feet of you. The undead must succeed on a Constitution saving throw or take 2d10 necrotic damage and you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons for 1 minute.

If the undead is under your control, it cannot make a saving throw against this effect.

If the undead has advantage against effects that turn it (such as Turn Undead), it also has resistance to the necrotic damage dealt by this feature.

Once you use this feature, you must finish a long rest to use it again.

CONSUMPTION

At 14th level you gain the ability to steal life. As an action, you drain the life force of a creature within 10 feet of you. If it is a living creature, it must succeed on a Constitution saving throw, or its hit point maximum is reduced by a number equal to its hit die, and you gain temporary hit points equal to the reduction in the creature's hit point maximum. This reduction lasts until the target finishes a long rest.

If you drain life from a creature that is unconscious, that has 0 hit points, or that died within the last 10 minutes, this feature automatically succeeds.

If the creature dies when you use this feature on it, the target cannot be brought back except by means of a *true resurrection*, or *wish* spell.

Once you use this feature, you must finish a short or long rest to use it again.

UNDYING

At 18th level, as an action, you can become a harvester of souls. Your body looks like a shadowy, undead figure of nightmares. The transformation lasts for 1 minute, and you gain the following benefits while in this form:

- You are immune to necrotic damage, but vulnerable to radiant damage.
- Your range for the Glimpse of Death as well as the Consumption and Wear the Dead's Skin features increases to 60 feet.
- You have advantage on death saves.
- When you drop to 0 hit points, you can use your reaction to spend 7 sorcery points and drop to 1 hit point instead.

Once you use this feature, you must finish a long rest to use it again.

ING-TOUCHED

Ing-touched sorcerers carry with them the rune of Ing, the earth rune. The rune provides them with an essence that is sturdy and tough, making them more resilient than other sorcerers.

Ing-touched sorcerers generally excel in martial arts, and are known as respectable warriors.

FISTS OF STONE

Starting at 1st level, whenever you cast a spell that requires a spell attack and that targets a creature within your reach, you can choose to cast it as a part of a magical unarmed strike. If you choose to do so, you have advantage on the attack roll and deal an additional 1d4 + your Charisma modifier bludgeoning damage.

MOUNTAIN STANCE

At 6th level, you learn how to invoke the essence of mountains within you. Whenever a creature targets you with a spell or weapon attack, you can use your reaction and spend 1 sorcery point to cover yourself with soil, gaining a bonus to AC equal to your Charisma modifier (minimum of one) against the attack.

CURE FROM THE SOIL

Starting at 14th level, you can heal yourself by using your magical essence. As an action, you can expend a spell slot and regain a number of d6s equal to the spell slot's level (3d6 for a 3rd level spell slot, for example) as hit points, or as temporary hit points if your current hit points is equal to your hit point maximum.

MIGHT OF EARTH

At 18th level, you learn to invoke the full might and permanence of earth within you. As an action, you invoke the Ing rune and gain the following benefits for 1 minute:

- You have resistance to bludgeoning, piercing, and slashing damage.
- You have advantage on your ability checks and saving throws against being grappled, prone, restrained, and stunned.
- When you hit a creature with a spell that deals cold, fire, force, lightning, or thunder damage, it must succeed on a Strength saving throw or fall prone.

Once you use this feature, you must finish a long rest to use it again.

ISA-TOUCHED

Isa-touched sorcerers carry with them the magical nature of Isa, the ice rune. As Svilland is a cold land, Isa is a rune that many sorcerers are born with.

These sorcerers are better attuned to spells based on ice and cold. They can send chills down their foes' spines, and make them unable to fight effectively. When they master the rune,

the cold becomes so intense that many enemies even find it impossible to move around an Isa-touched sorcerer.

COLD AFFINITY

At 1st level, you gain the following benefits:

Cold Barrier. When you take damage, you can use your reaction to spend 1 sorcery point and freeze the moisture around you. In this way, you create a thin layer of ice right on top of your body and lower the damage taken by 1d6.

Cold Resilience. You have advantage on saving throws against cold weather effects and cold environment conditions. Additionally, by spending 1 sorcery point as a bonus action, you gain resistance to cold damage for a number of rounds equal to your Charisma modifier (minimum of one).

ICY GROUNDS

Also at 1st level, your cold spells leave remains of ice on the ground. While casting a spell that deals cold damage, you can spend 1 sorcery point to cover a 10-foot area around the target or around the center of the spell with thin ice, making the area difficult terrain for 1 minute.

You can choose a number of creatures equal to your Charisma modifier (minimum of one). The difficult terrain counts as normal terrain for you and those creatures.

CHILLING COLD

At 6th level, the ice rune empowers your spells. Whenever you cast a spell that requires a spell attack and deals cold damage, you can spend 1 sorcery point to slow your target(s) down. A target must succeed on a Constitution saving throw, or its speed is reduced by half until the end of its next turn.

FREEZING VISAGE

At 14th level, you become even more attuned to ice. Whenever you cast a spell that deals cold damage, you can spend 2 sorcery points to make the target(s) of the spell restrained. A target must succeed on a Constitution saving throw or be restrained until the end of its next turn.

If a target is ablaze or has a fiery aura that surrounds it, it does not get restrained but the flames are extinguished. If the aura is a constant effect, it is suppressed for 1 minute.

Additionally, whenever a creature targets you with a spell or a weapon attack, you can choose to spend 4 sorcery points as a reaction and cover yourself with a block of ice for 1 minute. While in this state, you can't take any actions (except for dismissing the ice block) and you can't move. You can only perceive your surroundings, and you can't be targeted by spell or weapon attacks.

The block of ice has 13 AC and 20 hit points. It remains until it is destroyed or until you dismiss it as an action.

BRINGER OF WINTER

At 18th level, as an action, you can invoke the power of the Isa rune within you. For 1 minute, you gain the following benefits:

- Your Chilling Cold and Freezing Visage features affect the targets for a number of rounds equal to your Charisma modifier (minimum of one round). A target can repeat its

saving throw at the end of each of its turns, ending the effect on itself on a successful one.

- You emanate a 5-foot-radius aura of cold. The creatures within the aura have disadvantage on their spell and weapon attacks.

Once you use this feature, you must finish a long rest to use it again.

KAUN-TOUCHED

Kaun-touched sorcerers carry with them the rune of Kaun, the fire rune. They are better attuned to spells based on fire. With a wave of their hand, they can burn their foes to a crisp.

These sorcerers are fewer in number compared to those touched by Isa. Yet, there are many tales around them because of the terror they wreak on a battlefield as they set it ablaze.

FIRE MAGIC

Your affinity to fire gives you the option to learn some non-sorcerer spells that are based on fire. While learning a new spell, you can choose one from the list below as an alternative to spells on your sorcerer spell list. The spell you choose becomes a sorcerer spell for you.

Spell Level Spell

1st	<i>sacred flame, sword of kaun*</i>
2nd	<i>branding smite, continual flame, flame blade</i>
3rd	<i>smoke of lava*, word of surtr*</i>
4th	<i>conjure minor elementals (fire only)</i>
5th	<i>conjure elemental (fire only), flame strike</i>

CATCHING FIRE

At 1st level, your fire spells become stronger and more persistent. In addition to objects, your fire spells can also set creatures on fire for 1 minute. By spending 1 sorcery point while casting a spell that requires a spell attack and that deals fire damage, you can make your target catch fire and take 1d4 fire damage at the start of each of its turns for 1 minute. The fires can be extinguished as an action.

The fire damage becomes 1d6 at 6th, 1d8 at 14th and 1d10 at 10th level.

DREADFUL FLAMES

Starting at 6th level, your fire spells become so intense that they cause their targets to panic.

If a creature catches fire by your Catching Fire feature, you can spend 1 additional sorcery point as a reaction and frighten the target. It must succeed on a Wisdom saving throw or be frightened of you until the end of its next turn.

PYROMANIA

Starting at 14th level, you become a pyromaniac while casting fire spells. Your fire spells become stronger and more destructive.

By spending 1 sorcery point while casting a spell that deals

fire damage, you can increase the spell's damage by 1d6. This damage increases by 1d6 for each additional sorcery point spent in this way, to a maximum of 10 sorcery points.

INFERNO INCARNATE

Starting at 18th level, as an action, you can become an avatar of fire. Your body looks like an erupting volcano, your eyes start to glow with a red or yellow hue, and flame and smoke starts coming out of them. The form lasts for 1 minute, and you gain the following benefits while in this form:

- You gain immunity to fire damage, and vulnerability to cold damage.
- Your steps leave traces of fire and set the ground ablaze. You create a 5-foot-wide line of fire in the track of your movement. The fire remains for 1 minute or until it is extinguished as an action.
- You can hurl flames to a target within 60 feet of you, dealing 2d6 fire damage on a successful ranged spell attack.
- You can intensify your flaming body and create a 5-foot-

radius aura of fire. When a creature enters the area for the first time or ends its turn within it, it must succeed on a Constitution saving throw or take 1d10 fire damage.

- As a part of your movement, you instantly combust with a bright explosion, dealing damage to creatures nearby and potentially blinding them. Because of the combustion, you take 9d6 fire damage yourself, which cannot be reduced by any means. Creatures within 10 feet of you take twice that fire damage. An affected creature must succeed on a Constitution saving throw or become blinded for a number of rounds equal to your Charisma modifier (minimum of one).

LAUGR-TOUCHED

Laugr-touched sorcerers carry with them the rune of Laugr, the water rune. The water rune elevates Laugr-touched sorcerers' social capabilities, which means that they are constantly surrounded by people who love (or at least admire) them.

Laugr-touched sorcerers are also more adaptable. Just as water changes shape to fit its container, these sorcerers can quickly change their plans according to how things turn out.

Spell Level	Spell
1st	<i>cure wounds, healing word, spare the dying</i>
2nd	<i>aid, lesser restoration</i>
3rd	<i>mass healing word, revivify</i>
4th	<i>conjure minor elementals (water only)</i>
5th	<i>conjure elemental (water only), mass cure wounds</i>

WATER AFFINITY

At 1st level, you gain the following benefits:

Breathe Underwater. Laugr comes to you when you are underwater. You breathe magically underwater as if you were affected by a *water breathing* spell.

Socialite. By spending 1 sorcery point, you gain advantage on your Charisma (Deception, Persuasion) and Wisdom (Insight) checks for 1 minute.

Swim Speed. You have a swimming speed of 40 feet.

SENSEFUL CASTING

At 6th level, you gain the following benefits:

Charm of the Seas. While casting an enchantment spell, you can spend 2 sorcery points as a reaction and increase the spell save DC or spell attack modifier (of your choice) of the spell by 1d4.

Might of the Seas. While casting a spell that controls or manipulates a body of water, you can spend 2 sorcery points as a reaction and increase the spell save DC or spell attack modifier (of your choice) of the spell by 1d4.



WATER CLONE

Starting at 14th level, as a bonus action, you create a magical clone of yourself from water. This clone has hit points and AC equal to yours, but it cannot take any actions. Instead, you can use your clone as the source of your spells. For example, you can target an area with your *fireball* spell within your clone's range, instead of within your own.

When you are using Twinned Spell Metamagic, you can pick a secondary target that is in your clone's range. If you pick the same target or area with your clone while doing so, you can choose to have advantage on your spell attack, or to impose disadvantage on the saving throw of a target of your choice.

Additionally, as a bonus action (or as a reaction if you are targeted by a spell, a spell attack or weapon attack), you can swap places with your clone by spending 2 sorcery points if your clone is within 60 feet of you.

The clone remains for 1 minute, until it drops to 0 hit points, or until you dismiss it as an action. Once you use this feature, you must finish a long rest to use it again.

CLONE MASTERY

At 18th level, you gain the following benefits:

Blast of Waves. By spending 4 sorcery points, you can destroy your clone and make it erupt in waves that go in every direction. Creatures within 30 feet of the clone must make a Strength saving throw. On a failed save, a creature takes 8d8 bludgeoning damage and is carried away 30 feet in the opposite direction of the blast, falling prone. On a successful save, a creature takes half damage and is not carried away or knocked prone.

Consume the Essence. If your clone is within 30 feet of you, you can choose to consume its essence. When you do so, your clone is destroyed, and you gain temporary hit points equal to half of your hit dice number of d4s (9d4 for 18th level, for example).

THURISAZ-TOUCHED

Thurisaz-touched sorcerers carry with them the rune of Sol; the lightning rune. These sorcerers have the power to evoke lightning. For some Thurisaz-touched sorcerers, this is the purest form of power.

These sorcerers can act extremely fast, able to leap through lightning in the glimpse of an eye. Additionally, they can have the lightning pass through them, using their own flesh for a surging path of lightning. They are known for disorienting their foes with their spells.

LIGHTNING IN THE VEINS

Starting at 1st level, whenever you make a Dexterity saving throw, you can spend 1 sorcery point to have advantage on it.

LIGHTNING MAGIC

Your affinity to the rune of Thurisaz lets you learn lightning spells that are not on your sorcerer spell list. While learning a new spell, you can choose one from the list below as alternates to spells on your sorcerer spell list. The spells you choose

become sorcerer spells for you.

Spell Level	Spell
1st	<i>ride like lightning*</i>
2nd	<i>oppression of Thurisaz*</i>
3rd	<i>call lightning</i>

LIGHTNING LEAP

Starting at 6th level, when you cast a spell that deals lightning or thunder damage, you can spend 2 sorcery points as a reaction to travel through the path of lightning. Once you do so, you teleport to an unoccupied space within 5 feet of the spell's target, the spell's path, or its area of effect.

RESURGE

Starting at 14th level, you can recreate the current of lightning when you leap through it to make it change its direction and head towards a new target.

When you use the Lightning Leap feature, you can spend 4 sorcery points as a reaction and duplicate the effects of the spell you used in said feature. You can choose a different target, and the point of origin of the spell is the space you teleported to.

However, the range of the duplicated spell cannot be farther than 20 feet, and if it is a spell that leaps through targets (such as *chain lightning* spell), it does not.

STUNNING SURGE

Starting at 18th level, whenever you deal lightning or thunder damage to a creature with a spell, you can spend 1 sorcery point as a reaction and try to stun the target of the spell. The target must succeed on a Constitution saving throw or be stunned until the end of its next turn.

Even if the spell has more than one target, you can stun only one creature at a time by this feature.



BACKGROUNDS

Many backgrounds other than the ones given below can be used in Svilland. However, this setting also has four backgrounds unique to it. These backgrounds reflect the cultural and societal dynamics of the land. Some may seem harsh, but that is the way things are in this cold realm conquered by rough forces. The life of Svillanders is not an easy one. Their social interactions can be ruthless.



DESTINED



You were born in a divine and holy way. This could mean that you were born on an important day or in a ritual, or that you are connected to the Gods and Goddesses in another kind of way. You can understand the workings of the Gods and Goddesses better than most. You have been appointed a sacred mission by the Gods and Goddesses and must survive until their deed is done. Being destined brings with it a lot of responsibilities. Most people who know you are destined expect heroic (and mostly impossible) things of you. Every destined faces the challenge of not knowing what they were destined to do. You never know whether you are doing what you are destined to do or failing and disappointing your deity.

Skill Proficiencies: Religion, Survival

Equipment: A set of winter clothes, a scroll explaining you are destined to do something written by someone important to you, and a belt pouch containing 10 gp

Languages: Hellic if you are chosen by Hel or Fenrir. Asgardian if you are chosen by any other deity

d10	Deities	d10	Deities
1	Odin	7	Balder
2	Loki	8	Skadi
3	Hel	9	Thor
4	Ullr	10	Aegir or Ran
5	Fenrir	11	Freyja
6	Tyr	12	Heimdallr

FEATURE: AURA OF GODS

You have an aura around you blessed by the Gods and Goddesses. When you say you are following a path shown by the Asgardians or when people realize that you represent a God or Goddess, they can provide you and your allies with shelter. This shelter can be the house of a follower or sacred ground like a temple.

Also, people who follow the same God or Goddess as you will have a good first impression of you.

SUGGESTED CHARACTERISTICS

Most of the destined live on the road. They are travellers who seek quests in the name of their Gods and Goddesses. The destined try to do something that no one else could, not knowing what they must accomplish. Because of this, they tend to be obsessed with the notion of destiny, especially their own.

d8 Personality Traits

- 1 I believe every God and Goddess has their own way and that every way must be respected.
- 2 My path is the only true way. I tend to try and convert people to my belief.
- 3 I believe everything is a message about my journey, which means I can be nosy from time to time.
- 4 The only thing I know is that I must finish my journey, and I am determined to do so.
- 5 My God or Goddess may be with me, but its enemies are against me. I don't let my guard down easily.
- 6 My faith is my shield. I have no fear, for I know that my deity will protect me at all cost.
- 7 I should live by my quest as I act as the shadow of my deity.
- 8 Nothing can stop me if I want something to be done.

d6 Ideal

- 1 **Illumination:** I will share all the knowledge and secrets I find along the way. (Good)
- 2 **Path:** I may be chained to my destiny, but even that can't keep me from making my own path. (Chaotic)
- 3 **Power:** Once I have done my task and received my reward, every last creature will taste my power. (Evil)
- 4 **Mission:** Just as the Gods and Goddesses have made me, I have made my way. (Any)
- 5 **Justice:** I must not use my divine cause as an excuse to be unjust. (Lawful)
- 6 **Unknown:** If this journey is a question, I will have my answers. (Neutral)

d6 Bond

- 1 I would die to complete my quest.
- 2 I would punish everyone and everything trying to keep me from my path.
- 3 I will do anything to protect my deity's name.
- 4 Everything I do, I do for the followers of my deity.
- 5 I would do anything to protect my deity's religious order.
- 6 I owe everything to my companions who helped me on my quest.

d6 Flaw

- 1 I trust my deity's followers, gothis or alles, no question asked.
- 2 My way of doing things may be too violent for some.
- 3 I sometimes feel trapped by the quest bestowed upon me, and I secretly hate the Gods and Goddesses for it.
- 4 I expect the worst of anyone who does not follow my deity.
- 5 I feel the full weight of my quest on my shoulders, and it makes me paranoid.
- 6 I put my destiny before everything else, even before those that are important to me.



KARL



You were born to (or adopted by) a merchant family and thus know how to handle money. You know the meaning of nobility and royalty and understand the subtleties of dealing with people from all walks of life. Not all Svillanders are fond of karls, and you may thus not be welcome everywhere. There may even be those who seek to strip you of your wealth.

You may work with your GM to determine the detailed circumstances of your past that may include what the family traded in, their level of prosperity, the relationships within the family, or your position within.

Skill Proficiencies: Insight, Persuasion

Equipment: A set of traveler's cloth, a pouch of 25 gp

Languages: One of your choice

FEATURE: BARTER AND BARGAIN

You possess all the skills and tricks expected of a merchant. You can easily bargain for an item or understand a scam. You also have acquaintances from all over, owing to your many

travels as a merchant. These people can help you find some specific items, places, or other people.

SUGGESTED CHARACTERISTICS

Karls are the traders and merchants of Svilland. They earn a lot more money in comparison to the rest of Svilland. But unlike jarls, they don't own any land or have any political power.

d8 Personality Traits

- 1 I am quite frugal and I always barter for the best price.
- 2 Bargaining is my hobby. I even bargain for items that I know I won't buy.
- 3 Raiding, stealing or crafting. If the item is valuable, how I acquire it is not important.
- 4 I sell whatever I want to whomever I want; no matter how much others may be willing to pay.
- 5 None can appraise something as I do.
- 6 I try to learn special knowledge about people I bargain with, just to get lower prices.
- 7 Art has more value than the lives of those who cannot appreciate it.
- 8 Quality of product is the most important thing for me.

d6 Ideal

- 1 **Commerce.** Trading is the basis of our community. It is our duty to keep it up. (Lawful)
- 2 **Fairness.** I will see enough gold in Valhalla. I'd rather share my wealth in this life with the poor, with those in need, or with my friends. (Good)
- 3 **Greed.** I do not work for free. Everything comes at a price. (Evil)
- 4 **Venture.** Free trade means free life. I wander and trade because I want to. (Chaotic)
- 5 **Trade.** I only care about my work; nothing more, nothing less. I do not care what happens to items once I sell them, nor to people once they pay me. (Neutral)
- 6 **Mission.** I have a goal that I want to reach. (Any)

d6 Bond

- 1 I'm quite close with my family, and my first duty is to them.
- 2 I had the best years of my life at home. I will return one day to help the folk there.
- 3 Money can buy protection. I am trying to protect my loved ones.
- 4 The customer is always right.
- 5 I will help anyone carrying my deity's symbol. I have to help them to prepare for Ragnarok.
- 6 I keep the first gold piece I earned on my person at all times. That little piece is where all this began.

d6 Flaw

- 1 I am always hungry for more.
- 2 I must become the wealthiest and most prestigious of them all. I am jealous of such people.
- 3 I must obtain the rarest pieces.
- 4 I have secrets about how I obtained my priceless treasures.
- 5 I can steal and even kill to get what I want.
- 6 I am brutally honest, even at the cost of others' feelings.



REVEREND



You devoted your life to the ways and teachings of the Gods and Goddesses. In doing so, you have become an idol for some people. Reverends generally travel lands to enlighten people in the ways of the Gods and Goddesses and help those in need. You can be a traveller who spreads the teachings of the Allfather, or someone who settled down in a village to help the people there. Unlike some alles and gothis, reverends don't have any connections to a temple nor any titles, and therefore do not receive orders from anyone.

Skill Proficiencies: Religion, Persuasion, or Intimidation

Equipment: Texts of some of your teachings, a musical instrument of your choice, calligrapher's supplies, and a belt pouch containing 20 gp

Languages: Asgardian and another of your choice

FEATURE: WISDOM FROM WITHIN

You are a wise person that talks and shares thoughts. Generally, reverends are welcome in the homes of the royalty

or the nobility, and most officials are willing to help you. In addition, people respect you and thus tend to listen to you talk about your teachings.

SUGGESTED CHARACTERISTICS

Reverends are generally unbiased about beliefs. Many of them start organizations or cults to spread the teachings of their deity. Some of them also rise in the ranks of society.. Some reverends act as consultants and advisors to people in high places.

d8 Personality Traits

- 1 I love a mystery; each one opens up a path leading to new understanding.
- 2 I like to speak with hidden messages.
- 3 I read anything I can get my hands on, and love to discuss them with people.
- 4 The ends always justify the means.
- 5 All things in life are important; down to every last little detail.
- 6 Actions speak for themselves, words alone are never enough.
- 7 Gods and Goddesses see everything, therefore I never do something I might regret.
- 8 Gods and Goddesses work in mysterious ways and I follow their will.

d6 Ideal

- 1 **Gratitude.** Gods and goddesses have plans for everyone. We should all accept our lot without complaint. (Lawful)
- 2 **Grace.** Gold is nothing compared to the wealth granted by the sacred teachings of deities. Share them. (Good)
- 3 **Tyrant.** I carry the will of Gods and Goddesses. My word is the law and I can do no wrong. (Evil)
- 4 **Will.** Everything is the will of Gods and Goddesses. We must trust them. (Neutral)
- 5 **Acceptance.** Everyone's faith is their own. People should be allowed to think however they want. (Chaotic)
- 6 **Crusade.** I will prove to everyone that my deity is the mightiest of all. (Any)

d6 Bond

- 1 The holy symbol of my deity is my most valuable treasure.
- 2 I always carry around little items related to the teachings of my deity.
- 3 I used to teach a child about my deity, I haven't seen them for a while.
- 4 Everyone must revere my deity.
- 5 The holy sites dedicated to my deity must be preserved at all cost.
- 6 The relics of my deity must be explored and be put to use.

d6 Flaw

- 1 I easily trust the followers of my deity.
- 2 I hate those who worship the enemies of my deity.
- 3 I surrender my entire being and that of all others to my deity. No sacrifice is too great for my beliefs.
- 4 I fear losing my status in the eyes of people.
- 5 Abandoning the ways of my deity is my worst nightmare.
- 6 I do not like, nor do I tolerate, my deity being questioned.



THRALL



At some point in your life, you were someone's servant. You know what it is like to live in someone's shadow, but this might be a good thing after all.

Thralls take care of a household's daily errands and take care of the farm or animals if there are any. In return, they are awarded a decent place to sleep and some money to spend. They are not allowed to leave the village, but they can do whatever they want in their downtime as long as they get their job done.

Although thralls are considered servants, it is still considered cruel and dishonorable to give thralls demeaning or futile duties. Masters are expected to provide thralls with a good life. In fact, they can't mistreat a thrall or are punished severely. If a thrall is beaten or killed by its master, the master gets stripped from all its titles. This informal rule ensures that all thralls are paid and treated well even if they work day and night.

Skill Proficiencies: Sleight of Hand and one of the following of your choice: History, Animal Handling, Medicine, or Nature

Tool Proficiencies: If you choose History or Animal Handling

as a skill proficiency, you can choose one of any artisan's tools. If you choose Medicine or Nature as a skill proficiency you gain proficiency with the herbalism kit.

Equipment: A set of common clothes, your release order from your master, and 4 gp

FEATURE: SOLIDARITY OF AGGRIEVED

As a thrall living in someone else's house, you didn't have your own life. But poor and aggrieved people know that they need to help each other to survive. You can ask poor people on the streets or in the wild for some favors like a place to sleep or something to eat.

SUGGESTED CHARACTERISTICS

Thralls must work hard every day, just to earn their place in someone else's land. For most, freedom means everything. Still, there are also thralls who want to serve a master. No matter what views thralls may have, they are the ones who work and fight for the gains of others.

d8 Personality Traits

- 1 I see my old master as an idol. I am ambitious to become a master like them.
- 2 I have spent so much time as a thrall that I have a bit of a hard time dealing with life as a free person.
- 3 Although I lived as a thrall, I try to approach the masters of thralls peacefully.
- 4 Although I lived as a thrall, I lived a life of prosperity. I don't prefer this freedom.
- 5 I am optimistic about my future.
- 6 I am pessimistic about my future. I will probably become a thrall for someone else.
- 7 I am intolerant of thrall masters.
- 8 I always try to apply the lessons I learned from my old life in my new experiences.

d6 Ideal

- 1 **Obedience.** Life has plans for everyone. We must accept our lot without complaint (Lawful)
- 2 **Freedom.** I know that freedom is a gift. I must take advantage of the chance that I've been given. (Neutral)
- 3 **Rebellion.** I broke my chains once and for all. Nothing will chain me again. (Chaotic)

4

Liberation. I lived a life of pain and misery. Others should not. I try to help those in need. (Good)

5

Revenge. I lived a life of pain and misery. And now the tables have turned. (Evil)

6

Expediency. Life is chaos. One can live a life of prosperity by being a part of this chaos. (Chaotic)

d6 Bond

1

I respect my former master for I have lived one of the best lives a thrall can. I would risk much to help them in times of need.

2

I have a secret that can lead my former master's family to destruction.

3

I owe my life to my former master for saving me from death.

4

I've dedicated my life to other thralls.

5

I am in love with a member of my former master's family.

6

I tend to dedicate my life to a goal.

d6 Flaw

1

I secretly stole things from my master and am now addicted to the rush of stealing.

2

I cannot resist the urge to help other thralls in need.

3

I hate all thralls who want to keep living as thralls.

4

I despise all authorities.

5

I tend to trust other thralls without question.

6

I secretly want to become a master.

FEATS

People of Svilland face new threats and dangers every day, and they create new methods to survive and prosper. These methods are listed here as feats and they mirror the harsh realities of this world. For example, the Draugr Slayer feat may help you clear your way much more easily while wandering in the north, or you may seek attunement to more than 3 runestones with the Blessed With Magic feat to kill a monster of legends.

BLESSED WITH MAGIC

You can attune to one more item that requires attunement.

BOON OF FREYJA

Prerequisite: Being a worshipper of Freyja

Freyja grants you her boon. You regain all your lost hit points at the end of a short rest instead of a long rest. Additionally, when you level up, if the result of your hit dice roll is less than or equal to half of the maximum possible outcome, you can reroll the hit die once. You can take the higher result.

COMBAT READY

You are always ready for combat. You gain the following benefits:

- You can choose to take a bonus action right before you roll for initiative.
- You gain 10 temporary hit points in the first round of every battle that last until the end of the turn.

- Your passive Wisdom (Perception) score increases by 2.

DRAUGR SLAYER

You are an expert at slaying the undead. You gain the following benefits:

- When you reduce a draugr to 0 hit points, you can make another attack as a reaction.
- You have advantage on your attack rolls against draugrs.
- You can't be flanked by the undead.

HEAVY ARSENAL MASTERY

Prerequisite: Proficiency with a heavy weapon

You master a heavy weapon that you are proficient with. As a result, you gain the following benefits:

- You have a +1 bonus to your attack rolls when you are attacking with your chosen weapon.
- You have advantage on your opportunity attack rolls made with the chosen weapon.
- When you use an action to make a weapon attack with the chosen weapon, you can make another attack with the weapon's handle as a bonus action. The second attack deals 1d4 bludgeoning damage on a hit.

LAUSATÖK GLIMA

You are a wrestler; a practitioner of traditional wrestling. You gain the following benefits:

- Your Strength score increases by 1, to a maximum of 20.

- As long as you face a creature directly, you have advantage on Dexterity saving throws against the effects caused by the creature.
- When a creature makes a melee weapon attack against you, you can try to dodge it as a reaction. Make a Dexterity saving throw against the attack roll. If you succeed, you dodge the attack and take no damage. Once you use this feature, you must finish a short or long rest to use it again.

RUNE MASTER

Prerequisite: The ability to cast at least one spell and Intelligence 13 or higher

You are a master of runestones. You gain the following benefits:

- You can become attuned to a runestone in a short rest instead of a long rest.
- While casting a spell stored within a runestone, you can expend one of your own spell slots instead of the runestone's charges. To do so, you must expend a spell slot equal to the level of the spell you want to cast.
- While casting a spell stored within a runestone, you can choose to cast it as if you were using a spell slot of 1 level higher. Once you use this feature, you must finish a long rest to use it again.

SCENT OF FENRIR

Prerequisite: Wisdom 13 or higher

You've learned how to track scent as wolves do. You gain the following benefits:

- Your Wisdom score increases by 1, to a maximum of 20.
- You can smell blood within 60 feet of you. You can also smell invisible or hidden creatures with a successful DC 15 Wisdom (Perception) check.
- As an action, you can identify a creature's type by smelling its blood. Once you use this feature, you must finish a long rest to use it again.

SHIELD STANCE

Prerequisite: Proficiency with shields

You've learned how to hold your shield in front of you effectively to take a shield stance. As a result, you gain the following benefits:

- While holding a shield and wielding a weapon, you can try to hook a creature's shield with your weapon and disarm it as an action if the creature is within your reach. The target must succeed on a Strength (Athletics) check contested by one of your own, or it drops the shield.
- While holding your shield in front of you, you gain a +1 bonus to AC.
- When you move through a hostile creature's space and the creature makes an opportunity attack against you, you can choose to have resistance to bludgeoning, piercing, and slashing damage as a reaction by blocking the attack with your shield.

WAR CRY

Prerequisite: Charisma 15 or higher

As an action, you scream for war. You and a number of allies of your choice equal to your Charisma modifier within 60 feet of you that can hear you have advantage on the first melee or ranged weapon attack roll on each of their turns, and these attacks deal an extra 1 force damage.

WEAPON THROWER

You learn how to handle melee weapons in a ranged fight. As a result, you gain the following benefits:

- Your Strength score increases by 1, to a maximum of 20.
- You can throw all types of weapons. However you can only deal half of the weapon's normal damage if it does not have the thrown property.



CHAPTER III SPELLS AND RITUALS

In this section, you can find the new spells of Svilland. Different people can see them as the gifts of Gods and Goddesses, mysteries of the nature and spirits, or powers of the runes. Also, Svilland is a dark and grim world, and these spells reflect the same nature.

There is also a ritual section. Rituals are a unique sort of magic that require different prerequisites than normal spells. They want sacrifices of serious worth, but reward their casters handsomely.

