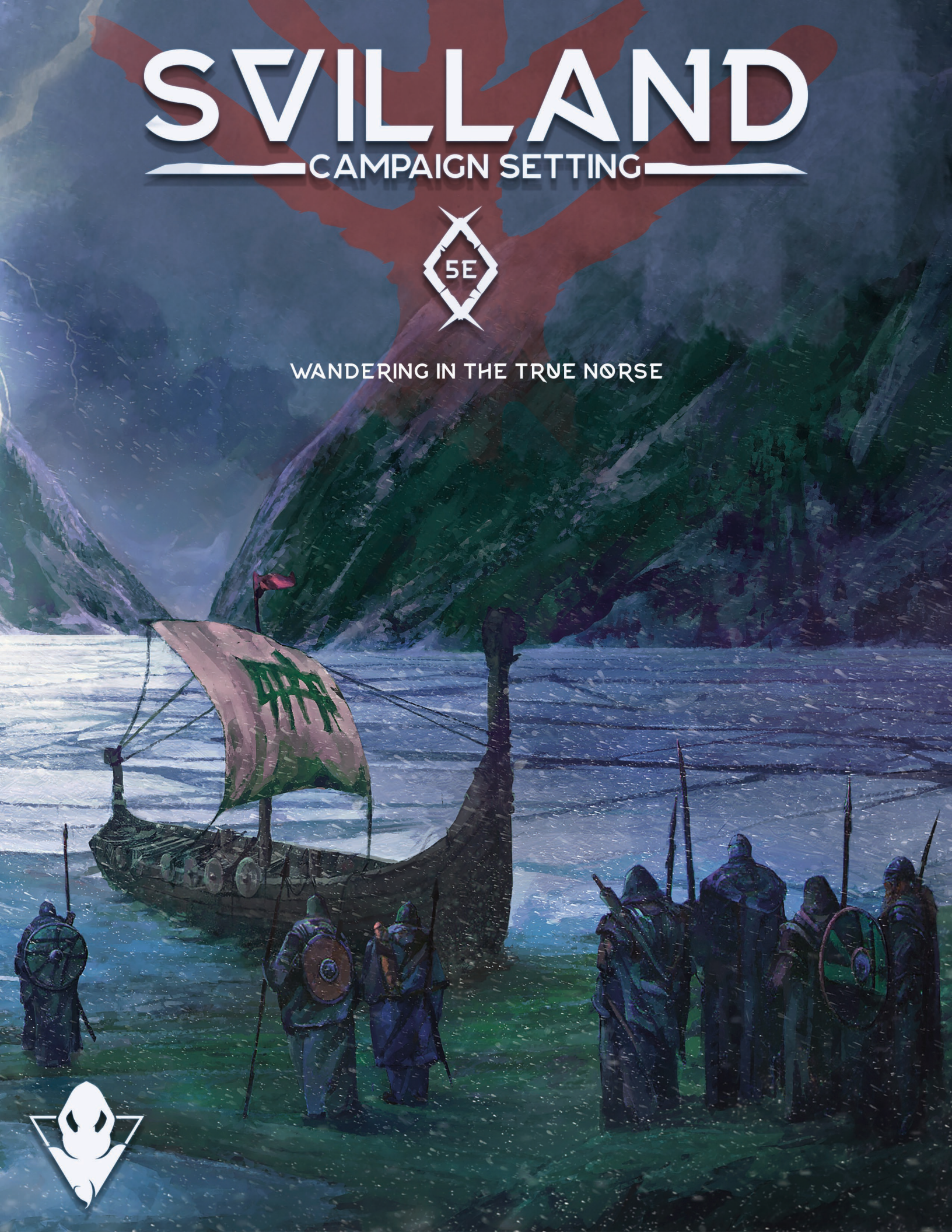
SVILLAND

CAMPAIGN SETTING

5E

WANDERING IN THE TRUE NORSE



THE NORSE MYHTOLOGY

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

Asgard is the home of the gods. Odin and most of his pantheon reside here. The famous hall of Valhalla is in Asgard, greeting warriors of worth to the endless feast. Alfheim is the realm of light elves. They are beautiful creatures ruled by 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. Those who are not worthy of Valhalla come here when they die. Helheim is ruled by Hel. Jotunheim is the realm of giants, frost and mountain jotnar came from here.

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 the Ragnarok-bringing Surtr inhabit and are sealed here. Niflheim is the realm of cold and mist.

Svartalfheim is the realm of the dvergar. Dvergar that came to Svilland try to find their way back to this realm. Vanaheim is the realm of Vanir. The conquered Vanir of Svilland were actually the first to settle to this very land.

There are many gods and goddesses in the Norse mythology. Yet, as Svilland is a place that is relatively new-settled by the children of Odin the Allfather, neither all the deities nor all the realms are known to them. There are 9 major deities in the pantheon. They have gathered up many believers and influence the realm dearly.

Additionally, there are 4 smaller deities: Heimdall, Ran, Skadi, and Ullr. They have not gathered many followers yet and thus have not established themselves or distinct domains of divine power in Svilland.

OOdin 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, and murder 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 the dead. Loki is the blood brother of Odin. He is the god of trickery. Thor is the son of Odin. He is the god of thunder and enemy of the frost jotnar. Tyr is the god of justice and war.

THEME AND ATMOSPHERE

Svilland is a land of last resort. People have escaped here from the deadly Black Winter of the north. Their escape from frost jotnar conquerors resulted in their bloody conquest over the Vanir and kuning. Through the ages, they may have founded civilizations, kingdoms. Yet, Svilland will always remain as a land of people that are at the edge of massacre by a new forthcoming horde. The cycle keeps repeating itself as the new replacing the old, and those who settle are never relieved from their survival instinct.

Unlike many other Dungeons and Dragons games, Svilland Campaign Setting has an atmosphere that is ruthless, grim, and dark. Heroes here become so with bloody challenges of the mortal and the divine alike. The pantheon of Odin the Allfather does not provide protection and power out of lightly love of some D&D gods. The gods and goddesses of Svillanders desire bloody sacrifices and weave vicious tests over mortals to see their worth. Divinity is not inherent, it is earned, often through deadly means.

The cultures of Svilland reflect this cosmology as well. Kings and queens need to be tough and worthy of war as much as they need to be respected by their kin. As kingdoms are not fully established and rather are gatherings of warlords, 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 races, or even clans, commoners in a town don't often greet strangers with a warm welcome. Still, bardship and storytelling are common arts of the land. As an adventurer, your accomplishments may quickly find their way to the tongues of people. Reputation is hard to earn, but it is well-respected once it is earned.

As many places are in constant threat by hostile clans, jarls, or monsters in the wilderness, there is always a fight that you can prove yourself worthy to Valhalla. On the other hand, you should not lose your vigilance when you are travelling. You should keep an eye on the horizon and set up patrols among your party. Those who are arrogant enough underestimate their opponent or hunt may become the hunted quite fast.

SVILLAND
CAMPAIGN SETTING

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INTRODUCTION

There is a land of frozen winters and endless howling winds. A land whose people value iron, gold, fame and the gods above else. They sail and raid for the sake of wealth and 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 as Svilland.

WHAT IS THIS BOOK?

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

Within these pages, both the Dungeon Master and players will find a guide to the life and culture of Svillanders. While reading, you will find yourself between 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 and the important historical events within them.

CHAPTER 1 - Campaigns In Svilland: All the information about deities of Svilland, races living on this land, organizations and cults formed by these races and the geography they are living on can be found in this chapter.

CHAPTER 2 - New Character Options: New class, archetype, feat and background options are waiting for both DMs and players to be chosen in this chapter. All of these options will make you feel as a part of the Svillandic culture and Norse mythology.

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

CHAPTER 4 - Items and Equipments: Both magical and nonmagical equipments are listed in this chapter. Weapons and armors are remade for the sake of historical accuracy. Additionally there is a new type of magic items: runestones. They invoke spells relevant to the runes inscribed on them.

CHAPTER 5 - Monsters and Wilderness: While adventuring through Svilland, you will face many merciless monsters, from draugrs to wyrms. Also, not only monsters but also the land and weather itself can be the enemy sometimes. DMs can find all they need to make their players drown in pain and sorrow in this chapter.

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 thank to everyone who stands with us in this adventure. We hope that you will enjoy this book as much as we did writing it!

DREAM REALM STORYTELLERS



HISTORY

The history of Svilland is old, there are few who knows about it, and they tell the story as a myth. It did not begin with the Svillanders, it dates back to the chaotic times of old Vanir gods. Svillanders came across the wild and ruined lands after crossing Ymir's Lash. Although the name given by Vanir to this land is unknown, they have called it Svilland, the land of ice. The story you will read is the story of Svilland's three ages. The past is forgotten in Vanirs' ruins and ancient legends.

BEFORE SVILLAND

The elderly tell the story of an old war. It was such a war that reigned from the grey waves of northern seas to the highest skies, fought from the majestic mountains to peaceful plains... And it finally struck the whole Ygrassill. It was the savage war between the Aesir and the Vanir. Without any apparent reason, ages long rivalry turned into an ages-long war. The only thing we know is that Aesir won the war, the Vanir being cursed and murdered by Odin and his pantheon as a result.

There were some who resisted the carnage from both sides. Still, Odin's fury swallowed whole Svilland, drifting the land into a state of chaos. There was only one Vanir left, Freyja. She has sacrificed her body and soul to Aesir in order to end the war. And, Aesir accepted her as equal. Other Vanirs who survive have escaped to the east with the hope of being left alone.

Svilland had been abandoned by gods and goddesses, but valor, bravery, and war never left the land. Many years have past and many people lived and died. The new ages came in three.

AGES OF SVILLAND

Although the past is there with all its pain and sorrow in the memories of their ancestors, new ages came for Svillanders. There are three ages separated by vital events.

FIRST AGE

Sages of old told us that this was an age of gods, of myths, of courage and strength. During this era, the northern shores of the land began to freeze, which was the sign of the incoming Black Winter.

At the beginning of this age, the tyrant frost jotunn Odd ruled supreme over all living beings. As Black Winter spread, Odd gained power and folks started to ran away from dark and cold. Yet, Odd was impaled by his own half-jotunn brother Volli, who was gifted with a spear from Balder.

Deep within the North Mountains, Odd was imprisoned with powerful runes of ancient times and large chains, forged deep in the bowels of Svartalfheim.

At the same time, the first kingdoms of Svilland started to emerge in the west and the east. However, fate was cruel and Balder was killed by Odin's brother Loki. He fell to Helheim and the spear started to lose it's power. His priests started to weaken as well, losing their beauty with their god's fall.

SECOND AGE

Both sages; older ones and the spirits tell the stories of the Second Age. At the beginning of this age, the only authority of the land was Eastern Horn. In the west, on the other hand, there were rebellious groups, raiders and crowded nomads. Slon reunited these groups into the beginning of a large civilization.

At the same time, a High Seidr Council was assembled to prevent the Black Winter from gaining more power. They used their spirit magic to hold the winter in the north, unable to come south. In order to do that, seidrs were settled down to the towers of the Ymir's Lash Mountains. Their settling also created small villages and towns around the towers. The High Seidr Council met every six months in a congregation, which was strictly forbidden for others to participate. In time, this consortium gave important decisions about the errands to the north.

This era witnessed some major events and the most namable one is the ascension of Bear King. He took the throne to rule the western lands widely. He became a great warrior king. At the time of him, the west gained power and started to challenge Eastern Horn. The two kingdoms shared their supremacy on Svilland: as Lands of the Bear King and Kingdom of Eastern Horn.

Kunings, however, had neither a kingdom nor a proper ruling system during this era. They preferred to live in their traditional, nomadic ways, following the footsteps of their seidr ancestors.

LAST MARCH OF THE BEAR KING

Bear up, my warriors! Bear up!
Arise from the mountains and sea!
Arise from forests and flat lands! Charge and kill for the king! Maybe the sun is shining one last time for us, maybe we won't rise our axes to air again!
Believe, my warriors! Believe!
We will meet in Valhalla!
We will drink to glory! Charge!
Run and die for the king!
For the king!

The Awakening of Odd

The weakening power of Balder's spear could no longer contain the might of Odd, and the frost jotunn finally awakened.

The power of the Black Winter became even greater and it kept getting stronger and stronger. High Seidr Council could manage to contain both Odd and the Black Winter, and keep their influence away from the south no longer.

The Bear King started to think that they could stop the Black Winter only if they sacrifice the High Seidr Council to the gods. So in this belief, he marched with his soldiers one night, and murdered all of the high seidrs.

This was seen as blasphemy by the eastern people. So began the great conflict, which sew the seeds of hostility and discord between the Bear King and the Eastern Horn. A conflict that would continue for ages, settled in the minds of the present three kingdoms.

The unknown thing is, the council was aware of what was coming: Did they just let it happen, turned a blind eye to their destruction?

The Conflict

Like the two faces of the same coin, these two kingdoms shared a common heritage. However they had different manners. Both wanted to expand their territory and abolish the other one. With the massacre of The High Seidr Council a war broke out. At the same time, the awakening of Odd turned the basic territorial conflicts to mass battles.

Things got out of hand. Both sides had many casualties, not differing between soldier and peasant. This skirmish and series of wars went on for some years. The towns and villages were ruined.

Finally, Eastern Horn stood victorious over the Bear King. Yet, the throne of Eastern Horn was nearly broken, and the Bear King was dead.

Since then, Eastern Horn strengthens its castles, towers, and walls, preparing their fortifications for a possible, forthcoming, a much grimmer war. Within all the chaos, Odd was never fought head on, and never he was completely defeated.

Dvergar

Dvergar were helping Balder to make a spear that can bring down Odd. They forged the power of Balder with dvergr mastery.

However, there was a condition. Dvergar demanded a gate to Svartalfheim from Ymirs' Lash. Balder opened the gate so that the dvergr could travel between the realms.

Dvergar continued living under the mountains without anyone paying attention, until Balder fell to Helheim. Consequently, the gate between Svartalfheim and Svilland collapsed.

Many dvergar were stuck in Svilland. After the massacre of the High Seidr Council, spirits of Ymir's Lash outraged and took their revenge on dvergar. Most dvergar conceded to leave the mountains. They started to meet Svillanders as a result.

Those who remained under the mountain continue digging deeper and deeper. Some say the dvergar want to conquer Helheim and rescue Balder and make him rebuild the gate. Others say they want to open a gate to Svartalfheim by themselves.

Third Age

After the wars between east and west and then between Svillanders and Odd, there was no authority left in the land. Some soldiers tried to take control, but everything was changed. Svilland got divided into three regions. Great winds of the north started to sweep the borders of three kingdoms; *Nionaem, Alsvartr, and Green Lights of the East.*

Nionaem

Nionaem united under Klakkr, the king of the west. He was a strong soldier and followed the direction of the Bear King. He was a respected leader among people. After his death, his middle child Ingmar succeeded to the throne.

He also followed the path of the Bear King. Yet he was also a visionary. He did not forget to build castles and walls, just like Eastern Horn had. He thought that it is necessary for survival against the raids on the borders from Alsvartr.

On the other hand, Ingmar was a cruel tyrant. He took others' wives and kill their children. He was enslaved by his cruelty. Finally, he was murdered by a man whose wife was stolen from him. Aleson The Arisen (p.136)

Alsvartr

After the massacre and the war, Alsvartr was gathered by Hazur. He was a young and strong warlord of the Eastern Horn. He ruled the region for a long time and was respected by his people. He thought that his brother Hanlon must take the throne.

After his death, Hanlon (p.183) succeeded to the throne. Similar to his brother, he was a strong warrior and leader. He was loved by the soldiers and the elders.

However, Gudrick, son of Hazur could not accept his uncle. He traveled across the land, attracting rural folk's sympathy, and gathering his notorious strength. He took the name Moonbearer and revolted against his own uncle. He busted the courts and slaughtered many nobles. After a magnificent sword fight, Hanlon retreated and the region got divided into two sections, North Assembly and Enkleistra. However, they are wary of going into a full-scale war as they fear becoming conquered by the neighboring kingdoms.

Green Lights of the East

In the eastern parts of the land, Green Lights of the East was founded. Denil, a famous Thor gothi, took the throne despite the harsh competition. He was well-known and respected among people.

After his sudden death, his biggest child, Sturjorn succeeded to the throne. However, his fate was similar to his father's. He died at a young age with a sudden death. Luckily, the throne was still succeeded by Denil family, his brother Orrin.

After that, the family became the ruler family, the throne has been occupied by the most well-known and talented members of the family but some people think that the sudden deaths are the curse of the throne. Nowadays, it is ruled by a queen, Bergljot Denildottir. (p.181). She is very resolved as well, following strongly Thor's teachings.

CAMPAINGS IN SVILLAND

CHAPTER ONE

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 top of the old Vanir lands. They have built villages and survived the years with hunting, fishing, and forestry in general. Yet then, they also have built some big cities and towns, the urban life continues with liveliness; inns, markets, taverns, festivals, games, and urban politics.

Regardless of the settlement, religion always plays an important role. Even the smallest settlements have temples and altars. People obey the fair rulers, respect them, protect them, and aid them in cases of dethroning the cruel ones.

In the northern lands, the weather gets harsher, the folks get the same as well. Especially the mountains are hard to live due to cold and lack of food. Still, the central and the southern lands have some plains and better weather to do farming and husbandry even if the winter is still harsh.

DEITIES 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 gathered together. Since people are polytheist, they worship multiple gods with multiple purposes. Atheism or spirit worship is an unusual phenomenon for most people, they expect people to believe the gods, Valhalla and other religious rituals. There are nine major deities in Svilland, which are well-known and respected among all people, on the other hand, there are also local worshippers and small cults.

AEGIR, GOD OF THE SEAS AND STORMS

Alignment: Chaotic Neutral **Domain**: Ran, Sjor



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, he does not live in Asgard, his throne is in the bottom of the deepest pit of the sea.

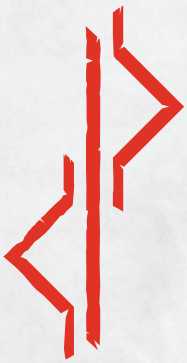
He destroys ships that dare cross his seas without making a sacrifice. He terrorizes those who have no respect for sea-life, or the life of the sea. But if you recognize him and his seas as equals and offer an equally valuable sacrifice, he may let you pass the seas without trouble.

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

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 used to be a gentle God. Also he was protector of mortals and imprisoned Odd with his powerful spear, Oddsbane. When he started seeing visions of his death, the promises of all beings in all nine worlds were required to save him. Yet, Loki's many tricks caused Balder to be captive in Helheim. His pain tore him apart. According to legend, when Ragnarok comes, Balder will rise from Helheim, and will shape the destroyed lands anew, leading them into a new, flourishing era where he shall rule with an iron fist.

Alignment: Chaotic Good **Domain**: 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 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 entire 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 **Domain**: Mein, Vengeance, Wicked

Those who believe Balder must seek revenge in Svilland, for ways to bring their God back. They show no mercy to those who did not share his pain. Enemies of Balder will fall, and when Hel is satisfied, she will release Balder from his chains and earth will cherish once more.

Commandments (Evil)

- Realize the tricks of liars and realize their ends with 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 who is destined to kill Odin, according to the Prophecy of Ragnarok. Legend says that Tyr chained Fenrir to stop Ragnarok, with the help of other Gods. Disrespected and humiliated, Fenrir's rage grows day-by-day. He sleeps and awaits the day when he will break his shackles.

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, won't ever 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 blood-lust. Legend says, Fenrir is so big that his drool flowed down to create the Van River. His followers 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 traitor Gods.
- Seize the end of being until the existence dissolves into nothingness.
- Through your inner rage, show the undeserving world its righteous torture.