SPELL LIST & SPELLS

ALLE SPELLS

2ND LEVEL

Cold of Hel
Rotten Snow
Striking Ray
Weapon of Lightning

4TH LEVEL

Cage of Bones
Hollow Eyes
Under The Eyes of Allfather
Verdict

5TH LEVEL

Borrowed Hand
Might of Thor

BARD SPELLS

1ST LEVEL

Song of Home

3RD LEVEL

Weaken Blade

4TH LEVEL

War Chant

5TH LEVEL

Voice of Despair

9TH LEVEL

Song of The End

GOTHI SPELLS

CANTRIPS (0 LEVEL)

Loki's Flick

1ST LEVEL

Bolt of Watery Death
Cage of Water
Invitation To Duel
Salmon Form
Virtue's Grasp

2ND LEVEL

Cursed Tongue
Draining Gaze
Frustration of Balder
Icicle of Death

3RD LEVEL

Bitter Touch of Helheim
Blinding Radiance
Hand of Forge
Insults To Spirit

4TH LEVEL

Boon of Sacrifice



Dagger of Agony
Guardian's Slap
Overwhelming Smite
Spiked Shell
Under The Wings of Valkyrie

5TH LEVEL

Devitalizing Smite
Deprivation of Sleep
Geyser
Overwhelming Virtue
Seeds of Agony

RANGER SPELLS

1ST LEVEL

Betraying Snow

2ND LEVEL

Cold's Embrace
Ice Fall
Running Through Snow
Snow Hole

3RD LEVEL

Ice Arrow
Ice Pit

4TH LEVEL

Ice Trap
Webs of Ice

5TH LEVEL

Wolves Within

RUNES OF RUNE WARRIOR

1ST LEVEL

Elemental Rune
Rune of Earth's Grab
Rune of Power
Rune of Slaying
Rune of Speed
Rune of Vargr Blood

2ND LEVEL

Rune of Dismay
Rune of Trolldkin

3RD LEVEL

Rune of Death

Rune of Halt
Rune of The Giant

4TH LEVEL

Rune of Confusion
Rune of Giant Bane
Rune of Harm
Rune of Sloth

RUNEWALKER SPELLS

CANTRIPS (0 LEVEL)

Rune of Call Rain

2ND LEVEL

Rune of Elemental Burst

3RD LEVEL

Rune of Ruin-Dweller

4TH LEVEL

Runemight
Rune of Elemental Channeling

5TH LEVEL

Rune of Thunderblood
Rune of Translocation

9TH LEVEL

Rune of Burning Fatality
Rune of Mjolnir
Rune of Transformation

SEIDR SPELLS

1ST LEVEL

Crippling Spirits
Spirit Light

2ND LEVEL

Owner of The Spirits
Reveal The Dreams
Soul Scream
Weeping Spirit

3RD LEVEL

Emanating Soul
Instinct
Line of Revelation

4TH LEVEL

Spirit Storm

5TH LEVEL

Soul Infused Weapon
Spirit Harm
Spirit Trap
Treacherous Bonds

6TH LEVEL

Control Spirit
Hailing Decay
Open Soul
Spirit Bind

7TH LEVEL

Soul Weapon

8TH LEVEL

Avalanche

9TH LEVEL

Shatter Soul

SORCERER SPELLS

1ST LEVEL

Oppression of Thurisaz
Ride Like Lightning
Sword of Kaun

3RD LEVEL

Word of Surtr
Smoke of Lava

WHAT IS A SPIRIT?

Spirits exist in many different forms in Svilland. *Ghosts, wraiths, elementals* can all qualify as "spirit" in Svilland, and thus can count as spirits in relation to the following spells, at the GM's discretion. For example, a Large bonfire burning down a village, a ball of fire seen in the night, a fire elemental, and a flaming ghost burning with vengeance can all be considered fire spirits.

AVALANCHE

8th-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: Instantaneous

You choose a point within range, and cause an avalanche to fall, covering a 50-foot radius. Creatures in the area must make a Dexterity saving throw. On a failed save, a creature takes 6d8 bludgeoning damage and 6d8 cold damage. Large or smaller creatures must succeed on another Strength saving throw or be buried under the snow. If so, it takes a creature 10 Actions to reach the surface. On a successful save, a creature is not buried in the snow and takes half damage.

The avalanche deals maximum damage to constructs, structures, and terrain features (trees, vegetation, etc.). The avalanche remains until it melts naturally. If the avalanche melts instantly, this causes a flood that acts as a river with a width of 20 feet. A creature in contact with the ground within the area must succeed on a Strength saving throw to keep from falling into the flood, or on a Dexterity saving throw to avoid it, or be carried 30 feet away and take 1d6 bludgeoning damage.

BETRAYING SNOW

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 8 hours

You choose a point within range. Ice and snow within a 20-foot radius centered on the designated point become brittle and make loud noises when stepped on. A creature has disadvantage on Dexterity (Stealth) checks while walking in the area.

BITTER TOUCH OF HELHEIM

3rd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch your target, and have it experience the unholy cold of Helheim. The target must succeed on a Constitution saving throw or become as pale as death and take an extra 1d8 cold damage from your attacks for the duration of the spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the cold damage increases by 1d8 for every two slot levels above 3rd.

BLINDING RADIANCE

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You choose a point within range and cause an explosion of radiant light. Creatures within a 10-foot radius sphere centered on that point must make a Constitution saving throw. On a failed save, a creature takes 2d8 radiant damage and is blinded until the end of its next turn. On a successful save, the damage is halved and the creature is not blinded.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

BOLT OF WATERY DEATH

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Make a ranged spell attack. On a hit, a bolt of water streaks towards a creature of your choice within range, dealing 3d8 cold damage to the target. The target must succeed on a Wisdom saving throw or is charmed until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

BOON OF SACRIFICE

4th-level abjuration

Casting Time: Reaction

Range: 60 feet

Components: V, S

Duration: 1 hour

When you make a hit that kills a creature with a challenge rating of 2 or higher, you can dedicate the kill to your deity. As a reward, your deity sends a guardian to your aid.

The guardian shares your initiative count, but it takes its turn immediately after yours. It has AC 16 and 40 hit points. On each of its turns, it must spend its action to make one melee spell attack dealing 1d10 force damage, or to cast the cure wounds spell healing 2d8 + 4 hit points.

The guardian fights alongside you until it drops to 0 hit points or until the spell ends, at which point it disappears.

The guardian's size is Medium, and its shape is determined by the GM. While Odin is sending warriors of Valhalla, Hel can send fiendish or undead creatures from Helheim.

BORROWED HAND

5th-level necromancy

Casting Time: 1 hour

Range: Self

Components: V, M (a dead body)

Duration: Concentration, up to 1 minute

This spell is considered to be extreme and unnecessary by

most Svillanders, but the alle of Hel think that every part of a person (soul and body) should serve a purpose, even after death.

By devouring the flesh of a dead humanoid creature, you gain proficiency in the skills in which the creature itself was proficient. In addition, compare your proficiency bonus with that of the creature, and use the higher number as your new proficiency bonus. Also, you can gain access to specific pieces of knowledge the dead creature knew about, such as the place of a specific item or the name of a specific person, at the GM's discretion.

The casting time of the spell cannot be reduced by any means, and the verbal components of the spell must be performed. You must devour the flesh with the proper chant and spend the necessary time to cast the spell for it to work.

CAGE OF BONES

4th-level necromancy

Casting Time: 1 hour

Range: 60 feet

Components: V, S, M (a piece of bone)

Duration: Concentration, up to 1 minute

You choose a creature within range. It must succeed on a Dexterity saving throw or is caged inside shifting spiked bones that pierce its body. While caged, the target is restrained and takes 2d4 piercing damage at the end of each of its turns.

The cage can be destroyed. It has AC 15, 40 Hit Points, immunity to poison and psychic damage, and vulnerability to bludgeoning damage.

CAGE OF WATER

1st-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

A ball of water bursts toward a target of your choice within range and explodes, expanding to form a spherical ball of water. The target must succeed on a Dexterity saving throw or become caged inside. The target repeats its saving throw at the end of each of its turns, ending the effects of the spell on a successful save.

A caged creature is restrained for the duration of the spell. In addition, as a bonus action, you can telepathically move the cage 30 feet.

COLD OF HEL

2nd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You infuse a 30-foot radius centered on a point you touch with the unholy powers of Helheim. The area becomes desecrated

and undead creatures have advantage on Wisdom saving throws within the area.

COLD'S EMBRACE

2nd-level evocation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a handful of snow)

Duration: 8 hours

The best defense against the cold is cold itself. You clean a creature's body with snow, and it makes a Constitution saving throw. On a successful save, it gains resistance against cold damage for the duration. On a failed save, it takes 1d6 cold damage and suffers one level of exhaustion.

CONTROL SPIRIT

6th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You choose a spirit within range. It must succeed on a Charisma saving throw, or you can control its actions for the duration. While you are in control of the spirit, you are aware of its abilities and can command the spirit to use them. It rolls its own initiative and acts on its own turn, and you can give one new order to the spirit on each of your turns as a bonus action.

The spirit can repeat its saving throw at the end of each of its turns, ending the effects of the spell on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can target one additional spirit within range for each slot level above 6th.

CRIPPLING SPIRITS

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You choose a creature in contact with the ground within range. It must succeed on a Strength saving throw, or spirits of the earth rise from the ground and wrap around the target's legs (or any other limbs the creature might have that serve the same purpose), halving its speed.

CURSED TONGUE

2nd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 hour

You choose a creature within range and following in the footsteps of Loki and his mockeries, you twist its tongue. The creature must succeed on a Charisma saving throw, or Hellic becomes the only spoken language it can speak for the duration, even if the target does not know the language.

DAGGER OF AGONY

4th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a dagger that is consumed while casting the spell)

Duration: Instantaneous

You plunge a dagger into the chest of an unconscious creature while you are crying in agony. The target must succeed on a Constitution saving throw or its eyes melt, blood gushes out from its ears, its tongue twists, and it dies making indiscernible sounds as it drowns in its own blood. A creature who is within 30 feet of the target and who can see or hear it must succeed on a Wisdom saving throw or become frightened of you until the end of its next turn.

DEPRIVATION OF SLEEP

5th-level divination

Casting Time: 1 hour

Range: Unlimited

Components: V, S, M(your next long rest)

Duration: 8 hours

You think of a creature you have seen before. Then, you create horrors in your mind and unleash them into the mind of the creature, offering your own peace as payment. To do this, you chant incantations for 1 hour. The target must make a Wisdom saving throw. On a failed save, neither you nor the target can rest for the next 8 hours. On a successful save, both you and the target can rest normally.

DEVITALIZING SMITE

5th-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack before the spell ends, you deal an extra 4d8 damage of the weapon's damage type. If your weapon has more than one damage type, you choose the damage type of the extra damage. The target must also succeed on a Constitution saving throw or gain vulnerability against the damage type of the extra damage dealt with this spell until the end of its next turn.

DRAINING GAZE

2nd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You choose a creature that you can see within range and fix your dreadful gaze on it. It must succeed on a Wisdom saving throw or take 4d6 psychic damage.

ELEMENTAL RUNE

1st-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Choose one of the following damage types: cold, fire, lightning, or thunder. For the duration, a rune appears on your forehead and your weapon attacks deal an extra 1d6 damage of the chosen type on a hit.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

EMANATING SOUL

3rd-level evocation

Casting Time: 1 bonus action

Range: 10 feet

Components: V, S

Duration: Concentration, up to 1 minute

You emanate an aura of your own soul in a 10-foot radius, shedding green light in the area. For the duration of the spell, a friendly creature that enters the aura for the first time on a turn or ends its turn there regains 1d6 hit points.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the number of hit points regained increases by 1 for each slot level above 3rd.

FRUSTRATION OF BALDER

2nd-level enchantment

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You choose a creature within range and try to rob it of its passion and determination. It must succeed on a Wisdom saving throw or cannot take an action until the end of its next turn. It can still take a bonus action or reaction.

GEYSER

5th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You choose a point within range. A geyser erupts and deals 4d6 poison damage a 30-foot radius centered on that point, releasing poisonous gas and water out of the soil. Creatures in the area must succeed on a Constitution saving throw or become poisoned for 1 minute.

GUARDIAN'S SLAP

4th-level evocation

Casting Time: Reaction

Range: Touch

Components: V, S

Duration: Instantaneous

You make a melee spell attack against a target, dealing 4d6 psychic damage on a hit. The target must also succeed on a Charisma saving throw. On a failed save, it cannot take any reactions until the end of its next turn.

HAND OF FORGE

3rd-level evocation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Instantaneous

You can melt nonmagical material that can be contained within a 5-foot-cube by simply touching it. Nonmagical weapons and armors melted in this way lose their properties.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the amount of material increases by 1-foot cube for each slot level above 3rd.

HAILING DECAY

6th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You choose a point within range and a black snow storm ravages a 60-foot radius centered on that point for the duration. A creature that enters the area for the first time on a turn or ends its turn there must succeed on a Constitution saving throw or suffer 1 level of exhaustion.

HOLLOW EYES

4th-level necromancy

Casting Time: 1 minute

Range: Touch

Components: V, M (an intact humanoid skull)

Duration: Until Dispelled

You touch an unbroken skull and cast the spell on it. Then, you can choose to see from the eyes of the skull as a bonus action and by expending a 4th level spell slot. When you do so, you

lose your own sight, but your other senses work normally.

You must use another bonus action to Change your sight back to normal. You can have a number of skulls equal to your Charisma modifier prepared in this way, and when this limit is surpassed, the spell on the first skull loses its effects.

ICE ARROW

3rd-level conjuration

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Instantaneous

You conjure an icy arrow out of thin air. You can use it as ammunition on the next ranged weapon attack you make with a bow within the next minute. It deals an extra 2d6 cold damage on a hit. Also, the target must succeed on a Constitution saving throw or have its speed reduced by 15 feet until the end of its next turn.

ICE FALL

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (snowball)

Duration: Concentration, up to 1 minute

You throw a snowball into the air. It is shattered in the air and sharp icicles rain on a 30-foot radius centered on a point you choose within range. Each creature in the area must succeed on a Dexterity saving throw or take 1d6 piercing and 1d6 cold damage.

ICE PIT

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

A 5-foot radius around a point you touch turns into a 10-foot-deep pit, at the bottom of which, sharp edges of icy spikes await the prey. A creature that enters the area of the pit must succeed on a Dexterity saving throw or fall in and take 6d10 piercing damage. The pit disappears after 8 hours.

ICE TRAP

4th-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

A 20-foot radius centered on a point you touch turns into a deadly trap. The trap is activated when a Medium or larger creature enters the area. In such a case, each creature in the area must succeed on a Dexterity saving throw or take 7d6

cold damage. If the trap is not activated within 8 hours of its creation, it disappears.

ICICLE OF DEATH

2nd-level evocation

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You choose a target within range and create an icicle hovering around it that remains for the duration or until you cast the spell again. After you cast the spell, you can make a ranged spell attack against the creature. On a hit, the target takes 2d6 cold damage. As long as the icicle is intact, you can use a bonus action on your next turns to repeat the attack to the same target. The icicle has 12 AC, 10 hit points, vulnerability to bludgeoning and fire damage, and immunity to psychic and poison damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the cold damage increases by 1d6 for each slot level above 2nd.

INSTINCT

3rd-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

For the duration, your will to live is heightened to an unnatural amount. As a result, you can't be surprised and you gain advantage on your Wisdom (Perception) checks.

INSULTS TO SPIRIT

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You choose a target within range and show it the injustices faced by Balder. The target must succeed on a Charisma saving throw or becomes stunned for the duration. It can repeat its saving throw at the end of each of its turns, ending the effects on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature within range for each 2 slot levels above 3rd.

INVITATION TO DUEL

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You point to a target within range and challenge it to a duel. The target must succeed on a Wisdom saving throw or feel obligated to move towards you and to attack only you for the duration. The target can repeat the saving throw at the end of each of its turns, ending the spell on a successful one.

LINE OF REVELATION

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of coal, which is consumed)

Duration: Concentration, up to 1 hour

You touch a point on the ground, and face a certain direction. A 30-foot line of coal is drawn starting on the point you touched in the direction you faced. Any creature or object that passes through the line becomes visible for 1 minute, including incorporeal creatures.

LOKI'S FLICK

Cantrip illusion

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

You target a creature within range and simply flick your finger towards it. An illusory dagger springs forward from your finger to the target. Make a ranged spell attack. On a hit, the target takes 1d8 psychic damage. A creature with truesight can see that the dagger is an illusion thus takes no damage.

MIGHT OF THOR

5th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You are an ally of Thor and therefore must be an example of strength. As you summon the incomparable strength of Thor, your Strength score becomes 29 for the duration.

OVERWHELMING SMITE

4th-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You cast a spell, cursing the next recipient of your wrath. The next time you hit with a melee weapon attack within this spell's duration, your attack deals an extra 3d8 radiant damage. Additionally, the target must succeed on a Constitution saving throw or is knocked prone until the end of its next turn.

OVERWHELMING VIRTUE

5th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You designate a point within range. A wave of radiant energy washes over a 30-foot radius area centered on the point.

Evil-aligned creatures in the area must make a Constitution saving throw. On a failed save, a creature takes 8d6 radiant damage, or half as much damage on a successful one.

Good-aligned creatures in the area regain 2d6 hit points.

OWNER OF THE SPIRITS

2nd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You choose an undead creature you can see within range. It must succeed on a Wisdom saving throw or on each of its turns, it must execute a single-word command given by you. It can repeat its saving throw at the end of each of its turns, ending the spell on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target an additional undead within range for each slot level above 2nd.

OPEN SOUL

6th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch a creature, and open its soul up to magical effects, causing it to lose a bit of its control. For the duration, it has disadvantage on saving throws against spells and other magical effects from the school of enchantment.

OPPRESSION OF THURISAZ

1st-level evocation

Casting Time: Reaction

Range: 30 feet

Components: V

Duration: Instantaneous

A Thurisaz rune appears at a point you choose within range. Each creature within 30 feet of the rune must succeed on a Constitution saving throw or feel oppressed under Thurisaz's might, becoming blinded and deafened until the end of its next turn.

REVEAL THE DREAMS

2nd-level divination

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You choose a target you see within range and try to learn its deepest darkest desires and fears. The target must succeed on a Wisdom saving throw, or you learn its current fears and desires.

The target can repeat its saving throw at the end of each of its turns. On each failed save, you learn deeper knowledge (1 week old desires and fears on 2, 1 month old on 3, and 1 year old on 4 consecutive fails). On a successful save, the spell ends.

RIDE LIKE LIGHTNING

1st-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature and bless it with the power of lightning. Its speed is tripled until the end of its next turn.

ROTTEN SNOW

2nd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You choose a point within range and fill a 20-foot radius centered on that point with rotten snow, which is poisonous and smells like the dead. A creature that enters the area for the first time on a turn or ends its turn there must succeed on a Constitution saving throw or become poisoned until the end of its next turn.

RUNEMIGHT

4th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

As you empower yourself with the might of the runes, you grow larger and your melee weapon attacks are guided by the runes.

Your size category increases by one, along with your items, and you gain advantage on Strength and Constitution checks. Also, you add half of your proficiency bonus to the attack roll when you make a melee weapon attack.

RUNE OF BURNING FATALITY

9th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 10 minutes

You choose a creature you see within range and conjure a burning fire inside it. If the target dies within the duration, it explodes. Each creature within 40 feet of the target must make a Dexterity saving throw. On a failed save, a creature takes 15d6 fire damage, or half as much on a successful one.

If this explosion kills another creature, it also explodes. Each creature within 20 feet of the target must make a Dexterity saving throw. On a failed save, a creature takes 10d6 fire damage, or half as much on a successful one.

RUNE OF CALL RAIN

Conjuration cantrip

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

A mild rain comes down in an area of 10-foot radius centered on you.

RUNE OF CONFUSION

4th-level enchantment

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

The next time you hit with a weapon attack during the spell's duration, the target must succeed on a Charisma saving throw or the power of the runes clouds its judgement. It has disadvantage on attack rolls for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the spell on a successful one.

RUNE OF DEATH

3rd-level enchantment

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

The next time you hit with a weapon attack during the spell's duration, your attack deals an extra 6d6 necrotic damage. Also, the target must succeed on a Constitution saving throw or its hit point maximum is reduced by the necrotic damage dealt. This reduction lasts until the target finishes a long rest.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the necrotic damage dealt increases by 1d6 for each slot level above 3rd.

RUNE OF DISMAY

2nd-level necromancy

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

The next time you hit with a weapon attack during the spell's duration, the target must succeed on a Wisdom saving throw or be frightened for 1 minute by the power of the runes. The target can repeat its saving throw at the end of each of its turns, ending the spell on a successful one.

RUNE OF EARTH'S GRAB

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

The next time you hit with a weapon attack during the spell's duration, the target must succeed on a Strength saving throw or the spirits of the earth hold the creature down and reduce its speed by 15 feet until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, its speed is reduced by 25 feet.

RUNE OF ELEMENTAL BURST

2nd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You choose one of the elements; cold, fire or lightning. An elemental weapon made of the chosen element bursts into existence in your hand. It can be a one-handed or a two-handed weapon. You count as proficient with the weapon, and you can make melee spell attacks with it. On a hit, a one-handed weapon conjured in this way deals damage of the chosen type equal to 1d6 + your spellcasting ability modifier, while a two-handed one deals 1d10 + your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage of the weapon increases to 3d6 + your spellcasting ability modifier for one-handed weapons, or to 3d10 + your spellcasting ability modifier for two-handed weapons.

RUNE OF ELEMENTAL CHANNELING

4th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You choose one of the elements; cold, fire or lightning. An

elemental rune appears and starts to glow over your head. It gets brighter and brighter with each passing turn, as it stores more and more energy.

The rune stores 1d6 damage of the chosen damage type at the end of each of your turns. You can add this stored damage to that of any spell that deals damage of the chosen damage type. The stored energy can both be used in parts and as a whole. When the entire stored damage is used up, the spell ends. If you do not use this extra damage within 1 minute, the rune is broken, and you take 10d6 damage of the chosen type. This damage ignores resistance and immunity.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the stored damage increases to 2d6 per turn, and the damage you take when the rune is broken increases to 20d6.

RUNE OF GIANT BANE

4th-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You summon the wrath of the Gods and Goddesses against all giants. The next time you hit a giant with a weapon attack during the spell's duration, it must succeed on a Constitution saving throw or fall unconscious.

RUNE OF HALT

3rd-level enchantment

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

The next time you hit with a weapon attack during the spell's duration, the target must succeed on a Wisdom saving throw or be crushed beneath the power of the runes, feel helpless, and become paralyzed for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the spell on a successful one.

RUNE OF HARM

4th-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

The next time you hit with a weapon attack during the spell's duration, your attack bypasses the damage resistances or damage immunities of your target.

RUNE OF MJOLNIR

9th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Instantaneous

You call out and evoke one of the greatest examples of thunder and lightning that was ever shaped. Lightning cracks in the air, thunder roars in the sky, and hammer-shaped lightning falls from the sky on a target of your choice within range. Make a ranged spell attack. On a hit, the target takes 15d6 lightning and 15d6 thunder damage. If the target is a construct or a building, it takes double damage from this spell.

If the target is indoors or there are any obstacles between the hammer and the target, the hammer reaches to the target by breaking the obstacles loudly.

RUNE OF POWER

1st-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Instantaneous

The next time you hit a creature within the spell's duration, it must succeed on a Wisdom saving throw or take an extra 2d8 force damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d8 for each slot level above 1st.

RUNE OF RUIN-DWELLER

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch a creature, and it becomes proficient in Acrobatics and Investigation for the duration. If the target is already proficient in these skills, it has advantage in Dexterity (Acrobatics) and Intelligence (Investigation) checks instead.

RUNE OF SLAYING

1st-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack during the spell's duration, the target takes an additional 1d8 damage of the attack's damage type. If the attack deals damage of more than one damage type, you choose the type of the additional damage.

RUNE OF SLOTH

4th-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack during the spell's duration, its speed is reduced by half for 1 minute. It must also succeed on a Constitution saving throw, or it cannot take any reactions until the end of its next turn.

RUNE OF SPEED

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Your speed increases by 5 feet for the spell's duration.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, your speed increases by 5 more feet for each slot level above 1st.

RUNE OF THE GIANT

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

As you draw power from the runes, you grow in size and strength. For the duration, you gain advantage on Strength checks, Strength saving throws, and your size increases by 1 category - from Medium to Large, for example - along with your equipment. Your weapon attacks that use Strength deals 1d6 more damage of the weapon's damage type.

RUNE OF THUNDERBLOOD

5th-level transmutation

Casting Time: Reaction

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

When you are hit by a creature within 5 feet of you, you turn your blood into bolts of lightning. The attacker must make a Dexterity saving throw. On a failed save, it takes 8d6 lightning damage, or half as much on a successful one.

RUNE OF TRANSFORMATION

9rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You become an avatar of war; a meat grinder made of flesh. For the duration, you gain the following benefits:

- You are considered proficient with all types of weapons

and armor.

- You become proficient in Strength (Athletics) checks and have advantage on Strength and Constitution checks.
- Your size increases by one category - from Medium to Large, for example.
- When you make a weapon attack as an action, you can make two additional attacks.

RUNE OF TRANSLOCATION

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature of the same size as you. It must succeed on a Wisdom saving throw or change places with you.

RUNE OF TROLDKIN

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You gain a part of the legendary regenerative powers of the trolldfolk. For the duration, you regain 3 hit points at the start of each of your turns.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the hit points regained increases by 1 for each slot level above 2nd.

RUNE OF VARGR BLOOD

1st-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You evoke the powers within vargr blood. For the duration, you gain the following benefits:

- You have advantage on Dexterity (Stealth) and Wisdom (Survival) checks.
- You can smell blood within 30 feet of you and can track it with a successful DC 13 Wisdom (Survival) check.
- You regain 1 hit point at the start of each of your turns. If you take damage from an attack made with a silvered weapon, this trait doesn't function at the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the hit points regained increases by 2 for each slot level above 1st.

RUNNING THROUGH SNOW

2nd-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You summon the power of winter. For the duration, you gain the following benefits:

- You can run through snow, leaving no trail behind.
- Difficult terrains in snowy areas don't slow your speed and travel.
- Your speed increases by 10 feet in snowy areas.

SALMON FORM

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

You turn into a salmon for the duration. You gain the following benefits:

- You gain a swimming speed of 40 feet.
- Your Strength score becomes 3, Dexterity score becomes 15, Constitution score becomes 12. You retain your Intelligence, Wisdom, and Charisma scores.
- Your AC becomes 12 and your hit point maximum is 5.

For other rules of this spell, you can refer to the *Wild Shape* feature.

SEEDS OF AGONY

5th-level necromancy

Casting Time: 1 hour

Range: Touch

Components: V, S

Duration: Permanent

You touch an unconscious humanoid, pull the soul out of its body, and take it into your own. While casting the spell, you make the soul experience all the pain, trauma, stress, and agony you had in your lifetime. When you finish casting the spell, you plant the seeds of this agony into the soul by showing it a vision, a glimpse of Balder in Helheim, before returning it to its original body.

The target must succeed on a Wisdom saving throw or its alignment changes to evil.

Only a *wish* spell can reverse the effects of this spell.

SHATTER SOUL

9th-level conjuration

Casting Time: 1 action

Range: 1 mile

Components: V, S

Duration: Instantaneous

Massive spectral spears pour down from the sky, falling on a 60-foot radius centered on a point that you can see within range. Each creature in the area must make a Wisdom saving throw. On a failed save, a creature takes 20d6 psychic damage and 20d6 necrotic damage. On a successful save, the damage is halved.

A creature killed by this spell can only be resurrected by a *true resurrection* spell.

SMOKE OF LAVA

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You start to radiate immense heat and breathe poisonous smoke. Any creature who comes within 5 feet of you for the first time on a turn or ends its turn there must make a Constitution saving throw. On a failed save, it takes 3d8 fire damage and becomes poisoned. On a successful save, the damage is halved and the target is not poisoned.

SNOW HOLE

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

A point you touch on a snowy surface turns into a 20-foot-deep hole with a 10-foot radius. Because the icy surface is slippery, anyone who tries to climb up the hole has disadvantage on Strength (Athletics) checks.

SONG OF HOME

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 8 hours

The warmth of hearth and home is brought forth with your song. Up to five creatures of your choice that are within 30 feet of you and that can hear you are not affected by cold weather conditions.

SONG OF THE END

9th-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You start singing "The Song of the End". It tells the story of the afterlife and what happens after death. It calls the living to the lands of undeath and claims the ones caught between

life and death for the realms of death. Any creature within 300 feet of you and that can hear you must make a Constitution saving throw at the end of each of its turns. A creature falls unconscious if it fails 3 saving throws. Additionally, creatures within the area automatically fail their death saving throws.

SOUL-INFUSED WEAPON

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You bind a soul to a weapon. If the weapon is nonmagical, it becomes a magic weapon. You also have a +1 bonus to the attack rolls and damage rolls you make using this weapon, however this spell does not work on the weapon if the weapon is +3.

SOUL SCREAM

2nd-level illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You let out a painful scream. Creatures that can hear you within 30 feet of you must make a Wisdom saving throw or become frightened for 1 minute. Creatures whose number of hit dice exceeds yours are immune to this effect.

SOUL WEAPON

7th-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You summon a weapon as an extension of your soul. It has the following properties:

- It is a magic weapon.
- You are considered proficient with this weapon. As an action, you can make either melee or ranged spell attacks with it, depending on the weapon you summoned. Whatever the weapon's shape is, it deals 4d8 psychic damage.
- It disappears when you let go of it. You can call it back as a bonus action within the duration.
- The weapon sheds spirit light, which is explained in *spirit light* spell.

SPIKED SHELL

4th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You grow a spiked shell, resembling that of a turtle. When you are hit by a melee weapon attack or melee spell attack made by an enemy within 5 feet of you, the attacker must succeed on a Dexterity saving throw or take 2d8 piercing damage.

SPIRIT BIND

6th-level necromancy

Casting Time: 1 minute

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Make a DC 20 Intelligence (Religion) check to attract the attention of a spirit. On a failure, the spell fails. On a success, the spirit must succeed on a Charisma saving throw or be bound to the place (castle, forest, house, lake, etc.) in which you cast the spell. Such spirits try to protect the places to which they are bound at all costs.

The bond between the spirit and the place can only be reversed by means of a *wish* spell.

SPIRIT HARM

5th-level necromancy

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You choose a target within range. It must succeed on a Wisdom saving throw or have its soul extend and stretch out from its body as a blurred line in a direction you choose. The stretched soul can be harmed and the damage it takes decreases the target creature's hit points. The stretched soul has the following traits:

- It has AC 10 + the creature's Dexterity modifier.
- It has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- It has immunity to necrotic and poison damage.
- It is immune to being charmed, exhausted, grappled, paralyzed, petrified, poisoned, prone, stunned, and restrained.
- The length of the stretched soul differs depending on the creature size. The length is 5 feet for Tiny creatures and increases by 5 feet for each size category larger.
- Since the stretched soul is incorporeal, one can walk through it with ease.

SPIRIT LIGHT

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

An object or a creature you touch sheds a green light in a 20-foot radius. This light reveals the spirits in the area, both in your realm and in the spirit realm. You can't contact or interact with the spirits in the spirit realm if you do not have an ability that enables you to do so. But beware, as they can see the *spirit light* you created.

SPIRIT STORM

4th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Choose a point within range. A dark grey storm of spirits ravages a 30-foot radius centered on that point. Creatures within the area must make a Wisdom saving throw. On a failed save, a creature takes 10d6 psychic damage, or half as much on a successful one.

SPIRIT TRAP

5th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (ruby dust worth at least 250 gp)

Duration: Permanent

Make a DC 20 Intelligence (Religion) check to attract the attention of a spirit. On a failure, the spell fails. On a success, the spirit must succeed on a Charisma saving throw or be trapped within a circle you drew on the ground beforehand. Drawing the circle takes 1 hour.

The spirit breaks free when the circle is broken or if it tries to hunt its trapper.

STRIKING RAY

2nd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You call down four rays of branch lightning from the skies and direct them at targets within range. You can direct them at one target or several. Make a ranged spell attack for each branch. On a hit, a target takes 2d4 lightning damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional branch for each slot level above 2nd.

SWORD OF KAUN

1st-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You summon a longsword of flames, and it appears in your hand. You are considered proficient with this weapon and you can make both melee and ranged spell attacks with it. If you throw it, it reappears in your hand again, right after it hits the target. On a hit, the sword deals fire damage equal to 1d6 + your Charisma modifier.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 2nd.

TREACHEROUS BONDS

5th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You choose two creatures within range and provoke their spirits, creating a bond of hatred between them. Both of them must make a Wisdom saving throw. If they both fail, they attack one another and try their best to kill each other. If none or only one of them succeeds, the spell fails.

UNDER THE EYES OF ALLFATHER

4th-level divination

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Odin the Allfather looks at a 30-foot radius centered on a point you choose within range and reveals all the secrets within. All invisible creatures, invisible items, secret doors, traps, spirits, magic items, and runes start to glow with magical energy. Spells and other magical effects, like *invisibility*, within the area are not dispelled but are suppressed for the duration.

Invisible creatures, invisible items, secret doors, traps, spirits, magic items, and runes that have total cover are also revealed if the cover is no thicker than 3 feet.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the thickness of the cover that can be penetrated by the spell increases by 3 feet for each 2 slot levels above 4th.

UNDER THE WINGS OF VALKYRIE

4th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Behind you, you spread the glorious wings of a valkyrie. Up to three creatures of your choice within 15 feet of you gain a +1 bonus to AC and regain 2 hit points at the start of each of their turns for the duration.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the hit points regained increases by 1

for each slot level above 4th.

VERDICT

4th-level divination

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

The followers of Tyr are known for their good deeds and just decisions. It is their duty to bring justice by punishing those who deserve it. But this must be done with proper doctrines. At the moment of judgement, all sinners must know what they have done and what will happen to them.

You point a creature within range and bring Tyr's justice upon it. The target must succeed on a Wisdom saving throw or face the evil deeds it has done and see what it will become in the afterlife. With the weight of those visions, it is stunned. The target must be of evil alignment or the spell fails. It can repeat the saving throw at the end of each of its turns, ending the spell on a successful one.

VIRTUE'S GRASP

1st-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during the spell's duration, the attack deals an extra 1d6 radiant damage. The target must also succeed on a Strength saving throw or be surrounded by radiant light and be grappled until the end of its next turn.

VOICE OF DESPAIR

5th-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You utter a word that is most depressing. Enemies within 30 feet of you that can hear you must succeed on a Wisdom saving throw or be stunned until the end of their next turn.

WAR CHANT

4th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You start a war chant to bolster your allies' courage. All allies within 10 feet of you that can hear you have advantage on saving throws against spells and other magical effects.

WEAKEN BLADE

3rd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You choose a target within range and send a bolt of decay its way. Make a ranged spell attack. On a hit, a weapon of your choice that the target is wielding becomes weaker. The weapon breaks after the target successfully hits 3 times or scores a critical hit with the weapon.

WEAPON OF LIGHTNING

2nd-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

You raise your weapon and shout the name of Thor. A lightning strikes your weapon and imbues it with power. The stricken weapon deals an extra 1d6 lightning damage on a hit.

WEBS OF ICE

4th-level evocation

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You choose a point within range. Spider webs made out of ice cover a 20-foot radius centered on that point. When a creature enters the area for the first time on a turn or ends its turn there, it must succeed on a Strength saving throw or be restrained until the end of its next turn.

WEEPING SPIRIT

2nd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You choose a target within range and distort its spirit. It feels immense pain and its eyes fill with blood. For the duration, it must succeed on a Constitution saving throw at the start of each of its turns or take 1d4 necrotic damage and be blinded until the start of its next turn.

WOLVES WITHIN

5th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You select up to five creatures within range. You set your inner-hunter free and turn yourself into 5 wolves to strike each of these targets. You make a melee spell attack against each target. On a hit, the target takes 5d12 force damage. Also, just after the wolves attack their targets, you can regroup and merge together in an unoccupied space within 5 feet of one of the targets.

WORD OF SURTR

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You invoke the fire of legends, and it rains down on the land in the form of the legendary fire-jotunn Surtr's sword. You summon four fiery swords, designating a target for each of them. A target can succeed on a Dexterity saving throw, or take 1d12 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you summon an additional sword for each slot above 3rd.

RITUALS

In Svilland, there are rituals in addition to various spells that spellcasters can cast. They differ from other kinds of magic mostly in terms of casting time, and in terms of who gets to cast them. All the rituals of Svilland are secrets, known only by their particular practitioners. You have to fulfill certain requirements to acquire the rights and means to perform a ritual. Membership in a cult or organization, or your ability to cast a certain type or level of spell can be among these requirements.

Spells can require materials of some sort, although rituals can demand more from you. You may need to sacrifice something dear to your heart in order to complete a ritual. The Gods and Goddesses do not reward those who demand their aid without a proper sacrifice.

DEPRIVING THE MIND OF THE EMBRACE OF THE RUNES

Casting Time: 1 hour and 20 minutes

Components: A special rune scribing ink worth 1500 gp

Requirements: The ritual must be conducted by a master of Rune Keeper organization.

Duration: Permanent

This ritual is used if Rune Keepers (the organization following the teachings of Odin, protecting runes, and inspecting their usage and users. p. 17), want to forfeit a person who misused the runes. When a wrongdoer from among their ranks is captured and is brought to a master of the organization, the master marks the suspect. This first mark, called "The Chain" takes 10 minutes to inscribe.

Then, a 10-foot-radius-circle made of runes called "The Cage" is inscribed in an additional 10 minutes. The Chain and The Cage fuse together and hold the traitor down in a fixed position, as though it were under the effects of a constant *hold monster* spell.

Then, the longest part of the ritual takes place. The masters draw many other runes (known only to them) on the body of the traitor. This takes 1 hour. These runes must be inscribed

with a special type of ink, and they make up "The Key".

At the end, when all the runes have been inscribed, The Chain, The Cage and The Key merge together and disappear, leaving a single rune engraved on the mind of the traitor. This final rune prevents it from using runes ever again. Since The Key has unlocked The Cage, and has broken The Chain at this point, the wrongdoer is free to go.

THE BEASTIAL METAMORPHOSIS OF WOLVER SOUL

Casting Time: 4 hours

Components: A freshly severed wolf head, the skinned fur of a wolf, 16 wolf-claws and 10 wolf-fangs, two living humanoid sacrifices of the same ancestry and of different genders who have not eaten in the last four days.

Requirements: The leader of the ritual must be a spellcaster who can cast at least 4th level spells. The leader and four other spellcasters who can cast at least 2nd level spells must chant in harmony. The ritual must begin at midnight during a full-moon. The subject of the ritual must be a humanoid belonging to the same ancestry as the sacrifices.

Duration: Permanent

This ritual is generally used by Fangs of Fenrir to transform a member to a werevargr. It starts with five spellcasters forming a circle with a diameter of 60 feet, and the target being placed at the center. The sacrifices, as well as the other spell components, are also placed next to the target. The target wears nothing but the skinned fur of the wolf and must stay in the same place during the ritual.

When the ritual is complete, an unwilling target makes a Charisma saving throw. On a failed save, or if the target is willing, it transforms into a werevargr at the end of the ritual and goes on a murderous rampage of bloody destruction in which it attacks the two sacrifices with its claws and teeth.

After the sacrifices are dead, the target is knocked unconscious, returning to its normal form. After a long rest, it becomes able to use werevargr powers.

BECOMING A WEREVARGR

The gift of werevargrs in Svilland originates from Fenrir and Freki & Geri. The power of those mighty wolves can present itself within a Svillander as a result of several occasions. The children of two werevargrs can directly be born with the gift, you can gain the ability to become a werevargr with the help of a ritual, the Gods and Goddesses can bestow this power upon you, or someone else with this gift can choose to share it with you (see below).

If you acquire this gift as a power bestowed directly by the Gods and Goddesses, you gain the ability to transform others into werevargrs. To do that, you bite the creature. If the creature is not willing, it can make a DC 17 Constitution saving throw to resist the effect.

All werevargrs can transform into a hybrid vargr, however only the ones who received their gifts through a ritual or a divine bestowment can transform into a lycanthropic vargr; a mighty wolf and a hunter.

When you gain the opportunity to carry gifted blood of either Fenrir or Freki & Geri, you gain the ability to change shape into either a Large lycanthropic vargr or a Large hybrid vargr who can walk on two feet and talk.

LYCANTHROPIC VARGR:

As an action, you transform into a Large wolf (vargr), gaining the following benefits:

- Your Strength or Dexterity score, and your Constitution score increase by 1.
- You gain resistance to bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered.
- Your teeth grow and you gain a bite attack that deals 2d6 piercing damage.
- Your speed becomes 50 feet.
- Your items either fall to the ground or are transformed

with you (your choice). You cannot use any weapons or wear any armor (except the ones specially made for your lycanthropic form) while in this form. If you have an armor specially made for this form, someone must help you don it. Effects of the magic items such as rings, necklaces and such can still be active.

- You regain 1 hit point at the start of each of your turns if you are not attacked by magic, a magic weapon, or a silvered weapon.
- You have advantage on your Dexterity saving throws and Dexterity (Acrobatics) checks.
- You gain the ability to track scent and have advantage on your Wisdom (Perception) checks based on smell.

HYBRID VARGR:

When you transform into a Large humanoid hybrid wolf (vargr) as an action, you gain the following benefits;

- Your Strength or Dexterity, and Constitution score increase by 2.
- You gain resistance to bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered.
- Your teeth and claws grow. You gain a bite attack that deals 1d8 piercing damage and a claw attack that deals 1d8 slashing damage.
- Your speed becomes 40 feet.
- Your items either fall to the ground or are transformed with you (your choice). You cannot use any weapons or wear any armor (except the ones specially made for your hybrid form) while in this form. If you have armor made specially for this form, someone must help you don it. Effects of magic items stay active.
- You regain 1 hit point at the start of each one of your turns if you are not attacked by magic, a magic weapon, or a silvered weapon.



CHAPTER IV ITEMS AND EQUIPMENT

This chapter gives detailed information about the armor, weapons, magic items, and magical runestones in Svilland. Here, you may find the story behind the creation of these magic items, as well as who used them. As you read this chapter, you will find that the armor and weapons in Svilland are slightly different than usual, which reflects the unique culture and technology found here. You will also see a new type of magic item called a runestone used in different ways and that stores spells relevant to the rune inscribed on them.



ARMOR AND SHIELDS



The armors and shields used in Svilland are dissimilar in their textures as they are crafted differently. The table of Svilland armors and shields is given below.

LIGHT ARMOR

Gambeson. This is the most common armor in Svilland. It is simply heavy clothing. It is made up of layers of hardened wool that greatly reduce penetration.

MEDIUM ARMOR

Light Hide. This armor is made from thin hides such as hare and fox hide. It is as flexible as leather, which means it offers protection without sacrificing mobility or imposing disadvantage on Dexterity (Stealth) checks.

Medium Hide. This armor is made of wolf hide. It is the most common type of hide armor and provides decent protection.

Heavy Hide. This armor is made of thick hides, such as that of the grizzly or the black bear. It provides great protection but is quite crude compared to its counterparts. Some jarls and warlords perceive this armor as a symbol of status, as it is usually made from the hide of bears one hunts themselves.

Plated Leather. This armor is made up of a leather breast armor worn over the studded leather and gambeson. The piece has thin plates sewn into its layers. Since its plates don't touch each other, it provides decent protection without sacrificing mobility.

Lamellar. This armor is made of thin, square, or rectangular pieces of metal woven into one another with leather lace, sewn onto a leather base. The metal pieces are tightly wound together, leaving no gaps in between and thus providing stellar protection.

HEAVY ARMOR

Chain Hauberk. This armor is a lighter version of Svilland chain mail (see below). It has short sleeves that cover half the arm, and it does not have leggings. It is a simple and versatile armor. It has a single piece with no straps or leather lines.

Svilland Chain Mail. Svilland chain mail is more protective than other chain mail thanks to its structure, which is much more tightly woven.

Square Plates. Instead of thin pieces as is with the lamellar, this armor has thick square plates that were molten and sewn into each other. Its pieces are closely fitted, so there are no gaps in the front of the armor. The only possible way of piercing this armor is to hit it with very heavy bows or targeting non-plated areas such as armpits and joints that still have chain mail for mobility.



Light Armor	Cost	Armor Class	Strength	Stealth	Weight
Gambeson	5 gp	11 + Dex modifier	-	Disadvantage	8 lb.
Leather	10 gp	11 + Dex modifier	-	-	10 lb.
Studded Leather	45 gp	12 + Dex Modifier	-	-	13 lb.

Medium Armor	Cost	Armor Class	Strength	Stealth	Weight
Light Hide	20 gp	12 + Dex modifier (max 2)	-	-	12 lb.
Medium Hide	45 gp	13 + Dex modifier (max 2)	-	-	14 lb.
Heavy Hide	60 gp	14 + Dex modifier (max 2)	-	Disadvantage	17 lb.
Plated Leather	400 gp	14 + Dex modifier (max 2)	-	-	18 lb.
Lamellar	750 gp	15 + Dex modifier (max 2)	-	Disadvantage	20 lb.

Heavy Armor	Cost	Armor Class	Strength	Stealth	Weight
Ring Mail	30 gp	14	-	Disadvantage	25 lb.
Chain Hauberk	75 gp	16	Str 13	Disadvantage	22 lb.
Svilland Chain Mail	200 gp	17	Str 15	Disadvantage	33 lb.
Square Plates	1500 gp	18	Str 15	Disadvantage	45 lb.

Shield	Cost	Armor Class	Strength	Stealth	Weight
Round Shield	10 gp	+2	-	-	6 lb.



WEAPONS



Here, one can find certain weapons that are native and specific to Svilland in addition to weapons that one might be used to. However, because of Svilland's cultural and technological differences from other settings, some weapons are impossible to come by. There are no crossbows in this setting, and those who are proficient with crossbows are proficient with an equivalent bow instead. The rapier also does not exist as the smiths of the realm do not know how to work a type of steel that contains enough carbon to shape such a weapon into a balanced and enduring form. The scimitar exists but is not commonly used. And finally, the saex is a Svillander's version of the shortsword.

Simple Melee Weapons

Saex	10 gp	1d6 piercing	2 lb.	Finesse, Light
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Martial Melee Weapons

Svillander Javelin	1 gp	1d10 piercing	3 lb.	Thrown (range 30/120)
Svillander Axe*	30 gp	1d10 slashing	4 lb.	Heavy, Two-handed, Special
Svardstav	25 gp	2d4 slashing	4 lb.	Heavy, Two-handed

Martial Ranged Weapons

Svillander Sling	5 sp	1d6 bludgeoning	-	Ammunition (Range 90/400), Two-handed
Yew Longbow	75 gp	1d10 piercing	4 lb.	Ammunition (Range 150/600), Heavy, Two-handed

***Svillander Axe.** You can choose to attack recklessly when you use a Svillander axe. Decrease your attack roll by 1d4 and increase the damage by 1d4. In addition, if a creature that is within 5 feet of you rolls a 1 on a weapon attack roll against you while you are wielding this weapon, or if you roll a 20 on an attack roll against a creature wielding a shield, you can make a Strength (Athletics) check as a reaction (DC equal to the creature's AC) to disarm the creature, taking away its weapon or shield by hooking it with your axe on a success.



MAGIC ITEMS



Magic items are not uncommon in Svilland. Whether the place be the ruin of an old Vanir settlement, the grave of an old war chief, or a keep of a frost jotunn, there are many items here awaiting discovery. Every magic item in Svilland has its own unique characteristics and properties, and there is a story behind most of them. These items grant mystical powers and ensure superiority over enemies.

ARMOR AND SHIELDS

ARMOR OF GINNHEILAGR

Armor (Svilland chain mail), rare (requires attunement)

When an alle dies, their apprentices take up the alle's armor. With each adventure of each owner, the armor gains divine powers and becomes an Armor of Ginnheilagr.

The armor has 4 charges. While wearing it, you can expend 1 charge to cast the *detect evil and good* spell and 2 charges to cast the *death ward* spell. The armor regains 1d4 expended charges daily at dawn.

ARMOR OF LÖG

Armor (plated leather), uncommon

The key to success in Svilland is to have strong faith. While wearing this item, your Wisdom score increases by 1, to a maximum of 20.

Curse. This item is cursed. If your alignment is evil and you don this armor, you can't doff it again. Every time you commit an evil act, the armor shines bright and you take 1d6 radiant damage. This curse can only be removed by means of a *remove curse* spell.

BLACK ICE CHESTPLATE

Armor (square plates), legendary (requires attunement)

This armor is an extremely tough heavy armor. While wearing the armor, you gain the following benefits:

- You gain a +2 bonus to AC.
- The armor has 6 charges. You can use your reaction to dispel a spell that targets only you by expending a number of them. This number is equal to 1 + the level of the spell. The armor regains 1d4+1 expended charges daily at dawn.
- When you are attacked by a melee spell or weapon attack, the attacker takes 1d4 cold damage.



BLACK ICE

Black ice is a unique magical material. When your naked skin gets in contact with raw black ice, your flesh starts to rot because of the immense cold, and you take 1d6 necrotic damage at the start of each turn you keep touching the ice. Dvergrs are immune to this damage. Although Black Ice is hard to work and thus craft something out of, dvergrs can craft masterpieces out of it thanks to this immunity. Since the material itself is magical, it is possible to craft items of different magical properties with it.

Black ice is also the herald of Black Winter; the last cold to bring an end to all seasons.

EXPANDING SHIELD

Armor (round shield), very rare (requires attunement)

This is a wooden shield that is crafted out of tree roots, which move around in the front as if they were alive.

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

The shield has 8 charges. By expending a number of charges as an action, you can choose to gain one of the following benefits:

- By expending one charge, you can expand the shield to form a wooden wall that remains until the start of your next turn. The wall is 2 feet high and 5 feet wide, and it provides half cover.
- By expending 2 charges, you can expand the shield and cover yourself with roots until the start of your next turn. The roots provide full cover.
- By expending 3 charges, you can expand the shield to form a wooden wall that remains until the start of your next turn. The wall is 6 feet high and 15 feet wide, and it provides half cover.

The shield regains 1d4 charges daily at dawn.

Curse. This item is cursed. When you expend a charge to use one of its features, your skin dries out and resembles a tree bark for 1 day. For the duration, you have vulnerability to fire damage.



FEARMADE ARMOR

Armor (square plates), very rare (requires attunement)



You can escape nightmares, but you can't run away from your fears. This dark armor is forged with horrific nightmares and resembles the creatures of night.

While wearing this armor, you gain the following benefits:

- You have a +1 bonus to AC.
- You are immune to being frightened and paralyzed.
- You have advantage on your Charisma (Intimidation) checks.

FUR COAT OF FALLEN MAMMOTH

Armor (any light armor), very rare (requires attunement)

Since mammoths are extremely rare nowadays, it is very hard to craft this armor. The few found on the market are generally second-hand and old.

While wearing this armor, you have immunity to cold damage.

GAFUMADR ARMOR

Armor (ring mail), uncommon (requires attunement)

Luck is something you are born with. However, as long as you wear this armor, it will always be on your side.

This armor has 7 charges. When you make an ability check, you can use your reaction to expend one of these charges to reroll the dice. You can attempt to do so after you roll the dice, but before the GM reveals the result.

The armor regains 1 expended charge daily at dawn.

HARDENED STORM

Armor (round shield), uncommon (requires attunement)

This shield looks like a simple round shield with a symbol of Thor in the front and grants elemental protection.

When you come across this shield, roll a d4. While holding the shield, you have resistance to thunder damage if the result of the roll is 1, to fire damage if it is 2, to lightning damage if it is 3, and to cold damage if it is 4.

HJALPA ARMOR

Armor (any armor), uncommon

This armor looks like a nonmagical armor that has a rough surface. It becomes tougher when hit. When you take bludgeoning, piercing, or slashing damage while wearing this armor, you can use your reaction to take half damage instead.



NIONAEM HUNTING ARMOR

Armor (medium hide), uncommon (requires attunement)

Hunting is extremely important in the culture of Svilland, and there are certain magic items that help hunters all over the land. This armor is one of them.

While wearing this item, you have advantage on Wisdom (Perception and Survival) checks.

SHIELD OF BLOD

Armor (round shield), legendary (requires attunement)

Legends say that there is a shield forged in the hottest fires in the realms and enchanted in Helheim, which has a fiendish face in the front.

The shield has its own personality (Neutral) and can choose whether it will lend its powers to the wielder or not, according to each action of the wielder. If the wielder does something the shield doesn't approve of, the expression of the face is filled with hate and withholds most of its powers from the wielder. But if the shield commends the wielder's actions, it smiles and

allows the wielder to use its powers to the full. The motives of the shield is up to the GM.

While wielding this magic shield, you gain the following benefits:

- Whether the shield is on your side or not, You have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.
- When the shield is on your side, you can cast the *vampiric touch* spell using a 3rd level spell slot, or the *finger of death* spell. Once you cast one of them, you must finish a long rest to do so again.
- When the shield is on your side, you can cast the *detect thoughts* spell twice. Once you use this benefit, you must finish a long rest to do so again.



SHIELD OF GJALLA

Armor (round shield), rare (requires attunement)

This shield serves its owner till death and then looks for another that is worthy. While wearing this item, you gain the following benefits:

- You can cast the *hold person* and *lesser restoration* spells without their material components. Once you cast one of them, you must finish a long rest to do so again.
- When you take damage while carrying the shield, screams of anguish fill a 10-foot radius centered on you.

SHIELD OF STORR

Armor (round shield), uncommon (requires attunement) This shield was crafted in the early years of Green Lights of the East and is now used by Queen Bergljöt's trusted guards.

It has 2 charges. By expending one, you can cast the *shield* spell. The shield regains all expended charges daily at dawn.

SORCERER'S SHIELD

Armor (round shield), rare (requires attunement)

This shield is a tiny shield-shaped ornament that is placed on a bracelet and that is enlarged when used. If you are an Ansz-Touched, Ihwar-Touched, Ing-Touched, Isa-Touched, Kaun-Touched, Laugr-Touched, or Thurisaz-Touched sorcerer, your power boosts the shield's power when you activate it.

You can activate or deactivate the shield as a bonus action. While activated, the bracelet glows and transforms into a magic round shield for 1 minute, and you gain the following benefits:

- You have a +1 bonus to AC.
- When a creature within 5 feet of you hits you with a melee weapon attack, the shield deals 1d6 damage to

the attacker. The type of the damage depends on your archetype. For example; if you are a Thurisaz-Touched sorcerer, the shield deals lightning damage.

POTIONS

MAMA'S BEVERAGE

Potion, uncommon

This is a potion that tastes like strawberries. When you drink it, you do not require food or water for the next 24 hours.

POISON OF DEATHSAND

Poison (Ingested), uncommon

Once, a mysterious and deadly sea creature attacked the shores of Alsvatr. The creature was killed on Ashen Shore, but it was so massive that people couldn't push its body back into the sea and its body was so poisonous that they couldn't harvest it either. Not knowing what else to do, they burnt it on the shore. The poison seeped into the sand, which is now used in the making of this poison.

The poison deals 2d4 poison damage when ingested. An affected creature must succeed on a DC 12 Constitution saving throw or take 2d4 poison damage at the start of each of its turns for the next 1 minute. A creature can be affected with only one dose of this poison at a time.

POTION OF GODLY MIGHT

Potion, legendary

Odin himself is rumored to have created the recipe for this potion. When you drink it, all your ability scores increase by 2, to a maximum of 26. However, your mortal body cannot contain this power longer than an hour. At the end of the hour, you suffer four levels of exhaustion at once. These levels of exhaustion cannot be reduced by any means, and they cannot be removed until you finish a long rest.

For each vial you drink before you finish a long rest, your hit point maximum is halved.

RATATOSKR'S POTION

Potion, very rare

Ratatoskr the Messenger of the Gods moves at the speed of lightning.

Upon drinking the potion, you are electrified and filled with the might of lightning, moving much faster than you normally would. Your speed is doubled for 1d4 minutes.

In addition, whenever a creature hits you with a melee weapon attack for the duration, a bolt of lightning flies off your electrified body, dealing 2d6 lightning damage to the creature. This effect can occur once per turn.

SLAYER'S POISON

Poison (Injury), very rare

By taking an action, you can use a vial of this poison to coat one slashing or piercing weapon or up to 3 pieces of ammunition. A creature hit by the poisoned weapon or ammunition must succeed on a DC 15 Constitution saving throw or become paralyzed for 1 minute.

RINGS

BLACK ICE RING

Ring, very rare (requires attunement)

This ring made of black ice has tiny snowflakes on its pitch-black surface. While wearing it, you have resistance to cold and fire damage.

Additionally, you can use your reaction to create a magic shield to prevent fire damage from a spell of 4th level or lower. You can prevent up to a maximum of 100 fire damage at a time with this shield. Once you use the ring in this way, you must finish a long rest to do so again.



HERBALISTS' RING

Ring, rare (requires attunement)

This ring is generally worn by professional herbalists and followers of Freyja. While wearing it, you gain the following benefits:

- You have resistance to poison damage.
- You have advantage on saving throws against poison.
- You can cast the *detect poison and disease* spell once every 8 hours.

RING OF FARBJODR

Ring, legendary (requires attunement)

This ring is among the creations of a sorcerer who loved to make weapons out of ordinary things. It contains the most deadly spells in the arsenal of this person shrouded in mystery. After the sorcerer crafted the ring, a bandit stole it. The bandit was then killed before the delivery was complete, and the ring was lost without a trace. Since then, the ring has been seeking an owner powerful enough to carry it.

While wearing this ring, you can cast the *finger of death*, *incendiary cloud*, or *feblemind* spell once. When you use the ring in this way, you cannot do so again before you finish a long rest.

Curse. After you use one of these spells, roll a d20. If the result is 15 or lower, the ring loses its power until next dawn.

If you use all the spells before you finish a long rest, roll another d20. If the result is 18 or lower, the ring loses its properties.

RING OF FRAMGANGA

Ring, very rare (requires attunement)

According to the story, a master blacksmith crafted this hand-shaped and jeweled ring to become more powerful. Counting on the power of the ring, the blacksmith challenged incredibly skilled warriors. After defeating some of them, the power of the ring made the blacksmith challenge the very best there was. Although the power of the ring was immense,

the blacksmith lost the duel due to a lack of courage and skill. The victorious warrior took the ring and threw it off a cliff, thinking no one should have powers they didn't deserve.

While wearing this ring, you have advantage on your weapon attacks and are proficient with any weapon that is in your hand, so long as you keep holding it.

RING OF FRAMI

Ring, rare

A group of adventurers crafted this ring to symbolize their companionship, for they believed that they were invincible when they were together.

While wearing this ring, you gain a +2 bonus to your damage rolls.

This bonus increases by an additional +2 for each friendly creature wearing a Ring of Frami, to a maximum of +10.



RING OF MOTTAKA

Ring, uncommon (requires attunement)

Rings of Mottaka were forged in North Assembly as a gift to the rulers of the kingdoms. However, they were lost on their respective paths to their owners. Although these rings do not grant legendary powers, they are highly valuable.

While wearing this ring, you are proficient in the Survival skill and you always know which direction north is.

RING OF VIDR

Ring, uncommon

This wooden ring was very popular among the warriors of the Bear King. Nowadays, using these rings is taboo because of the atrocities the Bear King committed.

If you take 25 or more damage in a round while wearing this ring, you have advantage on your next attack roll.

RODS

ROD OF AEGIR

Rod, artifact (requires attunement)

A fisher sailed out to sea on a stormy day. Although the fish weren't biting, a golden rod got caught in one of his nets. He was overcome with joy because his village had been fighting with drought and hunger for some time now, and this would solve all their problems. It was not long before he became the jarl of the village.

He carried the rod everywhere with him. One day, one of his sons rebelled against him and he smacked his son with the rod, turning him into water in an instant. Wracked with guilt and shame at what he had become, he flung himself off a cliff into the chilly waters of the sea with the rod tucked away in his robe.

The *Rod of Aegir* can turn anything it touches into water,

including creatures. You can make a melee weapon attack with it. On a hit, the target must succeed on a DC 20 Constitution saving throw or turn into water and die instantly. This property can be used against creatures and magic items no more than once per week, and at will for mundane items. In either case, you cannot target carried or worn items.

Additionally, while wielding the *Rod of Aegir*, you gain a swimming speed equal to your walking speed and you can breathe under water as you do on land.

ROD OF BALDER

Rod, artifact (requires attunement)

When Balder fell to Helheim, a rod fell to Svilland. The rod has two faces just like Balder; one evil and one good.

Roll a d20 daily at dawn. If the result is 10 or lower, the rod is evil until the next dawn. If the result is 11 or higher, the rod is good.

If the rod is good, it is more protective of you while you wield it, and you gain vulnerability to poison and psychic damage and immunity to all other damage types.

If the rod is evil, the rod becomes a greataxe called *Axe of Merciless Retribution*. You gain a +3 bonus to the attack and damage rolls with this magic weapon. It deals an extra 2d6 necrotic damage on a hit. If the target is a follower of Hel or Loki, the axe deals an additional 2d4 psychic damage. In addition, you score a critical hit against a target if you roll a 18, 19, or 20 on a weapon attack roll with this weapon.

ROD OF FENRIR

Rod, artifact (requires attunement)

This rod was blessed in the River Van and it blesses anyone who holds it with Fenrir's rageful gift.

After you attune to the rod, it unleashes its divine power on the night of the next full moon, filling you with bloodlust and transforming you into a werewolf. If you are not willing, you must succeed on a DC 29 Wisdom saving throw to resist the effect.

The bloodlust kicks in so hard that you can devour an entire village. After the first time, you become more familiar with the rod's power.

While wielding the rod, you can transform into a lycanthropic or hybrid werewolf (your choice) as a bonus action until you fall unconscious or you transform back into your normal form as another bonus action. Once you use the rod in this way, you must finish a short or long rest to do so again.

It is said that the rod is somewhere in the north, although no one knows its exact location.

ROD OF HEL

Rod, artifact (requires attunement)

The undead forged a rod in the icy mountains of Helheim, as all the denizens of Helheim watched. They named the first wielder of the rod *Hel Wanderer*.

Hel Wanderer travelled to Svilland and brought along the terrors of Helheim. For a little while, *Hel Wanderer* and the rod spread these horrors all across the land. However, it wasn't long before another rod-wielder stood before *Hel Wanderer*. The two fought each other for days on end, with

neither victorious. In the end, both of them vanished into thin air, taking their rods with them.

When you attune to the *Rod of Hel*, you must make a DC 20 Intelligence saving throw. On a failed save, the rod creates a separate identity within you. Only you can hear *The Voice of Hel*, which is the name of this new persona, until you die, even if your attunement ends. The GM controls the *Voice of Hel* and is the only one who is aware of its motives. The *Voice of Hel* is lawful evil. In addition, your soul travels to the deepest pits of Helheim when you die and you cannot be resurrected by any means.

On a successful save, the rod bolsters your health and your hit point maximum increases by 20.

Additionally, while wielding this rod, you gain the following benefits:

- You have resistance to all damage types except radiant and psychic.
- You have a +5 bonus to your attack and damage rolls.
- Minions of Hel see you as a friendly creature and do not attack you unless you provoke them.

ROD OF LOKI

Rod, artifact (requires attunement)

Loki never misses an opportunity for trickery. Seeing all Gods and Goddesses aiding their believers with Rods, he secretly crafted his own rod and sent it to Svilland. A lumberjack saw the rod fall out of the sky upon its arrival. Although he was an honest man, he succumbed to Loki's powers of trickery as soon as he picked up the rod. His wife saw the changes in her husband but she didn't mind, and she eventually fell under the influence of the rod as well.

The couple secretly built a temple in the woods to please Loki. Since the lumberjack could transform himself into anything he wanted with the rod, Loki followers came from far and wide to see it for their eyes.

However, one day, he disappeared without a trace, and his wife was left with the rod. Everyone coveted the rod, and this eventually caused divides in the group. The woman was never heard of after this divide, although it is rumored that she lost it somewhere on the land. Now, the rod roams Svilland, seeking another who is mad and mischievous enough to wield it. While wielding this rod, you gain the following benefits:

- Any critical hit against you becomes a normal hit.
- When you see a spell being cast, you can also cast the spell once by using the rod within 1 hour. The spell save DC of the spell is 20, and the spell attack modifier is +12.
- As an action, you can change the rod to another magic item that you saw.

ROD OF ODIN

Rod, artifact (requires attunement)

When this rod first fell from Asgard to Svilland, it landed in a village. Upon its arrival, all villagers were filled with immense wisdom. However, this sudden burst of knowledge blinded the villagers with a greed to acquire even more. For reasons unknown, all villagers turned on one another. In the end, the rod was all that survived. People of Svilland learnt an important lesson that day. Knowledge had the power to create and to destroy.

While wielding this item, you gain the following benefits:

- Your Intelligence and Wisdom scores increase by 5, to a maximum of 29. Your Wisdom and Intelligence scores can't be reduced thereafter.
- You gain proficiency in the Arcana, History, and Religion skills.

ROD OF THOR

Rod, artifact (requires attunement)

Most babies are given rattles or blankets as gifts of birth. Thor, however, was given this rod. It is said that the thunder God greatly enjoyed the use of this rod against foes (both real and imaginary) until he was joined with his beloved hammer, and that the rod still carries a part of the mighty God within.

This rod contains the power of almighty thunder God. While holding this rod, you can feel the lightning within and sometimes you can even hear the thunder. Additionally, your body is covered in sparks.

While wielding this rod, you gain the following benefits:

- The rod is a +3 warhammer, and you gain proficiency with warhammers.
- You have immunity to lightning and thunder damage. Also, when you are hit by thunder or lightning damage, you regain hit points equal to the amount of the damage.

ROD OF TYR

Rod, artifact (requires attunement)

One day, Tyr could no longer take all the chaos, injustice, and suffering that plagued Svilland. He chose a young girl who would know nothing but pain all her life to be his champion.

When she turned 18, Tyr blessed her with visions and a rod that possessed the power to both resolve her inner conflicts and to bring justice all across the land. However, when the young woman held the rod and sensed the immense power within, she was filled with hope and ambition for revenge. This rod could help her cleanse the land of all evil, starting with those who made her suffer all her life. Although the identity and the ultimate fate of the rod's first owner is unknown, many think that it was Queen Bergljot and that she is no longer in possession of it. Alas, this is all that is known about this rod of legend.

While wielding this rod, you gain the following benefits:

- You are immune to being charmed, exhausted, frightened, paralyzed, petrified, poisoned, and stunned.
- If a creature does something unjust, as an action, you can curse the creature with the Curse of Justice. Until the creature fixes the mistake or makes amends for it, it suffers one level of exhaustion at the end of each of its long rests. The levels of exhaustion gained by this curse can only be removed by means of a *wish* spell. Your alignment must be lawful good to be able to use this curse.
- You start speaking with the voice of Tyr, thus becoming the booming voice of justice. Your Charisma (Intimidation, Persuasion) attempts automatically succeed.

STAVES

BROKEN LIGHT STAFF

Staff, uncommon (requires attunement)

This is a staff used by many spellcasters in Svilland, especially while they are in dark dungeons and forgotten places.

While wielding the staff, you can cast the *dancing lights* cantrip. Additionally, as a bonus action, you can turn off or extinguish all the light sources within 120 feet of you, except for the magical ones.

OLD ONE'S CANE

Staff, rare (requires attunement)

This was the staff of old seidrs murdered in the massacre caused by the Bear King.

While wielding this item, you have resistance to cold damage. Additionally, this staff has 10 charges and as an action, you can expend one charge to cast the *soul scream* spell, or 3 charges to cast the *treacherous bonds* spell. The staff regains 1d10 expended charges daily at dawn.



SCEPTER OF THE STONE TABLE

Staff, very rare (requires attunement by a seidr)

Scepter of the Stone Table is the staff of a member of the high seidr council. It is made from oak and is 5 feet long.

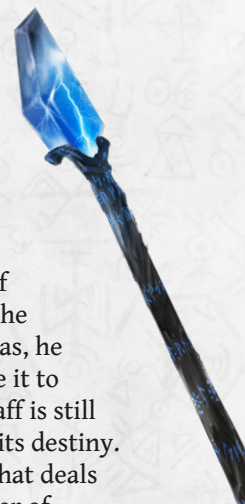
The scepter has 5 charges. As an action, you can expend one charge to cast the *magic missile* spell (4th level version). The spell deals psychic damage instead of force damage when cast in this way. If the target of the spell is a spirit, it must succeed on a DC 16 Wisdom saving throw or be affected by the *control spirit* spell. Scepter of the Stone Table regains 1d4+1 expended charges daily at dawn.