Freyja, Goddess of Fertility and Love

Alignment: Neutral Good **Domain**: Life, Sacrifice, Traust, Virtue

Freyja is the only Vanir-born God in Asgard. She taught the Aesir Gods Vanir magic when she was forced to come to Asgard to marry Odin. Even though she was a prisoner in Asgard, Freyja's pure soul kept her from keeping 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, as well as men and women. Her touch heals sickness and disease. Freyja also protects the dead, particularly women, in her hall of Sessrumnir.

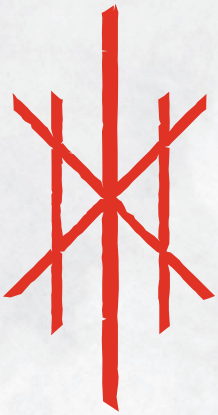
Freyja's worshippers are farmers, healers and guardians. Mainly, the Temple of Freyja protect the Svilland in her name, using her magical wisdom.

Commandments

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

Hel, Goddess of the Dead and Helheim

Alignment: Lawful Evil **Domain:** 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. 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 God, by killing people 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 death, and the afterlife.

Loki, God of Mischief and Trickery

Alignment: Chaotic Evil Domain: Lies, Wicked, Vengeance



Loki is the unwanted God of Asgard, as he is the father of evil who will cause Ragnarok. He has neither the respect of other Gods, 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; 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 a crime, a follower of Loki wants everyone to know that the sin was their doing, and 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 those who are 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 the Aesir. He oversees those who die in battle, from his throne in glorious Valhalla. He has sacrificed 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 glories that are beyond words or measure. He knows, and controls all.

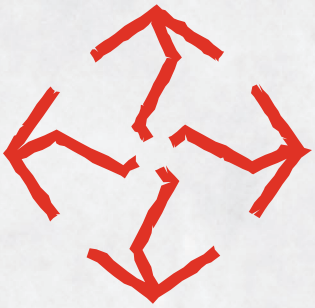
Followers of Odin can be anyone who is not afraid to die by sword. They always demonstrate great power and great responsibility, because they know that Odin sees everything. Some of them have raven companions to catch Odin's attention and hope to be blessed by Odin. Raiders may sacrifice themselves to defeat strong enemies, by hanging themselves, naked, in the name of the Allfather. For Odin himself once felt the agony of Death, to gain its knowledge, by hanging himself upside down.

Commandments

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

THOR, GOD OF THUNDER AND THE SKIES

Alignment: Chaotic Good **Domain**: Execution, Smidr



Thor is the son Odin, and 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. His almighty presence gives strength and will to those who follow him, and stops the heart of every ill-thought being. 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, in the times of the Ragnarok he will face with 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 and protect this land.

Commandments

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

TYR, GOD OF JUSTICE AND WAR

Alignment: Lawful Good **Domain**: Traust, Sacrifice



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 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.

Followers of Tyr are people 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 they are tools of justice in his hands.

Commandments

- Raise your weapons only when you are certain of your enemy's guilt.
- Fear not from the coward enemies, face them with the 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 also living as their visage or champions.

Heimdallr, God of Light

Alignment: Lawful Good

Heimdallr is the luminous God who watches over Asgard. He has a horn, Gjallarhorn, that he will sound when the enemies of the Aesir rise, according to legend. But before that, he drinks his mead in the heavenly gardens of Asgard where the bridge of realms, Bifrost, connects Asgard to the rest of the universe.

Because he protects the Bifrost and watches the gates of Valhalla, Heimdallr knows who is worthy of being king or jarl as well as who must fall. The God of Light wields the sword named Hofund, which means "head", and people believe that sword has voices in it that help Heimdallr in his battles.

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

Ran, Goddess of 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 may be their father but he is too busy to tend them so Ran took 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 gods 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.

RACES

There are six races in Svilland. Austris, mithals and vestris are the common folk who are known as Svillanders. Kunings are the ancient habitants of the land known for their association to spirits and perhaps to Vanir. Half-jotnar are offsprings of jotnar and other races. Dvergar are small and bulky folks coming from a different realm but trapped in Svilland.

AUSTRI





Proud Austri mostly live in the Green Light of the East. Behind the walls of the capital city Thorath, they are building a civilization, the likes of which no one ever saw in Svilland. Armies in green cloaks, wander in the wild to protect the people of the kingdom. They are the most honorable humans in the Nordic lands, if you ask them. Their hair is generally blonde, and they are generally pale.

LONG LIVE THE KINGDOM

Life in the Green Light of the East has different hardships, compared to other regions. People generally don't struggle with nature, but with other people. In this region, instead of hunting a wild animal you can easily buy its pelt, but bargaining can be just hard as hunting in the Kingdom. Bureaucracy keeps things in order in the cities of the region, but it also slows things down.

Once named Kingdom of Eastern Horn, Green Light of the East Kingdom 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.

RELATIONS

Dvergr *"Good blacksmiths but not a trustworthy folk. They are from another land, so they should let us keep this one for ourselves."*
Half-Jotunn *"Bunch of uncivilized monsters. The Half-Jotnar are not welcome in our empire. Their savagery cannot be overlooked."*
Mithal *"Once a great and honorable enemy, now a broken kind. With the Bear King dead, the Mithal are divided, but one must never underestimate them. They have a potential to rise up."*
Kuning *"They once lived in peace with our people, now they wander Svilland aimlessly. They denounced our Gods, so they had it coming."*
Vestri *"Ignorant seamen. They think they are invincible with their naval forces but when our forces strike like a 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

Ability Score Increase. Your Charisma score increases by 2 and your Wisdom score increases by 1.
Age. Austri live nearly 70-90 years and they become adults when they are 19.
Alignment. They can be anything, most of the Austri tend to be lawful.
Size. The Austri average is in between 5-7 feet and 125-250 pounds.
Speed. Your base walking speed is 30 feet.
Languages. Austris (Common).
Quick Thinking. You have a +1 bonus on initiative rolls.
Kingdom Arsenal. Due to conscription you are proficient with shortsword, longsword or warhammer.
Civilized. You know how things work in a civilized society. You have advantage on your Charisma (Deception) or Charisma (Persuasion) checks.

DVERGR





Dvergr are also known as Dark Elves in Svilland. Their origin is different from other living beings in Svilland. Humans in the Svilland never met a Dvergr until the frost jotunn Odd awakened... The Dvergr came to these lands through a form of trickery, the mechanics of which were known to them and

them alone. Their homeland is Svartalfheim in common tongue, or "Nidavellir" in their language. They are short, and hairy and the color of their skin is blueish

CRAFTERS FROM ANOTHER REALM

Dvergar are famous for their blacksmithing. They are masters of making weapons and armor. The great dvergr ancestors, Brokkr & Eitri are the blacksmiths of the god and goddess. Brokkr & Eitri helped Dvergr come to these lands. But now they are stuck here until their mission is complete, because the only one who can send them home is Balder himself.

GIANTSLAYER SPEAR, ODDBANE

Brokkr & Eitri made a spear with the help of the Dvergr in the Svartalfheim for Balder, because he wanted to kill Odd; but Brokkr & Eitri were sly. They knew that there was a great metal source in the depths of Svilland, with which humans didn't even know could be worked; the black ice. In return for the spear, Brokkr & Eitri wanted a gateway between Svartalfheim and the depths of Ymir's Lash, Svilland. Balder opened the gateway but he also sensed that the Blacksmiths were cunning. He magically made it so that the gateway would close if Odd were to wake up. Dvergr came to these lands through the gateway. They built towns in the depths of the mountains. When the spear broke into pieces, Odd woke up and the gateway closed. The Dvergr never met with humans before the gateway closed.

CLOSING THE GATEWAY

After the gateway was closed, the connection between Svartalfheim and Ymir's Lash was lost. The Dvergr, who mine black ice on the depths of Ymir's Lash never saw their homeland again. To them, it was a great tragedy. But the Dvergr's crooked fate was not yet sealed. After the High Council of Seidr was sacrificed, Dvergar were attacked by the dark spirits. Dvergar were shocked because they had no idea what these things were, and how they could defeat something that could not be hurt by weapons. And so, they fought the spirits for many years, until their numbers started to grow thin. Then, the king of Dvergr convinced others to migrate outside the mountains. They did their king's bidding, but as soon as they arrived in the outskirts of Ymir's Lash, they came across Hanlon the Real king and his armies.

The king of Dvergr trusted Hanlon the Real King, but some Dvergar did not share this sentiment. So, they split into two factions. One of them were called "loyals" and they followed their king and trusted in Hanlon to help them rebuild their kingdom. Others were called "deserters" because they decided to leave, heading North. No one has heard of the deserters since. Some of the Dvergr think they are working for Odd, and some of them think they are trying to build another gateway to Svartalfheim. But there is another rumor that says they are digging their way to Helheim, either to conquer it, or to save Balder. However, their reasons are unknown.

RELATIONS

Austri *"Self-loving bastards. They aren't welcoming to us, even outside of their regions. If they come for us, 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. The Half-Jotunn have a home with us, 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 left us be. What more can a Dvergr ask for?"*
Kuning *"What they did to us is unforgettable, but their sacrifice means a lot to Svilland. So maybe it can be forgiven. They may have denounced our Gods but that doesn't mean they are bad people at heart... I guess?"*
Vestri *"The Vestri have always treated us like equals. Sometimes, we think they don't even notice we are blue and small. But maybe they are not so bright."*

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

Ability Score Increase. Your Strength or Constitution score increases by 2 and your Charisma score increases by 1.
Age. Dvergar live nearly 180-190 years and they become adult at their 50.
Alignment. They can be anything but the Dvergr usually live by a code so, they tend to be lawful.
Size. Dvergr average is around 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 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 Dvergar are used to it. You can sense the presence of a rune in a 30 feet radius, but can't identify which rune it is.
Black Ice Immunity. Normally touching black ice burns skins but you have developed an immunity to it. Black ice does not harm you unless it is refined and worked into a weapon.
Languages. You can speak, write and understand fluent Dvergmer and Austris (Common).

HALF JOTUNN

Before the existence of time and the ages, there was chaos among the realms. Boundaries of realms were not clear. Jotunheim is the realm of the Jotnar, the Giants. Jotnar are one of the biggest and strongest beings in the 9 realms. They are not only glorious warriors, but also intelligent beings. Their emotions are simply much bigger than humans, like their body. However, they can love, they can hate, and they can

laugh, just as humans can.

For many years, they fought against humankind in Svilland. Still, that doesn't mean all Jotnar hate the humans. In fact, some of them loved humans so much that that they polymorphed into medium-sized, human-like creatures and created a new generation of half-breed Jotnar. In other words, they bred with humans. But when people finds out, they were not welcomed in neither human societies, nor Jotunn tribes.





After what could have been a decade or a century or even longer; the boundaries between realms were becoming clearer and a border set our world and Jotunheim asunder. After most of them left Jotunheim, the Jotnar who were stuck in the Svilland began to get weaker. Thus, humans started to hunt the Jotnar and killed most of them. Most humans even wanted to slay Jotunn-human hybrids.

SOCIAL OPPRESSION

Half-jotnar are excluded children of the habitants of Svilland. Their lives are mostly spent in social agony. They are not accepted, neither by humans nor the Jotnar. But their physical abilities are far superior to humans. Because of this, some Svillanders thought they needed the Half-Jotunn. Their population isn't much like humans or dvergar. For example, 10.000-25.000 person live in big cities but only 70-150 of them Half-Jotnar. So, they usually live together or with their family in the cities.

RELATIONS

Austri *"They were the ones who started the hunt for us. They were the ones who hated us first. We didn't forget, and will never forget what happened, but we are not savages like them, here in our cities. We, live out our lives in peace, in civilization."*
Dvergr *"Funny folk. They create wonders out of metals. They are just like us, outcasts. Yet, their way of living demonstrates, how different we actually are from one another. They are also startled quite easily."*
Mithal *"These people lost all they had, in the First Age, at the hands of Odd. However, they need to realize that we are not Odd's Jotnar. We have also suffered. At least Mithal doesn't hate us... They just don't like us."*
Kuning *"Honorable folk. The great wisemen 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 that never gets tired. But still they pay us and give us shelter. 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, Imgi, Jörnna, Kolma, Ljota, Nena, Panyg, Rüna, Tolfa, Unn, Vyra

HALF-JOTUNN TRAITS

Ability Score Increase. Your Strength score increases by 2.
Age. Half-Jotunar can live to be 100-120 years old and they reach adulthoods when they are 30.
Alignment. They can be anything but tend to be chaotic because of their wild side.
Size. The Half-Jotunn usually weigh around 200-250 pounds and can be 6-7 feet tall. Your size is medium.
Speed. Your base walking speed is 30 feet.
Languages. They can speak, write and understand fluent Austris (Common) and the language spoken in their birthplace.
Rock-Like Skin. You have +1 bonus to your AC.
Blue Blood Rush. Once per short rest, you gain advantage on Strength (Athletics) checks.
Subrace. Two subraces of Half-Jotunn are found in the Svilland: Mountain Half-Jotunn and Frost Half-Jotunn.

Choose one of these subraces;

Mountain Half-Jotunn

Mountain Jotunn are one of the stronger beings in the world. Their intelligence is lower than Frost Jotunn and they are much more primitive than other beings. They generally hate societies, and settlements. Human jarls or thanes use them as gatekeepers and most of the lords' champions are mountain Jotunn.

They are glorious warriors and have strong boundaries with their families. Family is the key to life for a mountain Jotunn. They average around 6,5-7 feet tall, and weigh 200-250 pounds.

Ability Score Increase. Your Constitution score increases by 1 but your Intelligence score decreases by 1..

Giant Side. You can throw Small sized or smaller rocks to a target without Disadvantage, dealing 1d8 base damage for Small sized rocks, and 1d6 bludgeoning damage for Tiny rocks.

Rockwalk. Rocky terrain is not difficult terrain for you, your speed is not halved on it.

Frost Half-Jotunn

They are fewer in number than the mountain Jotunn, but they are used to living that way since Svilland is not their home realm. They are creatures of winter and ice. They are much smarter than mountain Jotunn, as well as most of the humans. They are warriors, like humans, but unlike them, the frost Jotunn also have the ability to develop clever strategies. Frost Jotunn are hateful creatures, and humans are afraid of them. In the past frost half-Jotnar were command-

ers of Odd, but another frost half-Jotunn rebelled against Odd. They also average around 6,5-7 feet tall but their weight is lesser than other half-jotnar, 170-200 pounds.

Ability Score Increase. Your Charisma score increases by 1.

Human Side. You look less frightening than a Jotunn, charming even. Once per short rest, you can gain advantage on Charisma (Persuasion) checks.

Icewalk. Icy terrain is not difficult terrain for you and your speed is not halved on it.

KUNING



Kunings are the spiritual race of Svilland. They lived in the forests and the mountains, as nomads. They recognize the Aesir Gods not as gods but just beings from another realm. Because they live in harsh conditions, Kunings tend to be shorter than other Nordic races except the Dvergr and are pale skinned due to the spirits. Their language is the oldest spoken language in Svilland

DAYS OF THE HIGH COUNCIL

Once, The Kuning lived peacefully with other races and kingdoms. Their ways were respected and sometimes even feared. They walked freely in cities, and helped people who were in need. When the Black Winter threatened all of Svilland, the High Council of Seidrs gathered. This council was formed many years ago by Kuning high seidrs to protect everyone both there, and in the afterlife.

All Kunings awaited the council-orders, all around Svilland. Meanwhile, other kingdoms and races planned their own strategies against the Black Winter. High Council of Seidrs tried to stop Black Winter with the help of spirits but the Bear King was convinced that they must be sacrificed to a much more powerful being, Odin. All of Svilland was fighting against this catastrophe in their own way, just like Kunings. One day Bear King and his army marched to the council and slaughtered them in the middle of a ceremony. Some Kunings say that the High Council of Seidrs already knew that this was going to happen, and some say that they were ambushed.

RELENTLESS HUNT

After the massacre, Bear King and his allies began to hunt down Kunings, all over Svilland. They ran and hid, but very few survived. Their people started to believe that their ways were forbidden by the Aesir gods, and the Kuning became heretics. Wise people of yesterday had now become the black sheep. When Relentless Hunt slowed down Kunings gathered just for once and agreed that their help against evil is not needed by the people of Svilland. So they scattered around the world as nomads and remain hidden.

RELATIONS

Austri *"They were kind to us at first, but after the massacre, the Austri did not help us. This makes them no better than the enemies of the Kuning."*
Dvergr *"Dvergr had their own problems while we were trying to handle our own. We can relate to them, but their ways are so different then us, so we must be cautious."*
Half-Jotunn *"Just like us, they are hunted down and killed. Everyone believes that they are monsters but there is no such thing as monsters in real life. Only those you deem your enemies, and their swords against your neck."*
Mithal *"Damn those ignorant fools! Seidrs and Kunings are not the same, but they were so full of hate that they could not see the difference. There will come a time that they will need our help. That day, we will hold their fate in our hands."*
Vestri *"Unlike us, they gathered and formed cities with walls. The vestri believe that they strength is immeasurable against us because we are nomads. But what they do not realize is, they may be one, but we are many; and we are not alone."*

KUNING NAMES

Male Names: Aigin, Ano, Benne, Doavi, Erke, Hanno, Heige, Juho, Mavnos, Mokko, Rija, Skarild, Vide
Female Names: Bija, Birta, Cuvie, Delle, Erva, Girsa, Heide, Hilda, Ingir, Lota, Olga, Salla, Solja, Tua, Ulla

KUNING TRAITS

Ability Score Increase. Your Wisdom score increases by 2 and Dexterity score increases by 1.
Age. Kunings live to be nearly 70 years old and they become adults when they turn 15.
Alignment. They can be anything, but they tend to be neutral.
Size. Kunings average around 5-6 feet tall and weigh around 125-250 pounds. Their size is medium.
Speed. Your base walking speed is 30 feet.
Languages. Austris (Common) and Kun
Spirit Ancestors. Kunnings have affinity to spirits and undeads so you can't be frightened by the Undead.
Eyes of the Heart. You are proficient 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.

MITHAL

Followers of the Bear King, now caught between lands, fight everything on every front. Armies of the Green Light of the

East stands ready to claim their lands and hunters of Nionaem always harass their people. Life can be harsh for a Mithal because the enemy is always out there. They generally have darker hair and skin compared to the other human races of Svilland.





UNENDING CONFLICT

People of Alsvartr, also known as Mithal, were once an invincible force in Svilland, but are now divided. Armies of North Assembly lie in the North of Alsvartr. They try to keep the peace both in Alsvartr and with others. Meanwhile, Armies of Enkleistra prepare to take over Alsvartr and end this conflict through a glorious victory. They may be in battle but Northern Mithal and Southern Mithal are not so different in many ways. The unending conflict has left a permanent scar in the hearts of the Mithal. As they have a limited supply of food, everyone suffers from hunger.

RELATIONS

Austri *"Hunters and fishermen. Nothing more, nothing less. Once we get the Alsvartr back on their feet the Austri better watch out."*
Dvergr *"Northern Mithal: A Different but loyal folk. They really helped us in our righteous fight against the false king. We know that they are stuck here but that does 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 *"Monsters who can 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 *"Bear King respected their powers, and so do we. The Gods 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

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. They can be anything, but they tend to be chaotic.
Size. They average around 5-7 feet tall and they weigh about 125-250 pounds. Your size is Medium.
Speed. Your base walking speed is 30 feet.
Languages. Austris (Common), Mithal
In the Middle. You can choose an extra language between the Kun, Austris or Vestris languages. You are also proficient in the History skill related to your chosen language; meaning you are proficient in the Kuning history if you choose Kun as a language, or Vestri if you choose Vestris as a language.
Charge. When you ready an attack, you can add your proficiency bonus to your damage for that attack.
Feat. You take one feat of your choice.