STORM FINDER, LAST MEMORY OF RAGNAROK

Staff, legendary (requires attunement by a sorcerer)

Once upon a time, an oracle named Halvar had a vision of Ragnarok. In his vision, he saw a staff enchanted with thunder and lightning save the Asgardians just as all seemed lost. He searched for the staff far and wide for years on end until one night, he had another vision in which he himself was crafting it. Halvar thus spent the rest of his life searching for the best materials with which he crafted this masterpiece of a staff piece by piece. Alas, he died before he could use it, and before he could give it to those who would do so when the time came. The staff is still somewhere out there, waiting to be found to fulfill its destiny.

This staff has 10 charges. You can cast any spell that deals lightning or thunder damage by expending a number of



charges equal to the level of the spell slot you used. The staff regains 1d4 expended charges daily at dawn. If you stay in a stormy area for 1 hour, the staff regains 3 additional charges.

If you expend the last charge, roll a d20. If you roll a 5 or lower, you have a vision of Ragnarok. The vision deals 3d6 psychic damage to you and this damage can't be lowered by any means.

WANDS

WAND OF ELEMENTAL CHANNELING

Wand, rare (requires attunement)

This wand has 7 charges. While holding it, you can use an action to cast the *rune of elemental channeling* spell. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. If you roll a 3 or lower, the wand freezes, burns and crackles with lightning at the same time, crumbling to dust.

WAND OF THUNDERBLOOD

Wand, rare (requires attunement)

This wand has 7 charges. While holding it, you can use an action to expend 1 charge and cast the *rune of thunderblood* spell. The wand regains 1d6 + 1 expended charges daily at dawn.

WAND OF TRAVEL

Wand, rare (requires attunement)

This wand has 7 charges. While holding it, you can use an action to expend 2 of its 7 charges to cast the *feather fall*, *fly* or *rune of translocation* spell. The wand regains 1d6 + 1 expended charges daily at dawn.

WEAPONS

ARCANIC TERROR

Weapon (maul), legendary (requires attunement)

This magic weapon is a maul used by a hero of legend to fight a cult that was using forest spirits to terrorize people. While wielding this weapon, you gain the following benefits:

- When you unsheath this weapon, it casts the *antimagic field* spell. While you wield the weapon, you are not affected by the spell.
- This weapon radiates bright light in a 10-foot radius and dim light for an additional 10 feet when unsheathed.
- If you score a critical hit against a spellcaster, the target must expend one spell slot of its highest available slot level.

AXL, THE STORM CALMER

Weapon (greatsword), legendary (requires attunement)

Once upon a time in Thorath, a group of priests decided to make something to help Thor in his final battle in Ragnarok. They travelled all across Svilland and collected materials to craft the best weapon they could. After 5 years, they returned to Thorath and crafted a longsword.

While wielding this item, you gain the following benefits:

- You have immunity to lightning damage.
- When targeted by a spell or another magical effect that deals lightning damage, roll a d20. If you roll an 18 or higher, the sword absorbs the damage and you can cast the *lightning bolt* (DC 15) spell as a bonus action on your next turn.
- As an action, you can thrust this sword into the ground. When you do so, it discharges a blast of lightning in a 60-foot radius. Each creature in the area must make a DC 16 Dexterity saving throw. A target takes 5d8 lightning damage on a failed save, or half as much on a successful one. The sword remains in the ground for 3 turns and cannot be pulled out by any means.

BLACK ICE SWORD, WINTERCALL

Weapon (longsword), legendary (requires attunement)

This magic weapon is made in Langgagudd and is collected by Odd's Oath members. In spite of its fragile appearance, it can make your enemies experience a frozen hel.

- You have a +2 bonus to attack and damage rolls made with this magic weapon.
- The sword has 6 charges. You can use your action to point the sword at a creature within 30 feet of you and expend 3 charges. The target must succeed on a DC 15 Constitution saving throw or suffer four levels of exhaustion for 5 rounds. The sword regains 1d6 expended charges daily at dawn.
- When you score a critical hit, the target is trapped in an ice cube and is petrified until the end of its next turn.

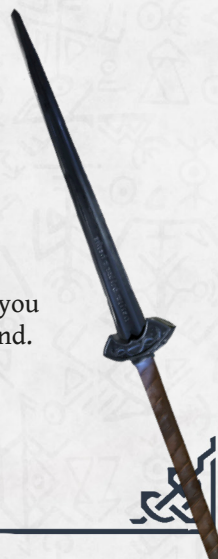
BLADE OF THE FACELESS

Weapon (svardstav), uncommon (requires attunement)

This blade can be seen in the hands of the Faceless. A screaming face is carved on the pommel of the weapon.

While wielding it, you gain the following benefits:

- You have a +1 bonus to attack and damage rolls made with this magic weapon.
- On a hit, you can choose to deal half damage. If you do so, the blade makes a deep and powerful sound. The sound deals 1d10 psychic damage to every creature in a 10-foot radius.



BOW OF FOX'S EYE

Weapon (yew longbow), rare (requires attunement)

This bow is covered in the blood, the eyes and the fur of foxes. While wielding this item, your Wisdom score increases by 1, to a maximum of 20. Additionally, you gain proficiency in the Perception skill. If you are already proficient in it, you add half of your proficiency bonus again.

CORRUPTED SHADOW

Weapon (saex), very rare (requires attunement)

In the black markets of Alsvatr, there are some swords that change hands too quickly. There are rumors that once you own this sword, all you can think about is getting rid of it, although no one knows why. When asked, previous owners simply say it messed with their heads.

While wielding this magic weapon, you can cast the *banishment* and *black tentacles* spells. Once you cast one of them, you must finish a long rest to cast it again.

Curse. If you refuse to spill blood once you unsheathe the sword, you must make a DC 10 Wisdom saving throw. On failure, the sword speaks to you, telling you that you need to sell it or give it away. You must succeed on a DC 15 Wisdom saving throw just after your next long rest or you make an attack roll against the nearest creature.

DUAL SWORDS OF THE END

Weapon (saex), very rare (requires attunement)

These swords are two emotionally opposite and unpredictable magic weapons. The left sword has little holes on it with tiny needles inside, and the right sword has a green gem placed on it.

The left sword is filled with fury and wants you to defeat your foes whereas the right sword seeks to protect you and makes sure that you are not in your final battle.

Although powerful, many people don't want to use these swords since they are unpredictable. The set must be 100 feet within each other or both swords lose their properties and become +1 weapons.

While wielding these swords, roll a d20 before you roll initiative. If the result is 11 or higher, the left sword deals an extra 1d6 slashing damage on a hit and the right sword heals you by 1d6 at the end of each of your turns, both until the battle ends. If you roll a 10 or lower, the left sword deals 1d4 piercing damage to you at the beginning of each of your turns you keep holding it and the right sword grants you a +1 bonus to AC.

HAMMER FROM NOTHING

Weapon (warhammer), rare (requires attunement)

This hammer is used by the raiders of Alsvatr to be able to see at night.

While wielding this magic weapon, you have darkvision out to a range of 60 feet. This weapon has 3 charges. By expending one as an action, you can increase your speed by 30 feet and double the damage of the weapon, both until the end of your next turn. The hammer regains 1d3 expended charges when you finish a long rest.

HAMMER OF DVERGRS

Weapon (warhammer), rare (requires attunement)

This hammer is made and sold by dvergrs in Berzog'ul and can be purchased in Firstward if the dvergrs want to sell it. A Thurisaz Rune is carved on the hammer.

You have a +1 bonus to attack and damage rolls made with this magic weapon. Additionally, when you hit with an attack using this warhammer, the target takes an extra 1d4 lightning and 1d4 thunder damage.

HOWL AND CRAWL

Weapon (saex), rare (requires attunement)

These dual swords are generally used by werevargr hunters. These silvered weapons must be 100 feet within one another or they lose their properties and become nonmagical silvered swords. While wielding these magic weapons, you gain the following benefits:

- You have a +1 bonus to attack and damage rolls made with Howl. If you score a critical hit against a creature with this weapon, the target must succeed on a DC 16 Constitution saving throw or be poisoned until the end of its next turn and take 1d4 poison damage.
- You have a +1 bonus to attack and damage rolls made with Crawl. If you score a critical hit against a creature with this weapon, the target must succeed on a DC 16 Constitution saving throw or be blinded until the end of its next turn.

If you score a critical hit with Crawl or Howl against a target that was blinded or poisoned with these weapons, the target is stunned until the end of its next turn.

ICY AXE

Weapon (Svillander Axe or Battle Axe), uncommon (requires attunement)

It has a wooden handle and icy carvings on it. This axe is covered with ice and is generally made by dvergrs.

While wielding this magic weapon, you can strike the ground as an action and release a wave of cold in a 20-foot radius. The creatures in the area take 2d4 cold damage. Once you use this benefit, you must finish a short or long rest to use it again.

When you score a critical hit with this weapon, the target takes an extra 1d4 cold damage.



IRON HOWL SWORD

Weapon (saex), uncommon (requires attunement)

A sword crafted by an unknown folk that was living on the mountains, it carries wolf spirits within. When someone swings it in battle, one can hear the howling of these wolves.

If you hit a metal surface with this magic sword, you deal 1d4 thunder damage to each creature in a 20-foot radius centered on you.

IRON PUNISHER

Weapon (light hammer or warhammer), rare (requires attunement)

This is a hammer used by the military commanders of Alsvartir. It is carried as a show of strength in battle, and as a means to ensure the respect of their soldiers.-

When you hit with an attack using this weapon, the target takes an extra 1d8 bludgeoning damage.

If you kill a creature in battle while wielding this weapon, your next successful attack within 1 minute deals an extra 5 damage.

IVORY SPIKES

Weapon (morningstar), rare (requires attunement)

This weapon is generally crafted from mammoth bones and teeth and is used by hunters who collect the spirits of animals.

When you kill a beast with this weapon, you can choose to capture its spirit. Later, you can release the spirits as a bonus action to attack a creature you can see within 60 feet of you, dealing 1d4 psychic damage per spirit (to a maximum of 6d4).



LASH OF STORM TAMERS

Weapon (whip), uncommon (requires attunement)

When someone cracks this whip, made for the purpose of taming a storm by Thor followers, thunder booms and sparks of lightning fly about.

This whip deals thunder damage instead of slashing damage. When you score a critical hit with this weapon, the target takes an extra 1d4 lightning damage.

MOONSTONE WARPICK

Weapon (warpick), uncommon (requires attunement)

One day in Green Lights of the East, people discovered a stone, which they believed to have fallen from the sky. They took the stone, forged weapons with it and these weapons became quite popular in a short time. They call this stone Moonstone. All weapons forged with the moonstone are white instead of steel gray.

This magic weapon has 6 charges. By expending one as a bonus action, you can cast the *divine favor* spell. The weapon regains 1d6 expended charges every night.

NIGHT INFLUENCED CARVER

Weapon (dagger), uncommon

This dagger has quite a bad reputation since it is generally used by assassins and followers of Loki.

While wielding this dagger you have a +2 bonus to Dexterity (Stealth) skill checks, and the dagger leaves no scar on the body it is used on when it is used at night.

PEACEKEEPER'S RAZOR

Weapon (any sword), uncommon (requires attunement)

Usually used by Tyr's Judges, this weapon helps differentiate good from evil and the innocent from the sinner with the guidance of Tyr's judgment.

This item has 2 charges. You can use an action to expend 1 of its charges and cast the *detect evil and good* spell. The razor regains all expended charges at the end of a long rest.

Additionally, if you are good-aligned, when you hit an evil-aligned creature with an attack made with this weapon, the target takes an extra 1d6 slashing damage. If you are evil-aligned, you take 1d4 radiant damage at the start of each turn you keep holding the sword.

RUNE SWORD

Weapon (any sword), uncommon (requires attunement)

Members of the Rune Keepers organization carry this sword crafted by the alles and gothis of Odin, who also place the symbol of Odin on the hilt.

This magic sword has 2 charges. You can use an action to expend 1 of its charges, which allows you to use the Detect Rune feature. The sword regains all expended charges when you finish a long rest.

SCARRING FLAIL

Weapon (flail), varies (requires attunement)

Scarring Flail is a weapon made from bear and wolf claws. This flail deals slashing damage instead of bludgeoning damage.

Additionally, for every 25 damage you deal to hostile creatures, the damage of the weapon increases by 1, to a maximum of 7 damage. If the bonus is +2 or lower, the weapon is uncommon; +6 or lower, the weapon is rare; +7, the weapon is very rare.



SOUL SLASHER

Weapon (longsword), very rare (requires attunement)

This is a dark gray sword with a grim reputation of harming the souls of the creatures it cuts. The sword makes a whistling sound when you swing it.

You have a +1 bonus to attack and damage rolls made with this magic weapon. When you hit with an attack using this

weapon, the target takes an extra 1d8 psychic damage.

Additionally, if you stab the ground with the sword as an action, spirits can't enter or exit a 10-foot radius centered on the sword.



THE WIDOWMAKER SPEAR

Weapon (spear), legendary (requires attunement)

This spear dates back to the times before Svilland. It is one of the two weapons used by a jotunn of legend. The spear carries the brutality of Black Winter with it.

When you hit with an attack using this magic weapon, the target takes an extra 2d6 acid damage.

Additionally, you can thrust this spear to the ground as an action to cause a rain of acid to fall in a 60-foot radius centered on the spear. Each creature in the area must succeed on a DC 16 Dexterity saving throw or take 5d8 acid damage and their equipment is corroded. Corroded weapons deal 1 less damage than normal and corroded armors grant 1 less AC. These effects are permanent unless the items are repaired. Once you use this benefit, you cannot pull the spear out of the ground until after 1d4 rounds, and you must finish a short or long rest to use this benefit again.

THOR'S FIST



Weapon (warhammer), very rare (requires attunement)

Thor's Fist is a fist shaped stone crafted by the very best blacksmiths. The rune of Thor is carved in the front. When you hit your enemies with it, mighty thunders of Thor make the ground quake and tremble

When you hit with an attack using this magic weapon, the target and the creatures within 5 feet of it take an extra 2d6 lightning or thunder damage (one of your choice). When in stormy areas, this damage increases to 3d6.

THUNDERGUARD SWORD

Weapon (longsword), uncommon

Thunderguards, the elite soldiers of Green Lights of the East, use this sword. The rune of Thor is carved on its hilt.

When you hit with an attack using this magic sword, the target takes an extra 2d4 thunder damage.

TORMENTING CHOPPER

Weapon (handaxe), rare (requires attunement)

In the dungeons of Thorath, life is rough, painful, and bloody. Although never proven, it is rumored that the guards there even torture criminals using this weapon, which is where it gets its name.

When you score a critical hit against a creature using this weapon, the target must succeed on a DC 14 Constitution saving throw or suffer 2 levels of exhaustion for 1d4 turns.

TWILIGHT OF THE MASSACRE

Weapon (greatsword), legendary (requires attunement)

These are the swords of the warlords who gave the orders to hunt down every kuning at the end of the Second Age. It is said that there are five of these swords, all of which were lost on the night of the massacre, and no one knows what happened to them. A farmer found one years later, but people claimed it was corrupted and got rid of the sword. Now, they are out there in Svilland and no one knows where.

When you hit with an attack using this magic weapon, your attack ignores resistance to slashing damage. Additionally, if you score a critical hit with the attack, the target takes a -2 penalty to its AC for 5 turns.

WAR CLEAVER

Weapon (greataxe), uncommon (requires attunement)

This axe is too heavy to use in battle, but the proud berserkers of Nionaem use it as a show of strength. Generally carried to show off, this axe still indicates that the carrier is a strong warrior.

Your Strength score must be equal to or higher than 16 to use this axe properly. Otherwise you have disadvantage on your attack rolls made with this weapon.

When you hit with an attack using this axe, the target takes an extra 1d8 bludgeoning damage. It is not possible to kill someone gently with this weapon, since the target is mostly crushed beneath the axe or split in half.



WATERBLADE

Weapon (any sword), uncommon (requires attunement)

This sword is part of a myth of Iron Lake (p. 63).

People say that this is the only sword thrown into the lake that the lake threw back. It is said that a warrior threw her sword into the lake one day, as many had done for years. This time, however, the sword would not sink. No matter how many times she threw it in, the sword washed up on the shore again and again. People thus believed that the sword or the warrior was cursed. It later turned out that the sword was simply made from a different material preventing it from sinking like the other weapons.

When you hit with an attack using this weapon, your attacks score a critical hit on a roll of 19 or 20.



WONDROUS ITEMS

BEAR CLAW GLOVES

Wondrous item, uncommon (requires attunement)

This set of gloves made of sharpened bear gloves attached to reinforced cloth is generally used by rangers.

While wearing this item, your unarmed strikes deal slashing damage instead of bludgeoning damage. Additionally, when you hit with an attack using these gloves, the target takes an extra 2 slashing damage.

BEAR'S SHOULDERGUARDS

Wondrous item, rare (requires attunement)

These shoulderguards are made of bear fur and have a frightening effect on beasts.

While wearing this item, beasts of challenge rating 4 or lower must succeed on a DC 15 Wisdom saving throw when they attack you or be frightened of you for 1d4 turns.



BLACK ICE PIECE

Wondrous item, rare

If you hold a Black Ice Piece with your bare hands, it deals 1d6 necrotic damage to you at the start of each turn you keep holding it. You can crush and destroy this item as an action to regain a spell slot up to 4th level (of your choice).

Black Ice Pieces are used to craft black ice items by dvergrs. Approximately 10 pieces are needed to craft a Medium armor or weapon.



CLOAK OF MOUNTAIN PEAKS

Wondrous item, uncommon (requires attunement)

The Cloak of Mountain Peaks is used to hide in the mountains and is generally crafted and used by the folks living there.

As long as you are on a mountain, you have advantage on Dexterity (Stealth) checks and climbing doesn't slow you down.

CROWN OF FADED ARCANE

Wondrous item, very rare (requires attunement by a spellcaster)

Once worn by the powerful sorcerers of the realm, this crown is now sold on black markets.

If you have spell slots of 3rd level or lower while wearing it, the number of your spell slots of 3rd level and lower increases by 2.

CUFFS OF DRAUGRS

Wondrous item, very rare

These cuffs that look like metal skeletal hands are generally used to capture draugrs. There is a rumor that they were initially crafted by seidrs.

You can use them to cuff an incapacitated, paralyzed, restrained, or stunned undead as an action. When you do so,

the undead can't move or can't take any actions until the cuffs are removed.

FLESH CARVER

Wondrous item, uncommon

This is a dagger generally used by fleshcarvers and runewalkers to cut their own bodies without harming themselves while they draw runes on their flesh.



FROSTED MASK

Wondrous item, uncommon

This is an iron mask covered in white stones that look like ice.

When worn, the mask constantly radiates cold air and extinguishes nonmagical fires within 10 feet of you.

As long as you are wearing it, you are proficient in the Perception skill.

GLOVES OF THE TRICKSTER

Wondrous item, uncommon

These very light leather gloves are generally worn by thieves and members of Loki's Bastards. They make stealing easier owing to the runes stitched on them. If you are seen wearing them, people think that you are notorious and dishonorable.

While wearing these gloves, you gain proficiency in the Sleight of Hand skill.

GOLDEN HANDS

Wondrous item, legendary (requires attunement)

Morlog, a Mithal warmaster, lost his hands in a battle and ordered two golden gloves from dvergrs to replace his hands. After his death, his family gave them away as they were not too keen on keeping his memory alive.

While wearing this item, you gain the following benefits:

- You have a +2 bonus to your Charisma saving throws.
- You have advantage on Charisma (Persuasion) checks.
- You can use these gloves even if you have no hands, and they act like real hands.

GREEN LIGHT LANTERN

Wondrous item, very rare (requires attunement)


The lantern looks like a golden birdcage and is generally found in the rooms of warlords and governors, especially on borderlands. People say that you become more obedient in the face of authorities when the room is lit with the lantern's green light.

As an action, you can say the command word you designated when you attuned to the lantern, and cause the lantern to shed light. It sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

The lantern has 3 charges. By expending one as an action while you are in the light of the lantern, you can cast the *dominate person* spell against a creature that is also in the lantern's light. The lantern regains all expended charges daily at dawn.

HELMET OF THE DEATH DEER

Wondrous item, very rare (requires attunement)



Using deer skulls as a helmet is a practice common in Svilland. Sometimes, deers become the spirit of the region in which they lived upon their death. Using the skull of such a deer results in magical properties.

While wearing the helmet, you have advantage on the attack rolls against beasts if you are in a forest.

The helmet has 3 charges. By expending one charge, you can give a simple one-word command to a beast. The target must succeed on a DC 18 Wisdom saving throw or obey the command. This item regains 1d4-1 expended charges (minimum of 1 charge) daily at dawn.

HORN OF BEASTS

Wondrous item, rare (requires attunement)

As an action, you can blow this horn and summon 1d4 beasts of challenge rating one or lower. The animals appear in unoccupied spaces within 30 feet of you. The beasts are friendly to you and your companions. Roll initiative for them as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves against hostile creatures, but otherwise take no actions. The GM has the creatures' statistics. They disappear after 1 hour, or when they drop to 0 hit points.

Once you use the horn in this way, you must finish a long rest to do so again.



HORN OF RETREAT

Wondrous item, rare (requires attunement)

When you blow the horn as an action, creatures within 60 feet of you hear the howls of animals and your body is engulfed in a fog. As a part of your action, you choose up to 6 willing creatures within 60 feet of you. The fog teleports you and the chosen creatures to a random safe place within 500 feet of you. The GM determines the exact location.

Once you use the horn in this way, you must finish a long rest to do so again. Additionally, roll a d20 on every use. If the result is 1, the fog covers the horn and teleports it elsewhere after the horn's normal powers take effect.

KEY OF YGGDRASIL

Wondrous item, legendary (requires attunement)

This is a wooden key made of a branch of the World Tree, Yggdrasil. Just as Yggdrasil's branches lead to different realms,

this key opens doors to different locations.

You whisper a specific location to the key as an action. From that moment on, while opening a door, you can expend one of the key's 4 charges as an action and transform the door to a portal that leads to the whispered location for 2 turns. You can hold the portal open for another 2 turns by expending another charge. You can change the whispered location once per month, and the key regains one expended charge at the end of every week.



MAMMOTH HORN

Wondrous item, rare

This is a horn made of mammoth bones or tusks. As an action, you can blow it and release a monstrous warcry.

Once you do so, each hostile creature within 60 feet of you must succeed on a DC 15 Wisdom saving throw or be frightened of you until the end of their next turn, and each ally within the same radius has advantage on their next attack roll made within 1 minute.

MEMENTO OF THE MYSTIC

Wondrous item, legendary

This is a book with blank pages and a brown cover. Some say that Odin bound the will of a heretic mystic to the book, while others claim that the book was the creation of Loki.

You can use your action to ask the book a question by writing it down on one of its empty pages. When you do so, an answer appears on the next page at dawn the next day. If no mortal has the answer to your question, or you shouldn't know the answer for one reason or another (determined at the GM's discretion), no answer appears. You can ask the book a question in this way once per week.

OAKEN SHOULDERGUARD

Wondrous item, uncommon (requires attunement)

This shoulderguard can be worn over your armor. When worn, you gain resistance to acid damage.

PESTILENCE AMULET

Wondrous item, uncommon

This amulet looks like a piece of rock with a purple gem on it. There is a small space under the gem, which holds poison.

When a creature drinks the poison, the poison takes effect after 1d4 days. The creature must succeed on a DC 17 Constitution saving throw or it takes an amount of poison damage equal to 5 x the number of days that passed.

There is enough poison for one use under the gem, which is refilled after you finish a long rest with the amulet still on your person.

RESTLESS BOOTS OF FREYJA

Wondrous item, uncommon

These boots are knitted in Freyja temples by priestesses. They are made from wool, leather and ivy.

While wearing this item, you ignore the effects of difficult terrain. The boots also keep you warm and you ignore the effects of cold weather.



RETURNING BRACELET

Wondrous item, rare (requires attunement)

This bracelet was first crafted by a warrior who had trouble keeping track of his weapon.

During a short rest, you magically bind the bracelet to a weapon you are carrying. Once you do so, you can summon the weapon to your hand as a bonus action if the weapon is within 100 feet of you. There must be a viable way between you and the weapon, meaning that it cannot break through solid obstacles such as barricades or walls.

ROTTEN ROBE

Wondrous item, uncommon (requires attunement)

Followers of Balder crafted these milk-white robes before the fall of Balder. However, the robes decayed and became rotten when Balder died.

As long as you are wearing this item, your alignment cannot be detected.



SOULBOUND COLLAR

Wondrous item, rare (requires attunement)

Mostly slavers use these collars. When a creature wears this collar, it must succeed on a DC 15 Wisdom saving throw when you issue a command to it, or the collar forces it to obey.

The collar can be picked by a successful DC 21 Dexterity check. It can also be broken and has 15 AC and 25 hit points, as well as immunity to poison and psychic damage.

If a creature dies while wearing this item, the collar captures their soul. Such a creature can only be brought back to life by means of a *true resurrection* or *wish* spell, or it can be brought back by other means, but only after the collar is destroyed.

VEGASK

Wondrous item, legendary

This is a bronze bracelet that has a red gem on the top of it. It looks like a common accessory.

If you hit a creature with an unarmed strike while wearing this bracelet, it explodes and deals 4d20+10 fire damage to all creatures within 10 feet of you (including you), and 4d20+10 force damage to creatures within an additional 20 feet. As a result, the bracelet is destroyed and your hand is severed.

Curse. This item is cursed. Once you wear this bracelet, you can't remove it in any way except by means of a *wish* spell.

WARLORDS' FIST

Wondrous item, rare (requires attunement)

This is a glove forged with the blood of Fenrir's kin. It is believed that a warlord, who was a follower of Fenrir, used this glove to massacre Odin's followers.

While wearing this, you have +2 bonus to your damage rolls made with unarmed strikes. Additionally, if you grapple a creature while wearing it, you deal 1d4 piercing damage to the creature at the start of each of your turns.



WOLF COLLAR

Wondrous item, uncommon

This collar prevents a creature from transforming into a werevargr. The lock of the collar can be picked by a successful DC 19 Dexterity check. It can also be broken and has 13 AC and 21 hit points, as well as immunity to poison and psychic damage.

WYRM LANTERN

Wondrous item, legendary (requires attunement)

This lantern carries a piece of wyrm breath in it. It always sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The color of the light depends on the wyrm whose breath was taken.

All friendly creatures within 10 feet of the lantern gain truesight out to a range of 30 feet.



WYRM NAIL BUCKLE

Wondrous item, uncommon (requires attunement)

This is a beard and hair accessory. The originals were crafted out of wyrm nails, however many on the market nowadays are fakes.

While wearing this item, you have advantage on Charisma saving throws whether it is an original or a fake. If it is an original, the buckle becomes a rare item and your Charisma score increases by 1, to a maximum of 20.



RUNESTONES



One of the most precious gifts that Odin the Allfather gave Svillanders is the runes. Through them, the people of the land learnt how to put their spoken language into written form. It enabled them to keep records of history and of the important aspects of their lives.

Many Svillanders believe that runes are made for writing and writing alone. They see them as their mundane tool for knowledge and record-keeping. However, some know that the use for runes goes above and beyond an alphabet. They are the key to understanding the arcane and divine existence of Yggdrasil, as well as the magic in Svilland.

Some Svillanders are born with the runes, such as rune-touched sorcerers, while others learn how to cast spells with them. There are also things called runestones all across the land that carry the might of Odin's runes within.

Everyone can use runestones, even if they cannot normally cast spells. Runestones only require special usage and recharging.

PROPERTIES OF RUNESTONES

Runestones are a new type of magic item. Just as there are magic weapons, wands, or wondrous items, runestones are listed as "runestones". They store spells related to the rune carved on them, and can be recharged. In a sense, they are reusable scrolls to cast magic with. However, recharging a runestone is tricky, as each one requires a different ritual.

There are runestones of different powers and rarity: Lesser, Greater, Grand, and Sacred.

USING AND RECHARGING RUNESTONES

You can cast spells using runestones. Each runestone has a number of charges and specific spells stored within. Different spells can require different amounts of charges to cast, and you can cast a stored spell by expending the required charge as an action.

The spells in a lesser runestone are called lesser spells, in a greater runestone are called greater spells, and so on and so forth. Lesser spells require 1 charge to cast, greater spells require 3 charges, grand spells require 5 charges, and sacred spells require 7 charges.

A greater runestone also contains the spells of its lesser form, a grand runestone contains the spells of its lesser and greater forms, and so on and so forth.

The DC of a spell cast by using a runestone is equal to 12 + the minimum proficiency bonus of the spellcaster that is able to cast the spell. For example, if you cast a *fireball* by using the Greater Kaun runestone, you should think that *fireball* is a 3rd level spell, which can be cast by a spellcaster of 5th level or higher. In this case, the minimum proficiency bonus of a spellcaster that can cast *fireball* is 3, and the DC of the spell

becomes 15.

Each runestone can be recharged by different means. While a runestone of Kaun needs to be put into fire, a runestone of Laugr needs to be put into a source of water. The right way of recharging a runestone is written under its description.

ATTUNEMENT TO RUNESTONES

You can use runestones with or without attunement. When attuned, a runestone may offer additional spells and benefits. These additional spells are marked with a *. Sacred runestones cannot be used without attunement.

RUNESTONE DESCRIPTIONS

There are runestones of 12 runes available as magic items in Svilland. Their descriptions are as follows:

ANSUZ (RUNE OF MAGIC)



Runestone, rarity varies (attunement varies)

Ansuz is the rune of magic and an Ansuz runestone allows you to cast various arcane spells.

Recharging. In order to recharge this runestone, you must expend a number of spell slots equal to the number of charges the runestone has. If you are attuned, this number decreases by 1.

Runestone	Rarity	Spells	Charges
Lesser	Uncommon	<i>detect magic, magic missile*</i>	1
Greater	Rare	<i>arcanist's magic aura, dispel magic*</i>	3
Grand	Very Rare	<i>arcane eye, arcane hand*</i>	5
Sacred	Legendary	<i>arcane sword*, antimagic field*</i>	7

BJARKAN (RUNE OF LIFE)

Runestone, rarity varies (attunement varies)

Bjarkan is the rune of life. It is one of the greatest gifts given to the mortals by the Gods and the Goddesses. A Bjarkan runestone miraculously brings the dead back to life but is consumed when it is used and thus cannot be recharged.



Runestone	Rarity	Spells
Lesser	Uncommon	<i>revivify</i>
Greater	Rare	<i>raise dead</i>
Grand	Very rare	<i>resurrection</i>
Sacred	Legendary	<i>true resurrection*</i>

DAGR (RUNE OF DAY)



Runestone, rarity varies (attunement varies)

Dagr is the rune of the day and a Dagr runestone lets you cast spells of the day and of the night.

Recharging. In order to recharge this runestone, you must place it under direct sunlight at dawn.

While attuned to a grand or sacred Dagr runestone, after you recharge it, you can use the runestone once as an action to grant the benefits of a short rest to yourself and up to 5 other allies of your choice within 30 feet of you until the next dawn. You can also grant the benefits of a long rest to yourself and up to 5 other allies of your choice within 30 feet of you as an action, consuming the runestone in the process.

Runestone	Rarity	Spells	Charges
Lesser	Uncommon	<i>light, guiding bolt*</i>	1
Greater	Rare	<i>darkness, daylight*</i>	3
Grand	Very Rare	<i>sunbeam</i>	5
Sacred	Legendary	<i>sunburst*</i>	7

GIPT (RUNE OF GIFT)

Runestone, legendary

Gipt is the rune of gifts. Mortals can create miracles with a Gipt runestone. You can cast a *wish* spell by using it, consuming the runestone in the process.



IHWAR (RUNE OF DEATH)



Runestone, rarity varies (attunement varies)

Ihwar is the rune of death and an Ihwar runestone mostly has necromancy spells stored in it.

Recharging. In order to recharge this runestone, you must bury it inside a fresh corpse (killed within the hour) for 8 hours.

Runestone	Rarity	Spells	Charges
Lesser	Uncommon	<i>spare the dying, false life*</i>	1
Greater	Rare	<i>ray of enfeeblement, animate dead*</i>	3
Grand	Very Rare	<i>blight, contagion*</i>	5
Sacred	Legendary	<i>harm*, finger of death*</i>	7

ING (RUNE OF EARTH)

Runestone, rarity varies (attunement varies)

Ing is the rune of earth and an Ing runestone lets you control earth.

Recharging. In order to recharge this runestone, you must bury it beneath the earth for 8 hours.



Runestone	Rarity	Spells	Charges
Lesser	Uncommon	<i>mending, resistance*</i>	1
Greater	Rare	<i>barkskin, meld into stone*</i>	3
Grand	Very Rare	<i>stoneskin, wall of stone*</i>	5
Sacred	Legendary	<i>move earth*, reverse gravity*</i>	7

ISA (RUNE OF ICE)

Runestone, rarity varies (attunement varies)

Isa is the rune of cold and ice, and an Isa runestone lets you wield the power of the cold.

Recharging. In order to recharge this runestone, you must bury it in a pile of snow that is in contact with the earth (not separated by a cup or container) for 8 hours.

Additionally, if you are attuned to an Isa runestone of any rarity, you can choose to have advantage on a Constitution saving throw against an effect that deals cold damage or against cold weather by expending one charge as a reaction. Once you use the runestone in this way, you must finish a short or long rest to do so again.