VESTRI



They generally live on the west shore of Svilland, Nionaem. Vestri are mostly naval raiders, sailors and ship makers. Some of them live in the woods, away from the sea. Being away from the sea is usually a bad sign for a Vestri, so living in the woods is a taboo.

Vestri often have blueish eyes and they tattoo their bodies with their family symbols

BLESSING OF THE SEA

As they have a high supply of sea resources, the Vestri are always on the water. Some Vestri may prefer working as fishermen but Nionaem is famous for its naval raiders as well. Svillanders know that nothing can defeat a Vestri on water.

It is said that Aegir himself blessed the Vestri and Nionaem with his generous gifts. One of these gifts was a king who was reborn in the sea and who had come to rule the land. From that moment forth the Vestri knew that their destiny was not set in stone like other races of Svilland, but was written in the sea by storms.

RELATIONS

Austri *"They believe in their Kingdom far too much, sometimes even fanatically. But not all of them think the same way. Having big cities and "being civilized" are not what make a man."*
Dvergr *"Stubborn and grumpy, yet they are still the best craftsmen you can find. If you don't anger them, they might even be friendly... Might be."*
Half-Jotunn *"A different and dangerous folk. Contrary to Austri beliefs, they are not monsters, though. Being friends with one of them can save your life in the wilderness."*
Mithal *"Mithal 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 the realm. Some think their connections with the spirits defy our gods, and that they are just as heretic as the mythical Vanir. Still, I have not seen them do any wrong."*

VESTRI NAMES

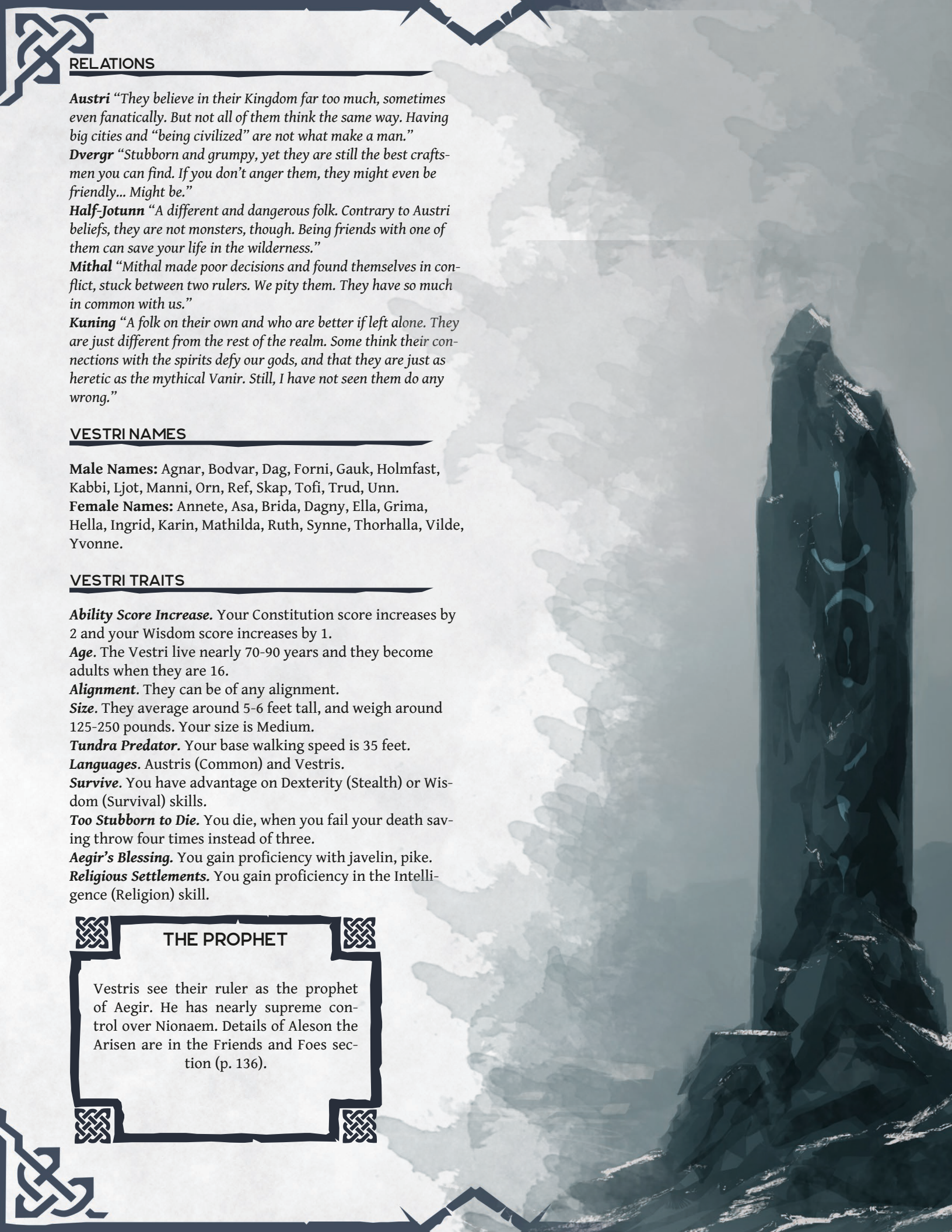
Male Names: Agnar, Bodvar, Dag, Forni, Gauk, Holmfast, Kabbi, Ljot, Manni, Orn, Ref, Skap, Tofi, Trud, Unn.
Female Names: Annete, Asa, Brida, Dagny, Ella, Grima, Hella, Ingrid, Karin, Mathilda, Ruth, Synne, Thorhalla, Vilde, Yvonne.

VESTRI TRAITS

Ability Score Increase. Your Constitution score increases by 2 and your Wisdom score increases by 1.
Age. The Vestri live nearly 70-90 years and they become adults when they are 16.
Alignment. They can be of any alignment.
Size. They average around 5-6 feet tall, and weigh around 125-250 pounds. Your size is Medium.
Tundra Predator. Your base walking speed is 35 feet.
Languages. Austris (Common) and Vestris.
Survive. You have advantage on Dexterity (Stealth) or Wisdom (Survival) skills.
Too Stubborn to Die. You die, when you fail your death saving throw four times instead of three.
Aegir's Blessing. You gain proficiency with javelin, pike.
Religious Settlements. You gain proficiency in the Intelligence (Religion) skill.

THE PROPHET

Vestris see their ruler as the prophet of Aegir. He has nearly supreme control over Nionaem. Details of Aleson the Arisen are in the Friends and Foes section (p. 136).



CULTS OF SVILLAND

Religion has an important role in Svilland. Most people try to act within the dogmas of the gods or goddesses they follow all the time. Cults following a deity fanatically are shown too much respect by the people sharing the same religious opinions. Additionally, the deities also manipulate them to make their moves on the realm of the mortals

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 struggles to stand tall against the pain, and the unimaginable torture he is subjected to in Helheim Balder is changing. 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 they are different than the corrupted fanatics, and believe that there is yet hope for their beloved god, and therefore, for themselves. Thus, those worshippers who stood tall against the terrible events formed a new cult of Balder and called themselves Faceless.

GOALS

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. They want to help people, and spread Balder's wisdom. They are not warriors, like the worshippers of other Gods.; they are the ones who give orders to the warriors of good.

They know that Loki is the one who 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 revenge against 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 is higher, if they know more about Loki's methods.

RELATIONSHIP

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

FANGS OF FENRIR

Fangs of Fenrir are born of hate. Hate against all gods except Tyr. Their hate comes from the actions of the Gods. They think that the Gods 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 as enemies. Therefore, the right thing to do is to hate the Gods 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 they do this by killing them. The Fangs of Fenrir do not see themselves as mindless slaughterers. Their true enemies are the Gods and they can only reach them through taking extreme actions.

The organization's activities are mostly done in secret. Their actions are mostly untraceable. Their numbers are high enough to be seen as a threat by cults who worship other Gods. According to them, other Gods hold Fenrir in contempt because of his power. So, the organization chooses its members among people who are shunned by society; the way Fenrir was by the Gods. The cult shows these people that the reason for society's attitudes towards them is that they are powerful, and therefore that they inspire fear. 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.

The organization has werevargrs among their high-ranking members. 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 although they do not know how, they have observed that their actions bring Ragnarok, 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, raging cause, because they know that going to go "There is no glory without danger"

RELATIONSHIP

Fangs of Fenrir sometimes cooperate with Odd's Oath. They

have a secret pact. Both organizations serve the same purpose, in different ways. Because of their organization's secrecy, they are not easy to recognize. Only the Tyr's Judges are able to sense them. Also, the members especially hate dvergar because it was dvergar, 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 are separate organizations, people generally refer to all two of them as Loki's Bastards. Dead Tongue of Loki and Light Fingers are the most renowned organizations that are within this group.

DEAD TONGUE OF LOKI

All Gods 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 walk on his path. 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 not a home for living beings alone.

Legend says that one day Loki went to Helheim to offer Hel a gift. As they were talking, Loki said that he can craft a pathway from Helheim to the realm of the living. Hel asked Loki what he wants in return. Loki, a clever god, wanted 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. The man's name was Herlu and 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

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. 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 dead

Relations

The Gods have been torturing Loki and his children. 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

LIGHT FINGERS

Light Fingers is a widespread organization throughout the realm, but they are mostly seen in the 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 the local crews are in contact with one another, and every single one of them are devoted to Loki.

Goals

The main purpose of Light Fingers is to steal from the rich, but they also exchange information in various territories. While the lower ranks 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.

Relations

The organization is the master of stealth and chooses members from the lower castes of the people for various works. This makes people see them as saviors, since no one else gives them proper work. Light Fingers members are in contact with every kind of underground organization and try to stay away from other religious cults

MESIAH DEVOTED

The sea is one of the most important factors for the Svillander for many reasons. For many people, the sea is what keeps their belly full, and the way of earning their living. So, it is not surprising that many people, especially in the Nionaem, worship Aegir, The God of the Seas. This cult was founded for the ones chosen by Aegir. It used to be governed by four different priests of Aegir who worked for four different lords, but since the coming of the messiah, everything has changed.

The Messiahs rose up when Hignar, the lord of Herlz, the most powerful city of the Nionaem, sacrificed Messiah Aleson (p.185), before he marched to his campaign to conquer Alsvartr along with other lords.

Aleson was a simple boatbuilder when his wife was led astray by Hignar. He tried to kill Hignar, however he failed and was imprisoned. Before his campaign, Hignar sacrificed Aleson to Aegir. But...sometimes hate overcomes death. Aleson was drowned, and then reborn with the help of Ran, the cold goddess of sea. With his resurrection in the same waters caused his death, Aleson gathered the four priests of Aegir to his side, and sat upon the throne after killing Hignar. Unfortunately, Aleson is now doomed to spend most of his life in Ran's dungeons deep in the sea and getting out of them once in a month to sit upon the throne as the cham-

pion of Ran and giving orders. Also, the cult is the ruling class among the temples of Aegir.

GOAL

The purpose of this cult is to protect the Messiah from the evil of other gods 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 priests are usually chosen from the advisors of the lords of the four largest cities in the Nionaem. Each city has one prominent lord, and every lord has four advisors. This means that the cult carries a great importance for the four kingdoms.

ODD'S OATH

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 was spread, a group of frost half-jotnar have founded the Odd's Oath. They worship him as their savior and rightful ruler against the invading Svillanders.

The cult is hidden and does not act under the eyes of authorities if they do not have a chance to win decisively. They scheme and cast magic in order to ease the spread of the Black Winter, and forge alliances with other enemies of Odin in order to strengthen their ranks when Odd's reclaim begins.

The cult has a deep knowledge in mining black ice and crafting it to 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, an edge in their warfare against Svilland's masses.

Odd's Oath consists of only frost half-jotnar. They think other races are not worthy to their cause by the separation of blood. They recruit members who are suffering from their societies, as half-jotnar often are. Some initiates come to the cult for a chance of sanctuary, or retribution. Other initiates come willingly as they find a purpose to their already existing urge for slaughter.

GOALS

Odd's Oath has many objectives to ease the coming of Odd and his Black Winter. They raid and conquer forts overnight to weaken the defences of the regions, and creating headquarters for themselves. They scheme to disrupt the politics of kingdoms, that are already volatile. Also, they cast magic and make rituals to weaken gothi and alle, or other spellcasters who can be a threat to them when the war comes.

RELATIONS

Odd's Oath is the enemy of any cult or organization that raises its banners under the name of Odin and his pantheon. They despise the authority of weak folks' kingdoms, who are not worthy of this realm. Although built on skeptical principals, they maintain relations with darker cults of the realm, such as those of Fenrir, Loki, or Hel, as they see them as potential allies against the Allfather and Svillanders.

ILLUMINATING THE SOUL OF ITS OMNIPOTENT FROST JOTUNN ORIGINS

Casting Time: 12 hours
Components: 20,000 gp value of black ice, freshly spilled Frost Jotunn blood.
Requirements: The ritual must be conducted by a spellcaster who can cast at least 6th level spells and knows jotunn language.
Duration: Permanent

This ritual consists of two phases. The first phase takes 4 hours and the second phase takes 8 hours to complete. In the first phase, the spellcaster undertaking the ritual covers the subject's whole body with Jotunn blood and invokes the magical words of the ritual.

In the second phase, the spellcaster places the black ice into the target's mouth and subject swallows them. Swallowing too much black ice pushes the limits of the body, causing it to shatter, so the target must make a Constitution saving throw at the end of every hour during the second phase, eight times in total. DC of the saving throw starts with 10 and increases by 2 every hour. If the target fails the saving throw 3 times, its stomach is ripped apart and it dies. Black ice swallowed up until that point is wasted also. If the ritual is completed successfully, the target gains *Breath of Ice* ability.

Breath of Ice (Recharge 5-6). You exhale an icy blast in the shape of a cone in a 60-ft. radius. Each creature in the area makes a Constitution saving throw, taking 10d8 cold damage on a failed save, or half as much on a successful one.

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 werevargrs who roam across Svilland and even gave some of them a life's purpose of. They taught the beasts many things, including how to fight, but above all, werevargrs have been taught to fight for Odin. It is because of that reason, that every werevargr carrying the flame of Odin's faith in their heart, yearns to dismember Odin's enemies.

This religion-based cult, whose members are werevargrs does not favor peace because they embrace Odin's warrior side. Most of the time, they hunt as 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 it must be eaten by the whole pack, slowly and painfully. Cult members live in forests and the wild; which represent their nature.

GOALS

Odin's Vargr is an organization who aims for the most basic goal in Svilland. They aim to crush Odin's enemies. Their biggest enemy is Fangs of Fenrir and they try to stop the Fangs to prevent Fenrir's freedom from its chains. At first glance, these two organizations are similar in their instincts. Both are wild and merciless. Odin's Vargr never hunts without aim. Their hunts are not for sport but because of necessity.

RELATIONS

It is very hard to communicate with the cult. Only a few rangers and seidrs 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 packs act independently. A pack leader killing another pack's leader to grow its own pack is an ordinary thing. 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 part of Odin's religious teachings; runes. They believe that runes must be protected throughout the realms. Most think that their overprotective and wicked ways of rune usage results in unwanted solutions, and the organization members feel that it is their duty to cleanse the mess.

Rune Keepers hunt the misusers of Runes. Also, the organization seizes the equipment used to misuse runes, investigates them and generally destroys them at 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, marked with a special rune; and the ability to use runes is taken from him/her by invoking a sacred rite known only to masters of the organization. Then the items of the member 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 does not use any regular school for training, but through masters who generally travel across Svilland.

GOALS

Odin sacrificed many things to understand and use runes. Because of this sacred fact, they must be protected. This understanding forms the very basis of the organization upon which it is built. Organization captures the desecrators of runes and punishes them, mostly by death. Keepers can be found scattered all across Svilland. Many of them are tasked with protecting a town or a city from those desecrators. Generally, they live a commoner's life in their respective towns, but when the time comes, they show their true faces. They show loyalty to the governors of such towns or cities, but only as a matter of courtesy, since their loyalties lie with Odin and Odin alone.

RELATIONS

Although they capture, judge and punish criminals, Keepers only investigate crimes, which involves runes. As such, they are distinguished from Tyr's Judge. However, from time to time, they can 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.

SHIELD OF TYR

Stories of the foundations of Shield of Tyr trace back to the massacres of Kuning villages, carried out by order of Bear King. Vikar, a sergeant of Bear King, who wiped away a small village from existence, wanted to end his own life because of the atrocities he had committed, but he did not want to be turned away from glorious Valhalla. So, he went to a cleric of Tyr. During the judgement, the cleric had a vision and understood that Vikar had a unique path to walk. The cleric explained to Vikar that he should form a militaristic group in the name of Tyr, which will protect innocents with the guidance of Tyr's judgement. Shield of Tyr has been formed in the leadership of Vikar.

Nowadays, Shield of Tyr is an inner organization whose members are also soldiers in other armies. Almost all armies formed in Green Light of the East have members of Shield of Tyr within them. It is not odd to observe the same situation in other kingdoms as well. However, their numbers are small. They can rarely be seen as commanders of troops as their beliefs and methods cause other soldiers to see them as fanatics, or the ones running away from the responsibilities of war.

Headquarter of Shield of Tyr continues its existence, free from the chains of political authorities. This independent party helps those who are in need protect people from

monsters, and try to keep traders' routes safe.

GOALS

Shield of Tyr is a military organization who aims to shield innocents against injustice. Every member comes from a militaristic background. Cult members see bringing those who spills innocent blood to justice as a divine quest. They think that everyone deserves a second chance in the eyes of the Gods, and they do not kill those who surrender, but judge them 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 probably is there and observing.

RELATIONS

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 their ways, as long as they think they have honor. They feel honored to guard members of Tyr's Judge. They fight all kinds of evil and evil organizations.

TEMPLE OF FREYJA

This cult bearing the name of their mother Freyja, has been formed to fulfill Freyja's will and they have the honor to be the oldest cult in Svilland. The cult can be seen everywhere in Svilland, and leaders of each temple must be a woman. The strictest rule of the organization is that every priest or priestess must be a virgin. Their mother Freyja lost her virginity during the wars between the Aesir and the Vanir so that she can save the Vanir's lives. Cult members respect this legend the most, 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 from the temples.

Although there are temples dedicated to Freja anywhere in Svilland, the cult is not the most crowded one. Some of the temples only have one priest and one priestess. Priests and priestesses of the temples are known as "The Givers" among the folk, just like their mother Freyja.

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 because the cult thinks that the peace in Svilland will bring tranquility to the heart of their suffering mother, and the hearts of Svillanders. The cult is very well aware that their powers originated from the Vanir. The use of these powers has been vested in them by Odin. They know that their powers are restricted however they do not search for more. They use their Vanir powers to fertilize everything; being the land, and the women.

RELATIONS

Cult gets along with almost every other cult or organization. In some regions, they are directly protected by chiefs or warlords. Loki-based cults and organizations despises them. Loki's worshippers try to hurt their advances at every possible point. Other than that, The Odin worshipping cult of Rune Keepers do not approve of the Temple of Freyja. Although the reason behind this attitude is unknown, some believe that it is because of the Vanir origins.

TYR'S JUDGES

Tyr's Judges has been formed by the power granted to them by their god Tyr, and the cult has survived until today with the help of their motto "Everyone needs justice." Their headquarter is a temple built in Grey Town, Green Light of the East. This cult is not involved in politics; Tyr's justice cannot be controlled by any means of mortal authority. The cult has traveling judges who can be found nearly anywhere, all across Svilland. Those 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 even open spaces named "Square of Justice" were built for the use of those judges, which can be found at some towns and villages. Of course, there are other authorities that can judge people other than Tyr's Judge, 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 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 to be done, in the name of Tyr.

RELATIONS

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

The cult does not get along with Messiah Deviated in Nionaem, as their definition of crime and ways of punishment differ too much.



REMNANTS OF VANIR

Although Odin conquered Svilland from the Vanir, their remnants still exist. Whether within the ruins that the civilizations were built upon or within the wilderness of beasts and spirits, Vanir still breathes. Remnants of Vanir is a fold of folks who devote themselves to the search of their ancestors. Although their members' purposes may vary, they seek to unravel the mysterious past.

Remnants of Vanir do not have a common headquarters or temple of gathering. Different domains and leaders exist in different places for the cult. A branch of cultists in Alsvartr want to reconquer the region by taking advantage of its political distress. On the other hand, another branch led by Eero Toivonen (p. 188-189) scheme in Queen Bergljot's court to ease the religious grip of the kingdom.

The cult consists mostly of seidr and children of Vanir sorcerers. The children follow their blood-inherited ancestry, and seidr follow spirits that seem not to be truly belong to Aesir. As part of their occupation and way of life, the fold is more scholarly than those of many other cults. Even the most aggressive among them aim to ask questions first and punish later.

GOALS

In its vision and purpose, the Remnants have a loose existence. While some aim to find more about Vanir for vengeance against Svillanders or retribution of their long lost kin, others aim to uphold their lost culture and find 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 brethren and thus help each other dearly on times of distress.

RELATIONS

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

SMALL ORGANIZATIONS

Apart from the well-organized cults in Svilland, there are many little and more local ones too. Harsh climate, deadly wilds, dangerous roads and mystical creatures make the geography nearly impossible to be travelled easily. As a result, mostly in remote places far from the big temples or religion centers, some people take the initiative and form a more local cult around them. These cults may have great dreams. Still, because of the lack of resources and members, they cannot spread wide easily.

BROTHERS OF HÖÐR

"Brothers of Hödr" 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 Brothers. Each of these brigades have their own agenda, but they are mainly proficient on protection and weapon smuggling, and they occasionally act as mercenaries to causes supported by Brothers. Also, each brigade consists of an elder, a judge and a sergeant that oversee meetings. The first brigade was formed by a fallen alle; in Nionaem and west Alsvartr.

FROST ARROWS

Frost Arrows is a famous guild in Alsvartr, and they are known for their criminals. The main house is in Sea Shield; however, it is said that they are able to hide criminals all across Alsvatr. They call themselves "arrows", as the main job they get is assassination rather than robberies and raids. They are blamed by many for murders/sudden deaths.

MINDTAKERS

It is the organization of which many do not believe the existence. Some say that it is made up of a bunch of old men. However, Mindtakers are very well established in all of Svilland. The ruler is not known, even by the members, and the orders are given by use of crypted parchments which carry a special sign. They hunt "interesting" documents. They are mainly interested in old Vanir documents. Many believed that they travel as small groups in dark cloaks, and they kill the owners of the documents they seek, and take them.

OATH OF THE PHANTOM QUEEN

It is a new organization that is organized around a diviner called Three Fingered Helga. She claims that she can speak with a dead queen, and that she takes orders from her. The followers are quite few due to the recent establishment, but the influence of Helga is still impressive.

WANDERERS

After the slaughter of the High Council of seidrs, some of their relatives and fellow seidrs couldn't make peace with their loss. These seidrs and kunings started to wander around the land and search the reincarnations of the murdered high seidrs. They try to find hints on Svillanders, animals, and even monsters, thinking that the high seidr could be reincarnated to anything.

They never settle, and maintain a nomadic life looking for their ancestors. They sneak into societies to find clues or possible people that would be a reincarnation of a high seidr. They do not stay long in societies however, as they are still furious about what Svillanders have done.

LANDS OF SVILLAND

Svilland is a vast land that takes a long time to travel from one end to the other. The land has many towns, cities, Vanir ruins and vast wildernesses. It is not easy to journey in inadequately protected roads and terrain. Monsters and bandits await those who stumble. Some may want to explore the past of this land, but no one is certain of what awaits inside the ruins of the Vanir.

In the present time, Svilland consists of three kingdoms: Nionaem, Alsvartr and Green Lights of the East. The three are at peace, but each of them can march their soldiers to a neighbor given the chance. It is easy to find a cause of war as borders are neither well protected nor quite certain. Many threats or opportunities await an adventurer in Svilland.

KINGDOM OF NIONAEM



Nionaem is located in the western shore of the Svilland, and is ruled by an Aegir prophet; Aleson. Before the dominance of Aegir via Aleson, Tyr Judges used to help the ruling class in their rule of the region. After Aleson took over Nionaem, the conflict among the cult of Messiah Devoted and Tyr's Judges has grown.

The kingdom's coastal area is larger than both Alsvartr and Green Light of East. There are five warlords from five different regions. However, the chiefs rule their lands with the assistance of a high Aegir gothi.

- Tothrum Warhammer rules Bjargfold by himself
- Inhild Kaldottir rules Odleaf with Eskil the judge
- Aleson the Arisen in Sea's Breath with Gizur the Follower
- Gurmund the Warlord from East Range with Bjorn the Judge
- Unn with Grelod the Judge

Nionaem is the most religious kingdom compared to Alsvartr and Green Lights of the East. People who live here get used to living with dvergar, seidrs and half-jotnar. They trade, marry, worship; and live together. The reason behind this unity, is religion. As long as they believe in the same Gods, there is no problem when working together. This religious behavior is observed not only in peasants but also in rulers. They also have strong ties especially with Tyr and Aegir.

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 tent even when he was the king. For this reason, Nionaem has very few castles, walls and other pieces of construction. There are many groups that live in tents. However, as years go by, the use of large structures, walls, gates and bridges have been increased. Despite living in a tent not being a sign of poverty, people are starting to prefer to live in houses more and more.

Capital: Nyrstadir
Population: 70000
Government: Constitutional monarchy
Deities: Tyr, Aegir

BJARGFOLD

Bjargfold is a rugged area in the north; the slopes are dangerous; mountains are high and weather conditions are harsh. The mountains make this area hard to live in, with heavy snowfall and blizzards during the whole year. The area has borders with the North Sea from the west, Ymir's lashes from the north, and Van River from east and south. Despite the hard-living conditions, there are some people living here. The general population consists of dvergar and Kunings in general.

Farming is very hard due to the climate and rugged ground. Breeding is possible; however, lack of land and grass make it hard to breed large herds. People usually consume wild animals and some wild plants.

Tothrum Warhammer is the strongest dvergr leader, and he rules the whole Bjargfold. Other earls and chiefs swore their allegiance to Tothrum. On the other hand, Aegir and Tyr followers do not like him, because he does not wish to share his authority with neither a Tyr nor an Aegir gothi.

Aleson the King wants this area to bow to his will completely. However, dvergar under the command of Tothrum, oppose him.



Drumark Mountain

(Mountain, population: 300)

Drumark is a mountain in the north, it is close to Ymir's Lash. There are nomad dvergr groups in the mountain, who generally set up their tents into caves or digging holes. They do not welcome foreigners in the mountain.

Farbjoor

(Town, Population: 1970)

The town of Farbjoor is located between Serpents' Lake and Landor Mountain. The town is established in the northeast of the lake. It is believed among villagers that, at the heart of the mountain, Kazuz the Stoneslayer is sleeping. It had started to sleep here after the fight with Reo the Quiet, which is another wyrm, who is also sleeping in a nearby town to the south, named Breistoir.

The town has been ruled by Svalo for 11 years, she is a strong barbarian and loves fighting against her opponents in the town center. Nowadays, town-dwellers have started to believe that she has been under the influence of a bragi bard named Hott, for two years. For this reason, more and more people want her older son, Holmfast, to be the jarl.

There are thick wooden walls around the town, and watchtowers are built on the walls. The buildings are made from wood, and there are not many domesticated animals or husbandry done in town. The general economy is based on fishing and forestry. Blacksmiths also make a considerable amount of money due to the huge number of guards around town.

The guards are always watchful, because both the jarl and the town-dwellers strongly believe the idea of a possible wyrm attack. In their opinion, the wyrms are alive and they are just waiting until they are fully recovered.

Gnopa

(Village, population:200)

Gnopa is a village, close to Issbinda, ruled by a berserker named Karl Arnholdt. He is very fond of the village and the forest. His wife Steinun is also a barbarian, and even if the ruler is Runolf, she always makes decisions, joins the trials and helps many people around the village.

Snow always covers the landscape of the village. Villagers generally make money from husbandry. It is forbidden to cut trees for villagers due to the belief of landspirits. So, all the houses are made of stones and soil. Farming is not an option due to the heavy curtain of snow, and there are already very few plants available.



Gurbolruhm/ Old Dvergr Kingdom

(Ruin, population: unknown)

Gurbolruhm is an old and abandoned dvergr city. It was carved in the Forbidden Peeks. Before it was attacked, there were more than one thousand dvergar living there. The only way to get in the city is passing the bridge of Don Baltham. No one wants to pass the bridge, because it is said that this underground city has been cursed by all the Gods.

Many stories have been told in the last age. Some believe the curse is related to the Massacre of High Council. Some others tell a different story, a story of an ancient ritual, that gives people immortal life. The last Dvergr king Don Baltham and his daughters had performed the ritual in order to live an immortal life, but they were deceived, as the ritual gave them unnatural cursed lives and ruined the whole city. Their appearances changed as soon as the ritual was performed. Today they still "live" in the walls of the old kingdom.

Hjanlir

(Hamlet, population:75)

Hjanlir was a town in the Second Age, however today it is only a hamlet with 75 people living in. The village was established around an old road to the "frosted land". A wooden bridge in the village binds this cold domain to Svilland. The bridge is also known as the Passage of Frozen River.

The town has mostly been abandoned after the High Seidr Council was executed. Nowadays, the population mainly consists of half-jotnar and seidrs. They live in the remains of old town. Seidrs are melting the frozen river down, while half-jotnar are breaking the ice, in order to slow down the winter that approaches via the river.

There is no apparent leader of the village; there are very few people living here and most of them are here to help people. On the other hand, there are three half-jotunn sisters in the village that are adored by the villagers as well as the surrounding villages.

The villagers earn their living through hunting and gathering. Their main purpose is not to earn money, but to help people melt down the river

Issbinda (Ice Bound)

Issbinda is a very old forest with tall trees. The height of the trees goes up to 300 feet. The atmosphere is very quiet and serene. The soil freezing or blizzards occurring, which are common weather conditions in Bjorg Fold, are never seen here.

The density of the forest is very high. Some bards tell the story of Amma and Afi (Great grandmother- great grandfather) when somebody asks about Issbinda. 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.

Issfever

(Village, population: 180)

Issfever is a dvergr village near the Drumark Mountain. Dvergar live in small caves dug in the mountain, so there are very few buildings around the village. One of the buildings is the temple of Odin. The townsfolk sacrifice their belongings to Odin from time to time.

The village is ruled by Strodid, she is a young and strong dvergr fighter. She wants to provide better living conditions in Issfever. For this reason, she constantly encourages people to travel and learn more.

The economy of the village is highly closed-off; they generally hunt wild animals, not to make money, but for themselves. Because of the extreme cold, and hard life conditions there aren't any taverns or inns, dvergar entertain themselves around campfires or at homes.

Travelers must know that frostbite is a very common condition in that area; many dvergar live with missing or blackened fingers or toes, and some even lose their entire limbs to harsh weather conditions.

Langagudd

(Town, population: 3200)

Langagudd is a miner town that is set at the foot of the Blakkr Mountain. The sky is mostly closed up by dark clouds, the weather affects the general atmosphere of the town very much. The villagers generally look unhappy and tired. On the bright side, Langagudd is a well-protected town. It has a strong, stone wall and two watchtowers. Inside the walls, all the buildings are made from wood except for Stone Manor, where the chief Gregor Nachtson lives.

The population consists mostly of Vestris but there are dvergar, and half-jotnar who live there as well. They earn their living by mining black ice and jewelry. The miners are generally chosen among those who are strong and small in order to fit in the small holes in the tunnels, so half-jotnar cannot work in the mine. A dvergr called Brum distributes the jobs and manages the mine. Production of black ice is important to the town, because it is a very rare element in Svilland. Because of this, the demand is relatively high for this material, and the economy of Langagudd is built on mining for black ice.

The court area of the town is a landmark. The small court area has been constructed in the middle of town next to the Stone Manor. Criminals are judged and punished here by a Tyr gothi named Ludin the Judge.

Gregor Nachtson is a wealthy man and is respected in nearby towns and villages. His passion is to take control of Bjorg Fold from Tothrum. He thinks that a dvergr could not possibly handle ruling the area. He also tries to provoke the townsmen to rebel against him by saying "Tothrum is not a man of God, he disrespects both Tyr and Aegir gothis."

Mugdonvik

(Town, population: 2170)

Mugdonvik is one of the biggest settlements of Mighty Hills. It is near the river of Frozen Creek, which is a frozen river.

The landscape is mesmerizing with hectares of snow-land and Frozen Creek. The town looks like a brown mark on the white snow-land. It is located on a hill. This open location causes very windy and harsh winters.



The houses are made of stones, they are generally small and miserable. The economy of the village is reliant on the river, hunting and fur making. Even if the river looks frozen, water is still flowing under the ice, so it is suitable for ice fishing. Fur making is a respectable job for villagers, hunters sell the skins of wild animals that they hunt. The furs are in such a good condition that they are used not only for the cold, but also in battle.

- **Hillrest Cemetery**

  It is the place where people in the town bury their dead. It is relatively small, there are nearly 50 burials. At the center of the cemetery, there is a large tombstone with runic writings on it. Many believe that the large tombstone dates back to Second Age.

Village of Snoweaters

(Village, population:130)

Village of Snoweaters was established close to the summit of Drekka Mountain. It is high and barren. Travelers and villagers need to climb the mountain through icy and snowy gateways in order to get to the village. However, there are some runes scratched along the gates to turn the travelers back.

The village is nearly camouflaged by the snowy landscape with grey toned tents. There are many tents in a relatively small area since they have the tendency to live in close proximity to one another.

Village of Snoweaters is ruled by a gothi named Arnora the Redhead. She is a middle-aged woman with shaved red hair. She likes to wield a two-handed sword as a weapon, even though she lost three fingers, but she is still good at using it.

The villagers are known for the tradition of eating human flesh. They prefer to eat the flesh of their own dead. They believe that eating the flesh lets them to absorb their power. However, they do not kill people to absorb their power because they believe murder blocks the absorption.

EAST RANGE

East Range is a military region in the border of Alsvartr, and naturally, most of its residents are soldiers. Gurmund the Warlord govern the whole East Range along with Bjorn the Judge. Due to the strategic importance of the area, Aleson and a high gothi pay attention to this part of the kingdom.

The area is very flat; the highest points are the hills. There are many lakes of various sizes. The lakes allow the soldiers to find food easily. To protect the area, various castles have been built along with walls around the towns, especially during the reign of the old king Ingmar.

Bjornland / Bear King's Steppes

(Steppe, population:none)

Bjornland is also known as Bear King's Steppes in Nionaem. It is a very large steppe that is located in between the south and the west; Alsvartr and Nionaem respectively, and the smaller part of the steppes belongs to Nionaem. It is a huge, flat steppe that has no trees but a soft grass.

It is a historically important place. It is where the Bear King from the second age was born. Time to time berserkers are seen in plain sight, showing their respect to Bear King and his mother. It is believed that a bear gave birth to him in the wilderness, and died just after the birth. A bard from the west told the story of Bear King in his own words; which you can find in the earlier lines of this section.

Many also believe that the Bear King trained himself in here. The battle between Bear King and Eastern Horn also occurred here. Despite no one knowing exactly where the Bear King's tomb is, it is known that he died here, during the battle

Eagleside Castle

(Town, population: 4600)

Eagleside is the strongest castle in Nionaem. The construction was finished some years ago. While the soldiers live inside the sturdy, new walls of the castle, civilians live outside the stone walls, but they make refuge to the castle, in cases of emergency. They mainly produce wheat and meat for the castle. Weapon, armory and tools of the castle are provided by other towns. Most of the peasants are pleased with the way they live, in their words, "We are warm, full and protected." There are 4300 soldiers and nearly 300 peasants.

The castle and the farm are ruled by Osvald the Slayerlord. He is a middle aged, handsome warchief. He has a bear skin armor, and uses a longsword. Osvald is very fond of slayers, he collects pieces from battle arenas. He usually forces slayers to fight in front of his guests. The training in the castle is of high quality. They are known for excellent archers and swordsmen.

Kroksberg

(Town, population: 3300)

Kroksberg is a new castle near the border of Alsvartr. It was built in the time of Ingmar, the old king, in case of an Alsvartr attack. It can be said that the town was established as a military town, and it preserves this quality to this day. Military training in Kroksberg is famous for its cruelty and ruthlessness. The soldiers have to pass many different tests during training sessions.

The general structure of the castle is nice, the buildings are new and in good condition. The castle is made out of stones, and the town around the castle is surrounded by sturdy, wooden walls. The atmosphere is friendly. The town is also famous for its taverns; there are famous prostitutes working in the taverns and the inns.

The town is ruled by Kjotve the Loud who is also responsible for the training sessions. He is respected by both town-dwellers and soldiers.

Soldiers are trained here by a barbarian named Selgeir. From time to time; Gurmund the Warlord, who is the ruler of the whole East Range, visits this castle.

ODLEAF

Odleaf is border with the Van River from the west. The area is relatively flat compared to the Mighty Hills. Due to the Western Passage, which is an unpreferable natural gate to Alsvartr, trading is an efficient way for wealth. The transactions between Alsvartr and West Plains gets attention from the capital. In last decade soldier numbers have increased in that area.

Inhild Kaldottir rules Odleaf with a Tyr gothi named Eskil from the town of Deildar.

Breistoir

(Town, population: 2350)

Breistoir is a town that is on the south coastline of Serpent's Lake. The town is one of the key points to pass the Bjarford region.

Breistoir has a beautiful lake landscape. The wooden walls and houses are the main attractions. The woods of Ranlon is near the town. The town is ruled by Brussi Karmsonn, who is loved among town-dwellers. They make money from farming, forestry, agriculture and trading. Trading materials from the north makes good money in that area. On the other hand, even if the town is established near a lake, it is strictly forbidden to fish in Serpent's Lake. Just like the town of Farbjoor in the northern coast, people are afraid of a possible wyrm attack. They abstain disturbing Reo the Quiet, the wyrm from the depths of Serpents' Lake.

Guards and town-dwellers are always watching the lake and the mountain due to the possible attack. The guards are also good at their jobs. They do not allow anyone to use the lake with any purpose.

Deildar

(Town, population: 4300)

Deildar is positioned on the north-west of Blackwind Outpost and it is also close to the forest of Noble Woods. It is also close the Riverend where the chef of Odleaf, Inhild Kaldottir; lives. The town has small wooden houses and fur tents. People are very religious, and they generally do not tolerate the other gods and goddesses besides Odin, Tyr and Aegir. The population is mostly human; however, Eskil the Judge who is the high gothi of the Odleaf region, lives in here.