Runestone	Rarity	Spells	Charges
Lesser	Uncommon	<i>ray of frost*</i>	1
Greater	Rare	<i>cold's embrace**, ice pit**(*)</i>	3
Grand	Very Rare	<i>ice storm, cone of cold*</i>	5
Sacred	Legendary	<i>freezing sphere*, avalanche**(*)</i>	7

** Spells with a double asterisk are new spells that can be found in this book.

KAUN (RUNE OF FIRE)

Runestone, rarity varies (attunement varies)

Kaun is the rune of fire and a Kaun runestone lets you create fire out of thin air.

Recharging. In order to recharge this runestone, you must put it into a fire such as a campfire or a hearth fire for 8 hours.

Runestone	Rarity	Spells	Charges
Lesser	Uncommon	<i>produce flame, firebolt*</i>	1
Greater	Rare	<i>scorching ray, fireball*</i>	3
Grand	Very Rare	<i>wall of fire, flame strike*</i>	5
Sacred	Legendary	<i>delayed blast fireball*, fire storm*</i>	7

LAUGR (RUNE OF WATER)

Runestone, rarity varies (attunement varies)

Laugr is the rune of water and a Laugr runestone lets you bend

water to your will.

Recharging. In order to recharge this runestone, you must bury it beneath a natural body of water, such as a river or a lake for 8 hours.

Additionally, if you are attuned to a Laugr runestone of any rarity, you can expend one charge as an action to have advantage on your next Wisdom saving throw against a mind-altering spell

or other magical ability within 8 hours. This is because your mind becomes flexible enough to slip through the grasp of the opponent caster, just like water.

Runestone	Rarity	Spells	Charges
Lesser	Uncommon	<i>create or destroy water*</i>	1
Greater	Rare	<i>water breathing (self only), water breathing*</i>	3
Grand	Very Rare	<i>control water, conjure elemental (water)*</i>	5
Sacred	Legendary	<i>conjure elemental (water)(7th)*</i>	7

ODAL (RUNE OF BORDERS)

Runestone, rarity varies (attunement varies)

Odal is the rune of borders and an Odal runestone lets you cast various protective spells.

Recharging. In order to recharge this runestone, you must finish a long rest within a circle you draw on the ground with your own blood while the runestone is on your person. While preparing the blood circle, you take 1d4 necrotic damage that cannot be lowered by any means, and your hit point maximum is lowered by 1d4. In addition, the amount of hit points you regain at the end of the long rest during which you recharge the runestone decreases by 30.



Runestone	Rarity	Spells	Charges
Lesser	Uncommon	<i>protection from evil and good*</i>	1
Greater	Rare	<i>protection from energy, warding bond*</i>	3
Grand	Very Rare	<i>resilient sphere, wall of force*</i>	5
Sacred	Legendary	<i>globe of invulnerability (7th)*</i>	7

THURISAZ (RUNE OF LIGHTNING)

Runestone, rarity varies (attunement varies)

Thurisaz is the rune of lightning and power, and a Thurisaz runestone lets you wield lightning and empower your spells with it.

Recharging. In order to recharge this runestone, you must leave it in a thunderstorm for 8 hours or must cast a spell on it that deals



lightning damage. In the latter case, the runestone gains a number of charges equal to the level of the spell. If you are attuned to the runestone, and if you are the one who casts the lightning-damage-dealing spell, the runestone regains one additional charge.

In addition, while attuned, you can expend a number of charges of the runestone (to a maximum of 3 charges) as an action to increase your spell save DC or spell attack modifier by the number of charges expended for 1 minute.

Runestone	Rarity	Spells	Charges
Lesser	Uncommon	<i>shocking grasp, thunderwave*</i>	1
Greater	Rare	<i>lightning bolt*</i>	3
Grand	Very Rare	<i>lightning bolt (5th)*</i>	5
Sacred	Legendary	<i>chain lightning (7th)*</i>	7

WUNJO (RUNE OF BIND)

Runestone, rarity varies (attunement varies)

Wunjo is the rune of binding and a Wunjo runestone lets you cast binding spells as well as spells that aid your allies.

Recharging. In order to recharge this runestone, you must put it in the middle of your dining table where you share your food with your trusted friends, and then finish a long rest with the runestone on your body and your friends around you.



Runestone	Rarity	Spells	Charges
Lesser	Uncommon	<i>guidance, comprehend languages*</i>	1
Greater	Rare	<i>aid, sending*</i>	3
Grand	Very Rare	<i>planar binding, hold monster*</i>	5
Sacred	Legendary	<i>forcecage*</i>	7

CREATING RUNESTONES

You can create the runestones detailed above by magical or divine means. In order to create a runestone, you must be able to cast runic magic, which means that you have to be a runewalker, a gothi of the Rûn domain, or a rune-touched sorcerer.

If you are one of the above, you must also be able to cast the spells that the runestone you are going to create will store, or you must have the scrolls of the spells. If you want to create a runestone of Greater or higher rarity, you must be able to cast the spells or have the scrolls of the spells of the lesser rarity.

The runestone can be made from any stone, but the material used to inscribe the rune onto the stone varies according to the rarity. Creating a lesser runestone requires gold dust ink worth at least 300 gp, a greater runestone requires platinum dust ink worth at least 3000 gp, grand runestone requires diamond dust ink worth at least 30000 gp, and sacred

runestone requires diamond dust ink worth at least 30000 gp accompanied by a *wish* spell or the Divine Intervention feature.

RUNESTONES OF DIFFERENT RUNES

The runes found in Svillnd are not limited to the 12 listed above. As a player or as the GM, feel free to create runestones of other runes to enrich your game. Below, you can find a template for creating new runestones, as well as information about other runes of Odin.

RUNESTONE NAME

Runestone, rarity (attunement)
This is the general description.

Recharging. Each rune represents another thing in the cosmos and thus is recharged in different ways. The recharge generally requires 8 hours.

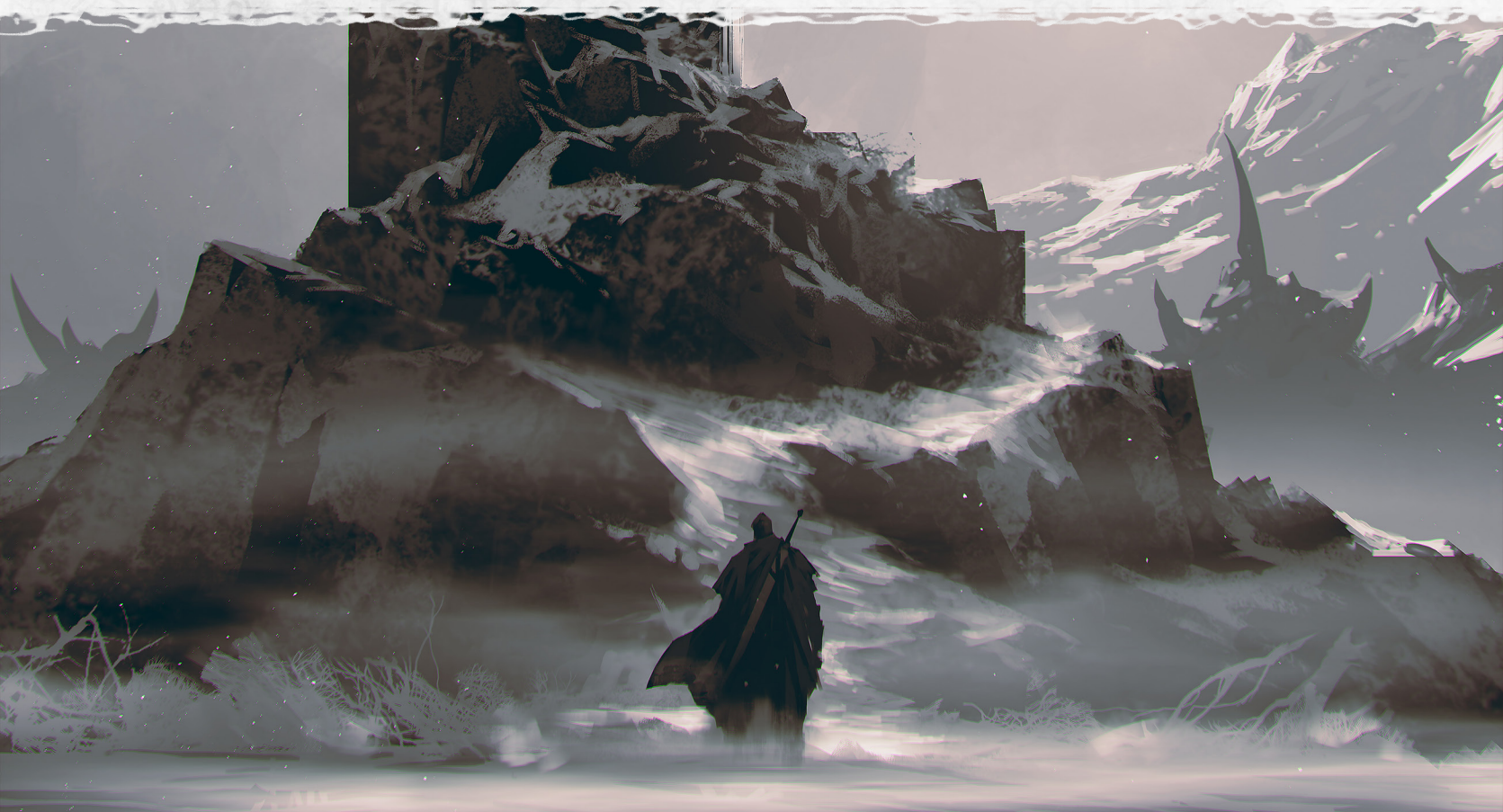
Other powers of the runestone. If the runestone has another power that is not a spell, you can write it here.

Runestone	Rarity	Spells	Charges
Lesser	Uncommon	<i>cantrip, 1st level spell*</i>	1
Greater	Rare	<i>2nd level spell, 3rd level spell*</i>	3
Grand	Very Rare	<i>4th level spell, 5th level spell*</i>	5
Sacred	Legendary	<i>6th and/or 7th level spell*</i>	7

OTHER RUNES OF ODIN

The runes of Odin and their meanings are given in the table below:

Ar	World Serpent, binding between realms, honor and rights
Elhaz	Valkyries, sanctuary, Bifrost, communication with worlds
Fehu	Creation and destruction, circle of life, cosmic bond of fire, earth and Ragnarok
Hagal	Juncture of fire (matter, Muspelheim) and ice (antimatter, Niflheim), protection and banishment
Ior	Harmonious duality, spirituality and mortality, vehicle of otherworldly journeys
Madr	Humanity, individual, intelligence, rationality and memory, the divinity within mortals
Nauthiz	Distress and deliverance, spiritual protection, constraint and resistance
Peorth	Primal layers, most primal form, time and perspective of time, cause and effect
Raido	Aesir's rune, path of the sun and the realms, advice and judgement, rhythm
Tyr	Tyr's rune, self sacrifice, heavens, judgement by arms, discipline and rulership, law and justice
Urur	Forming and manifestation, origin and destiny of things



CHAPTER V MONSTERS AND THE WILDERNESS

This chapter includes monsters, humanoids, and other creatures that are unique to Svilland and to Norse mythology. They come in many forms and wander various regions. Apart from what is given here, There are many monsters in Svilland, including those that aren't given here. Feel free to use monsters from outside this book that fit the theme of your campaigns and adventures, using the encounter tables in this chapter as a starting point.

MONSTERS

Monsters in this book are designed to enrich the mood of your games and reflect the grim atmosphere of Svilland. The following chart shows the new monsters, their challenge rating, and creature types.

Monster Name	CR	Type
Dvergr of Gulbolruhm	1	Undead
Frostbitten Draugr	1	Undead
Tormented Soul	1	Undead
Draugr Guardian	2	Undead
Hel Staghead	2	Fiend
Hel Brute	3	Fiend
Shieldmaiden	3	Humanoid
Trold	3	Giant
Draugr Deadcaller	4	Undead
Ambushing Berserkr	5	Humanoid
Drakkar Skipan	5	Humanoid
Thunderguard	5	Humanoid

Monster Name	CR	Type
Vartr Blade	5	Humanoid
Draugr Frostbringer	6	Undead
Huldra	6	Fey
Seidr	6	Humanoid
Cursed Warrior	7	Undead
Hel Tormentor	7	Fiend
Wyse Trold	7	Giant
Frost Spirit	9	Undead
Death Spirit	10	Undead
Grove Guardian	10	Monstrosity
Life Spirit	10	Undead
Mountain Jotunn	10	Giant
Isa Worm	12	Monstrosity

Monster Name	CR	Type
Frost Jotunn	13	Giant
Valkyrie	17	Celestial
Ormr	19	Dragon
Nadr	21	Dragon



CURSED WARRIOR

They were great, glorious warriors in life who deserved to feast with the Gods and Goddesses in Valhalla in death. Alas, their wickedness and ruthlessness caused them to be turned away at the gates. As they are not fit to get into Helheim either, these warriors now roam the land, always seeking challenges to test the mettle in their hearts and the might of their blades. According to legend, these doomed souls can deduce the strength of people by a single look, and do not bother with those they deem unworthy.



CURSED WARRIOR

Medium undead, any evil alignment

Armor Class 14 (masterful duelist)

Hit Points 68 (8d8 + 32)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	18 (+4)	10 (+0)	10 (+0)	16 (+3)

Saving Throws Constitution +7, Charisma +6

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages The languages it knew in life

Challenge 7 (2,900 XP)

Ethereal Sight. The cursed warrior can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The cursed warrior can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Masterful Duelist. Thanks to its exceptional dueling skills, the cursed warrior takes +4 bonus on its AC (included in the AC).

Thirsty for Challenge. The cursed warrior persists for a challenging combat, adding 1d6 piercing or slashing damage on its melee attacks for each creature that is fighting it in melee range.

Unflankable. The cursed warrior is a master fighter, it is immune to being flanked.





DRAUGR GUARDIAN

Medium undead, any evil alignment

Armor Class 15 (armor scraps, shield)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Immunities poison

Condition Immunities charmed, exhausted, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages it knew in life but can't speak

Challenge 2 (450 XP)

Shield Wall. If two or more draugr guardians are within 5 feet of each other, they form a shield wall, and creatures have disadvantage on their attack rolls against them.

ACTIONS

Multiattack. The draugr guardian makes two attacks; one with its battleaxe, and one with its shield.

Battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Shield Bash. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Taunt. The draugr guardian bashes its weapon on its shield and points its weapon towards a hostile creature that is within 30 feet of it. Target must succeed on a DC 13 Wisdom saving throw, or be affected by the taunt. The creature has disadvantage on its attack rolls against creatures other than the draugr, until the end of its next turn.



Draugrs are undead, fleshy remains that still walk among the living. When they are raised from the dead, they lose most of their sentience and become inhuman monsters of carnage. The reasons underlying their savage nature are unclear. While some say there are restless spirits possessing their corpses, others claim that they are merely servants of Hel.

DRAUGR GUARDIAN

Draugr guardians are shield-wearing warriors of long ago. They do not retain any sentience in their risen form, but they remember their fighting techniques.



DRAUGR DEADCALLER

Medium undead, any evil alignment

Armor Class 15 (armor scraps)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	10 (+0)	16 (+3)	5 (-3)

Saving Throws Intelligence +2, Wisdom +5

Damage Immunities necrotic, poison

Condition Immunities charmed, exhausted, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages understands the languages it knew in life but can't speak

Challenge 4 (1,100 XP)

Affinity of the Dead. The draugr deadcaller can cast the *animate dead* spell, with a casting time of 1 action.

Spellcasting. Draugr deadcaller is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The draugr deadcaller has the following spells prepared:

Cantrip (at will): *chill touch*, *resistance*

1st level (4 slots): *bane*, *false life*, *inflict wounds*,

2nd level (3 slots): *blindness/deafness*, *hold person*, *ray of enfeeblement*

3rd level (3 slots): *animate dead*

ACTIONS

Mark Mortal's Doom (2/Day). The draugr deadcaller marks one of the death saving throws of a character that is within 30 feet of it as a failure. When the character drops to 0 hit points, it starts with a failed death saving throw. A character can only have 2 marks on it.

The *remove curse* spell or finishing a short or long rest ends the effects of a mark.

Withering Strike. Ranged Spell Attack: +5 to hit, range 60 ft., one target. Hit: 17 (5d6) necrotic damage and the target must succeed on a DC 13 Strength saving throw or it has disadvantage on its Strength checks or attacks that use Strength until the end of its next turn.



DRAUGR DEADCALLER

They are half-sentient acolytes of Hel who possess the ability to raise others from the dead in her name, which makes them important recruiters for the growing army of Helheim. This ability is also why the living are so afraid of them.



DRAUGR FROSTBRINGER

The draugr frostbringers carry Black Winter with them wherever they go. They are omens of dark days ahead. They can freeze those around them slowly, and raise frostbitten, freshly slain corpses from the dead.

One may easily see draugrs band together with Hel's springs, as both creatures are the servants of Hel. However, unlike other draugrs, draugr frostbringers do not join in with Hel's spring.

Those who study the undead say that this is because they are the servants of Odd rather than of Hel. In any case, they have the promise of death in common with the hordes of Helheim.



DRAUGR FROSTBRINGER

Medium undead, any evil alignment

Armor Class 15 (armor scraps)

Hit Points 102 (12d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	6 (-2)	12 (+1)	12 (+1)

Saving Throws Constitution +7, Charisma +4

Damage Vulnerabilities fire; bludgeoning

Damage Resistances necrotic

Damage Immunities cold, poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands the languages it knew in life but can't speak

Challenge 6 (2,300 XP)

Aura of Winter. The draugr frostbringer carries the frost of the Black Winter's Cold in a 30-foot radius centered on itself. Additionally, the draugr frostbringer deals 5 (1d10) cold damage to the creatures that are within 30 feet of it at the start of each of its turns. The creatures also have their speed reduced by 10 feet while within the aura.

Ice Burst. When the draugr frostbringers hit points drop to 0, it explodes into many shards of ice. Any creature that is caught within 10 feet of it must make a DC 15 Dexterity saving throw, taking 10 (4d4) piercing plus 10 (4d4) cold damage on a failed save, or half as much on a successful one.

Ice Walker. The draugr can walk on ice without any penalties.

ACTIONS

Multiattack. The draugr frostbringer makes two melee weapon attacks with its frostbitten greataxe.

Frostbitten Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage plus 5 (2d4) cold damage.

Ice Shards (1d4 shards). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., multiple targets. *Hit:* 5 (1d6 + 2) piercing damage plus 5 (2d4) cold damage, and the targets' speeds are reduced by 10 feet until the start of their next turn.

Mark of Frost (Recharge 5-6). The draugr frostbringer targets an undead within 30 feet of it. The creature gains the Ice Burst feature if it does not have the feature already. The creature also gains an additional 2 (1d4) cold damage bonus on its attacks for one minute.



FROSTBITTEN DRAUGR

Frostbitten draugrs are created by the draugr frostbringers who imbue them with the essence of Black Winter. When they are destroyed, they explode and release this essence.

When a frostbitten draugr is destroyed, its frosty essence is released, and it spreads to its surroundings.

FROSTBITTEN DRAUGR

Medium undead, any evil alignment

Armor Class 13 (armor scraps)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities fire

Damage Immunities cold, poison

Condition Immunities charmed, exhausted, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages it knew in life but can't speak

Challenge 1 (200 XP)

Ice Burst. When the frostbitten draugr hit points drop to 0, it explodes into many shards of ice. Any creature that is caught within 10 feet of it must make a DC 13 Dexterity saving throw, taking 5 (2d4) cold plus 5 (2d4) piercing damage on a failed save, or half as much damage on a successful one.

Ice Walker. The draugr can walk on ice without any penalties.

ACTIONS

Multiattack. Frostbitten draugr makes one seax attack.

Seax. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing plus 3 (1d6) cold damage.

Ice Shards (1d4 shards). *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., multiple targets. Hit: 4 (1d4 + 2) piercing damage plus 2 (1d4) cold damage, and the targets' speeds are reduced by 0 feet until the start of their next turn.



DVERGR OF GULBOLRUHM

DVERGR OF GULBOLRUHM

Medium undead (Dvergr), chaotic evil

Armor Class 13 (armor scraps)

Hit Points 37 (5d8 + 15)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	8 (-1)	10 (+0)	9 (-1)

Damage Vulnerabilities psychic, radiant

Damage Resistances cold

Damage Immunities necrotic, poison

Condition Immunities paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Dvergmer

Challenge 1 (200 XP)

Carnage. If the dvergr of Gulbolruhm scores a critical hit on its attack roll against a creature, it can make an additional weapon attack against the same creature. It can use this feature once per turn.

Keen Hearing and Smell. The dvergr of Gulbolruhm has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

REACTIONS

Madness of the Curse (Recharge 6). When the dvergr of Gulbolruhm is targeted by a mind affecting ability or spell, it reflects the ability or spell back to its caster if it succeeds on the saving throw by 5 or more.

Cursed with a blood-frenzied undeath by Hel, the dvergrs of clan Gulbolruhm are doomed to lurk in the shadows of their crumbled home for all eternity.

When intruders enter their cursed home, these dvergrs leap out from their hiding places to lure intruders far from their kin.





ISA WORM



With a skin that looks like it were made of snow and tusks as sharp and as crystallized as icicles, the frost worm is the dreadful predator of the tundra. A frost worm is not picky about its prey when it is hungry. And it is always hungry.

When isa worms wander within the snow, they soften the snow and create pathways, so that those who walk on them will be trapped in the snow, thus becoming their prey. The unfortunate folk who suffer this fate slowly freeze to death in these icy graves before the isa worm comes by to devour them.

Some rangers of Skadi try to keep a close eye on these pathways. They wander around to warn people of such dangerous areas, and guide them into safer passages; although they are rumored.



ISA WORM

Gargantuan monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 193 (12d20 + 72)

Speed 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	7 (-2)	22 (+6)	1 (-5)	8 (-1)	4 (-3)

Saving Throws Strength +11, Constitution +10

Damage Vulnerabilities fire

Damage Immunities cold

Senses blindsight 60 ft., tremorsense 60 ft., passive perception 9

Languages -

Challenge 12 (8,400 XP)

Snow Camouflage. When it is lying still and is buried halfway in the snow, it is difficult to spot the isa worm. A creature that comes within 150 feet of the isa worm must succeed on a DC 17 Wisdom (Perception) check to become aware of its presence.

Tunneler. The isa worm can burrow through solid rock at half its burrow speed, and it leaves a 10-foot diameter tunnel in its wake.

ACTIONS

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 34 (6d8 + 7) piercing and 18 (4d8) cold damage. If the target is a Large or smaller creature, it must succeed on a DC 17 Dexterity saving throw, or is swallowed by the isa worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects coming from outside the isa worm, and it takes 21 (6d6) acid damage at the start of each of the isa worm's turns.

If the isa worm takes 30 damage from a creature inside of it on a single turn, the isa worm must succeed on a DC 21 Constitution saving throw at the end of that turn, or it regurgitates all swallowed creatures and spits them. These creatures are knocked prone in a space within 10 feet of the isa worm.

If the worm dies, swallowed creatures are no longer restrained by it, and can escape from the corpse by using 20 feet of movement. Creatures are considered prone while escaping from the corpse.

Tail. The isa worm swings its tail through a 30-foot cone. Creatures that are within the area must succeed on a DC 17 Dexterity saving throw or they take 35 (8d6 + 7) bludgeoning damage.





HEL'S SPRING



Hel's springs are creations of Hel. They inhabit Helheim and act as Hel's servants, warriors and butchers. Although they do not roam in Svilland freely, they sometimes find their way onto the land. And that's when the slaughter begins.

HEL TORMENTOR

With a towering body ridden with scars and malicious runes, the Hel tormentor is a terrifying representation of Helheim. It torments some of the weak and unlucky souls doomed to live in torment in Helheim. These horrid creatures sometimes find their way to Svilland and continue their torment here.



HEL TORMENTOR

Large fiend, lawful evil

Armor Class 16 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	19 (+4)	10 (+0)	16 (+3)	14 (+2)

Saving Throws Strength +7, Constitution +7, Charisma +5

Skills Intimidation +5, Perception +6

Damage Vulnerabilities radiant

Damage Resistances psychic

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Austris (Common), Hellic

Challenge 7 (2,900 XP)

Light Sensitivity. While in bright light, the Hel tormentor has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

Summon Tormented Soul (Recharge 5-6). As a bonus action, the Hel tormentor summons a tormented soul from Helheim in a space within 30 feet of itself under its control. Any summoned tormented souls vanish and fade away when the Hel tormentor is slain or banished.

ACTIONS

Multiattack. The Hel Tormentor makes two whip attacks.

Whip. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. **Hit:** 9 (2d4 + 4) slashing damage plus 7 (2d6) necrotic damage. Target must succeed on a DC 15 Dexterity saving throw or be grappled (escape DC 15). Starting from the Hel Tormentor's next turn, as long as the target is still grappled, it takes an additional 10 (4d4) necrotic damage and the Hel tormentor can pull the target 5 feet towards itself. The Hel tormentor cannot make a whip attack while a creature is grappled by it.

Agonizing Shout (Recharge 5-6). The Hel Tormentor projects a terrifying shout that reminds others of its unquestionable domination. Creatures within 10 feet of the Hel tormentor must make a DC 15 Constitution saving throw. On a failed save, a creature takes 45 (7d12) psychic damage and is agonized (p. 106) for 1 minute. On a success, it takes half the damage and is not agonized. A creature that succeeds on the saving throw is immune to being agonized for the next 24 hours.



TORMENTED SOUL

This is a hovering soul with a painful, dreadful look on its face. A single look at this physical representation of what awaits some souls in Helheim is enough to terrify the beholder.

Having been through endless torment, these souls forget who they are, becoming feral creatures made of only fright. Their hysterical behavior spreads terror among those who see them in Svilland. This is because people know they themselves might suffer this fate if they fall into the hands of Hel.

Still, most believe such a fate is reserved only for those who commit the most hideous sins against the Gods. They thus do not feel much pity for these creatures, thinking whatever they've got, they must have had it coming.



TORMENTED SOUL

Medium undead, unaligned

Armor Class 10

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	10 (+0)	10 (+0)	8 (-1)	6 (-2)	14 (+2)

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 8

Languages Hellic and any languages it knew in life
Challenge 1 (200 XP)

Ethereal Sight. The tormented soul can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Grumbling of Agony. The tormented soul constantly whines and grumbles about its pain of eternal torture. Any creature that comes within 10 feet of the tormented soul must succeed on a DC 10 Wisdom saving throw or is agonized (p.106) for 1 minute. A creature that succeeds on the saving throw is immune to this effect for the next 2 hours.

Incorporeal Movement. The tormented soul can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Scream of Agony. *Ranged Spell Attack:* +4 to hit, range 20 ft., one target. *Hit:* 11 (2d10) psychic damage. The creature must succeed on a DC 12 Wisdom saving throw or become agonized until the end of its next turn.



HEL STAGHEAD

This creature looks like a Large warrior but has a stag skull instead of a head. Its skin is tattered and rotting, and it carries a sword with blood stains that are never cleaned.

Hel stagheads are believed to be mortals who fell into Helheim after death, as they were undeserving of Valhalla. However, as they have shown their worth in serving the Goddess of Death, Hel empowered them and made them her soldiers.

With this second chance given to them, these creatures serve their Goddess willingly and with complete loyalty. It cannot be said, however, that they are equally loyal to their allies.



HEL STAGHEAD

Large fiend, lawful evil

Armor Class 13 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	8 (-1)	8 (-1)	5 (-3)

Skills Athletics +6

Damage Immunities poison

Condition Immunities charmed, exhausted, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Austris and Hellic, but can't speak

Challenge 2 (450 XP)

ACTIONS

Carnage. The Hel staghead attempts to grapple a Medium or smaller creature that is within 5 feet of it. The creature must succeed on a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check, whichever is higher, or be grappled (escape DC 14). The Hel staghead holds the grappled creature with one hand and starts to open slashes on its flesh with the crossguard of its longsword. It makes 2 (1d4) melee weapon attacks, dealing 6 (1d4 + 4) slashing damage on each hit.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.



HEL BRUTE

Large fiend, lawful evil

Armor Class 11 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	20 (+5)	6 (-2)	6 (-2)	5 (-3)

Damage Immunities poison

Condition Immunities exhausted, poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Austris and Hellic, but can't speak

Challenge 3 (700 XP)

ACTIONS

Multiattack. The Hel brute makes two attacks, one with its giant seax and one with its meat hook.

Giant Seax. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.

Meat Hook. *Melee Weapon Attack:* +6 to hit, reach 5 ft., two targets. *Hit:* 7 (1d6 + 4) piercing damage. On a successful hit, the target creature must succeed on a DC 13 Dexterity (Acrobatics) check, or be knocked prone.

Hook and Pull. The Hel brute swings its hook on a target that is within 10 feet of it by making an attack roll with its meat hook. On a successful attack, the target creature takes 7 (1d6 + 4) piercing damage. Also, the target is grappled if its size is Medium or smaller (escape DC 13), and it is pulled 5 feet towards the Hel brute. The Hel brute can pull the creature adjacent to itself. If it does so, it can make the Gutting action against the grappled creature on its next turn if the creature stays grappled.

Gutting. The Hel brute begins gutting the flesh of a creature that is adjacent to itself and that is grappled. The creature takes 24 (8d4 + 4) piercing damage. As long as the creature is grappled, the Hel brute can keep on performing this action. While Gutting, Hel brute neither can make its movement or it can attack another creature.



HEL BRUTE

With its body made of mutilated flesh and layers of fat, the Hel brute looks like an abomination. It has blood stains all over its torso and arms.

These creatures are also known for their frightening diet; they are known to eat those they slaughter. Their meat hooks mostly have remains of flesh on them, probably left over from their last meal. They even eat people alive sometimes, not caring to wait or to finish the job before devouring the wounded.



HEL BEAST

These creatures are beasts that were perverted by Helheim. They look the same as they did before and have the same properties. However, they now possess otherworldly traits as well.

They are much stronger than their natural kin. While a bear is a tough hunt for a Svillander, a Hel bear can slaughter a whole hamlet before it goes down. The same goes for wolves; while all wolves are hard to beat, a pack of Hel wolves can raid a village and leave nothing but gnawed bones behind.

These beasts tend to stick together. A Hel bear and a pack of Hel wolves can be seen hunting as one pack, with the essence of Hel bending the very instincts of nature to her will of death and terror.

Hel uses these beasts to kidnap the souls of unlucky creatures. Hel beasts can swallow the souls of those they kill, as though they were eating their flesh. They store these souls within them until a Hel's spring takes them to Helheim.

Their eyes are reflections of the horrors of Helheim. This fills weak-willed victims who looks into their eyes with dread. It paralyzes them, preventing them from doing anything but stare at those unnatural eyes. Hel beasts also use their eyes to paralyze their prey before they leap.

Hel beasts are the utmost enemies of the beasts of Vanir. It is believed that Vanir beasts protect the land from the infestation of Hel beasts.



HEL BEAST

Any size fiend, neutral evil

Armor Class +2 (natural armor)

Hit Points +2 HD +2 x Con modifier

Speed as the beast of origin

STR	DEX	CON	INT	WIS	CHA
+4 (+2)	+2 (+1)	+4 (+2)	+0 (+0)	+0 (+0)	+2 (+1)

Saving Throws Charisma

Skills Intimidate

Damage Resistances cold, necrotic

Condition Immunities frightened

Senses blindsight 60 ft.

Languages understands Hellic, but cannot speak

Challenge +1 CR (round up)

Paralyzing Gaze. During its first turn as a bonus action, the Hel beast throws a Paralyzing Gaze to a creature within 30 feet of it.

Swallow the Soul. If the Hel beast slays a creature, the creature must succeed on a DC 10 Charisma saving throw, or its soul is consumed by the beast. Any creature that has its soul consumed cannot be resurrected by any means other than the *divine intervention* feature or a *wish* spell unless the Hel beast is killed.

When the beast is slain, the souls that it has consumed are released and there is a 10% chance that a ghost gets summoned as a result. The ghost may choose to fight against Hel's offspring (1-24%), fade away (25-75%), or try to possess a creature (76-100%).

REACTIONS

Paralyzing Gaze (Recharge 6). The Hel beast looks at a creature within 30 feet of it, right in its eyes. The creature must succeed on a DC 10 Wisdom saving throw, or be paralyzed for 1 minute. A creature that succeeds on the saving throw is immune to this effect for 24 hours.





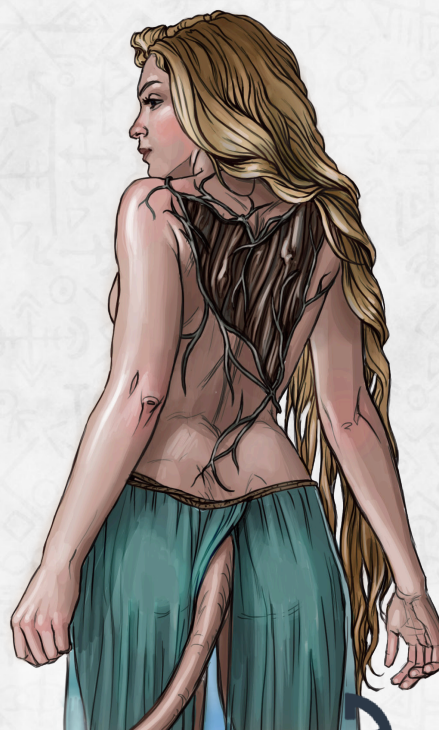
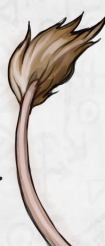
HULDRA



Huldras are water feys that look like astonishingly beautiful humanoids with bark-like backs or foxy tails. They protect sacred groves and are often defensive, but they are also playful creatures who like to get into mischief using their charms.

There are many folklores that revolve around these beautiful, mysterious creatures. Sometimes, when folks go missing in a village, they are rumored to have been taken by a huldra nearby. These creatures love the attention of mortals.

Sometimes, the huldra kidnap people by force, coercing them into submission to share their haven until they die or until the huldra is bored of their company. Although they prefer both genders, they are rumored to take men instead of women. Because of this, the partners of some men have various charms and talismans to keep the huldras at bay when their loved ones go on journeys. There are also many stories told of passionate love and marriage between the huldra and mortals. When the huldra fall in love, they help, serve and protect their lover against any danger, with their elegant and astonishing ferocity.



HULDRA

Medium fey, any alignment

Armor Class 15 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	14 (+2)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Wisdom +5, Charisma +7

Skills Deception +7, Insight +5, Perception +5, Persuasion +7, Stealth +8

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Austris (Common), Vanaris

Challenge 6 (2,300 XP)

Change Shape. The huldra magically morphs into a beautiful female humanoid that has a challenge rating no higher than its own, or back into its true form.

Compelled by Mist. The huldra likes to appear in misty and foggy weather. When it is surrounded by fog or mist, it can cast the *invisibility* and *misty step* spells at will.

Innate Spellcasting. The huldra's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spells). It can innately cast the following spells, requiring no material components:

At Will: *charm person*, *command*, *animal friendship*, *invisibility (conditional)*, *misty step (conditional)*, *vicious mockery*

3/day each: *enthrall*, *fog cloud*, *hold person*, *sleep*, *suggestion*

1/day each: *compulsion*, *conjure animals*, *control water*, *dominate person*, *ice storm*, *mass suggestion*

Poisonous Kiss (Recharge 5-6). If the huldra is grappling a creature, it can attempt to kiss the creature as a bonus action by making a melee spell attack roll against it. On a hit, the creature must make a DC 15 Constitution saving throw. It takes 18 (4d8) poison damage and becomes poisoned on a failed save, or it takes half as much damage on a successful one. If the saving throw fails by 5 or more, the creature also falls unconscious for 1 minute. The creature wakes up if it takes damage or if another creature takes an action to shake it to wake it.

ACTIONS

Embrace (Recharge 5-6). The huldra attempts to grapple a creature (escape DC 14), yet it looks like it is embracing the target. The creature makes its contesting roll with disadvantage.

Poisonous Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) poison damage and the target creature must make a DC 15 Constitution saving throw. It takes 10 (3d6) poison damage and becomes poisoned on a failed save, or takes half as much damage on a successful one.

REACTIONS

Innocent Beauty. The huldra looks at a sentient creature within 30 feet that is attacking it. The creature hesitates from attacking such a beautiful creature and has disadvantage on its attack roll.



HUMANOIDS

Most of the settlements in Svilland are under the control of humanoids. A humanoid can be many things; they can be bandits or wanderers, just as they can be elite guards or soldiers.

AMBUSHING BERSERKR

Ambushing berserkr are bandits, headhunters, or hired assassins. They track their prey in the wilderness, preferably in the snow. They ambush their victims by hiding in the snow and then lunging at them suddenly and viciously.



AMBUSHING BERSERKR

Medium humanoid (any), any alignment

Armor Class 17 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Strength +6, Constitution +6

Skills Athletics +6, Perception +5, Stealth +5, Survival +5

Senses passive Perception 15

Languages Can speak its mother tongue, and one more

Challenge 5 (1,800 XP)

Ambusher. In the beginning of an encounter, the ambushing berserkr can attack up to 3 surprised creatures that are within 15 feet of each other and the ambushing berserkr. It deals additional 4 (1d8) piercing damage to each creature it hits.

False Appearance. The ambushing berserkr buries itself into the snow. While it is motionless within the snow, it has advantage on its Dexterity (Stealth) check.

Rage. The ambushing berserkr has a +2 bonus to its damage rolls, and other benefits of the Rage feature (included in the attack).

Stunning Critical. If the ambushing berserkr scores a critical hit against a creature, the creature must succeed on a DC 15 Constitution saving throw or become stunned until the end of its next turn.

Svil Fortitude. The ambushing berserkr can hold its breath for twice as long and it is unaffected by cold weather, as well as the Black Winter's Cold.

Wearing the Bear's Skin. The ambushing berserkr gains +5 AC because of its Path of Berserkr (included in its AC).

ACTIONS

Multiattack. The ambushing berserkr makes three melee attacks.

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage on hit.



THUNDERGUARD

Thunderguards are the elite force of Green Lights of the East. They reside in Thorath, protecting the nobility and maintaining the folk's faith in Thor.

THUNDERGUARD

Medium humanoid (Austri), lawful good

Armor Class 18 (chain hauberk, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	10 (+0)	18 (+4)	15 (+2)

Saving Throws Strength +7, Constitution +6

Skills Athletic +7, Intimidation +5, Religion +3

Senses passive Perception 14

Languages Austris (Common)

Challenge 5 (1,800 XP)

Brave. The thunderguard has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The thunderguard makes two melee weapon attacks: two with its thunderguard sword or one with its thunderguard sword and one with its shield bash.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage plus 7 (2d6) thunder damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Thunderguard Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 2 (1d4) thunder damage, or 9 (1d10 + 4) slashing damage plus 2 (1d4) thunder damage if used with two hands to make a melee attack.

Thunderous Throw. *Ranged Spell Attack:* +7 to hit, range 60 ft., one creature. *Hit:* 24 (7d6) thunder damage. On a successful hit, the weapon strikes the target creature with a burst of thunder, the creature must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Thunder Resistance (3/Day). As a reaction, the thunderguard chooses to be immune to a spell or attack that deals lightning or thunder damage.



VARTR BLADE

Vartr blades are the elite soldiers of Alsvatr. Trained vigorously with the use of their blades, they strike their opponents in battle with a lethal dance.

Vartr blades can be found anywhere in Alsvatr where there is royalty. They also do mercenary work, seeking to add to their reputation as warriors.



VARTR BLADE

Medium humanoid (Mithal), any alignment

Armor Class 15 (leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	10 (+0)	12 (+1)	16 (+3)

Saving Throws Dexterity +7, Constitution +5

Skills Athletics +5, Intimidation +6, Perception +4

Senses passive Perception 14

Languages Mithal

Challenge 5 (1,800 XP)

Superior Critical. The vartr blade's weapon attacks score a critical hit on a roll of 18-20.

Unflankable. The vartr blade is a master fighter, it is immune to being flanked.

ACTIONS

Multiattack. The vartr blade makes two vartr sword attacks. As a bonus action, it can also make an additional vartr sword attack with its off-hand without adding its Strength modifier.

Vartr Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage

Whirling Blades (Recharge 5-6). The vartr blade makes a melee attack against any number of creatures within 5 feet of it, with separate attack rolls for each target.

REACTIONS

Blade Dance. If another vartr blade within 5 feet of it makes at least two melee attacks against a creature, the vartr blade can use its reaction to make a melee weapon attack against the same creature.





DRAKKAR SKIPAN

Drakkar skipans are the elite sailors of the Nionaem navy. They are trained to sail and battle on ships, or drakkars.

Drakkar Skipans may not be as lethal in front-line combat as thunderguards or vartr blades, but they are deadly in a skirmish. Fit to their role as sailors and raiders, they excel in mobility and in flanking their opponents from various angles.

Their mastery in tactics is unmatched by even the most elite of all soldiers. While others may also be a force of discipline and strategy, Drakkar Skipans can deploy extraordinarily complex tactics to effectively flank, surround and eliminate their enemies.

DRAKKAR SKIPAN

Medium humanoid (Vestri), any alignment

Armor Class 15 (leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	14 (+2)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Strength +7, Dexterity +7

Skills Athletics +7, Deception +4, Intimidation +4, Perception +4, Stealth +7

Senses passive Perception 14

Languages Vestri

Challenge 5 (1,800 XP)

Brute. A weapon deals one extra die of its damage when the drakkar skipan hits with it (included in the attack).

Cunning Action. The drakkar skipan can take a bonus action on each one of its turns in combat, which it can use to Dash, Disengage, or Hide.

Expert Boarding. The drakkar skipan has advantage on its first attack while boarding ships.

Skirmish Expertise. The drakkar skipan cannot be targeted by opportunity attacks if an ally is adjacent to the opponent.

ACTIONS

Multiattack. The drakkar skipan makes two weapon attacks.

Northfolk Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft., range 20/60 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, or 15 (2d10 + 4) piercing damage if used with two hands to make a melee attack.

REACTIONS

Manstopper. If a creature within 20 feet of the drakkar skipan is taking the Dash action, the drakkar skipan can use its reaction to make a ranged javelin attack against the creature. On a critical hit, the creature must succeed on a DC 15 Dexterity saving throw or be knocked prone in the middle of its movement.

SHIELDMAIDEN

SHIELDMAIDEN

Medium humanoid (any), any alignment

Armor Class 16 (ringmail, shield)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Strength +4, Constitution +4

Skills Athletics +4, Intimidation +2

Senses Passive Perception 10

Languages Austris, and its mother tongue

Challenge 3 (700 XP)

Brave. The shieldmaiden has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The shieldmaiden makes two attacks; one with its battle axe and one with its shield.

Battle Axe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Shield Bash. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) bludgeoning 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

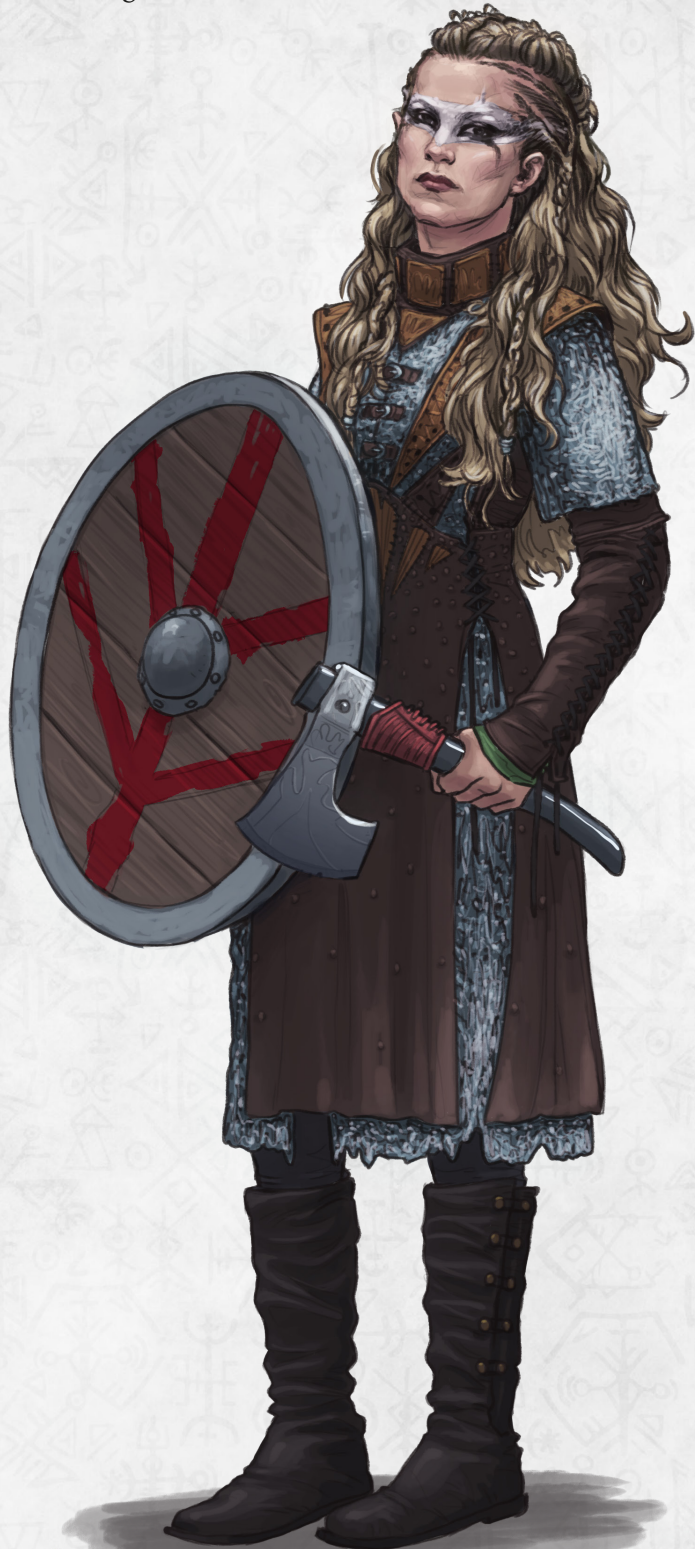
Battlecry (Recharge 5-6). The shieldmaiden bangs its weapon against its shield while shouting a battlecry at a hostile creature. The creature must succeed on a DC 13 Wisdom saving throw or become frightened until the end of its next turn.

Shield Ally. The shieldmaiden pulls up its shield in front of an ally that is near it, and who is being attacked by a hostile creature. The ally gains the shieldmaidens' shield bonus as AC (+2 AC) while the shieldmaiden loses its shield bonus of +2 AC for that round.

Shield Wall. If two or more shieldmaidens are within 5 feet of each other, they form a shield wall, and creatures that attack them have disadvantage.

Shieldmaidens are protectors and warriors of honor. They do not hesitate if they have to sacrifice themselves for a worthy cause or for someone who is of great importance.

Almost all shieldmaidens are extremely religious. Although deep devotion to Odin and his pantheon is not uncommon for Svillanders, shieldmaidens take this to the next level. Their entire existence is based on being instruments of fighting and protection in the hands of the Asgardians.



SEIDR

Seidrs are casters of spirit magic. They are the wise-ones and the healers of their kin. When opposed by a threat, their powers prove to be deadly.

SEIDR

Medium humanoid (Kuning), any alignment

Armor Class 13 (16 with barkskin)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	12 (+1)	18 (+4)	12 (+1)

Saving Throws Constitution +5, Wisdom +7

Skills Animal Handling +4, Nature +4, Perception +7, Survival +7

Senses passive Perception 17

Languages Kun

Challenge 6 (2,900 XP)

Spellcasting. The seidr is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The seidr has the following seidr spells prepared:

Cantrips (at will): *animal friendship, druidcraft, guidance, poison spray*

1st level (4 slots): *charm person, cure wounds, entangle, faerie fire*

2nd level (3 slots): *heat metal, moonbeam*

3rd level (3 slots): *conjure animals, protection from energy, wind wall*

4th level (3 slots): *conjure woodland beings, polymorph, stoneskin*

5th level (1 slot): *contagion*

*The seidr casts this spell on itself before combat.

ACTIONS

Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage.





JOTUNNS



There are two types of jotunns in Svilland, mountain and frost. Each of them come from different realms. While mountain jotunns lead solitary lives in the mountains, frost jotunns try to butcher and scheme their way to power.

MOUNTAIN JOTUNN

Mountain jotunns wander the mountains. They are peaceful creatures that often mind their own business if left alone. However, a mountain jotunn can wreak havoc when provoked due to its size and its related ability to crush.



MOUNTAIN JOTUNN

Huge giant, any alignment

Armor Class 15 (heavy hide)

Hit Points 175 (14d12 + 84)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	22 (+6)	8 (-1)	12 (+1)	9 (-1)

Saving Throws Strength +10, Constitution +10

Skills Athletics +10, Perception +5

Senses passive Perception 15

Languages Austris (Common), Giant

Challenge 10 (5,900 XP)

ACTIONS

Multiattack. The mountain jotunn makes two weapon attacks, either with its unroot tree or its giant sling.

Giant Sling. *Ranged Weapon Attack:* +10 to hit, reach 80/300 ft., one target. *Hit:* 25 (3d12 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Unroot Tree. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 27 (6d6 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Crushing Jump. As an action, the mountain jotunn can jump long distances as if it is under the effect of the *jump* spell. Any creature that is adjacent to where the jotunn lands must make a DC 16 Dexterity saving throw, taking 44 (8d10) bludgeoning damage on a failed save and be knocked prone, taking half as much damage on a successful save.



FROST JOTUNN

FROST JOTUNN

Huge giant, chaotic evil

Armor Class 17 (magical heavy hide)

Hit Points 187 (15d12 + 90)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	22 (+6)	11 (+0)	14 (+2)	20 (+5)

Saving Throws Strength +11, Constitution +11, Wisdom +7, Charisma +10

Skills Athletics +11, Perception +7

Damage Immunities cold

Senses passive Perception 17

Languages Austris (Common), Giant

Challenge 13 (10,000 XP)

Innate Spellcasting. The frost jotunn's spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The frost jotunn can innately cast the following spells, requiring no material components:

At will: *darkness*, *minor illusion*, *misty step*, *ray of frost*
3/day each: *charm person*, *counterspell*, *detect magic*, *dispel magic*, *enthrall*, *gust of wind*, *major image*
1/day each: *cone of cold*, *freezing sphere*, *ice storm*, *wall of ice*

ACTIONS

Multiattack. The frost jotunn makes two melee weapon attacks.

Great Club of Frost. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage plus 14 (4d6) cold damage.

Icy Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage plus 17 (5d6) cold damage.



Huge, grayish blue relatives of Odd, frost jotunns bring a reign of terror with them wherever they go. As most of them smash and crush into villages and eat their residents, they are mostly excluded from society.





GROVE GUARDIAN



Created by the Vanir to protect their holy sites, these creatures have not abandoned their duty even after their masters' fall. They look like roughened stone statues that have moss and other vegetation growing on them. Although they are passive when left alone, they can smite those who seek to harm them with powerful spells.

VANIR'S GROVES

Although long gone, Vanir still have many sites in Svilland. They have their ruins, some unexplored by any Svillander. On the other hand, rangers and seidr often discover groves hidden deep within the wilderness of the land. The purpose of these groves are unclear, some seidrs believe them to be the gateways for nature spirits, while some rangers observe that the wildlife around such sites tend to revolve around them.

GROVE GUARDIAN

Large monstrosity, neutral

Armor Class 17 (natural armor)
Hit Points 147 (14d10 + 70)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	20 (+5)	7 (-2)	18 (+4)	14 (+2)

Saving Throws Strength +9, Constitution +9, Charisma +6

Skills Athletics +9, Perception +8, Survival +8

Damage Vulnerabilities necrotic

Damage Resistances piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 18

Languages understands Vanaris, but can't speak

Challenge 10 (5,900 XP)

Innate Spellcasting. The grove guardian's spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, without requiring any material components:

At will: *druidcraft*, *poison spray*, *resistance*, *mending*

5/day: *entangle*, *fog cloud*, *thunderwave*

4/day: *hold person*, *lesser restoration*, *moonbeam*, *spike growth*

3/day: *dispel magic*, *plant growth*, *speak with plants*

2/day: *freedom of movement*, *giant insect*, *stone shape*,

stone skin

1/day: *antilife shell*, *awaken*, *geas*

Magic Resistance. The grove guardian has advantage on saving throws against spells and other magical effects.

Nature's Watcher. The grove guardian has the *commune with nature* spell, always active on it.

Siege Monster. The grove guardian deals double damage to objects and structures.

ACTIONS

Multiattack. The grove guardian makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage, and the target must make a DC 16 Constitution saving throw, taking 13 (2d12) poison damage on a failed save, and half as much on a successful one.

Nature's Judgement (Recharge 6). The grove guardian targets a creature that is within 60 feet of it. The creature must make a DC 16 Dexterity saving throw. On a failed save, magical vines that have mysterious runes carved on them bind the creature, the creature becomes restrained and takes 26 (6d6 + 5) bludgeoning damage on each round it remains restrained. The condition ends after 1 minute or after it succeeds on a DC 16 Strength saving throw at the start of its turn.





SPIRITS



Spirits are beings of the beyond. They are not natives to the land, but they cross over when circumstances allow it or deem it necessary. Although harmless on the other side, they can be very frightening and deadly when manifested. Svillanders pray to the Gods, the Goddesses and sacred spirits to keep the spirits of frost and death far from their lands.

FROST SPIRIT

People fear these spirits, especially in the harshest times of winter. They are believed to bring about all the troubles and hardships of the cold when winter comes, and Svillanders offer these spirits sacrifices in order to keep them at bay.



FROST SPIRIT

Large undead, chaotic evil

Armor Class 13

Hit Points 110 (13d10 + 39)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	16 (+3)	10 (+0)	14 (+2)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages understands any language, but can't speak
Challenge 9 (5,000 XP)

Ethereal Sight. The frost spirit can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Freezing Passage. Whether in ethereal form or not, the frost spirit leaves a trace of ice on the ground as it passes over it. It can move through other creatures and objects as if they were difficult terrain, dealing 11 (2d10) cold damage to a creature or object, but taking 5 (1d10) force damage if it ends its turn inside an object.

Innate Spellcasting. The frost spirit's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The frost spirit can innately cast the following spells, requiring no material components:

At will: *ray of frost* (3d8)

3/day each: *cone of cold*, *ice storm*

ACTIONS

Multiattack. The frost spirit makes two attacks with its cold touch.

Cold Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) cold damage.

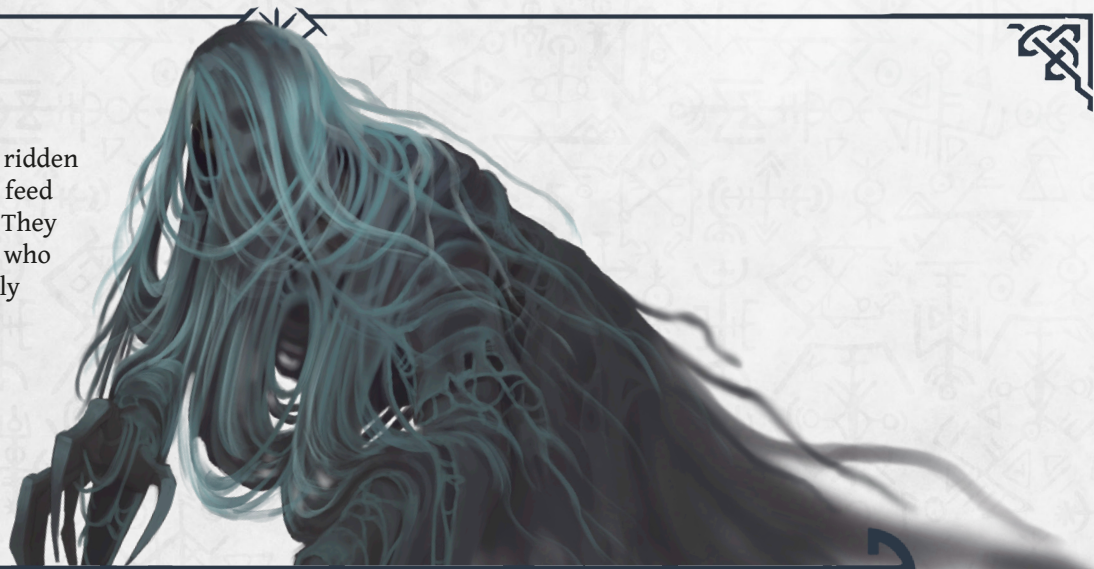
Etherealness. The frost spirit enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Freeze (Recharge 5-6). The frost spirit releases a freezing ray to a target creature that is within 30 feet of it. The creature must succeed on a DC 15 Dexterity saving throw or become frozen. A frozen creature is restrained, and it takes 21 (6d6) cold damage on each round it remains frozen. The creature remains frozen for 1d4 rounds, but it must make a DC 15 Strength saving throw at the start of each of its turns to break free. It also breaks free if it takes 12 fire damage, which does not decrease the creature's hit points while frozen.



DEATH SPIRIT

Death spirits dwell in areas and regions ridden with death and disease. They emerge to feed from them and bring their blight forth. They don't have an exact appearance; people who have seen them say they look like ghostly ghosts.



DEATH SPIRIT

Large undead, neutral evil

Armor Class 13

Hit Points 110 (13d10 + 39)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	16 (+3)	10 (0)	14 (+2)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages understands any language, but can't speak

Challenge 10 (5,900 XP)

Blightful Passage. Whether in ethereal form or not, the death spirit leaves a trace of blight and death on the ground and vegetation it passes over. It can move through other creatures and objects as if they were difficult terrain, dealing 11 (2d10) necrotic damage to a creature or object, but taking 5 (1d10) force damage if it ends its turn inside an object.

Ethereal Sight. The death spirit can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Innate Spellcasting. The death spirit's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The death spirit can innately cast the following spells, requiring no material components:

At will: *chill touch*, *false life*

3/day each: *contagion*, *eyebite*

Leech Death. Whenever the death spirit deals necrotic damage to a non-undead creature, the spirit is healed by a quarter of the amount of necrotic damage dealt, unless the spirit has taken radiant damage during the previous round.

Life Aversion. Healing spells deal damage to the death spirit, and spells that deal necrotic damage heals it by the amount of the necrotic damage dealt.

ACTIONS

Etherealness. The death spirit enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Withering Disease (Recharge 6). The death spirit targets a creature that is within 30 feet of it. The creature must succeed on a DC 15 Constitution saving throw or catches Withering Disease, and makes its death saving throws, Constitution saving throws and ability checks with disadvantage. Withering disease does not affect other creatures.

Withering Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 38 (10d6 + 3) necrotic damage and the target must succeed on a DC 15 Constitution saving throw or become agonized until the end of its next turn.

REACTIONS

Fearful Visage. The death spirit looms over a creature within 10 feet of it in order to frighten it. The creature must succeed on a DC 15 Wisdom saving throw or become frightened.



LIFE SPIRIT

A life spirit is a creature of serenity and fertility. It wanders where nature grows in abundance and where death is often absent. It likes to help those in need and is vengeful against those who bring about unnecessary death.



LIFE SPIRIT

Large undead, chaotic good

Armor Class 13

Hit Points 110 (13d10 + 39)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	16 (+3)	10 (+0)	14 (+2)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages understands any language, but can't speak

Challenge 10 (5,900 XP)

Copious Passage. Whether in ethereal form or not, the life spirit leaves a trace of flourishing and fertility; plants instantly open their flowers and grasses grow even from dry dirt.

Ethereal Sight. The life spirit can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Rejuvenating Radiance. Spells that deal radiant damage heals the life spirit by the amount of radiant damage dealt.

Innate Spellcasting. The life spirit's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The life spirit can innately cast the following spells, requiring no material components:

At will: *bless*, *sacred flame*, *spare the dying*
3/day each: *death ward*, *mass cure wounds*

ACTIONS

Etherealness. The life spirit enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Healing Touch (Recharge 6). The life spirit heals a creature it touches by 24 (6d6 + 3) hit points, it also causes the creature to have advantage on a saving throw against an ongoing effect or condition.

Smiting Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 38 (10d6 + 3) radiant damage.

GAMES OF TROLDFOLK

Troldfolk are known to inhabit bridges and other passages on the land. They are very protective of these sites. If someone tries to pass by force, they attack fiercely.

On the other hand, one can try to pass according to their tradition. Troldfolk love to ask riddles and let those who get it pass. Also, one can pass peacefully if wins an eating contest against them.

TROLD

Large giant, any chaotic alignment

Armor Class 12 (light hide)

Hit Points 73 (7d10 + 35)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	21 (+5)	7 (-2)	10 (+0)	6 (-2)

Skills Perception +2, Survival +2

Damage Vulnerabilities fire

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 12

Languages Austris (Common), Giant

Challenge 3 (700 XP)

Petrified by Light. When the trold fails a saving throw against a spell or an innate spell that deals radiant damage, or when a spell attack that deals radiant damage makes a critical hit, the trold becomes petrified until the end of its next turn. It also becomes petrified if it is slain by radiant damage.

Regeneration. The trold regains 5 hit points at the start of its turn. If the trold takes radiant damage, this trait doesn't work at the start of the trold's next turn. The trold dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Tree Root Club. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.



TROLDFOLK



The origins of the troldfolk are unclear. This wild and mysterious folk are associated with Vanir, fey, or even giants. When left alone, they aren't hostile. However, they are very territorial and expect visitors to obey their traditions.

TROLD

The commoners of the troldfolk, they value friendship and kinship more than anything and eagerly defend these values. Although not the most intelligent of beings, they are furious warriors by instinct and are quite sincere.



WYSE TROLD

Wyse trolds are the heads of their clans. They usually rise to power through merit, and are thus cleverer than common trolds. As part of their wisdom, they also learn to innately channel magic through their nature.



WYSE TROLD

Large giant, any chaotic alignment

Armor Class 15 (heavy hide)

Hit Points 115 (10d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	22 (+6)	9 (-1)	16 (+3)	6 (-2)

Saving Throws Constitution +9, Wisdom +6

Skills Insight +6, Nature +2, Perception +6, Persuasion +1, Survival +6

Damage Vulnerabilities fire

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 16

Languages Austris (Common), Giant

Challenge 7 (2,900 XP)

Innate Spellcasting. The wyse trold's spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The wyse trold can innately cast the following spells, requiring no material components:

At will: *animal friendship, command, fog cloud, speak with animals, thaumaturgy*

3/day each: *enhance ability, gust of wind, spike growth, misty step*

2/day each: *greater invisibility, lightning bolt, plant growth, speak with plants, wind wall*

1/day each: *avalanche*, fire storm, wall of thorns*

*Svilland spells

Magic Weapons. The wyse trold's weapon attacks are magical.

Petrified by Light. When the wyse trold fails a saving throw against a spell or an innate spell that deals radiant damage, or when it takes a critical hit of radiant damage, the wyse trold becomes petrified for one round. It also becomes petrified if it is slain by radiant damage.

Regeneration. The wyse trold regains 10 hit points at the start of its turn. If the wyse trold takes radiant damage, this trait doesn't work at the start of the wyse trold's next turn. The wyse trold dies only if it starts its turn with 0 hit points, and doesn't regenerate.

ACTIONS

Multiattack. The wyse trold makes two tree root staff attacks.

Tree Root Staff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Whirlwind (Recharge 5-6). Each creature within the reach of the wyse trold must make a DC 15 Strength saving throw. On a failed save, creatures take 22 (4d10) bludgeoning damage. Also, they are pushed 15 feet away from the trold and are knocked prone.



VALKYRIE



Majestic with their shiny armor and wide-spread wings and deadly with their greatsword worthy of the name, valkyries are the servants of Odin the Allfather and of the Asgardians. They reside in Asgard in Valhalla, and act as guides for the souls who die glorious deaths in battle, gathering them where they fall and taking them to Valhalla. Although they are celestials, they are known for their viciousness in weaving the fates of warriors.

Valkyries are blindly loyal to Odin the Allfather. They do not deviate from their service in any of their decisions. Still, some gothis of wisdom and reputation claim to have witnessed the fall of some of the valkyries. While such events still rouse suspicion, those who believe them consider them to be an omen of Ragnarok.



VALKYRIE

Medium celestial, lawful neutral

Armor Class 20 (magical square plate)

Hit Points 241 (21d8 + 147)

Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	24 (+7)	19 (+4)	25 (+7)	20 (+5)

Saving Throws Strength +13, Constitution +13, Wisdom +13, Charisma +11

Skills Insight +13, Perception +13, Religion +10

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened

Senses truesight 120 ft., passive Perception 23

Languages All, Telepathy 120 ft.

Challenge 17 (18,000 XP)

Celestial Weapons. The valkyrie's weapon attacks are magical. When the valkyrie hits with any weapon, the weapon deals an extra 17 (5d6) radiant damage (included in the attack).

Change Shape. The valkyrie can magically morph into a female humanoid that has a challenge rating no higher than its own, or back into its true form.

In a new form, the valkyrie hides its celestial nature. It retains all its features except Celestial Weapons and Weave of Fate.

Divine Awareness. The valkyrie knows a lie if it hears it.

Divine Intervention of Odin (1/week). The valkyrie's Divine Intervention automatically succeeds.

Flank Immunity. The valkyrie is immune to being flanked.

Magic Resistance. Valkyrie has advantage on saving

throws against spells and other magical effects.

Innate Spellcasting. The Valkyrie's spell casting ability is Charisma (spell save DC 19, +11 to attack with spells). It can innately cast the following spells, requiring no material components:

At will: *detect evil and good, hold person, silence*
3/day each: *blade barrier, dispel evil and good, raise dead, spiritual weapon*
1/day each: *commune, control weather, power word kill*

ACTIONS

Multiattack. The Valkyrie makes three greatsword attacks.

Greatsword. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus 17 (5d6) radiant damage.

Touch of Fate (4/day). The valkyrie touches another creature, and heals or smites it. If it heals the creature, the target magically regains 23 (4d8 + 5) hit points and is freed from any curse, disease, poison, blindness, or deafness.

If it smites the creature, the target takes 59 (12d8 + 5) radiant damage, and the creature must succeed on a Wisdom saving throw or it becomes frightened for 1 minute. It can repeat the saving throw at the start of each one of its turns.

REACTIONS

Weave the Fate. The valkyrie has power over the fate of mortals and it sometimes decides what will happen to their lives. The valkyrie uses its reaction to target a creature that is dying, and makes an attack roll, saving throw, or an ability check within 120 feet of it. The creature must make a DC 19 Charisma saving throw. On a failed save, the valkyrie can make the creature have advantage or disadvantage on its roll. It can also make a creature succeed or fail on a death saving throw.





VANIR BEAST



The existence of Vanir Beasts dates back to before Svilland. They are the magical versions of their nonmagical counterparts. Although they look like regular beasts, they have magical traits thanks to Vanir magic.