The landscape is surrounded by large and empty steppes. The town is in the middle of the steppes. People generally live in wooden houses. The buildings are small and close to one another. On the other hand, there is a considerable amount of people who live in tents. The biggest building is called Judge's Home, it was built in the west of the town. It is where Eskil lives and rules.

Most people make a living from farming and breeding animals on the large steppes near the town. They generally produce wheat, and because of the excess wheat the townsmen have, they are good at baking and brewing beer.

Hranstoir

(Village, population: 340)

Hranstoir is a small village in the forest of Noble Wood. The weather is generally misty due to the strong density of the forest. The village is surrounded by a light fog in the morning and at night. People live in either small wooden houses or tents. They strongly believe in gods and pray them frequently. Because of the lifestyle, the altar in the deeps of the forest is always wet with the blood of animals, even if the village is small. The villagers make a living through herbalism and animal training.

Ulvyg the Deerborn has ruled the village for more than five years. His mother gave birth into the woods after she had hunted a deer. She died after the birth but before she had passed away, she was able to wrap her son with the deer skin. With the skin, he could survive two days in the woods. Some find it hard to believe that he hadn't been eaten by wild animals, but some says that he has been blessed with the spirit of a deer. He still lives in a tent that is made of deer skin.



River End

(Town, population: 2100)

River End is the town next to the Eastern Stream. It is also relatively close to Noble Woods and Deildar.

The landscape is disrupted by wooden walls that surround the town. The walls are supported by stones gathered from the river. The population consists of dvergar and Vestri. Town-dwellers have toleration to other deities, travellers and races.

The atmosphere of the town is bright, there are domesticated animals around houses. People live in bigger houses and tents here, compared to other towns and villages.

The economy is mainly dependant on fishing and animal breeding. The river is very suitable for bulk fishing. Medicine is another important occupation around the town, travellers could easily purchase a variety of medicine from the shops. From time to time, black ice pieces would be found in the river in tiny pieces as well.

There are two famous healers, both of them Vestri. They always hate using runes in the healing, they both claim that "the nature around them is enough to heal any pain in the body". Their prescriptions may include urine, blood from siblings or other relatives or menstruation blood, bird beaks and etc.

River End is ruled by Inhild Kaldottir. She is also the ruler of the whole region of Odleaf. She prefers to live in a different town than the assigned judge Eskil. She comes from a wealthy family. They made a fortune by trading animals and fishing. However, many people around town claims that the family have found black ice in the river and sold it.

Western Passage

The Western Passage was constructed at the beginning of the Second Age for Seidrs to travel across the Ymir's Lashes. It binds Alsvartr and Nionaem together.

Until the establishment of the North Assembly by Hanlon the Real King (p.184) 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 after Hanlon has taken control over the entirety of the North Alsvartr. He made an agreement with Aleson concerning this passage and after that, he has cleared out the pass away by Alsvartr soldiers.

Winterbury

(Town, population: none)

Winterbury is the town where the Massacre of High Council took place. It was the biggest Kuning establishment in Svilland before the council was massacred. There were more than a thousand people who lived in the town of Winterbury, the population consisted of mainly Kunings.

However, today the town has fallen into ruin. The buildings and tents have all been destroyed. The only living thing left in town is the watchtower called Winter Watch. People said that it survived because of the seidr spell, while some others have come up with an idea that relates the situation with dvergar. They say that, the tower was made by dvergar at that time, so it is very hard to conquer.

Travellers generally do not want to visit the town; they believe that a soul of a young Kuning is still trying to protect it. The story passes from one bard to another and it tells the story of the massacre that night. According to legend, someone, a father; flings himself on his daughter to save her life. When she wakes up, she realises that her father was killed, and the town was 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 outpost near the border of Alsvartr, in the North. The castle was built on a small hill, inspired by the stronger establishments in the North Assembly. It aims to protect the northern parts of Nionaem from a possible attack. It is surrounded by a forest in the north.

The atmosphere of the town is nice, people of the town welcome foreigners and travellers. The population mostly consists of soldiers, they stay in the barracks in the walls of the town. Both the barracks and the civil houses look organised and nice, with groomed rooftops and walls. The big mansion at the top of the hill became a landmark for Wooden Castle, the big building is where the warlord Skuli Mendunsonn lives with his family of seven; his four sons, two wives and a daughter.

Mendunsonn is a strong, brave soldier; he had been chosen for this outpost by Aleson himself. He trains the soldiers with his bigger child, Inhild, who is 23 years old and is good at using swords.

SEA'S BREATH

Sea's Breath is a place between Van River and Odleaf from the north, East Range from the east and Grassland from the south.

The region is generally flat, full of plains, farms and large animal packs. The small, muddy and rocky areas of the east allow for large fertile plains.

The whole area is under the strong influence and pressure of Aleson the Arisen (p. 185) and his priests.

Brown Forest

Brown Forest is a hornbeam forest in west Nionaem. It consists of tall hornbeam trees, a light fog and whispers. The forest is associated with the stories of Huginn and Muninn, which are the ravens of Odin. The ravens are assigned by Odin to bring news to him. Each and every morning, Odin tells his ravens:

"Hugin and Munin
Fly every day
Overall the world;
I worry for Hugin
That he might not return,
But I worry more for Munin." and waits for the news they collect.

Interestingly, people knew about the Raven King, in Brown Forest. Many Odin followers believe that Raven King is Huginn. It lost its fellow Muninn and it seeks help from



gothis who follow the path of Odin. They say that Raven King has a shape of human and raven at the same time, and it lives in the depths of the old hornbeam forest. For this reason, Brown Forest is also known with secret meetings of Raven Councils, many believe they are a secret intelligence cult, ruled by Raven King. The main purpose is to find Muninn and fly back to Odin. The council is gathering information about the whole mainland and the region of the South Sea. People do not have permission to be involved in the Raven Council's decisions. They are killed immediately if they attempt to participate in the Council's gatherings. For this reason, Raven King is strategically important with all the information it got.

City of Broken Throne- Hvannsavik

(City, population: 7000)

Hvannsavik was the capital city of Nionaem; from the time of the Bear King, to the times of old king Ingmar. However, today it is called the "City of the Broken Throne" because when Aleson the Arisen took over the kingdom, he broke the old throne and sealed the old palace with runes. Nowadays, it's forbidden to get in the old palace.

The city is placed at the center of Nionaem. There are roads and passageways to many other regions of the kingdom. The landscape is surrounded with large steppes, and a few trees here and there.

Even if the city has lost favor there are many people who live in the city due to the available occupations. The population consists of all the races of Svilland. There is nearly no seidr who lives in Hvannsavik, they do not feel good in the city that hosted Bear King at one time in history.

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

- **Forbidden District**

Forbidden District is where the old palace, with the broken throne, is. The district is surrounded by stone walls. There is also small Odin temple in the district, which is generally used by the noble families while they were making their sacrifices.

After Aleson the Arisen took over the control and broke the throne, the whole district is sealed with powerful runes.

- **Dvergr District**

There are a few dvergar live in the city, they generally oath their loyalty to Tothrum Warhammer from Bjargfold. They want him to be the king of the whole Nionaem.

It is a very small part of the city; it hosts approximately 150 dvergr. However, in this part of the city, dvergar have used their unique way to construct the buildings. They generally use stone and build houses very close to each other. Most of them are next to one another, and they share a door.

There are people who live in these houses beside the dvergar but most of the houses belong to the dvergar of Hvannsavik.

- **South End**

South End is the highest part of the city, there is an old watchtower here. Lake of Djúprvatn can be seen from a distance.

Djuprvatn(Deep Water)

It is a large lake south of the Hvannsavik. The landscape is beautiful; the lake is surrounded with a pine forest, the shore is always crowded, children are playing, people are travelling, fishing.

The water is always dark blue even near the shallow part of the shore, the depth is unknown. Even if people try to calculate, they wouldn't be able to do it. They generally attempt to do so by releasing long ropes or chains in the lake, however they can't touch the deep.

Dufansdalr

(Village, Population: 550)

Dufansdalr is to the west of the Sea's Breath and south of the Ranlon Forest. It is an old village, the establishment of it roots dating back to the Second Age. At that time, it was as big as a coastal town, however as time went by, the Black Winter kept growing in intensity, the sea has lost its fertility and, the town began to get smaller and smaller. Nowadays, there are approximately 550 people living in the village. Most of them still try to make a living through fishing. However, rumours about monstrous creatures of the northern sea frighten fishermen.

The atmosphere is miserable, and the village is surrounded by a light fog. There are lots of people talking about migrating to another village.

The town has been ruled by Katla for five years; she is 39 years old and lives with her son. She doesn't try to change the conditions of the village. She feels desperate.

Gren

(Town, population: 1800)

Gren is a town that is nearly equidistant from the new capital Nyrstadir and the old capital Hvannsavik. It is under the hills of Restlesswind. The landscape is pleasant. The town looks like a fox hole under Restlesswind. For this reason it is still called Gren (Fox Hole) in Nionaem.

The buildings are in good condition, and are made from pinewoods. The town is well-organised. There are caves that were dug in the mountain by the dvergr population in Gren.

There are two things that catch the eye of travellers approaching the town. The first one is the giant tree; it is a ground cedar tree that is in the middle of town with a height of 150 ft.

The second landmark of the town is the Tyr temple. It is a two-story building. The first floor is made of stone while the second one is made of wood. The trials are made in front of the building.

Due to the good taverns and inns, travellers always like to stay on their way to Nyrstadir. The economy of the town depends on the travellers and adventurers passing through town. The town dwellers are also interested in trade and medicine.

The town is ruled by Gauk, an old soldier who has led many attacks to Alsvartr in the past ten years. After he lost his left foot in battle, the old king Ingmar gave him the rule of the town.

Hleyp

(Town, population: 2230)

Hleyp is a wealthy town, South of the Djúprvatn Lake. It is a little coastal town on the lake. The landscape is beautiful and peaceful with the pine forest, dark blue lake and the small wooden houses. However, the peaceful look does not represent the real ambience of the town. Vestar has been the chef of this "peaceful" town for three years. He is not liked by the peasants because of his behaviours and attitudes against the townsmen.

The economy of the town is mainly focused on trading. People trade the food items generally to Hvannsavik. For this reason, agriculture, animal breeding, horse breeding and fishing are the main jobs people do. The increasing number around Mudhelm has affected Hleyp very much. With the increasing demand, the chef and the landowners started to apply pressure on the peasants to produce more and more. Even if the economy is growing, the wealth and satisfaction of people are decreasing. Horse breeding is another important occupation around the town, most of the stock farmers use domesticated wild horses. For this reason, these horses are generally stronger than others.

Ironwind

(Town, population: 4680)

It is a military town on the east of Nyrstadir. The town has been developed after the location of the capital had been changed. Before that it was a small village.

The general atmosphere of the town is nice, most of the population is made up of soldiers. On the other hand, there is a considerable number of farmers in town. They produce mostly wheat and farm animals. The products are sent to Nyrstadir.

There are no walls or gates around town, and the town looks nice from a distance, with all the fields around. The building style of the town is a one-story, wide soldier barracks. The town is ruled from the capital.

Kolfavik

(Town, population: 1250)

Kolfavik is a town in the west of the Brown Forest, and it was built on the hillside of a bay. Because of its position, it experiences very strong winds all year round. However, the landscape is beautiful; Brown Forest meets the sea on this bay, and storytellers inspired by the majestic blue and green scenery.

The houses in the town are made of stones. Even if the buildings are small, their foundation is strong, to protect them from harsh winds. People are mostly satisfied with their lives. The only safe way to get in the town is by boats due to the danger of the Raven King and unknown whispers in the Brown Forest. Town-dwellers only demand a safe road to towns and villages.

The economy of the town focuses on the sea. Fishing is an important source of income. Those who have ships carry people and the goods from Kolfavik to the any point in the western shore.

The most eye-catching thing in town is the tent of Thorvi Mishova who belongs to the barbarian chef of Kolfavik. The interesting thing about the tent is that it is made of linnormr skin. She is a strong believer of Aegir. She often tells stories about Aegir and the sea. Among these, there is the story of linnormr skin. She is the only survivor of the fight with the linnormr; however, she lost her left arm and is extremely wounded. She still joins the fights in the town square for fun and is defeated when she attempts to do so. She lives with her four children, and she also teaches them how to fight. She often says that she wants to establish a shipbuilding port for Aleson the Arisen.



Mudhelm

(Village, population: 300)

Mudhelm is in the south east of the Ranlon Forest, and in the north of the Hvannsavik. It is also close to the end point of the Road of Frostbringer.

The village is surrounded by a wooden wall due to the increasing numbers of frostbringers in the area. They believe that the North Assembly in Alsvartr has led to this situation by clearing all the north in order to establish new settlements. Hrolfr is the chef of the village. He is the one who suggested the construction of the wall. The wall was built by villagers even if some villagers do not agree building it.

Hrolfr became the chef of the village at the age of 17. He is a controversial person because his mother is a strong Fenrir follower, who wanted to sacrifice Hrolfr to Fenrir.

The economy of the village is built on farming for the old capital Hvannsavik, but the frostbringers from the east has disturbed the farmers. They now have to hire guards while they work.

Nyrstadir

(Town, population: 1250)

Nyrstadir is the capital city of Nionaem. The city is relatively new, it has separated from the old capital some years ago after Aleson the Arisen became the king of Nionaem.

Aleson needs the new capital because he can only set foot in lands once in every 27 days. In other times the city and the kingdom are ruled by an Aegir gothi named Gizur (p.184). As Aleson wants to move closer to sea, and Gizur has to take messages from the sea, the new capital has been built near the West Sea.

The general atmosphere is nice, and the landscape is full of green and blue. The buildings are well-groomed and new. However, it is easy to see tents in and around the city. The tradition of not building walls, which can be seen outside the city, continues within the city as well. There is not a wall around, due to protection reasons.

The army of Nyrstadir is positioned outside the city, so there are many barracks and soldier tents as well as the training areas near the city. On the other hand, there are four watchtowers around the city, three of them watch over the east, while the other one looks over the sea. The watchtowers are made of wood and stone.

The population consists of people, dvergar and half-jotnar. They are always welcome just like any other place in the whole kingdom. The main reason behind exiles and discrimination comes from the disobedience to Tyr, Aegir and their gothis. People could report the gothis if somebody spoke against Tyr or Aegir.

Hamarr Rest (Cliff Rest), where Aleson the Arisen lives, is a landmark in Nyrstadir. It is a two-floored stone building that was built on the edge of a cliff. A stone stair to the sea was also built for Aleson. He uses the stair get in and out the sea. The wind always waves the flag of Nionaem in the terrace.

Also, there is another landmark of Nyrstadir. The city has the biggest judicia area in the whole mainland, named Supreme Chamber. The Tyr gothi in the city named Gil, is living near the area. Many people in the city think that, Gizur and Gil don't like one another.

On the military part of the city, the altar in the Aegir temple is always full of animals, herbs, and blood. Most people in the city think that with Aleson, Gizur and Gil, the city will never experience a disaster. They believe that the three of them are the men chosen by gods and goddesses.

People earn their life with variety of occupations such as brewing, flesh-carving, hammersmithing, trading, prostitution, construction... The variety has led to a rich market in the city, travellers can easily find what they want. In short, most people are satisfied with their life. They are not afraid of misery and hunger.

- **Inn of Big Spoons**

Inn of Big Spoon is an inn located in a "poor district". It is a two-level building. The building is quite new with polished windows and doors. The inn has its' own barn, travelers' ridings could be stay in there, a young girl takes care the animals in the barn.

The owner is a half-jotnar named Azul, he is very good at cooking, baking and brewing. However, all the tools that he uses are bigger than the norm. For this reason, the serving sizes are bigger in here. He is an honest owner, and cannot stand bad behavior and criminals.

Raven's Watch

(Town, population: 1250)

Raven's Watch is a small village near Brown Forest. The general atmosphere of the village is dark and miserable. People are not friendly, and they do not like travellers. People wrap their bodies with animal skins, and most of them look hungry and sad. They make a living by hunting animals, and gathering wild plants. Even if the forest is close enough to do forestry, they lack the needed tools, and the people possessing the necessary skill.

The landscape of the village is also wretched; it looks like a carbuncle near the forest, with all the little brown tents and smoke. There are only two buildings in the village, the first one is the common house of the village, where villagers mostly pass their free time, and the other one is a tiny shack that is actually a Freyja temple. The shack has two small rooms. The chef Banki does not know how to solve the problems of the Raven's Watch.

SEA HORN

Sea Horn is a large peninsula in the south of the Nionaem, and it is one of the main regions of the kingdom. The geography is relatively flat compared to other parts of Nionaem. Some small hills and cliffs are the main elevation in the area. Generally, the wind is strong due to the openness and fertility of the land and the soil. There are many products available. Seahorn is connected to the mainland with a small gate called Mammoth Bridge that was made from mammoth ribs and teeth. As the travelers pass, they walk through the ribs of mammoths. The bridge is the only way to access Sea Horn, by land.

The main point of interest here is the largest city of Maerin. It is a large city that, unlike a western city, has entertain-

ment, eastern musical equipment, prostitutes, slaves etc. Trading and raids are the main sources of income of the land.

It is ruled by a bard named Unn. He is the wealthy owner of many farms and ships in that area. He reigns along a middle-aged Tyr priestess, 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 because the castle has its own dockyard. It is also positioned strategically well. It has a safe proximity to Linnormr Cove.

The castle is surrounded by a forest, however, the density of the forest is decreasing fast. Town-dwellers are making ships, houses, bridges and they seek to strengthen the dockyard with woods. All these efforts cause serious deforestation.

The town is ruled by Holla. He is young, strong and a master with his preferred weapon, which is a warhammer named "vindictive." The reason behind name is his passion to kill people who behaved badly to him. Just before his finishing move, he always says "I do not like revenge, my weapon does."

The economy of the town is very dependent on the raids done to the island region, and trading.

Maerin

(City, population: 8300)

Maerin is a coastal city that is also known with the name of "Rangr Borg" which means "Wrong Town." Nearly all the buildings are made out of stone, due to the town's close proximity to the sea. The overall look of the city is clean, and the atmosphere is good.

People come here either for trading or entertaining. The economy is mostly based on trading. Fishes, fruits and wheats, beer, gems and clothing are the main subjects of this trade. Maerin also has a trade route to the island region. There are lots of taverns and inns full of storytellers, bards, prostitutes, dancers and good quality meals.

One of the most interesting things about this city is the entrance fee. As the goods and services are more expensive here than any other place in mainland, one must have enough money to enter the city which is 5 silver.

In the city, people are tolerant of all religions, races and genders. Here, people respect money the most.

The city is divided into three districts, Sanctuary Gardens, the Inside, and Midtown Square.

- **Sanctuary Gardens**

  Sanctuary Gardens houses all of the temples and altars in the city. It is at the top of a small hill within the city. The heights of the trees are up to 120 feet. It is strictly forbidden to harm any plant or animal in this part of the city. The whole area is surrounded by ivy, the temples are placed side by side and their altars are built in front of the temples. The hall is also called "Hall of Gods" since it's possible to enter the hall and pray to the Gods, one by one.

  Each temple has three priest or priestesses; they all live in peace. However, other people are not allowed to live in this part of the city. The Tyr priestess named Grelod the Judge, who guides Unn, also lives here.

- **The Inside**

  The area is surrounded by a stone inner wall, where the Blue Mansion is located. Unn and his family live here. Wealthy traders, ship makers and farmers also live here.

  People enter here through a wooden gate. Despite no paper or money being required, clothing and etiquette are very important for the gatekeepers. One must look rich and charismatic to enter the district.

- **Midtown Square**

  Midtown Square hosts a large bazaar, the main population of Maerin lives in the part of the city.