Protectors of Nature. Vanir beasts instinctively aim to preserve nature's balance, they are natural enemies of the undead and Hel's Offsprings.

VANIR BEAST

Any size beast, unaligned

Armor Class +2 (natural armor)
Hit Points +2 HD +2 x Con modifier
Speed as the beast of origin.

STR	DEX	CON	INT	WIS	CHA
+2 (+1)	+2 (+1)	+4 (+2)	+0 (+0)	+0 (+0)	+4 (+2)

Saving Throws Charisma

Skills Intimidate

Damage Resistances cold, necrotic

Condition Immunities charmed

Senses blindsight 60 ft.

Languages understands Vanaris but can't speak

Challenge +2 CR (round down)

Nature Morphed. The Vanir beast has elements of nature morphed into its body. It can have one of the evolutions listed below:

- **Oaken Skin.** The vanir beast has +2 AC (natural armor).
- **Oaken Spikes.** The Vanir beast has spikes on its body. Any creature that attacks the beast takes 5 (2d4) piercing damage, and if it is in a grapple, it takes the damage on each round it remains grappled.
- **Razor Nails and Fangs.** A melee weapon deals one extra die of damage (except of the bludgeoning type) when the Vanir beast hits with it.
- **Regeneration.** The Vanir beast regains 3 hit points at the start of its turn, if it has at least 1 hit point remaining. This trait does not function if it takes necrotic damage.
- **Rocky Skin.** The Vanir beast is resistant to piercing and slashing damage types from nonmagical weapons, but its Dexterity decreases by 2 (-1 to modifier).
- **Vanir Resilience (1/day).** The Vanir beast makes a saving throw against a magical effect or spell with advantage.

Innate Spellcasting. The Vanir beast's spellcasting ability is Charisma (spell save DC equal to 8 + beast's proficiency + its Charisma modifier). It can innately cast the following spells, requiring no material:

At will: *poison spray, resistance*

1/day: *entangle, faerie fire, longstrider*



Wyrms are giant ancient reptilians of the realm. They can live very long lives that could last hundreds of years. They see Svillanders to be insignificant and focus on their own agenda as they have always done. It is rumored that different types of wyrms appeared in Svilland at different times. While nadrs are known to have been here even before Svillanders came to these lands, the origins of ormr are still unknown.

ORMR

Ormr is a wyrm that wanders underground, in the volcanic mountains or in the caves of Ymir's Lash. It is a giant serpent with veins of fire visible on its rough, spiky skin. It usually slumbers in its lair. When it gets out, however, it is sure to bring about destruction.

ORMR

Huge dragon, chaotic evil

Armor Class 20 (natural armor)

Hit Points 297 (22d12 + 154)

Speed 40 ft., climb 40 ft., burrow 30 ft

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	25 (+7)	16 (+3)	17 (+3)	14 (+2)

Saving Throws Strength +13, Constitution +13, Wisdom +9

Skills Perception +9

Damage Immunities fire

Condition Immunities charmed, frightened

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19

Languages Austris (Common), Draconic

Challenge 19 (22,000 XP)

Dampened by Frost. If the ormr takes 30 or more cold damage in a single turn, the fire on its skin is dampened, its Fiery Skin is disabled, and it cannot deal fire damage with its claw or tail attacks until the end of its next turn.

Fiery Skin. The ormr has a fiery skin that burns creatures that touch it. Any creature that starts its turn within foot 5 of ormr takes 5 (1d10) fire damage.

Legendary Resistance (3/Day). If the ormr fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The ormr makes three attacks; one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 9 (2d8) fire damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus 9 (2d8) fire damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15-foot line, multiple targets. *Hit:* 11 (1d8 + 7) bludgeoning damage plus 6 (1d10) fire damage.

Fire Breath (Recharge 5-6). The ormr exhales fire in a 90-foot line or a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 77 (22d6) fire damage on a failed save, or half as much on a successful one.

LEGENDARY ACTIONS

The ormr 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 ormr regains spent legendary actions at the start of its turn.

Burrow. The ormr quickly burrows into the ground. Creatures within 5 feet of it must succeed on a DC 19 Strength saving throw or be knocked prone.

When the ormr emerges from underground, creatures within 10 feet of it take 7 (2d6) bludgeoning damage and must succeed on a DC 19 Strength saving throw or are knocked prone.

Constrict (Costs 2 Actions). *Melee Weapon Attack:* +13 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 11 (2d10) fire damage. The target is grappled (escape DC 19). Until this grapple ends, the creature gets burnt because of the ormr's skin, taking 11 (2d10) fire damage plus 7 (2d6) bludgeoning damage at the end of each of its turns. While a creature is constrained, the ormr cannot use its Tail attack and constrict another target.

Tail Attack (Costs 2 Actions). The ormr makes a tail attack.



Ormr



Nadr



NADR

Nadr is a wyrm that dates back to the times of the Vanir. It carries the memory and the wrath of nature. Although it is evil because of its hatred within, the nadr tends not to touch those who respect nature.

NADR

Huge dragon, neutral evil

Armor Class 21 (natural armor)

Hit Points 351 (26d12 + 182)

Speed 40 ft., climb 40 ft., burrow 30 ft

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	25 (+7)	16 (+3)	17 (+3)	20 (+5)

Saving Throws Strength +14, Constitution +14, Charisma +12

Skills Arcana +10, Nature +10, Perception +10

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Austris (Common), Draconic, Vanaris

Challenge 21 (33,000 XP)

Innate Spellcasting. The nadr's spellcasting ability is Charisma (spell save DC 20, +12 to hit with spells). It can innately cast the following spells, requiring no material components:

At Will: *entangle*, *faerie fire*, *magic missile* (6 darts)

3/day each: *fog cloud*, *cone of cold*, *heat metal*, *moonbeam*, *spike growth*

1/day each: *earthquake*, *freezing sphere*, *sunbeam*

Legendary Resistance (3/Day). If the nadr fails a saving throw, it can choose to succeed instead.

Slippery Skin. A creature trying to grapple the nadr makes its grapple check with disadvantage.

ACTIONS

Multiattack. The nadr makes three attacks; one with its bite, and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage and the creature must make a DC 20 Constitution saving throw. On a failed save, the creature takes 28 (8d6) poison damage and becomes poisoned until the end

of its next turn. It takes half as much damage on a successful save.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage and the creature must succeed on a DC 20 Constitution saving throw or take 7 (2d6) poison damage, and becomes poisoned until the end of its next turn. It takes half as much damage on a successful one.

Tail Attack. *Melee Weapon Attack:* +14 to hit, reach 15-foot line, multiple targets. *Hit:* 12 (2d4+7) piercing damage and the creature must make a DC 20 Constitution saving throw or it takes 14 (4d6) poison damage and becomes poisoned until the end of its next turn. It takes half as much on a successful save.

Poison Breath (Recharge 5-6). The nadr breathes out a poisonous gas in a 60-foot cone. A creature in that area must make a DC 19 Constitution saving throw; it takes 70 (20d6) poison damage on a failed save and becomes poisoned. It takes half as much damage on a successful one. If the saving throw fails by 5 or more, the creature is also paralyzed for 1 minute. The creature can repeat its Constitution saving throws at the start of each of its turns to break free from paralysis.

LEGENDARY ACTIONS

The nadr 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 nadr regains spent legendary actions at the start of its turn.

Burrow. The nadr quickly burrows into the ground. Creatures within 5 feet of it must make a DC 20 Strength saving throws or be knocked prone.

When the nadr emerges from underground, creatures within 10 feet of it take 7 (2d6) bludgeoning damage and must succeed on a DC 20 Strength saving throw or are knocked prone.

Cast a Spell (Costs 2 Actions). The nadr casts a spell from its innate spells list.

Tail Attack (Costs 2 Actions). The nadr makes a tail attack.



THE WILDERNESS

Throughout history, Svillanders and the adventurers passing through have fought against many horrors. As if the constant fear of Odd and the relentless political skirmish for power were not enough, even the geography of this tough land seems to be against those who inhabit it. This is not to say that Svilland isn't beautiful; it has everything one could hope for, from the highest mountains to the most serene plains and forests. It is not surprising that this variety in geographical features has actively controlled how wildlife is distributed across the land. The word "wildlife" here includes all life found beyond the borders of the kingdoms in Svilland; from animals to monsters, from smugglers to guards, from humanoids to their spirits.

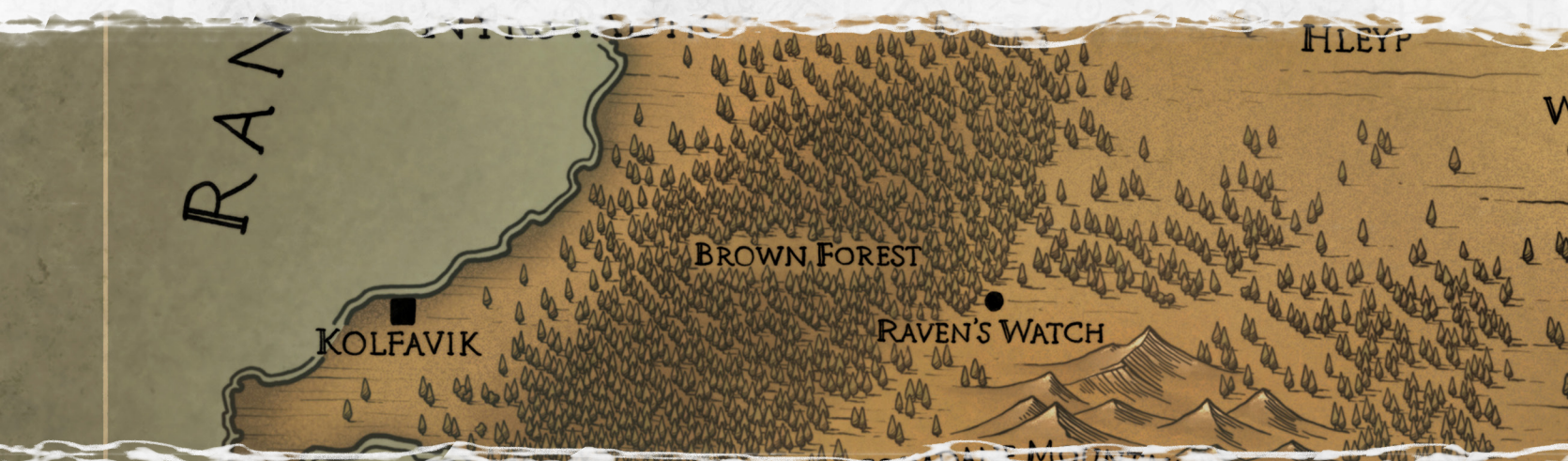


ENCOUNTERS BY REGIONS



The borders of kingdoms and villages divide Svilland into different regions. But when you are all alone in the wild, none of these borders mean anything. The rangers and hunters of Svilland have therefore divided the lands by means of the dangers they entail. In this regard, Svilland is made up of two large forested areas with rich wildlife, two mountainous regions into which people are scared to venture, three settlements that are safer and more clearly bordered than other areas, and two shores where even some vikings hesitate to venture.

Brown Forest	Encounter
d100	
1-10	1d4 giant boars
11-20	You see a dryad . It asks for help.
21-30	2d4 shadows
31-40	1d4 dire wolves
41-50	A rare weather condition takes place.
51-60	1 or 2 life spirits
61-70	1d4 + 1 black bears
71-80	3 green hags
81-90	You cross paths with a man claiming that he is Balder.
91-99	1 wyse trolld and 2 trollds
100	1d4 gricks



Durandan Lands

d100	Encounter
1-10	1 fire elemental or 1 treant
11-20	1d4 + 1 basilisks
21-30	A wraith flies through you but then runs off without a fight.
31-40	A rare weather condition takes place.
41-50	1d4 + 1 ambushing berserkr
51-60	1d4 giant wolf spiders or 2 black bears
61-70	1 or 2 earth elementals
71-80	2d4 bandits or 1 trolld
81-90	1 hel tormentor and 1d4 hel brutes
91-99	You find yourself in a cave that turns out to be a rust monster's lair.
100	1 stone golem



Iron Sands

d100	Encounter
1-10	1d4 + 1 phase spiders
11-20	1d4 tormented souls or 2 bandits
21-30	A valkyrie falls out of the sky right in front of you.
31-40	A rare weather condition takes place.
41-50	3 ambushing berserkr
51-60	1d4 + 2 giant frogs
61-70	1d4 + 1 vartr blades patrolling
71-80	2 sea hags or 1 water elemental
81-90	2 vanir beasts
91-99	You see two ghost armies in throes of battle.
100	1 hydra



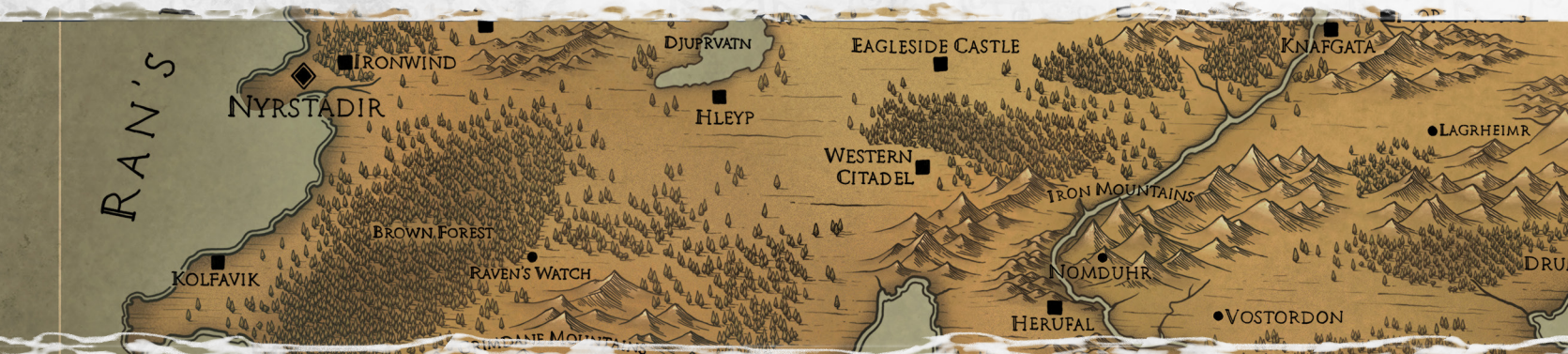
Northern Forests

d100	Encounter
1-10	2d4 + 2 frostbitten draugrs
11-20	1d4 gricks
21-30	1d4 + 2 ambushing berserkr s
31-40	You come across a thunderguard squirming in agony. They say, "You must deliver this message...", and hand you a note before they die.
41-50	2d4 draugr guardian and 1d4 skeletons
51-60	2d4 vartr blades patrolling
61-70	1 wyse trolld and 1d4+1 trollds
71-80	2 treants
81-90	1d4 seidrs
91-99	2d4 + 1 hel beasts or 2d4+1 vanir beasts
100	You encounter a nadr protecting a sacred ground. It watches you intently.



Sea's Breath

d100	Encounter
1-10	1d4 swarm of insects
11-20	1d4 + 1 drakkar skipan patrolling
21-30	You see a ritual circle drawn on the ground. When you inspect it, you have a vision of human blood being shed within the circle not too long ago.
31-40	1d4 brown bears
41-50	1 hel tormentor and 2 hel stagheads
51-60	2 shieldmaidens
61-70	You see a vampire feed. It looks at you, takes flight in an instant and starts to fly towards the nearest city.
71-80	1d4 ambushing berserkr s
81-90	1d4 + 1 bandits
91-99	1d4 seidrs resting at a camp
100	2 cursed warriors



South Shores
d100

Encounter

1-10	2d4 giant crabs
11-20	1d4 sea hags or 1 ghost
21-30	1 vanir beast
31-40	In the distance, you see a couple of recently burned longships.
41-50	2d4 tormented souls
51-60	1 thunderguard
61-70	1d4+1 bandits
71-80	You find yourself in a small village where everyone seems to be begging for food.
81-90	1 ghastr or 1 hel staghead
91-99	1d4 + 2 draugr guardians
100	A rare weather condition takes place.



Thora
d100

Encounter

1-10	1 invisible stalker
11-20	You found a mysterious box, which is actually a mimic.
21-30	1d4 + 1 bandits or 1 ambushing berserkr
31-40	1d4 shield maidens
41-50	2 werewolves
51-60	2d4 vanir beasts
61-70	You see a doppelganger shapechanging and it runs off before you can talk to it.
71-80	1d4 + 2 thunderguards patrolling
81-90	1 cursed warrior
91-99	1d4 shadows
100	1 seidr



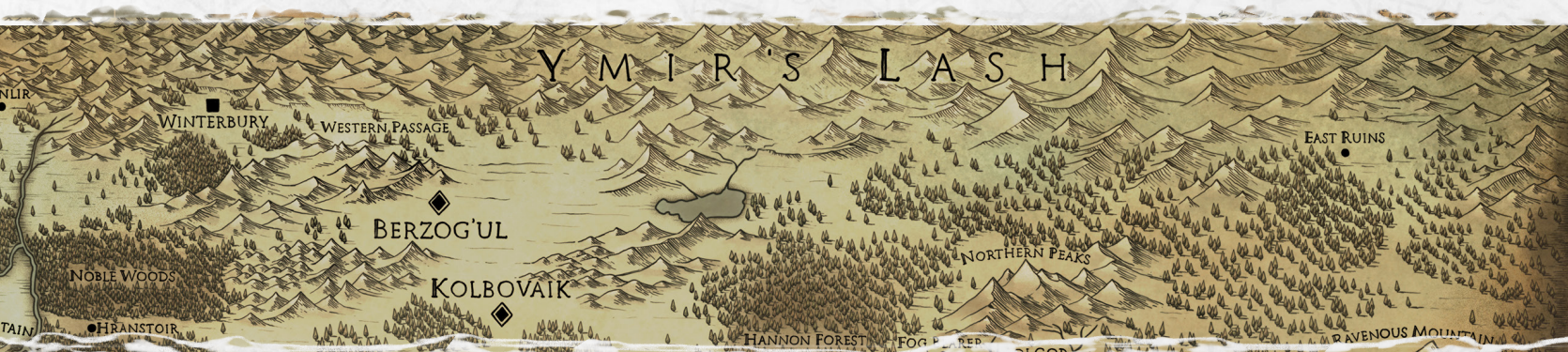
West Vale

d100	Encounter
1-10	1d4 + 1 vartr blades patrolling
11-20	1d2 + 1 dire wolves or 2 werewolves
21-30	1d4 + 2 bandits
31-40	1 or 2 cursed warriors
41-50	2 hel beasts
51-60	1d4 + 2 draugr guardians or 1 death spirit
61-70	You find yourself in a forested area full of tormented souls , although they do not attack you.
71-80	1d4 + 2 will-o'-wisps appear out of nowhere.
81-90	You find a wounded seidr leaning against a tree, asking for your help.
91-99	1 flesh golem or 1 treat
100	1d4 drakkar skipans patrolling



Ymir's Lashes

d100	Encounter
1-10	1d4 draugr deadcaller and 2d4 draugr guardians
11-20	1 or 2 frost spirits
21-30	1d4 saber-toothed tigers
31-40	1 frost jotunn
41-50	You find 4 people recently killed on the edge of a cliff. They were doing research on Black Winter.
51-60	1 isa worm or 1 remorhaz
61-70	3d4 frostbitten draugs
71-80	A rare weather condition takes place.
81-90	1d4 winter wolves or 1d4 polar bears
91-99	1 wyse trolld and 2d4 trollds
100	An ormr flies over you. It seems the creature spotted you.



WEATHER CONDITIONS

The weather of Svilland, like any other aspect of this land, is full of surprises. The unique combination of this land's features, from its geographical phenomena to its Gods and Goddesses, also ensure the existence of unique weather conditions. Those who wander around the land may come across pleasant vistas with the sweetest air they ever breathed, just as they may find themselves in the midst of utter horror. It should be noted that many of the phenomena stated below are very rare and that most Svillanders live out their lives without experiencing them.

If not stated otherwise, the GM should determine the duration and the range of the weather conditions.

Die	Name of the condition	Description
1	Thormouth	This is a very heavy thunderstorm with the harsh winds of vicious tornados. It can sink ships as though it were shooting fish in a barrel. It is seen as a sign of Thor's wrath.
2	Blood Rain	The blood rain is a very rare climate condition where the rain turns red. Many sailors believe that it is a warning for them to turn back. A creature gains one level of exhaustion for each hour spent in the rain without shelter. The blood rain continues for 1d4 hours.
3	Burning Flakes	The burning flakes is a very rare climate condition, where burning snowflakes fall to the ground. Creatures who have no cover from the flakes take 3d6 fire damage at the end of each hour they spend in it. The burning flakes continue for 1d4 hours.
4	Black Mist	Those who travel through the black mist hear voices from the beyond, whispers telling them to commit evil. A creature takes 2d4 psychic damage for each hour it spends in the mist and is afflicted with short-term madness at the end of one hour. The black mist's duration is determined by the GM.
5	Rage of Ran	Rivers rise and start to boil intensely. If a creature steps into the water, its items that directly contact the water may disappear because Ran collects treasures. The GM determines which items disappear.
6	Rage of Thor	Mighty bolts of lightning roam the sky, and the electric energy hanging in the air starts to affect metal objects in the area. Creatures carrying, wearing, or wielding a metal object get struck by lightning, taking 2d6 lightning damage at the end of each hour they spend in the rage of Thor.
7	The Lucky Bastard	A heavy rain starts to pour, and all characters in the region must roll a d20. The character with the lowest score in the party gets struck by lightning, taking lightning damage in an amount ranging from 1d6 to 4d6. The effects of this encounter vary, and is determined by the GM.
8	Black Snow	Black clouds cover the sky in every direction. For each hour spent in the black snow, a creature's Wisdom score decreases by 1 (minimum of 1). After 2 hours, the creature becomes frightened of the snow until it is out of the snow, at which point all effects on it due to the black snow end as well.
9	Red Snow	Svillanders say that red snow is a sign of innocent blood being spilled. Where red snow falls, creatures hear screams of agony and feel the pain of innocents. After spending 1 hour in the red snow, creatures cannot finish a long rest for 1d4 days as the pain of the innocents keeps them up at night.
10	Odin's Spill	Dark rain clouds form in the sky, and rain starts to pour. With each drop, those in the area have visions about past lives spent in the same location.
11	Raven's Loop	Hundreds of ravens start to move in circles. As long as a creature stays under the loop, all of its ability scores increase by 1 (minimum of 1).
12	Northern Lights	Northern lights color the horizon. Creatures that can see the northern lights have advantage on Intelligence checks for 1d4 hours.
13	Freyja's Breath	A warm breeze blows gently, carrying the blessing of Freyja. Wounded creatures touched by the wind regain 8d4 + 8 hit points, and the wind calms the thoughts and feelings of the rest. For the next 1d4 hours, non-wounded creatures blessed with Freyja's breath are immune to being charmed and frightened.
14	Ashen Sky	Ash clouds form in the sky and start to descend, making it hard to breathe. The speed of creatures in the area is halved, and they have disadvantage on Dexterity checks. The effects end once a creature is out of the area.
15	Silent Snow	Where silent snow falls, everything is silent. As long as a creature is in the snow, it is deafened.
16	Rage of Aegir	Huge waves start to crash against the shores, and heavy winds knock people down. It is impossible to sail in the Rage of Aegir, and the affected area becomes difficult terrain.
17	Rage of Tyr	It starts raining silver shards. At the end of every hour, the rage of Tyr deals 4d4 piercing damage to anyone in it. Evil-aligned creatures have disadvantage on their saving throws provided that they have no shelter.
18	Rage of Freyja	An acid rain starts to pour, liquifying and rotting all crops in the area. The rage of Freyja continues for 1d4 hours dealing 3d4 acid damage to all creatures in the area at the end of each hour.
19	Freyja's Crown	A golden rainbow appears in the sky, granting each creature in the area 1d20 + 5 temporary hit points that remain for 1d12 hours.
20	Rain of Corruption	The rain looks and smells like rotten mud. The rain of corruption continues for 1d4 hours, and all creatures in the area have disadvantage on Intelligence, Wisdom, and Charisma saving throws as long as they are covered in the rain.

CHAPTER VI FRIENDS AND FOES

This chapter includes monsters, humanoids, and other creatures that are unique to Svilland and to Norse mythology. They come in many forms and wander various regions. Apart from what is given here, there are many monsters in Svilland, including those that aren't given here. Feel free to use monsters from outside this book that fit the theme of your campaigns and adventures, using the encounter tables in this chapter as a starting point.



ALESON THE ARISEN



Not many people saw Aleson after he was raised by Ran, and there are many rumors about what he looks like. Some say that he is a terrifying 10-foot-tall figure, others say his skin is made of corals and rocks covered in moss. In reality, he is a 5-foot-tall, muscular Vestri man. His tangled, chestnut-colored hair and bushy beard always look like they are wet.



ALESON'S STORY

Once a shipmaker in Nyrstadir (Nionaem), Aleson died by the hand of Ingmar, the ruler before him, but was reborn in the waves of the sea as Aegir's chosen, or his prophet as many now call him. Aleson is now the supreme ruler of Nionaem, although he is only able to step on land once every full moon and spends the rest of his days in Ran's dungeons in the depths of the seas.

ALESON'S GOALS

Aleson the Arisen has to rule his kingdom remotely from the bottom of the sea, which is a very tricky thing to do. His main objective has thus always been to put an end to the curse keeping him from reaching his true potential, although he knows that he wouldn't be alive if he wasn't cursed in the first place. Other than that, Aleson simply wants to keep his people alive and well, and make Nionaem the very best kingdom that it can be.

ROLEPLAYING ALESON

Because of the curse and the way he lives, Aleson is constantly plagued with a sense of depression and loneliness. He doesn't talk much, because he thinks people will assume he is a monster if he says the wrong thing. Although Aleson is physically and mentally strong, he tries not to hurt anyone unless he feels utterly disrespected.



ALESON THE ARISEN

Drowned King, Chosen of Aegir
Medium humanoid (Vestri), chaotic neutral

Armor Class 21 (magical medium hide armor)

Hit Points 228 (24d8 + 120)

Speed 30 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	20 (+5)	16 (+3)	22 (+6)	20 (+5)

Saving Throws Wisdom +12, Charisma +11

Skills Arcana +9, Athletics +10, Deception +11, History +9, Insight +12, Intimidation +11, Perception +12, Persuasion +11

Damage Resistances cold

Condition Immunities charmed, frightened

Senses truesight 60 ft., passive Perception 22

Languages Austris (Common), Mithal, Vestri

Challenge 20 (25,000 XP)

Divine Intervention of Aegir (1/3 Days). Aleson's Divine Intervention automatically succeeds.

Innate Spellcasting. Aleson's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spells). Aleson can innately cast the following spells, requiring no material components:

At will: *command, create or destroy water, detect magic, misty step, protection from evil and good, ray of frost (4d8), silence*

5/day each: *control water, dispel magic, freedom of movement, remove curse, spiritual weapon, water walk*

3/day each: *banishment, cone of cold, dispel evil and good, mass cure wounds*

1/day each: *conjure celestial, control weather, divine word, dominate monster, power word kill, power word stun, true resurrection*

Legendary Resistance (3/Day). If Aleson fails a saving throw, he can choose to succeed instead.

ACTIONS

Multiattack. Aleson makes two melee weapon attacks.

Spear of the Seas (+3 Magical). *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage plus 11 (2d10) cold damage.

Water Form. Aleson becomes water itself, gaining resistance to all types of damage except lightning which he becomes vulnerable to. He can innately cast spells in this form. He can make a Strength (Athletics) check with advantage to grapple a creature. On a successful grapple, the creature takes 13 (2d8 + 4) bludgeoning damage at the start of each of its turns that it begins as grappled.

LEGENDARY ACTIONS

Aleson 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. Aleson regains spent legendary actions at the start of his turn.

Spear Attack. Aleson makes a spear attack.

Wrathful Waves (Costs 2 Actions). Aleson brings up a wave of water down upon an area of 60-foot cone, crushing creatures that are caught within. A targeted creature must make a DC 19 Strength saving throw. On a failed save, a creature takes 49 (14d6) bludgeoning damage, is knocked prone and is pushed 10 feet from the origin of the cone. It takes half as much damage on a successful save.



BERGLJOT DENILDOTTIR



The queen of Green Lights of the East, Bergljot Denildottir is always serious, outspoken, and blunt. She has very light blonde (almost white) long hair that is always well-groomed and shining blue eyes that always seem to examine whatever she looks at. Bergljot's legendary beauty is often praised and held in awe by the commoners of Thorath.

BERGLJOT'S STORY

Bergljot became queen at a very young age. Although the land



was ruled by her ancestors before her, all of their reigns were as short as their lives. Bergljot was determined to make her own reign different when she came to power, and improved both the performance and the efficiency of her armies to do so. Being an avid follower of Thor and believing that the kingdom can only be as strong as its leader, she sought to follow in her God's footsteps and worked tirelessly until she herself became a fierce and formidable warrior. In her reign, Green Lights of the East has become impossible to ignore, but this is just the beginning for the great queen.

BERGLJOT'S GOALS

Queen Bergljot simply wants to expand her kingdom, to get rid of the "heretics and the sinful" in her lands, and to build a safe

haven for all Svillanders. Although she isn't afraid to use brute force where necessary, she doesn't wish to solve everything through violence and tries to use diplomacy wherever she can.

ROLEPLAYING BERGLJOT

In crowded events and diplomatic situations, Bergljot maintains her serious and intimidating demeanor with her shiny armor and her sharp blade by her side. When she is with her loved ones, however, she drops the act and reveals her soft side with a great sense of humor. She doesn't hide her emotions with those that know her as she often does in public.

BERGLJOT DENILDOTTIR

Queen of Green Lights of The East

Medium humanoid (Austri), lawful neutral

Armor Class 20 (square plates, round shield)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	16 (+3)	15 (+2)	18 (+4)

Saving Throws Strength +8, Constitution +9, Wisdom +7

Skills Athletics +8, Deception +9, Insight +7, Intimidation +9, Perception +7, Persuasion +9, Religion +8

Damage Immunities lightning, thunder

Condition Immunities charmed

Senses passive Perception 17

Languages Austris (Common), Mithal, Vestris

Challenge 14 (11,500 XP)

Action Surge (1/Day). On her turn, Bergljot takes one additional action and a possible bonus action.

Brave. Bergljot has advantage on saving throws against being frightened.

Indomitable (1/Day). Queen Bergljot can reroll a failed saving throw.

Rune-Woven Battle Cloak. Bergljot has advantage on saving throws against spells and other magical effects.

Second Wind. Queen Bergljot can use her bonus action to regain hit points equal to 12 (1d10 + 7). Once she uses this feature, she must finish a short or long rest before she can use it again.

Shield Wall. If there is an ally of Bergljot with a shield adjacent to her, she can use her bonus action to form

a shield wall. Melee or ranged weapon attacks against her and her ally are made with disadvantage. While in this form, neither she nor her ally can use their reactions.

Additionally, if any ally of Bergljot's size is behind her when she forms a shield wall, the ally has half-cover against ranged attacks and spells coming from the area her wall faces. Any ally that is one size smaller than her has three-quarters cover against such attacks or spells.

Thor's Hammer Talisman. Through her talisman Bergljot is blessed by the God of thunder and the skies. She is immune to lightning and thunder damage.

ACTIONS

Multiattack. Bergljot makes three melee attacks; either two with her thunder longsword and one with her shield, or three with her thunder longsword.

Shield Bash. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 3 (1d6) thunder damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Thunder Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 4 (1d8) thunder damage.

REACTIONS

Bash the Enemy. Bergljot makes a shield bash to a creature that failed its melee attack against her.

Block. Bergljot adds 3 to its AC against one melee or ranged attack that would hit her. To do so, Bergljot must see the attacker and be wielding a shield.

LEGENDARY ACTIONS

Bergljot 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. Bergljot regains spent legendary actions at the start of her turn.

Shield Bash. Bergljot makes a shield bash attack.

Sword Attack. Bergljot makes a thunder longsword attack.

For the Gods' Green Lights! (Cost 2 Actions). Bergljot makes 4 friendly creatures that are within 60 feet of her reroll their failed Wisdom saving throws against being charmed or frightened.

For the Green Cloaked Skies! (Cost 2 Actions). Bergljot makes all friendly creatures within 30 feet of her gain 2 (1d4) bonus to the damage roll for their next attack.



GIZUR THE BELIEVER



Gizur is a middle-aged Vestri man. He is a high gothi of Aegir and Aleson's right-hand man. He has short blonde hair that is always combed to the back and a face that is always clean-shaven. He is 6 feet tall, even with the large hump he has on his back.

GIZUR'S STORY

Gizur's home was one of poverty when he was a child. His parents didn't have money to take care of themselves, let alone take care of their offspring. His father was a fisher who came back empty-handed at the end of most of his trips to the sea. Gizur prayed to Aegir, begging for his help so that not only his parents but his entire village had enough food. Hearing this humble request, Aegir blessed his village with bountiful harvest. Gizur became a gothi of Aegir and quickly climbed the ranks, acquiring the nickname Gizur the Believer.

When Aleson returned, Gizur thought this was a sign from Aegir and immediately pledged allegiance to him. They

became good friends in no time. Due to Aleson's curse, he needed someone to watch over the kingdom while he was gone, and the high gothi Gizur the Believer seemed to be the best and most obvious choice. So, Gizur started to rule the lands of Nionaem under the orders of Aleson.