Mydalsa

(Town, population: 3700)

Mydalsa is the first town one can encounter on the road from Mammoth Bridge to Maerin. The town is surrounded by stone walls, and it has its own castle in the middle. It can be seen as an important castle because of its strategic position.

The ruler of the town is an old barbarian warchief named Eda. She is a mother to three children. She lives in the castle of Mydalsa.

Stjarnavik

(Village, population: 950)

The village is located in the south of the peninsula. The landscape is full of flat, fertile steppes. There is also a wooden tower near the village known as "Hopeless Light." It was built at the edge of a cliff. At night, the beacon atop is the tower is lit to guide fishers and sailors, since the area is very close to Linnormr Cove where a giant sea monster lives. So, only hopeless sailors try to approach the light of Stjarnavik.

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



ALSVARTR



Alsvartr is the kingdom that has the least coastal land, compared to the other two kingdoms. The mountains are less steep and elevated than they are in the east, and the region are famous for their valleys that stretch wide and high. It is bordered by the Red River in the east and the border in the west.

Politically, the kingdom is basically divided into two parts, ruled by Gudrick the Moonbearer (p.182) and Hanlon the Real King (p.184). They do not accept the authority one another, however, they control over Alsvartr together. The area is geographically divided into five regions;

- Riverside
- Iron Sands
- Austere Woods
- West Vale
- North Assembly

Hanlon rules the North Assembly only, while Gudrick rules the rest. It is also important to underline the rumors about increased support to Hanlon, among both the ruler class and the public. The population of the region is 85.000

AUSTERE WOODS

Austere Woods is the center of Alsvartr, it is midway between Riverside, Iron Sands, West Vale and North Assembly. The region is covered with a forest of big pine and larch. One of the most attention-grabbing parts is the lake of Freyja's Tear, which is a famous lake among Freyja followers. Shadowlow mountains are the main elevation in the area.



BELMUNT

(Town, population: 700)

Belmunt is a small town which is set around an old castle. That high castle was constructed on the foot of Shadowlow Mountains, at the time of Kingdom of Eastern Horn, in order to watch over the west.

In the third age, the castle lost its military purposes due to the new borders. People migrated to Belmunt and started their lives here, making a living with forestry and hunting. The tanyard of Belmunt is relatively famous; travelers can easily find different types of animal skins and products made of them. There is also a minor streak of iron found on the Shadowlow Mountains.

The population of the town is around 700 and it is ruled by Kludi Igrimsonn. The castle is the home of Kludi and his family. He pays attention to secure both the town and the castle, and he is anxious about that his family-name dying out. People believe that he is under the influence of a blood reader called Ormondd.

There are soldiers who are trained among the walls of the castle. Even though their training is lacking because of Kludi's obsession, they are still good enough to evade minor threats.

FREYJA'S TEAR

(Lake, population: 1)

Frejya's Tear is one the largest lake in the Svilland. It has a light blue surface with yellowish glows, some believe that the glows are coming from the golden streak under the lake while most of the people believe they are coming from Freyja's perfection.

It is believed that Freyja's actual tear for humankind have created the lake. The lake is in a relatively flat area and it is surrounded by a big pine forest. The general weather conditions is better around the lake somehow. For most of the people it is a favour of Freyja, with this understanding the forest started to called Mercy of Freyja.

It is forbidden to enter Freyja's Tear, the only acceptance is being a Freyja gothi, they have permission to enter the lake on the ceremonial boats while they are making sacrifices to lake.

HUMMING LANDS

Humming Lands is a large steppe in the north of Austere Woods. The name comes from the strange humming voices in all of the steppes. The wind in the area that causes the humming through rocks and holes in the ground, makes these relatively unsettling sounds. The land hosts three different establishments, which are, Snowfall Catacombs, Vogsal and Trinity of Wilderness.

The number of monstrous creatures is relatively high in here, because both North Assembly and Enkleistra cleared up the area around their capitals, and most creatures have migrated to the middle parts of the region.

- **Snowfall Catacombs**

Snowfall Catacombs are the graves of Eastern Horn soldiers, set on a small hill. It is said that they died from

extreme cold, in their sleep. The reason for the cold was the death of a land spirit, who was sacrificed by a Seidr. Right after its death, an extreme cold covered the area.

The soldiers were buried on that hill. Since the burial, it has never snowed on the hill. Many people claim that, they could hear the screams and voices of soldiers, coming from the catacombs.

Trinity of Wilderness

(Village council, population: 850)

Trinity of Wilderness is the union of three small villages: Jannamot, Pineheim, Holmdar. They are united under the command of three rangers named Grey Eyed Boe, Asulf Verdnardsonn and Frosted Johan because the three of them could protect the rest against werevargrs.

These three villages are quite close to one another There is an old barracks in the forest in the middle of the villages, where the rangers meet in order to make decisions about the villages.

Frosted Johan is a Skadi ranger, he was an ordinary ranger before he fell into snow and ice in a battle. He was imprisoned in the ice and snow for a long time, but as far as he told, he was able to break the ice with his warhammer -now he calls it, ísabrot- and free himself.

Asulf Verdnardsonn is a landspirit ranger. He is the most powerful ranger in the Trinity Council, and can call animals to his aid. He strongly disagrees with the idea to hunt down the werevargr pack due to lack of power and information.

Grey Eyed Boe is a famous hunter in the area. He likes to hunt wild animals. His confidence in his hunting 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.

From time to time, villagers hear some rumors about a possible hunt.

- **Holmdar (village, population:300)**

Holmdar is a small village ruled by Frosted Johan. The village is where most of the attacks have occurred and it looks like the wolf packs prefer to attack Holmdar rather than the other two villages. Therefore, the number of animals has decreased dramatically, and the wooden walls of the village have to constantly be repaired by the villagers, in a swift and efficient manner. Recently, the villagers also built a wooden watchtower to watch over the area.

- **Jannamot (village, population:250)**

Jannamot is a small village that is ruled by Grey Eyed Boe. The village is surrounded with strong wooden walls and recently, a watchtower has been constructed as well.

The villagers are anxious, the daily talks and responsibilities revolve around the possibility of a wolf attack. Most of the villagers rely on forestry and hunting to make a living, however the threat of the wolf pack has started to change everything. People started to organize big working groups in order to be safe.

- **Pineheim (village, population:300)**

Pineheim is known for its very old and strong trees, right next to the village. Although all of 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.

There is a wooden wall surrounding the village. The landmark of the town is the big training area. The ruler of the village, Asulf Verdnardsonn, likes to organize fights. From time to time, competitors come to the village in order to join the fights, and earn some money.

Knafgata

(Town, population:3100)

Knafgata is a town surrounding a Freyja temple called the House of Fertility, near Freyja's Tear. The temple is the biggest Freyja temple of the whole Svilland. House of Fertility has its own little dock near the lake. Sometimes followers of the temple use the lake as an altar for Freyja, they pour the blood from the dock or sail to the center of the lake, and make their sacrifices here. At other times, it is forbidden to enter the temple without permission.

There are some important figures in town. The first one is a young gothi named Freydis. She rules the temple. She lives within the high stone walls of the temple with other followers. The other person is Bogdunn, he is the earl of the town who is a 46-year-old soldier. He looks like he is trying to resist the orders of both Enkleistra and North Assembly, however, many people assume that he swore his allegiance to Hanlon the Real King in secret. On the other hand, there is a conflict among Freydis and Bogdunn; Freydis claims that she has the right to join the decision-making process. She believes that Knafgata should be ruled by a Freyja gothi just like the town of Morestrong.

The economy of the town is based on the travelers and trade; herbalism is also very popular. Many people collect and mix special herbs in order to make some potions and sell them. There are many taverns and inns, and visitors can easily find Freyja carvings and potions in the local market.

In the main landscape the stone walls of the monastery draw the attention of the travelers. Besides the temple, there are few stone houses, including the mansion where Bogdunn lives.

Mercy of Freyja

(Forest, population: unknown)

Mercy of Freyja is a big pine and larch forest that spreads over the northeast to the southwest at the center of Austere Woods. The forest is full of animals and edible plants, and seidrs who want to escape from the legacy of the Bear King took shelter in here. Today there are some little communities and families who prefer to live the forest.

Morestrong

(Town, population: 860)

Morestrong is in the southeast of Freyja's Tear. It is ruled by an old Freyja gothi called Osk the Quiet. It is surrounded by large a steppe from the east and Mercy of Freyja from the west. There are no walls around the town unlike the other settlements in Austere Woods. The buildings are wood in general, but there are some stone buildings and tents here

The general architecture is based on one-story buildings, except some taverns and the House of Freyja.

The general atmosphere of the town is nice, and it is easy to find Freyja gothis and followers around the town due to House of Fertility.

Brynja has been the ruler of the town for 23 years, she was an ordinary Freyja gothi, and lived in a deer skin tent outside the town. The economy of the town was quite good at that time; however a horrible epidemic took over the town. Many people died painfully while the graves were filled with corpses of children. Brynja decided to sacrifice her virginity to save the town. After her sacrifice, the disaster had disappeared. The people who live here have great respect for Brynja since that sacrifice meant giving up her powers to save Brynja. After that, she became the ruler of the town. She is still respected and liked by the townspeople.

Sangarholt

(Town, population: 75)

Sangarholt was a town near the Mercy of Freyja Forest. Some years ago, all of townspeople were killed by three seidrs that were members of an organization named Wanderer. Of 300 people, there were only 50 people left alive after they cast their spell. After the horrible event, survivors decided not to live in town and they stayed in Sangarholt under the rule of Liutrar.

Today, there are 75 people living in old town. Most people know the story and they do not want to settle in the town because they do not want to be cursed. People welcome strangers and sometimes try to persuade them to settle the town while they do not accept seidrs in here.

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 the glorious days.

Shadowlow Mountains

(Mountain, population: 50)

Shadowlow Mountain is a middle-scale, forested mountain ridge on the border of the West Vale region. The ridge includes two main mountains with small hills, and also the forest that surrounds the entire ridge.

There is a group of people who live in the area, they visit the nearby towns and villages only when necessary. They live in skin tents which makes it easier to move along, seasonally, in the forest. Villagers and townspeople call them “highlanders.”

Vogsal

(Town, Population: 850)

Vogsal is a town ruled by a Half-jotunn named Uznant. The town is located in the eastern part of Howling Lands. The town is surrounded by strong wooden walls; which were built recently when it became evident that the number of monstrous creatures was constantly increasing. The town itself is surrounded by large steppes which makes agriculture easier. The general atmosphere is nice; even if people are aware of the dangers in the region, they are optimistic about future.

Uznant swore her allegiance to Hanlon the Real King. She promised Hanlon that she will give him her soldiers in case of an emergency. The soldiers she has in Vogsal consist of 40 half-jotnars and 160 people. They are well-trained by Uznant herself.

The economy of the village is based on agriculture and trading; the town sells its products to northern settlements.



IRON SANDS

Austere Woods is the center of Alsvartr, it is midway between Riverside, Iron Sands, West Vale and North Assembly. The region is covered with a forest of big pine and larch.

Ashen Shore

(Village, population:75)

Ashen Shore is an unpleasant, small village that is on the southeast of Alsvartr. With its rotten wooden rooftops and foggy surroundings, the atmosphere here is a bit creepy because of the fog. People who travel here generally aim to meet a seidr or an herbalist. So, the main attraction is the craft shops and herbalist houses.

Ashen Shore was a pleasant village until the naval battle between Alsvartr and Green Lights of the East took place during 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. Many dead animals washed up on Ashen Shore. In time, the bodies rotted, but somehow, the poison that was still running in the veins of the animals, were infused with the soil of the shore. Sand and rocks started to be used in poisons and potions, so most of the farmers and fishers abandoned the place, and instead, herbalists and potion makers started to live there. Fishing is not an option for the villagers anymore.

After the incident, villagers started to experience illusions of dead animals and draugrs and to feel a constant fear. The unpleasant feelings push people to leave the village.

Enkleistra

(City, population: 13.100)

Enkleistra is in the south east of Alsvartr. The landscape is surrounded by the sea and the Obsidian Slopes.

Enkleistra is ruled by Gudrick the Moonbearer (p.182), who is the nephew of Hanlon the Real King. Some people say that he revolted against his uncle after fighting and killing a werevargr in Trinity of Wilderness, while some others say he became a member of Fangs of Fenrir with a strong ritual that night. He took over the capital and Stone Pavilion the next day and fought with his uncle to the death. However, his uncle had realized that he was going to fail, so he stopped fighting in order to demonstrate that he was a wise king, in the face of "this beast."

The city of Enkleistra has strong stone walls, however, the buildings are generally made of wood, except the Stone Pavilion. It is a longhouse, and one of the landmarks of the city. It was built by the first Alsvartr king. Another landmark is the archive next to the Stone Pavilion. 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 disagreements between Tyr gothis in the city. The arena was built on a graveyard of old kings and noblemen. Gudrick sometimes prefers to judge some criminals by sending them into the arena. He thinks that all the people that die in a fight will go to Valhalla, and he wants to send criminals, rapists, thieves to Valhalla by giving them a chance to die in the arena. His desire is to secretly pollute Valhalla, and says "Dying in a battle is an easy way to go to Valhalla, and I will send all the swine there as well." Opponents fight with one another in a 2000 square feet area, which is surrounded by stone walls with small obsidian motifs. The opponents can fight against each other or a wild creature.

Despite it being a big city, the ones who saw the Thorath, the capital of Green Lights of the East, say that it is just a city; with all the mud, wooden houses and people.

Enkleistra's population is around fifteen thousand, the economy mainly consists of fishing, crafting and tailoring. Obsidian Slopes provide obsidian sources to other cities, so it is easy to find these materials in the city.

The military force of Alsvartr is divided into two; most of the army escapes back to the north, navy forces swear their allegiance to Gudrick. For this reason, ports of Enkleistra are full of navy forces, however, the city is lacking armymen. Despite the fact that Gudrick pays attention to train and recruit new soldiers, he also constantly tries to reunite the army by offering gifts to earls and rulers in the North Assembly.

Herufal

(Town, population:1100)

Herufall is a town in between the Heruf River and Narrow Passaway. The landscape is beautiful; the town looks like a tiny piece of land in front of the full view of Iron Mountain in the background.

The town has no walls surrounding it, and the buildings



are made out of wood. People are generally suspicious of strangers, they try to avoid the conflict among Gudrick Moonbearer and Hanlon the Real King, and do not welcome any fanatics supporting either of the sides.

Ingrid Krutzhaar is the earl of Herufal. She is the oldest child of the old earl Barri. Ingrid is always considered the strongest and the bravest of all of her sisters and brothers. However, both her younger sister Jora and mother Maer tried to prevent her from rising to power, to make Ormi the new earl. It is said that some members of the family still try to block her way, even though she is liked and respected by the townspeople.

The economy is built on many occupations, the most important ones are carpentry and leatherworking. The materials are of high quality and the workers are faster than many workers in Alsvartr. On the other hand, husbandry and hunting are important to the economy as well.

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

Narrow Passaway

Narrow Passaway is a road that is in the southwest shores of Alsvartr. It is a natural road near the Golden Cliffs. The cliffs make it too narrow to use by an army or big groups however, it is often used by merchants and travellers. For this reason, there are three big taverns and inns on the road

- **Tavern of Ashamed Horses**

It is the northest tavern in Narrow Passaway. It is a two-story wooden building near the cliff. The landscape is beautiful from the distance, the buillding has been built between the cliff and forest.

It looks pleasant, cheerful from outside. Many travelers and animals come here exhausted from the road but leave here with fully rested minds and bodies. It has good food, comfortable beds, quality music and alcohol.

The tavern is decorated with horns, animal heads and furs; lightened with big candles and a big fire place at the center. Big and strong tree logs support the upper floor.

A mother and her son are the owners of the tavern. The mother, Edda is very liked by passengers, she is quite old and very good at taking care of animals. Bruised, poisoned, sick animals are always treated well in this tavern. On the other hand the son, Porsi the Boiler, he is the son, is very good at cooking.

The tavern is generally crowded, the ones who do not prefer to stay The Middle One stay in this tavern.

- **The Middle One**

The Middle One is an inn that in the middle of the other two tavern in the Narrow Passaway. It is a two-story building near the road, the building is not as well-maintained as the other two buildings. The ground level is made out of stone and the second level is from wood. There isn't many windows, the ones that existed is very dirty with both soot and oil. From the outside it looks abandoned. When travelers get in the heavy wooden door, they welcomed with silence, fish smell and a layer of smoke. And actually these are the only entertainments of the in.

Kottursveinn is the owner and he is as dirty as the inn. He clearly states that he doesn't want to take care of the old inn, he wants to sail to the unknown seas of the west. For this reason, he is trying to collect some money in order to buy a ship.

- **Frying Onion**

Frying Onion is a tavern which is always packed with many people. It is on the south of Narrow Passaway. It is a large one-story building however it has also a basement level.

The tavern has a two-winged wooden door, when travellers enter the door, they are welcomed with a joyful and noisy crowd. People are drinking and speaking on the big round tables. Most of them are eating the famous dish, fried onions with some fish or meat. Vethulf is the owner of the tavern, he is an old man with big red beard. He is tying his beard in order not to drop hairs on meals.

Nomduhr

(Village, population: 220)

Nomduhr is a dvergr village, located on the skirts of the Iron Mountain. The village was built mostly inside the mountain and as dvergar do not want strangers to visit their villages, so they sealed the gate of their settlement. They only leave town when they are going sell the weaponry and armory to other towns.

Orith is the ruler of Nomduhr; a dvergr at the age of 69. He wears an iron armor, and uses a sword. Dvergar of the village like and respect him.

The village is completely carved into stone and the caves of the mountain. The ceiling is high, the streets are clean and wide. It is known that Orith wants to expand the dvergr community in the mountain, for this reason he tries to find the new mine streaks in the area.

Vostordon

(Village, population: 720)

Vostordon is a town in the east of Heruf River. There are approximately 700 people living there, however the population generally seems higher because of the travelers who come and stay in town. The reason behind the attraction is an ancient construction on the northeast called the Gate of Gods. The structure consists of only two, long, stone columns. Travelers and adventures generally want to visit and see the structure.

Kolsveinn Stýrismaðr is the earl of the village. He is a short, strong man with braided hair and a braided beard. He is a good leader for the village. It is known that he welcomes the ones in need of help in his home.

- **Gate of Gods (Structure, population: none)**

Gate of Gods is a structure placed on the flat steppes of the Iron Sands. The structure consists of only two, long, stone columns. They are approximately 15 feet high, and

diameter is 3 feet. It is believed that the buildings were made in the Lost Age, by the Vanirs. It is a common belief that, the seasons get in and out of Svilland via this gate.

There are lots of travelers, adventurers and scientists who visit the area in order to understand the reason why it is built and none of them can clarify the phenomenon.

- **Tent of Dvergar (Village, population: 20 to 100)**

The little dvergr village is settled in the north of the Gate of Gods.

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

The dvergar who stay here, believe that the Gate of Gods is actually the gate to Helheim, and so they constantly observe the gates and try to communicate with Helheim.

There are 20 to 100 dvergar living in tents. The chief of the small village is Tumni the Wise. She is a dvergr from Nomduhr. She wears an iron armor that was made in Nomduhr and uses a warhammer.

SEA SHIELD

Sea Shield is a middle scale island on the South Sea. The island is in the shape of small shield turned to the Alsvartr. There are two main settlements on the island, and both of them are ruled by an old sailor named Rodmar Icebreaker. He rules the island from the town Wave Breaker, and he has declared allegiance to Grudrik the Moonbearer.

Sea Shield is a relatively flat area, the wind is generally very harsh here. People of the island welcome half-jotnar and dvergar.



It is said that it is easy to find a headhunter in the taverns of Sea Shield. On the south-west of the island there is a place called the Treacherous Burrow. It is a cave hidden on the side of sharp cliffs used by criminals and vikingrs as hiding places. The area is not preferred by other captains because it is hard to travel, dock or anchor there.

There are two well-known organizations on the island, the first one is the *Oath of the Phantom Queen* (p.18) ruled by Three Fingered Helga, and *Frost Arrows* (p.18) that is ruled by Asvard.

BRUSKUGAR

(Village, population: 350)

Bruskugar is the southernmost town in Alsvartr, and it is across the Sea Shield. It looks a little bit shunned from the other settlements, because there are no proper roads and passages leading to town. Moreover, the port of Bruskagar is not suitable for use.

There are nearly 400 people living in town, it is easy to say that most of the population is made up of smugglers and criminals. During the fight against Gudrick the Moonbearer and Hanlon the Real King, the prisoners in Enkleistra were released by a supporter of Gudrick. After Gudrick took over the power, some of the prisoners stayed in the city and took shelter here. The village was already full of smugglers, but the arrival of the criminals changed the atmosphere completely nonetheless. Bruskugar became the home of criminals of all races and identities.

The general atmosphere of the village is nicer than expected, there are always some children on the streets, playing games. People easily accept strangers, and they do not ask about their past.

The main attraction in the area are the hidden coves around the village. Some of them are hidden beyond the forests. Another place worth visiting is a shop called Stone Bowl. An old lady named Hilde owns it and she is good at making *Fur Coat of Fallen Mammoth*. She asks for a good amount of gold in exchange for her craft and also, she sometimes doesn't agree to make the armor with the material that was offered to her.

NORHUFA

(Village, population: 200)

Norhufa is a village on the Sea Shield island. The village looks good, tidy and well-maintained from the distance with small, stone houses, a dock, small gardens and fields, all around the village. The wind is not as harsh as the other places on the island, so this encourages the villagers to farm; they grow wheat and vegetables, and supply the island.

The economy of Norhufa is thriving, villagers are wealthier than the villagers on land because Sea Shield is highly dependent on this village to feed their population, so Norhufa provides them with fish, beer, vegetables and wheat as well as some meat. Due to the need for food in Sea Shield, fishers and farmers in Norhufa are always working in exchange for good money. But the other important commodity of the village is beer; they are excellent at brewing.



Selvagr

(Village, population: 8)

Selvagr is a small coastal village near the South Sea, and it is surrounded by a small forest. There are strong, wooden walls surrounding the village that were built to protect the village from monstrous creatures. However, the doors have been closed for five years. The doors are locked with heavy chains, symbols and runes. The symbols are there to warn the travelers not to enter the area. Smokes and voices rise from Selvagr, from time to time.

The reason behind this lock isn't entirely known. One day the village got locked up after a command given by Hanlon the Real King. There are lots of rumors about Selvagr, from ancient monsters to a cursed child, but nobody knows exactly what happened. Some say that it is locked with all the people inside, while some others say they all died in an instant, unexpectedly. Truth is, they are alive or are they?

- **Redwood Fields**

  Redwood is a small farm close to Selvagr, where Solvor the Dark lives with her seven sons. They raise animals and farm for their needs. They welcome travelers at their home and give room to them in case of need. Solvor refuses to tell what happened to Selvagr.

North Assembly

North Assembly is the northernmost region of Alsvartr, it has borders with Ymir's Lash from the north. The region is where Hanlon the Real King took shelter in, with his army. The area used to consist of small villages, small dvergr groups and seidrs. However, after the arrival of Hanlon the Real King, towns and villages have been established, as the small groups united.

Berzog'ul

(City, population: 5350)

Berzog'ul is a dvergr city in the North Assembly region. The area is close to the West Vale. Most of the city is built inside the mountain, so it is hard to see the city from a distance; there is only a large, two-winged stone door on the mountain which it is the main gate of the inner city. However, there is also other buildings outside the mountain and they are also surrounded with sturdy, stone walls. There are more than 5000 dvergar living inside the walls of Berzog'ul there are nearly no Svillanders inside the city. For the rest of the races, it is difficult to enter the city.

Berzog'ul is ruled by Gaddan Bronzehead, who is a good-looking dvergr at the age of 91. He has been ruling the city for nine years. He is liked and respected by dvergar both inside and outside the city. He has a quiet personality, and he even stopped attending the festivals in the city after the death of his wife.

When travelers get in the big stones walls of Berzog'ul they see a very bright and big town square along with a large stone statue of Balder. The buildings either have one side buried into the mountain or built on the open areas, and the dome of the city is supported by big stone columns.

It is fair to say that the city has the most advanced structure in all of Svilland; the dome is very strong and supported, the buildings are as strong as the dome, and despite this durability, the structures do not look rough.

The economy of the city mostly based on mining and hammer-smithing. They produce weapons and armors in a large variety. The materials they produce are sold in a hamlet just outside of the city, called Firstward.

- **Firstward (Hamlet, population: 90)**

  Firstward is a small establishment just outside Berzog'ul. However, the population grows from time to time due to travelers who want to purchase dvergr-made weapons and armory. There are five places to stay at night, built due to the demand created by the travelers.

  Twice a month, dvergar also come to the hamlet to sell items. They enjoy their time in the taverns and inns.

City of North Assembly- Kolbovaik

(City, population: 10200)

Kolbovaik is the capital of the North Assembly, ruled by Hanlon the Real King. After the Massacre of the High Council, the uncle pulled his forces back to Kolbovaik. Once, it was a small town under the huts of Gray Highlands Mountain, but it has grown quickly. Nowadays, Kolbovaik hosts an army, an assembly and citizens. Wooden walls were built up swiftly, as many people came into town, and the population grew more and more.

North Assembly was founded against Gudrick by the chiefs of four clans; Skuld from Krangssons, Vog from Asvaldsson, Orest from Thorvedottir, Bera from Bergljodottir. They each live in the capital city with their clans, each of them has positioned in different districts of Kolbovaik.

The assembly meet twice a week, the main intention is taking control of the south and conquering Enkleistra once more. However, they prefer to stay here to gather more soldiers and get stronger. Still, spies are currently trying to disseminate some rumors about the Real King and Gudrick in Enkleistra.

The economy of the city is based on various branches from fishing to forestry, crafting, beer brewing and farm-

ing. There are many taverns, inns and some dwarf hammersmiths in the city.

RIVERSIDE

Riverside stretches across the red river from the South Sea to the north. There are many important settlements in the area, many of them have been built at the times of Eastern Horn. Most of them are fortified or well-armed, ready to defend themselves attacks from Green Lights of the East. However, from the south to the north, the living conditions get more dangerous.

BERUVIK

(City, population: 10726)

Beruvik is a city which is located between Freyja's Tear Lake in the west and the Red River in the east. It is surrounded by a forest, and large steppes. The city has four watchtowers to protect the city from possible attacks, while the woods and steppes are watched by trained soldiers.

The atmosphere in the city is dark and melancholic, and people have the tendency to stay quiet. One can easily spot lots of people who are unable to work or fight. They wander around the streets and beg for food, clothing and money. The streets are quite dirty, muddy and smelly.

The city has experienced some challenges through the years. When a neighbor town called Hasnar was attacked by an Ormr, survivors of the disaster had to migrate to Beruvik. After that, Beruvik became more and more commercialized due to the excessive production by the new population. However, the wealth isn't divided equally; some parts of the town keeps getting poorer and poorer. The increased population and conflict among city folk have challenged the city life. This resulted in a separation of districts; Beruvik has two main districts: Tent Town and Midtown. Both black ash wood rooftops and walls and inadequate leather tents and dirt can be observed. Galhan is the earl of Beruvik. He lives in the Midtown with his wife Hlif, who is the sister of Borkssonn the Horserider's sister from Riverstorm. It is rumored that Galhan helped Borkssonn on planning the assassination of Vottr.

The economy is mainly set on dressmaking and trading in Midtown while the people living in the poorer areas get by through robbery, forestry and herbalism. However, the main source of income for Beruvik is somber velvet. It is produced by a special wool from wild animals, and sold here. The poorer part cannot reap the rewards of the sale of somber velvet, and newcomers aren't welcomed to have profitable jobs. They live in Tent Town in which many newcomers are pushed to live in big and jammed tents. In this part of the city, one can find many criminals, prostitutes, thieves and can easily hire one of them. Tent Town rules itself, and most Beruvik guards can't even get in. Drifa Snoweater is in charge of Tent Town, she has a lot of intel about many important characters in Riverside, including the Beruvik earl. She is 26 years old. It is said that she is a member of Snoweater village in Nionaem, who are known for their cannibalism.

DRUMSTONE

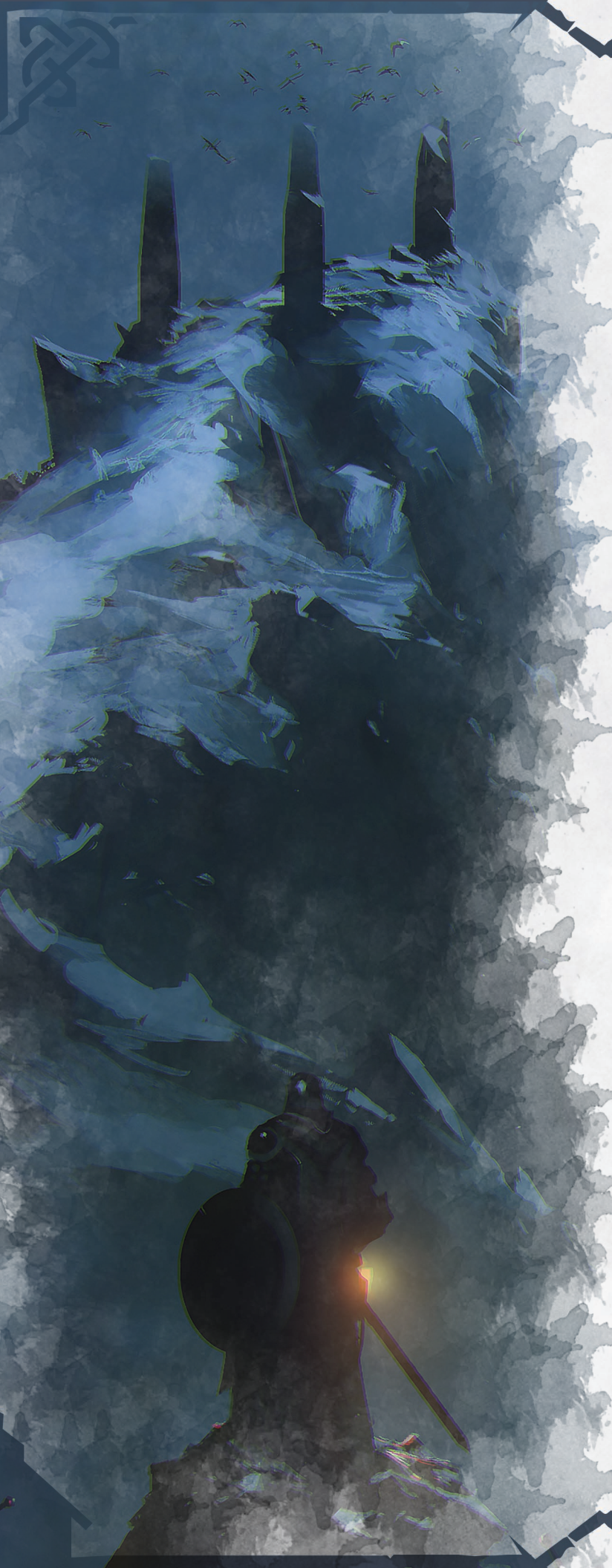
(City, population: 10726)

Drumstone is a small port town set up on where Red River meets the sea. It is positioned on the northeast of Alsvartr. The landscape has beautiful rocky beaches and forests with small hills. Ships can generally be found, both in the vanishing line and the port.

Drumstone is ruled by the Karmsonn family who swore their allegiance to Enkleistra. The head of the family is Orlyg Krammsonn, but he is also known as Krammsonn the Icebreath. His father Kramm made a pact with Odd's Oath to learn how to breathe ice and cold, whereas it is said that he gave his wife to an Isa sorcerer. After the pact, he learnt how to use black ice for cold breathing. Then, he taught his son how to breath in that way. But it is said that, Odd's Oath became angry when he learnt his son how to breath that way.

Residents earn their living from armor-smithing, and they also transport materials, as well as Svillanders. They live in wood or stone houses. Many of them are good fighters and good at bargaining. The city also makes money through leatherworking. Fishermen in town can transport passengers to the Green Lights of the East, in secret.





Fog Bearer's Village

(Ruin, population: Unkown)

Fog Bearer's Village was built by Seidrs, on ruins that used to be a city in the Lost Age. Some believe there was a beautiful Vanir city here. After the Seidrs settled there in the Second Age of Svilland, they sealed the ruins off with the help of spirits, and set up a new village. However, a heavy fog, just like the one in the island region, started to take hold of the land. People heard whispers coming from the fog, and those who went in were lost. The fog tricked people and created illusions. Many tried to reverse the effects but could not manage to do so. Still, most of the town-dwellers did not want to leave town because of the mining opportunities the area offers, with its minor silver and lead streaks.

However, after the Massacre of the High Council, the fog took over the land and never retreated. Those who wanted to settle in the area and bring the mines into use, could not manage to take over the area from the fog. Nowadays it is believed that not only the fog but also the seidr curses protect the land, so it is almost impossible to claim the town back.

Lagrheimr

(Ruin, population: 300)

Lagrheimr is a town of ruin and misery because it was built on the ruins of Helgavatn. Helgavatn was a large and beautiful town before the big conflict between Gudrick the Moonbearer and Hanlon the Real King. The sun rose among the wreckage of buildings and tried to illuminate the area through the thick smoke and dust that rose from the town. Lots of people died that night, and the streets were full of young and strong bodies, some of them were begging for the gods to take them to Valhalla.

After the night, most of the town-dwellers were either killed or escaped, but the survivors, who were composed of both civilians and soldiers, preferred to rebuild the town under rule of the soldier; Isgaut Bardsson. They buried the dead and started to build wooden houses and tents on the ruins. Then, some soldiers started to come here and join Isgaut, breaking their vows to their kings. Many people believe that they are cursed and will not go Valhalla, however, the soldiers do not agree. They are united under the command of Isgaut Bardsson and call themselves the "Last Brigade" as they believe they are the soldiers of Alsvatr, and therefore that they do not take orders from neither North Assembly nor Enkleistra.

Nowadays the civil population has started to increase gradually, as people are trying to open up some small shops and taverns.

Nattafaravik

(Town, population: 2150)

Nattafaravik is a town on Hundr Stream which is a bayou of the Red River. The buildings are wooden, there are also high wooden walls surrounding the town due to the possibility of attacks coming from the Green Lights of the East. The wooden walls are supported with four watchtowers. Each tower has four guards in them that are always watching to

inform Enkleistra, the capital, in the case of an attack.

Nattafaravik is close to the Pine Pass which is one of the safest roads in the Honnan Forest that leads to the City of North Assembly. This makes Nattafaravik an important point for the supporters of Hanlon. The general landscape is full of all tones of green; the pine forest provides beautiful views for travelers.

The economy of the town is supported with leatherworking. It provides lots of job opportunities both for the leatherworkers and the hunters. The talented leatherworkers earn more than their colleagues in the rest of the region. Workers can carve runes and symbols on leathers, add furs on them and repair them. Forestry is another important job in town while fishing lost its significance with the drastic decrease in the number of fishes.

The town is guarded by fifty soldiers, however, there are many talented fighters, in case of an emergency. The guards are under the command of the earl, Ísarr. Ísarr is known for her sympathy for Hanlon. Many people believe that she considers joining the North Assembly.

There is also an old woman known as Blood Reader. She is nearly 70 years old, and lives in her deer skin tent just outside the village. She could divine one's family's past and future by looking at her/his blood. Nobody knows her first name. It is said that she came here after she was exiled form Riverstorm, after she told the end of Vottr's blood.

- **Little Wolf Nursery (Hamlet, population:50)**
  Little Wolf Nursery is a farm where a large family, of 50 people, lives. They are all relatives and their ancestor are Alfarr the Oldone. He is known for his encounter with a baby wolf. He found a very young sick wolf cub around Nattafaravik. He and his wife Myrgiol raised and grew the wolf as if he was one of their own kids. Even after it reached its maturity, it didn't abandon the farm. Even today, it is believed that the wolf protects both the farm and the family.

Pine Pass

Pine Pass is a forest between the North Assembly and inside the Riverside borders. There are many species living in the area, ranging from bears to wolves. It is said that the forest area is ruled by a Seidr called Anlaf The Voiceless, who can command all the animals and trees in that area. From time to time, travelers who pass through this road, talk about the presence they feel, the visions they see in the depths of the forest.

Anlaf is a very old Seidr whose only desire is to find the spirit of the Bear King and take revenge in the name of Seidrs.

Riverstorm

(City, Population: 14450)

Riverstorm is one of the largest cities on its side of the Red River. It is at the west of Katzel, other side of the river. Riverstorm was built by militaristic purposes, however, over time, Riverstorm lost its military qualities as well as Katzel, and the population in this region has increased accordingly.

The city is dark and cold, with its blackened walls, constant smell of soot, and relatively quiet streets which complete its somber atmosphere. The people who live here have been dismayed so long that they still fear an invasion coming from the Green Lights of the East.

The city is ruled by Borkssonn the Horserider and four other earls. These are, Ivar the Hawkeye, Vigfunfsson, Agnardottir and Kormarksson. Their governance is called "The Rule of Five" and they are known for their cruelty. The Rule of Five rely on the fear of the invasion. They generally use fear as a tool to control both their public, and their soldiers easily.

For these reasons, lots of people in the city do not respect them. They came into power twelve years ago in the midst of ambiguous events. At spring fest, eight earls were in a meeting, in the town of Riverstorm, where they had planned to hunt, and have a feast in celebration of the upcoming season. They all came from the city with a small army for reasons related to security, and to make a show of power. At the seventh night of the hunt, Vottr the Riverstorm was shot down by an arrow. While three earls were trying to keep Vottr alive, the others rode their horses to the city and attacked the town with their forces. Borksson the Horserider, who was the fastest rider there, killed the Vottr's 15-year-old son, Ywan and took Vottr's wife Nefja in order to be the chief. However, he was not successful in o keeping the city himself against Vottr's soldiers, and received help from other four earls.

SPRING FEST

Spring is important for Svillanders They always pray to the Gods for spring after the long, cold and dark days of winter. There are lots of celebrations and festivals organized around all of Svilland to show gratitude for the warm and fertile days. Flowers, animals and fresh herbs are sacrificed at the altars, and, lots of games are played among the Svillanders, ranging, arm wrestling and more.

After that, Riverside experienced its highest population peak, as five different tribes started to migrate to the city. Under these circumstances, Vottr's home was abandoned and a big mansion called Fimmbaer became the Long House. The chiefs and their families lived there. The economy is mainly run by beer brewing and medicine. At Vottr's time, fishing was also an important source of income, however, there are very few fishes in the river now, ever since the rise of the rule of fives.

An old seidr woman named Jazel the Bonereader, who lives in Riverstorm, made a prophecy three years ago. Some say that she is the sister of Blood Reader from Nattafaravik. She made a prophecy by looking at the bones of Vottr's brother and the blood of Nefja.