GIZUR'S GOALS

Gizur is a simple man with a simple agenda. He wants to be of use to Aleson and to the people of Nionaem. Being a high gothi, Gizur holds Aegir above all else and wants to spread the belief of Aegir all across Svilland.

ROLEPLAYING GIZUR THE BELIEVER

Gizur is a humble man who always talks slowly and in a low voice. He also walks slowly due to his hump. He is never aggressive; he in fact tries to diffuse the tension with little sermons when things get heated. He always advises everyone to "be like water", although he answers differently each time he is asked the meaning of this advice.

GIZUR

High Gothi of Aegir

Medium humanoid (Vestri), chaotic neutral

Armor Class 18 (plated leather, round shield)

Hit Points 170 (20d8 + 80)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	18 (+4)	16 (+3)	18 (+4)	18 (+4)

Saving Throws Wisdom +9, Charisma +9

Skills Athletics +7, Insight +9, Intimidation +9, Perception +9, Persuasion +9, Religion +8

Damage Resistances fire

Condition Immunities charmed



Senses passive Perception 19

Languages Austris (Common), Mithal, Vestri

Challenge 16 (15,000 XP)

Channel Divinity: Wrath of the Seas (3/Day). As a bonus action, Gizur presents his holy symbol and says a prayer to Aegir. For 1 minute, whenever he casts a spell that deals cold damage or a damage-dealing gothi (cleric) spell, and if the spell requires the target(s) to make a saving throw, he can use his reaction to impose disadvantage on the saving throws of 4 targets.

Destroy Undead. Gizur has the Destroy Undead feature of a 20th-level gothi (cleric).

Divine Intervention of Aegir (1/week). Gizur's Divine Intervention automatically succeeds.

Might of the Seas. If a spell Gizur casts deals cold damage, it deals an extra 1d10 cold damage. If he is within 100 feet of a sea, a river or a lake, this extra damage becomes 2d10 instead.

If the spell deals damage to more than one target, the extra damage is dealt to only one target of his choice.

Turn Undead. Gizur has the Turn Undead feature of a 20th-level gothi (cleric).

Spellcasting. Gizur is a 20th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). Gizur can cast the *misty step*, *water breathing* and *water walk* spells at will and has the following spells prepared:

Cantrips (at will): *guidance*, *light*, *resistance**, *spare the dying*, *thaumaturgy*

1st level (4 slots): *command*, *cure wounds*, *guiding bolt*, *sanctuary*, *speak with animals*

2nd level (3 slots): *hold person*, *icicle of death***, *lesser restoration*, *silence*, *zone of truth*

3rd level (3 slots): *beacon of hope*, *dispel magic*, *mass healing word*, *protection from energy**, *sending*

4th level (3 slots): *banishment*, *conjure minor elementals (air and water)*, *control water*, *divination*

5th level (3 slots): *cone of cold*, *contagion*, *geas*

6th level (2 slots): *harm*, *heal*, *true seeing**, *word of recall*

7th level (2 slots): *divine word*, *resurrection*, *symbol*

8th level (1 slot): *antimagic field*, *control weather*

9th level (1 slot): *mass heal*

*Gizur casts the *protection from energy*, *resistance* and *true seeing* spells on himself before combat. He also casts the *symbol* spell on a location within the combat area before combat if he is expecting hostility.

** Svilland spells.

ACTIONS

Multiattack. Gizur makes two weapon attacks.

Flail of the Depths (+1 Magical Mace). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 7 (2d6) cold damage and 7 (2d6) necrotic damage and the target must succeed on a DC 15 Wisdom saving throw or take an additional 7 (2d6) cold damage plus 7 (2d6) necrotic damage, and becomes frightened until the end of its next turn.

Channel Divinity: Engulf (3/Day). Gizur presents his holy symbol and magically summons the mighty waves from the sea. The waves emerge from his location, move out in a 30-foot radius centered on him, and strike the hostile creatures. A creature in the area must make a DC 17 Strength saving throw. On a failed save, it takes 2d10 force damage and is washed out of the area and is knocked prone. On a successful save, the damage is halved and the creature is not washed away and is not knocked prone.



GUDRICK MOONBEARER



Gudrick is a young Mithal man who was blessed by Fenrir and who became a werevargr. In his human form, Gudrick looks like a common bandit with his clothes in rags and his long and unkempt black hair and beard. However, when he transforms, he becomes a monstrous crimson-furred werevargr. The description only goes so far as it is rumored that not many have seen Gudrick in this form and then lived to tell the tale.



GUDRICK'S STORY

Gudrick was once like any other prince of Alsvatr. All that changed when one day, his uncle Hanlon betrayed his father Hazur and murdered him in cold blood. Gudrick sought justice but found none and had to flee. Luckily for Gudrick, Fenrir blessed him with the gift of shapeshifting, and Gudrick began his crazed crusade to conquer Alsvatr and kill his uncle.

GUDRICK'S GOALS

Everyone thinks that Gudrick is simply trying to reclaim his father's lands and become the rightful ruler of Alsvatr. Although this is essentially true, Gudrick has his eyes set on

a much bigger prize. He wants to turn Alsvatr into a hunting ground for Fenrir followers and eventually rescue Fenrir from its chains. He longs for the day where they will all get to share in the victory of the great Fenris wolf in Ragnarok, after which he believes his reign shall be eternally prosperous.

ROLEPLAYING GUDRICK

Although Gudrick is a clever man, he loves the sound of his own voice; a quality that often gets him into trouble. He enjoys humiliating those who refuse to bow before him with his wit, but usually loses his patience before he can do so, as he is also very short tempered. For him, there is no such thing as unnecessary bloodshed.

GUDRICK MOONBEARER

King Follower of Fenrir

Medium humanoid (Mithal, shapechanger), chaotic evil

Armor Class 15 (17 with haste) in humanoid form, 16 (18 with haste) in vargr or hybrid form

Hit Points 178 (17d8 + 102), 195 (17d8 + 119) in hybrid form

Speed 30 ft. (60 ft. with haste), 40 ft. (80 ft. with haste) in hybrid form, 50 ft. (100 ft. with haste) in vargr form

STR	DEX	CON	INT	WIS	CHA
21 (+5)	20 (+5)	22 (+6)	15 (+2)	15 (+2)	18 (+4)

Saving Throws Dexterity +10, Constitution +11, Wisdom +7, Charisma +9

Skills Athletics +10, Insight +7, Intimidation +9, Perception +7, Persuasion +9, Stealth +10

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Senses passive Perception 17

Languages Austris (Common), Mithal

Challenge 15 (13,000 XP)

Brave. Gudrick has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when Gudrick hits with it (included in the attack).

Destroy Undead. Gudrick has the Destroy Undead feature of an 8th-level gothi (cleric).

Keen Hearing and Smell. Gudrick has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Shapechanger. Gudrick can use its action to polymorph into a vargr-humanoid hybrid or into a vargr, or back into his true form, which is humanoid.

His statistics, other than Strength, Constitution and his AC, are the same in each form. His Strength and Constitution score increase by 1 in vargr and by 2 in hybrid forms. He reverts to his true form if he dies.

Turn Undead. Gudrick has the Turn Undead feature of an 8th-level cleric.

Spellcasting (Humanoid Form Only). Gudrick is an 8th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). Gudrick has the following spells prepared:

Cantrips (at will): *guidance, light, resistance*

1st level (4 slots): *animal friendship, inflict wounds, speak with animals*

2nd level (3 slots): *barkskin, enhance ability, flame blade*

3rd level (3 slots): *conjure animals, haste*

4th level (2 slots): *divination, dominate beast*

*Gudrick casts the *haste* and *resistance* spells on himself before combat.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). Gudrick makes three (four with haste) attacks: three (four with haste) with his maul (humanoid form) or one with its bite and two (three with haste) with his claws (hybrid form).

Bite (Vargr or Hybrid Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage and the target must succeed on a DC 17 Wisdom saving throw or it becomes agonized for 1 round.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 13 (2d6 + 6) slashing damage.

Maul (+1 Magical, Humanoid Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 20 (4d6

+ 6) bludgeoning damage.

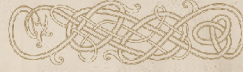
Pounce (Vargr or Hybrid Form Only). If Gudrick moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, Gudrick can make one bite attack to it as a bonus action.

Channel Divinity: Dromi (2/Day). Gudrick presents his holy symbol and summons the beast within an ally.

A temporary condition of his choice such as blinded, charmed, frightened, paralyzed, or stunned ends on the target. It also becomes immune to that specific condition for 1 minute.

REACTIONS

Gleipnir. Whenever Gudrick takes a critical hit, or takes more than 10 damage, he can use his reaction to make an attack against the creature that hit him.



HANLON THE REAL KING



Hanlon, the current ruler of the Alsvatr, is an old Mithal man with a long, braided, white beard. The lines on his face give away his old age. His white-blue eyes are filled with wisdom and regret. He is bald, and has runes carved on his head.

HANLON'S STORY

Hanlon killed his brother Hazur who was the king of Alsvatr at the time, when he saw that his brother had become a cold-blooded murderer. He then claimed his brother's place and became the ruler of Alsvatr. He in fact took Hazur's place in more ways than one as Hazur's wife and Hanlon became a couple after Hazur's death. But while he was trying to restore his land and his life to their former glory, his nephew Gudrick was forming his own pack. One day, when Gudrick confronted Hanlon, and when he saw her mother had betrayed his father just like his uncle, he killed her. A fight broke out between the uncle and the nephew, and the kingdom of Alsvatr split

in half. Nowadays, Hanlon rules his kingdom from Kolbovaik while Gudrick is rumored to hide somewhere in the south.

HANLON'S GOALS

Hanlon wants to reunite the people of Alsvatr before it's too late. He thinks his nephew has lost his mind just like his father and thus has become a mindless murderer. He mostly avoids combat and focuses on the well-being of his people.

ROLEPLAYING HANLON

Hanlon is an old and wise king. He likes to laugh and drink as much as any Svillander, but is a relentless leader when it comes to diplomacy. He is always respectful of those around him and expects to be shown respect in return. He mostly talks about the good old days and tries to advise others wisely. Hanlon loves talking to people younger than him with the air of a sweet father-figure. Most people around him think this is because he never had any children of his own and that the only one he saw and loved as his own is now his mortal enemy, Gudrick.

HANLON THE REAL KING

Legitimate King of Alsvatr

Medium humanoid (Mithal), neutral good

Armor Class 18 (magical studded leather)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	18 (+4)	16 (+3)	18 (+4)	20 (+5)

Saving Throws Strength +7, Dexterity +8, Constitution +8, Charisma +9

Skills Arcana +7, Athletics +7, Deception +9, Insight +12, Intimidation +9, Nature +7, Perception +8, Persuasion +13, Religion +7, Stealth +8

Condition Immunities charmed

Senses passive Perception 18

Languages Austris (Common), Kun, Mithal, Vestri

Challenge 11 (7,200 XP)

Action Surge (1/Day).

On his turn, Hanlon takes one additional action and a possible bonus action.



Bardic Inspiration (4/Day). Hanlon can inspire an ally within 60 feet of him as a bonus action. He provides 1d6 bonus on the ally's chosen one ability check, attack roll, or saving throw within the next 10 minutes.

Fascinating Performance. Hanlon chooses a target in the audience after he performs for 1 minute. He has advantage on the next Charisma (Deception, Intimidation, Persuasion) check he makes against an affected target.

Improved Critical. Hanlon's weapon attacks score a critical hit on a roll of 19 or 20.

Jack of All Trades. Hanlon adds +2 to ability checks he is not proficient with.

Song of Rest. Hanlon can sing to his allies and make them regain an extra 1d12 hit points after a short rest.

Soul Mirror Amulet (3/Day). Hanlon can cast the *dominate person* or *dominate monster* spells (DC 17) using his amulet.

Tavern Snarl (1/Day). Hanlon has advantage on his Dexterity (Sleight of Hand) checks while performing to a crowd.

Spellcasting. Hanlon is a 17th-level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Hanlon has the following bard

spells prepared:

Cantrips (at will): *mage hand, message, true strike, vicious mockery*

1st level (4 slots): *charm person, disguise self, sleep*

2nd level (3 slots): *detect thoughts, hold person, shatter*

3rd level (3 slots): *dispel magic, nondetection, sending*

4th level (3 slots): *confusion, dimension door, freedom of movement, greater invisibility*

5th level (2 slots): *dream, scrying*

6th level (1 slot): *true seeing*

7th level (1 slot): *regenerate*

8th level (1 slot): *power word stun*

9th level (1 slot): *power word kill*

ACTIONS

Multiattack. Hanlon makes three attacks; two with his battle axe and one with his seax.

Battle Axe (+1 Magical). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Seax (+1 Magical). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Countercharm. Hanlon makes a performance until the end of his next turn, granting allies within 30 feet of him advantage on saving throws against being frightened or charmed. The creatures must be able to hear him.



ARNLAUG MEADBANE



Arnlaug is a strong man, although all the mead he drank made him quite portly. He has dark hair and a bushy beard, along with sad green eyes and a melancholic smile.

ARNLAUG'S STORY

He once failed as a sentinel of his kin, and strangers killed everyone but him. The spirits of his slain family made him a seidr. Now, he wears the mask of a jovial buffoon, as he wanders the realm looking for revenge.

ARNLAUG'S GOALS

He seeks vengeance for his kin and wishes to get drunk in every tavern in Svilland, as he promised his dead brother he would do both.

ARNLAUG MEADBANE

Level 2 Fighter/Level 3 Seidr (Chanter of Kin)

Medium humanoid (Austri), chaotic good

Armor Class 11 (studded leather)

Hit Points 29 (2d10 + 3d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	12 (+1)	10 (+0)	14 (+2)	15 (+2)

Saving Throws Strength +5, Constitution +4

Skills Intimidation +5, Survival +5, History +3, Medicine +5, Religion +3

Senses Passive Perception 12

Languages Austris (Common), Mithal

Level 5

Ancestor's Guidance (3/Day). Arnlaug can invoke the



help of spirits as a bonus action and cause one of the effects:

- He can call for his warrior kins and his AC or attack bonus of his choice increases by 2 (1d4).
- He can call for ancient seidrs and his spell save DC or spell attack bonus increases by 2 (1d4).

Civilized. Arnlaug has advantage on a Charisma check. When Arnlaug uses this feature twice, he needs to take a short or long rest to use it again.

Dream Walking. When he is asleep, Arnlaug can journey through the dream world. He doesn't have disadvantage when moving and navigating within the dream realm.

Eyes Show You (1/Day). By focusing on the beyond, Arnlaug can see 60 feet into the ethereal plane for 1 minute.

Fighting Style: Dueling. When wielding a melee weapon in one hand and no other weapons, Arnlaug gains a +2 bonus to damage rolls with that weapon.

Quick Thinking. Arnlaug has +1 bonus on initiative rolls.

Second Wind (1/Day). By using his bonus action, Arnlaug can regain 7 (1d10 + 2) hit points.

Spellcasting. Arnlaug is a 3rd level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following Seidr spells prepared:

Cantrips (at will): *mending, produce flame*

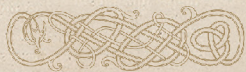
1st level (4 slots): *cure wounds, entangle, spirit light**

2nd level (2 slots): *soul scream*, weeping spirit**

* Svilland spells.

ACTIONS

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.



AUKAN SKOLLSON



A large bearded frost half-jotunn, Aukan wears a great bear pelt, the face of which seems to be smiling over his shoulder.

AUKAN'S STORY

As a young half-jotunn, his father spun great tales of heroes vanquishing great evils, saving towns and doing countless

other glorious deeds. He was the hero of the stories, which conflicted with how half-jotunn were known and treated in the world, made evident by his father's early death doing hard labor in a dangerous mine.

Aukan left the Bear King's army and struck out to forge his own half-jotunn mercenary warband. Now in the prime of his life, Aukan has gathered a great warband of warriors under his bloody banner.

His army has participated in every major battle since the onset of the 3rd age for any side with the larger stash of coins to pay.

AUKAN'S GOALS

Now that glory and renown is his, he seeks an even loftier goal; his own kingdom to rule. He no longer sides with the highest bidder. Aukan now chooses sides that can help further his dream of a half-jotunn nation.

AUKAN SKOLLSON

Level 15 Barbarian (Path of Berserker) - Warlord of Half-Jotunn

Medium humanoid (Frost Half-Jotunn), chaotic neutral

Armor Class 18 (bear's skin, shield)

Hit Points 157 (15d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	8 (-1)	8 (-1)	18 (+4)

Saving Throws Strength +9, Constitution +9

Skills Athletics +9, Intimidation +9, Persuasion +9

Damage Resistances all except psychic (while raging)

Condition Immunities charmed, frightened (while raging)

Senses passive Perception 9

Languages Austris (Common)

Level 15

Berserk. While raging, Aukan has resistance to all damage types except for psychic, he has advantage on Constitution saving throws and he cannot be charmed or frightened.

Blue Blood Rush (1/Day). Aukan can choose to have advantage on a Strength (Athletics) check.

Brutal Critical. When Aukan scores a critical hit, he rolls 2 additional damage dice of his weapon.

Danger Sense. Aukan has advantage on Dexterity saving throws against effects he can see such as traps and spells unless he is blinded, deafened or incapacitated.

Rage (5/Day). Aukan Skollson becomes enraged as a bonus action. For 1 minute, he adds +3 damage to his

damage rolls after a successful melee weapon attack (included in the attack). Also, he has advantage on Strength checks and Strength saving throws while raging.

Reckless Attack. When Aukan makes his first attack on his turn, he can decide to attack recklessly. When he does so, he has advantage on his melee weapon attack rolls during his turn, but attack rolls against him have advantage until the start of his next turn.

Relentless Rage. If Aukan drops to 0 hit points while raging and doesn't die outright, he can make a DC 10 Constitution saving throw. If he succeeds, he drops to 1 hit point instead. Each time he uses this feature after the first, the DC increases by 5 until he finishes a short or long rest, then the DC resets to 10.

ACTIONS

Multiattack. Aukan makes two battleaxe attacks.

Battleaxe. *Melee/Ranged Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage or 11 (1d8 + 7) slashing damage while raging.

Mauling Bear (4/Day). Aukan makes a grapple check with advantage against a creature. If Aukan succeeds, the creature takes 10 (3d6) bludgeoning damage and is knocked prone.

REACTIONS

Ber Strength (4/Day). When Aukan makes a successful unarmed, melee or a ranged weapon attack while raging, he can add 10 (4d4) to his damage roll as a reaction. The target's speed is halved until the end of its next turn.



BATIKAN THE WANDERER



Batikan is a towering, bulky figure who is 6.5 feet tall and who weighs 250 pounds. In his forties, he is a fearsome warrior with his long neckbeard, and the parts in his blonde hair that have gone whiter.

BATIKAN'S STORY

Batikan was born and raised in the Tower Village, in the Lone Maiden region of Green Lights of the East. In his childhood, he loved bedtime stories in which his ancestors fought bravely in great wars. From the very beginning, "I shall pursue the way of my ancestors", he thought.

Not much of a fighter unlike what he looks like, he travelled with his faithful horse and comrade "Rain". He wandered in the wilderness and sang songs of his ancestors with his fiddle, drum and horn. He witnessed and gathered stories of warriors who fought for various causes in the land, to tell their tales in inns and taverns.

In one of his journeys, he got into one of the ancient towers in Ymir's Lash. There, he found a heart frozen in ice. He took it as a lucky charm, which proved to be correct as it was the heart of one of the high seidrs that were slaughtered.

BATIKAN'S GOALS

Batikan wanders to seek all the knowledge he can find, as Odin the Allfather has. He wants to become the greatest storyteller Svilland has ever seen. He spreads the stories of his ancestors, as well as the stories he has lived and heard with his fiddle, trying to make sure each and every soul in Svilland has heard him sing at least once.

He also wanders to explore the wild itself. He dwells in ancient ruins and observes various animals, beasts and monsters. He is never violent unless faced with unavoidable aggression.

BATIKAN THE WANDERER

Bard, Ofridr, Level 15

Medium humanoid (Austri), lawful neutral

Armor Class 12 (studded leather)

Hit Points 142 (15d8 + 75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	20 (+5)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Dexterity +5, Charisma +10

Skills Arcana +14, Athletics +9, History +14, Insight +8, Intimidation +10, Performance +15, Persuasion +10

Senses Passive Perception 13

Languages Austris (Common), Kun, Mithal, Vestris

Level 15

Bardic Inspiration (5/Day). Batikan can inspire an ally within 60 feet of him as a bonus action. He provides 1d12 bonus on the ally's chosen one ability check, attack roll, or saving throw within the next 10 minutes.

Civilized. Batikan has advantage on a Charisma check. When he uses this feature twice, he needs to take a short or long rest to use it again.

Heart of the High Seidr (Talisman). While in possession

of this talisman, Batikan cannot be destroyed completely. When he dies, he magically returns to life somewhere in Ymir's Lash, not possessing any equipment but this talisman.

Jack of All Trades. Batikan adds +3 to ability checks he is not proficient with.

Quick Thinking. Batikan has +1 bonus on initiative rolls.

Song of Rest. Batikan can sing to his allies and make them regain an extra 1d10 hit points after a short rest.

Warband Warrior. Batikan adds a +2 bonus to AC of his warband members as well as of himself. Warband members are PCs in his party, and perhaps a couple of NPCs and animal companions.

Spellcasting. Batikan is a 15th-level spellcaster. His spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). He has the following bard spells prepared:

Cantrips (at will): *light, mage hand, minor illusion, prestidigitation*

1st level (4 slots): *comprehend languages, detect magic, healing word, identify, sleep*

2nd level (3 slots): *calm emotions, detect thoughts*

3rd level (3 slots): *nondetection, tongues*

4th level (3 slots): *dimension door, locate creature*

5th level (2 slots): *legend lore, raise dead, scrying*

6th level (1 slot): *true seeing*

7th level (1 slot): *etherealness*

8th level (1 slot): *dominate monster*

ACTIONS

Multiattack. Batikan makes two weapon attacks, one with his longsword and one with his seax.

Longsword (+3 Magical). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage.

Seax (+3 Magical). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 7) slashing damage.

Countercharm. Batikan makes a performance until the end of his next turn, granting allies within 30 feet of him advantage on saving throws against being frightened or charmed. The creatures must be able to hear him.

Song of Svillander. Batikan plays the song of Svillander to his inspired allies by spending one use of Bardic Inspiration, creating one of the two effects below:

- The song makes his allies feel excited. Each ally within 150 feet of Batikan that can hear him gains 1d6 temporary hit points for 1 minute.
- With the song, Batikan's allies lose themselves in the heat of battle. Each ally within 60 feet of him that can hear him adds 1d6 to their damage rolls for the next 3 rounds and their attacks become magical for the duration.

Song of Valhalla (1/Day). Batikan plays the song of Valhalla to his allies. For 1 minute, each ally within 150 feet of Batikan that can hear him has advantage on saving throws against being charmed and frightened.

Also, Batikan and up to 5 creatures within 150 feet of him are affected by the *haste* spell. This effect lasts for 1 minute, and Batikan has to concentrate on it as if he was concentrating on a spell.



EERO TOIVONEN



Eero is a tallish man with ice blue eyes and blonde hair that has started to go white with age. He has a sharp-cut, medium-length beard that highlights his charming smile.

EERO'S STORY

Eero survived the slaughtering of his tribe as his mother hid him inside the carcass of a deer. After that, the only guides for him were nature and animals. As years went by, he realized that his magical powers were connected to nature and spirits.

When he met with civilization, he worked hard to find acceptance among Svillanders and tried to understand why they were so afraid and hateful of the wilderness and the spirits of nature. He realized that if he did not act like them, he

would share the same fate as his tribe who suffered said fate at the hands of the Svillanders.

He searched and found traces of the Vanir, whom he saw himself belonging to more and more. He founded Remnants of Vanir that aims to rediscover the remains of this ancient ancestry and their knowledge.

EERO'S GOALS

Eero wishes to heal the bonds between nature, its spirits and Svillanders. He dislikes how easily Svillanders get manipulated by the Gods and Goddesses, and harm each other as a result.

He learnt from the dark days of his past. He respects the cycle of life and aims to bring peace, convincing all that they can coexist.

He knows his goal is hard to achieve, but he believes he can touch the hearts of others and make peace possible.

EERO TOIVONEN

Level 9 Seidr (Chanter of Nattura), Level 3 Bard (Bragi), Level 3 Sorcerer (Children of Vanir)
Medium humanoid (Kuning), true neutral

Armor Class 16 (plated leather)

Hit Points 94 (12d8 + 3d6 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	16 (+3)	20 (+5)	16 (+3)

Saving Throws Dexterity +7, Constitution +7, Wisdom +10, Charisma +8

Skills Arcana +8, Deception +8, Insight +15, Investigation +8, Medicine +10, Nature +8, Perception +10, Performance +8, Persuasion +13, Religion +8, Sleight of Hand +7

Senses Passive Perception 20

Languages Austris (Common), Kun, Mithal, Vanaris, Vestris

Level 15

Bardic Inspiration (3/Day). Eero can inspire an ally within 60 feet of him as a bonus action. He provides 1d6 bonus on the ally's chosen one ability check, attack roll, or saving throw within the next 10 minutes.

Dream Walking. When he is asleep, Eero can journey through the dream world. He doesn't have disadvantage when moving and navigating within the dream realm.

Eyes Show You (1/Day). By focusing on the beyond, Eero can see 60 feet into the ethereal plane for 1 minute.

Fascinating Performance. Eero chooses a target in the audience after he performs for 1 minute. He has advantage on the next Charisma (Deception, Intimidation, Persuasion) check he makes against an affected target.

Flexible Casting. As a bonus action, Eero can spend his 3 sorcery points to gain a 2nd level sorcerer spell slot, or 2 sorcery points to gain a 1st level sorcerer spell slot.

Future Sight (3/Day). Eero can choose to be first in the initiative.

Jack of All Trades. Eero adds +2 to the ability checks he is not proficient with.

Metamagic. Eero can spend his sorcery points to gain metamagic properties on his spells. He is especially fond of casting his mind-affecting spells with Subtle Spell metamagic by spending 1 sorcery point.

Nature Spirit's Watch. Eero has advantage on Wisdom

(Survival) checks to find a good place to camp and to find his way through nature.

Additionally, when he makes camp to take a long rest, spirits watch over the area within 300 feet of him. They wake him up if they perceive a threat within that area.

Song of Rest. Eero can sing to his allies and make them regain an extra 1d6 hit points after a short rest.

Tavern Snarl. Eero has advantage on his Dexterity (Sleight of Hand) checks while performing to a crowd.

Spellcasting (Bard and Sorcerer). Eero is a 3rd-level spellcaster of bard and sorcerer classes. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). He has the following bard and sorcerer spells prepared:

Cantrips (at will): *fire bolt, mage hand, message, minor illusion, prestidigitation, vicious mockery*

1st level (4 slots): *charm person, detect magic, disguise self, sleep*

1st level (4 slots): *burning hands, mage armor*

2nd level (2 slots): *detect thoughts, invisibility*

2nd level (2 slots): *darkness, hold person*

* Sorcery Points: 3

Spellcasting (Seidr). Eero is a 9th-level spellcaster of seidr class. His spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). He has the following seidr spells prepared:

Cantrips (At Will): *druidcraft, guidance, resistance*

1st level (4 slots): *animal friendship, spirit light**

2nd level (3 slots): *moonbeam, owner of the spirits*, soul scream**

3rd level (3 slots): *emanating soul*, instinct**

4th level (3 slots): *dominate beast, spirit storm**

5th level (1 slot): *conjure elemental, geas*

* Svilland spells

ACTIONS

Beast Spirit (1/Day). Eero invokes a spirit of a beast within himself and gains one of the following benefits for 1 minute.

- **Bear Spirit.** He gains 9 temporary hit points.
- **Raven Spirit.** He has advantage on saving throws.
- **Wolf Spirit.** He deals an extra 5 damage on a successful attack (The damage type is the same as the normal damage dealt).

Countercharm. Eero makes a performance, granting allies within 30 feet of him advantage on saving throws against being frightened or charmed. The creatures must be able to hear him.

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one

target. *Hit:* 4 (1d4 + 2) piercing damage

Handaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

REACTIONS

Future Sight (3/Day). As a reaction, Eero can choose to have advantage on an ability check, attack roll or saving throw. Additionally, he can choose to impose disadvantage on a saving throw that a creature makes against a spell that Eero cast.



HARALD DROGGARSON



Harald is a slim, tall man with a dark beard, long black hair and piercing blue eyes. Although he does not seem like much of a fighter, he moves with the agility of a mountain lion when on board a longship.

HARALD'S STORY

Born and raised in Brek (in the South Sea), Harald grew up with tales of travel to distant lands. He has travelled to all the

major ports of Svilland, and has learnt many routes for both trade and plunder.

HARALD'S GOALS

After meeting with a strange traveler who claimed to have reached lands far to the south, Harald decided to search for these mythical islands full of riches. He spent his fortune on a map of these distant seas and on a trinket said to harness the power of the sea. Now, all he needs is a ship and a crew.

HARALD DROGGARSON

Level 5 Fighter (Vikingr)

Medium humanoid (Austri), chaotic neutral

Armor Class 17 (studded leather, round shield)

Hit Points 32 (5d10 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Strength +6, Constitution +4

Skills Athletics +6, Insight +6, Navigator's Tools +6, Perception +6, Survival +6, Vehicles (Water Vehicles) +3,

Senses Passive Perception 16

Languages Austris (Common)

Level 5

Action Surge (1/Day). On his turn, Harald takes one additional action and a possible bonus action.

Agitation of Battle. During the initiative roll, Harald gains 1 temporary hit point until the end of the encounter.

Fighting Style: Defense. While he is wearing armor, Harald adds 1 to his AC.

Second Wind (1/Day). By using his bonus action, Harald can regain 10 (1d10 + 5) hit points.

ACTIONS

Multiattack. Harald makes two weapon attacks.

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if used with two hands.

Svillander Javelin. *Ranged Weapon Attack:* +6 to hit, (range 30/120), one target. *Hit:* 8 (1d10 + 3) piercing damage.



GUNBORG DANICA

Coming in at seven and a quarter feet tall and weighing seventeen stone, Gunborg stands above most. Her bright red shield creates a contrast with the tabard and chainmail representing the Nyrstadir town guard. Thick cords of blonde hair spill from the back of her helmet and drape down her back like a cape. Beneath it, her emerald green eyes judge all that meet her gaze.

GUNBORG'S STORY

Born to debtors and wastrels, her early life was fraught with a fight for bids to keep herself fed. Gunborg challenged her chieftain's best in a mad bid to escape her parents debts.

Depending on how much she has had to drink, her stories about her famous shield tends to change. In some, she says she begged a merchant for four days for Oar Shard; in others, it was pried from the hands of raiders who were after her sack. What matters is ever since the day she picked it up, Tyr has seemed to favour her blade.

GUNBORG'S GOALS

During the day, she aims to defend the streets, lands, and people of Nyrstadir by any means necessary, apprehending those who would do harm. After her watch ends, she frequents as many local drinking houses as possible. All who defy Aleson must atone.

GUNBORG DANICA

Level 10 Fighter (Shieldmaiden) - Captain of the Guard in Nyrstadir

Medium humanoid (Mountain Half-Jotunn), lawful neutral

Armor Class 20 (chainmail, "oar shard" +1 shield)

Hit Points 95 (10d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	10 (+0)	8 (-1)	11 (+0)

Saving Throws Strength +9, Constitution +8

Skills Athletics +9, Insight +3, Intimidation +4, Perception +3

Senses Passive Perception 13

Languages Austris (Common), Mithal, Vestris

Level 10

Action Surge (1/Day). On her turn, Gunborg takes one additional action and a possible bonus action.

Blue Blood Rush (1/Day). Gunborg can choose to have

advantage on a Strength (Athletics) check.

Indomitable (1/Day). Gunborg can choose to reroll a saving throw that she failed, accepting the new roll.

Rally Brethren (1/Day). Gunborg can use her Second Wind feature on an ally within 30 feet of her.

Rockwalk. Mountain terrain is not difficult terrain for Gunborg.

Second Wind (1/Day). By using her bonus action, Gunborg can regain 15 (1d10 + 10) hit points.

Shield Wall. If there is an ally of Gunborg with a shield adjacent to her, she can use her bonus action to form a shield wall. Melee or ranged weapon attacks against her and her ally are made with disadvantage. While in this form, neither she nor her ally can use their reactions.

Additionally, if any ally of Gunborg's size is behind her when she forms a shield wall, the ally has half-cover against ranged attacks and spells coming from the area her wall faces. Any ally that is one size smaller than her has three-quarters cover against such attacks or spells.

ACTIONS

Multiattack. Gunborg makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage or 10 (1d10 + 5) slashing damage if used with two hands.

Master of Shield. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) bludgeoning damage and the target creature must succeed on a DC 17 Strength saving throw or be knocked prone.

Rock (Small). *Ranged Weapon Attack:* +9 to hit, reach 20 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

Rock (Tiny). *Ranged Weapon Attack:* +9 to hit, reach 20 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage.

REACTIONS

Fighting Style: Protection. While wielding a shield, when a creature Gunborg can see attacks from another creature within 5 feet of her, she can use her reaction to impose a disadvantage on the attack.

Shield Your Ally. When a creature adjacent to Gunborg is attacked with a melee or ranged weapon, Gunborg can use her reaction to add 3 to the creature's AC, but is unable to use her shield's bonus for her AC until the beginning of her next turn.

SVILLAND



RAN'S WRATH

YMIR'S SLASH

VANIR'S MARSHES

SOUTH SEA

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MILES



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