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

WEST VALE

West Vale is a region in the west Alsvartr on the border of Nionaem. The towns and villagers here are very well protected with walls of many castles placed here and trained soldiers. The area is geographically flat and full of steppes.

Bjornland

Bjornland is a steppe that lies between south and west, Alsvartr and Nionnaem. It is politically divided into two between Alsvartr and Nionnaem, however the bigger part of the region belongs to Alsvartr.

Bjornland is a historically important place. It is where the Bear King from the second age was born. From time to time berserkers are seen showing respect to Bear King and his mother. It is believed that a bear gave birth to him in the wilderness, and died just after the birth. A bard from the west tells the story of Bear King with these words,

"Nature did not fall asleep, but awoke, contrary to what the majority thought while the sun had just set behind the hills. 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 the crows came from all directions. As the moon rose after the clouds, a boy fell into the ground, mixing blood and soil. As the blood was drawn from one body, it was blessed in another. And in faraway lands, no one cried to the death of the near, nor happy for the child's birth.

His mother's fur covered his body, her power passed to him in her blood, and the king grew up in the heart of the forest, for years. He knew that nature did not like some people, he too did not like people, he knew their languages, but he would not speak them. Some of them burned and destroyed, some did not show respect, as they did not show to the bear. He was nineteen when the winds from the distant lands whispered to him about the rising stone houses, the established bridges and the overthrown trees in the east. As he ran to the east with 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 a leader to them. He forbade music, the stone buildings and the clothes of the east, and fought against these brutes until the very end of his life."

Kraekross

(Town, population: 2500)

Kraekross is an iron mining town that is located in the west edge of the Mercy of Freyja forest in the Austere Woods. Ironheart family have reigned in the town, for more than 40 years. Currently Gorm Ironheart is the earl of the town.

The town is developed near the mines, and even though the mining area is big, they surrounded the whole area with wooden walls, and they placed watchtowers in strategic positions. The quality of the iron they mine attracts many chiefs and earls, nearby.

Townsmen earn their living by mining and hammer-



smithing. Travelers can find good quality swords, hammers and armor here. They can also find many inns and taverns to stay in. However, dvergar are not welcome in town. Guards do not allow them to enter. The reason for this attitude is Ironhearts' alliance to Gudrick. They can't stand the idea of the dvergar hammer-smithing for Hanlon the Real King, in North Assembly. The town - only sells their raw iron or processed material, to either Enkleistra or the towns that have pledged allegiance Gudrick.

On the other hand, townspeople are not content with the Ironheart family who lives in the big stone house near the mines. They believe that they are corrupted, and many claimed that they worship an ancient artifact that they found in the mines, many years ago.

Restless Marshes

Restless Marshes is an old battleground from the second age. One can still find armors, skeletons and weapons here. However, the place is famous for the travelers that got lost or went mad in here. It is said that anyone who visits these marshes cannot return home easily. Beside the poisonous gasses that the swamp produces, the possibility of black mist is high in the area. Black mist is one of the main reasons for the rumors about mad people hanging about.

There aren't any animals, creatures or towns near the marshes, and it is also hard to find direction due to heavy fog and lack of natural landmarks. Time is one of the most problematic issues; it is extremely hard to understand how many hours/days have passed. One could stay here for two hours and could easily say it has been an entire night. It is said that the reason behind these misconceptions is a powerful Vanir spell that covers the area.

Vestr Keep

(Town, population:5100)

Vestr Keep is a castle, and a town, that is located on a hill. It is another military town in the north of West Vale, on the border of Nionnaem and it is also close to City of North Assembly where Hanlon the Real King lives. It has an old castle and sturdy, wooden walls. It also has a small watchtower to watch over the west. The population of the town exceeds 5100. There are some dvergar and half-jotnar who live here, along with the human population.

Vestr Keep is ruled by a half-jotunn named Crodon. He is a talented fighter and strong follower of Tyr. He periodically makes sacrifices to Tyr with wild animals. He finds Gudrick the Moonbearer corrupted and he swore his allegiance to Hanlon. In case of need, Crodon will send his soldiers under the command of Hanlon.

Vestr Keep has a well-known training area among the soldiers of Alsvartr. Crodon chooses the proper soldiers himself, and he also attends all the training sessions. Soldiers who trained here know how to use many weapons and how to fight a great variety of opponents. There are nearly 500 soldiers in Vestr Keep. They have a small district in the city, full of big soldier barracks.

Beside the military qualities, the town itself has a good atmosphere. The half-giant population is relatively high compared to other cities and towns. People earn their living through trading and butchery. The town has a good position for trading because it is the end point of the Road of Frostbringer. The townspeople generally trade with Nionnaem cities and towns, even if the road is not completely safe. The main material they sell is jerky.

Western Citadel

(Town, population:4200)

Western Citadel is the castle on the west border of Alsvartr. It has tall, strong and stone walls that were built at the beginning of the third age. From a distance, it looks like a big, grey stone in the forest because of the strong stones. After travelers get inside the two-winged doors of the town, they are welcomed with well-maintained stone and wooden buildings. The buildings host more than 4000 people.

The atmosphere is nice; however, it is still easy to feel restless.

The town and the castle are ruled by a warchief called Lifegiver Yrsu. She is a strong Alle. There is a unified army under the command of Yrsu and despite most of the forces of Alsvartr joining either Hanlon the Real King or Gudrick the Moonbearer, soldiers of Yrsu stayed in the Western Citadel. She has nearly 500 soldiers. Not these soldiers and Yrsu do not have strong ties with the Real King or Gudrick the Moonbearer.

It is a military city but there are many civilians living here. Some of them have immigrated here after the battle between the north and the south. Newcomers are welcomed. The economy of the city is quite close, the town produce food, armor and weapon to the castle while the army is protecting the town.

GREEN LIGHTS OF THE EAST



While this kingdom is relatively rugged and mountainous, it also houses several fertile agricultural lands along the valley. Across its northern border lies Ymir's Lash, and it's surrounded by the big swamp on one side, and the Red River on the other; in the east and the west, respectively. Naturally, high valleys and peaks are found in abundance. Merchants are given permission to pass through the borders.

It is the kingdom with the highest population because it was one of the first ones to be chosen as a permanent settlement, and because of its size. The region is ruled by a queen, Bergljot Denildottir (p.181), who is a devout follower of Thor's teachings. The kingdom has six subdivided geographical regions within itself. They are:

- Forest of Rengorn
- Drundanland
- Riverburned
- Thora
- Eastern Look
- Southern Shores

Capital: Thorath
Population: 103.000
Government: Monarchy
Deities: Mainly Thor, Odin and Tyr followers.

DRUNDANLAND

Drundan is a region below the Forest of Rengorn. It is surrounded with Red River from the west, the Eastern Look from the east and Thora from the south. The most important geographical features of this region; are the Drundan Mountains, Mount Kham, Mount Vayld and the Iron Lake.
The region's importance is due to its borders with Alsvartr, which is also the reason why the border towns and villages are very well-protected.

Bram (Bear King's Mark)

(Town, population:6200)

Bram has an important historical background. The big war that ended the second age, and collapsed the Lands of the Bear King and the Eastern Horn took place in the lands of Bram. Some important conflicts have been lived here. Since then, it has been said that when the Bear King conquered the area during the second age, he marked a grey stone in the forest. Indeed, there are gigantic paw prints on a grey stone, in the forest outside of Bram. Legends say that the Bear King is so strong that he could whet his claws on hard stones. However, there are very few people who can see the stone. Whoever seeks the stone in the forest, can feel the presence of a powerful protection rune, as they get closer to the stone. Many lose their way in the forest, while some others feel horrified.

The overall look of the town is simple and clean. There is a wooden wall built outside the town, and a watchtower next to its wooden gate. The buildings are mainly one-story wooden buildings. There are some small cattle in the gardens and most of them are goats. Many people in the town have one or more dogs, and they go hunting with their pets in order to find their way through the enchanted woods around the town. Beside hunting and husbandry, fishing and trade is the only other sources of income. People dry fish and meat (leftover from meals) with salt to sell them at a fair price.

- **The Ancient Goats**

The Ancient Goats is the most famous tavern in Bram. Two giant goat horns decorate the entrance. Goat skins, teeth and horns are also used as decoration in the tavern. Allaug the Goathunter is the owner of the place. She likes to hunt wild goats, and teach some tricks.

The tavern is a quiet, cheap place compared to the other city taverns. Goat meat and blood can be found in the daily menu. Goats that one could ride, can be procures here, as well.

Chestnut Meadow

(Village, Population: 250)

Chestnut Meadow is a small farming village with a population of nearly 300 people. The farming area is important for the cities and the towns around, because the food they produce is mostly sent to them.

The village consists of small stone houses. There are no walls around the village, but they have built some small watchtowers in order to guard the area, to protect their farms from any possible damage. Villagers do not welcome strangers; they generally prefer to work with familiar merchants and workers.

They produce wheat, vegetables and some nuts; mainly chestnut. They sell them to the merchants, in both raw and processed form.

Chestnut Meadow is ruled by an old man named Eckhart Godefroy, also known as Eckhart the Greybeard. The small village is guarded by special forces, rather than Green Cloaks or Thunderguards. The distinguishable feature of the guards is their apparel; they use brown cloaks instead of green. It is estimated that there are 40 guards in the village, and they are recruited from the villagers.

Drundan Mountains

Drundan Mountains have very different, challenging and difficult conditions to live in. First of all, it is very hard to pass these mountains due to the fact that the recently erupted volcanoes created very sharp edges, peeks and dangerous slopes in that area. Second of all, water is scarce; there are some lakes, but they either boiled internally because of the active volcanic ground, or have become polluted with sulfur. Most people find it impossible to establish a new settlement here, however, there are some who live in Andorel behind the Blind Gate, which is a stone arch ripe with sealing runes and spells.

- **Andorel (hamlet, population:5)**

Andorel is the only place past the Blind Gate, as well as the only settlement on the Drundan Mountains. Five powerful seidrs live here. Their establishment consists of only three stone buildings, one for sleep, one to pray, one for sacrifice.

Many people around the region believe that the seidrs are the ones who make the area hard to live in, while some others think that they try to calm a landspirit down.



Grey Town- Iron Lake

(Town, population: 4600)

Grey Town is near the Iron Lake, in which, soldiers threw down their weapons since the first omen of Ragnarok. The soldiers believed sacrificing their weapons to Tyr would help them avoid unfair battle like the one between Odd and the Svillanders.

The town was established next to Iron Lake which has a grey shine on the surface due to the weapons thrown into it. This shine is sometimes reflected on the buildings in the town, hence the name "Grey Town" and this is also the reason why many travelers prefer to visit the Grey Town and the lake.

There are some other significant features of the town beside the lake itself. The first one is the Temple of Tyr. It is a remarkable building in the town with its big stone building near the cove of the lake. The temple is well maintained, and the altar of the temple is always wet with the blood of recent sacrifices. Another important landmark is the Iron Tavern near the town square. The tavern is visited by travelers and those seeking solace in prayer. Most of them prefer to stay in the wood, two-story building.

Town-dwellers welcome strangers. They are used to have strangers around the town due to the popularity of the temple and the lake. They generally earn their living by trading with the travelers, forestry, hunting and herbalism. There are lots of potions available in the town market at low prices. It is strictly forbidden fishing from the lake, it is accepted as big disrespect, by both the followers and the townspeople.

The town is ruled by a chief named Loptr Weillardsson who also strongly believes in Tyr. He periodically visits the temple and makes sacrifices to both the altar and the lake.

Katzel

(City, population:16.700)

Katzel is actually a very old castle on the Red River. It was built during the time of Eastern Horn as a military establishment in order to protect the borders. However, as time went by, the civil population increased, and the castle lost its militaristic use at the end of the second age. It transformed into a more bureaucratic place, especially in the eyes of royalty. Warlords, heirs, and certain royals were sanctified in the castle, and they sometimes visit to make sacrifices.

Katzel is ruled by a 32-year-old man, named Hakel. He has a very strong allegiance to the queen. He has a big symbol of the Green Lights of the East tattooed on his head.

Katzel looks like it creates a knot between Mount Kham and Mount Vayld, because of the bridge which connects the two districts of the city. Strong stone walls protect the city. The city has two main districts, separated according to the training areas. The first one is Archers Circle where the training area of archers is located and the other one is, the Swordsmen Circle, where swordsmen undergo their training.

The general atmosphere of the town is nice, and strangers are welcome, but people generally do not like half-jotnar and dvergar. Folk here mostly earn their living through trading and fishing. There are also some gold-diggers, who cast special nets in the river.

EASTERN LOOK

This swamp is the natural boundary for the Green Lights of the East. Despite the Queen pushing some adventurers and soldiers to learn what lay beyond this swamp, the attempts ended in failure; either people returned and said that it was impossible to get across, or they were able to cross, but were never heard from again.

The Muddy Peninsula

(Town, population: 3570)

The Muddy Peninsula is the furthest point people could travel to, in Mudland. Most of the town was built on a peninsula in Mudland, so the landscape is covered by a huge swamp. The sun rises above the swamp.

The atmosphere of the town is discouraging and melancholic, even though people do not ask about backgrounds, they stare at the travelers who come to town. The air is heavy with the gases from the swamp and it makes people sick; lots people around the town are constantly coughing and find it hard to breathe. The streets are dirty; there is lots of scat on the streets. The wooden houses started to rot through the years of neglect and destitution.

The economy of the town relies on the small shops of different varieties. It is easy to find different kinds of weaponry, armory, herbs, brewers, clothing, etc. There are some people who help people get visions in special rooms, with the use of special herb mixtures.

The town is ruled by Sigdiss Muddottir. she is a middle-aged woman with very short brown hair, and brown eyes. It is said among the townspeople that she was found on a small rock in Mudland, and that some part of her soul is still rotten because of this. Still, she is loved deeply by her people. She tries to change the overall appearance of the town, but crime scene within is so strong, that she doesn't know where to start.

Last Huntment is a famous tavern in the region, it is quite famous for its criminals. One can easily find slaves, prostitutes, and murderers in here. Many townsfolk come here to watch tpit fights.The place is run by a young dvergr named Hurmoir, he killed the last owner of the place in a fight.

The Mudland

It is the swamp in the east, and is the most dangerous place in all of Svilland. The area has been protected by Vanir magic to prevent trespassing. It is said that the swamp has some points that are "bottomless". There is no map showing where these points are. In the last two ages, the forces have been trying to discover further to the East of the swamp. However, none of the adventurers who had embarked upon this quest, returned.

There are five established outposts near the borders of the swamp. These outposts are listed below.

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

Blackash Hideout is very close to the skirts of the Ravenous Mountain. The area is desolate due to harsh climate, strong winds and the cold. The soldiers here built very small, tent-like houses from rocks to protect themselves from the weather and from wild animals.

The chief of the outpost is Unna. She has been there for about two years with her ten soldiers. She highly suggests that the place of the "signal fire" should be changed. Because the mountain is dangerous, soldiers may not be able to light the fire in case of emergency.

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

Green Keep is another outpost in the Eastern Look. The soldiers live in the large, wooden barracks. There is a small watchtower near the barracks. They are well-trained and strong, and they have the utmost respect for their young leader Gyror. He is a young, tall and strong man at the age of 26. He is a very talented soldier, and likes to use long swords in battle.

- **Mengulch Outpost (Military outpost, population:120)**

In this outpost, civilians are not allowed in. It is also strictly forbidden to watch the east from the outpost towers; as many believe that green lights shining from the east, can easily drive the beholder mad. The soldiers who were sent to these outposts have trained harder, and the chiefs are known for pushing the limits.

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

Swampvein Outpost is in the northeast of the Muddy Peninsula. It is ruled by Skolmlr. He is a thirty-year-old soldier who is a Thunderguard. Fifty soldiers stay in the outpost. The outpost's supply comes from the Muddy Peninsula.

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

Thora Outpost is very well supplied, and the soldiers here are very well trained due to the fact that Bergljot the Queen is obsessed about the possible threats coming from the east.

The chief of the outpost is chosen by the Queen herself. The current chief is Hander the Goldenarrow, whose name comes from his excellent archery skills. He is a middle-aged man with short black hair and grey eyes.

FOREST OF RENGORN

The Forest of Rengorn is one of the most dangerous places in the Svilland. It is surrounded with the Ymir's Lash on the north and a big swamp on the east. The forest is the natural habitat of many monsters including bears, Vanir beasts, and some huldras.

When in the Forest of Rengorn, somehow, most people get a strange feeling that the forest is alive. Many is said to experience visions during their time spent in the forest.





These visions generally consist of the fears of the adventurers; so they differ within a wide scope, ranging from appearances of dark creatures, to the death of loved ones.

There are three different stories about the forest, and some of them are popular among travelers. They claim that seidrs who survived the massacre, still live in the forest even though they did not set up villages, and they are the ones who warrant these unsettling feeling that one is being watched and followed. Some others believe that the forest is a landspirit itself, and others believe that it lives on in the spirits of seidrs, trees and animals that are within.

East Ruins

East Ruins is a very old settlement which was used to be called the Winter Lookout. Kunings used to make up the main population, there were more than 500 seidrs living in here. They were assigned to prevent the effects of the Black Winter just like other kuning settlements on the outskirts of Ymir's Lashes. However, during the second age, the inhabitants were evacuated by the command of the Bear King.

As time goes by, the small town fell to ruin and people started to call it East Ruins. Nowadays, no one lives there, but many people believe that the spirits of seidrs still roam the ruins. Some rangers claimed that, from a distance, they could even see smokes rise from chimneys and hear neighing horses. "The town lives its own life" says the older ones, "they live the lives that needs to be lived".

Many people say that they witnessed in snowy days: The snow turns red in the East Ruins. The red snow falls upon the ruins and piles up on the trees and rooftops. According to some, a Seidr spell causes the snowflakes to turn to red, as a reminder of how much innocent blood was spilled.

Molgor - Last Town

(Town, population: 1650)

Molgor is located in the south of the Molgoroth Mountains. It is known as "Last Town" because it is the last place a north where settlement was established.

As travelers seeking to go north do so by passing through Molgor, the forest is tense and living conditions get more and more difficult with each day. The town is near a river that flows into the Red River, passing around the Molgoroth mountains.

It is a regular town, with small wooden houses with smoke coming out of their chimneys, and some pigs and goats wandering around a few of the gardens. Still, the general atmosphere is affected by harsh living conditions of the area. There are approximately 1700 people who live in town, many of whom make their living by fishing from the Red River. There isn't much variety in the job opportunities in the area, so most of the townspeople are struggling to get by. The town's resources are quite scarce.

Haralder the Eagletamer rules the town, however his sisters and brothers also play an important part in town life. The family is well-known for their ability to train any kind of bird but they mostly train eagles. Haralder lives in a large wooden house in the middle of the town, with his close relatives (his family, sisters, brothers and their children). Town meetings and ceremonies are made in the house, and at all (other) times the house is guarded by eight young Svillanders; generally the nephews and nieces of Heralder. Each one of them has their own eagles on their shoulders, who are also on alert for those who may cause problems.



Aside from the home of the Eagletamer family, there are two other remarkable places to stay in; the Storyteller's Inn and the Northest Tavern. The adventurers who travel north who visit Molgor, generally rest in the inn and tavern.

- **Storyteller's Inn**

The Storyteller's Inn is a famous inn in Drundan and Molgor. It is owned by Absollon ,and he is very good at telling stories. Many stories he tells, are about love and trust. Absollon has some fascinating stories, but the love story about a Freyja Gothi and Svillander is one of the most touching ones. His daughter Halldora helps her father in the inn, and she also sells herbs. Her herbs are very powerful and of great variety; one can find herbs for both fire and ice resistance, healing and even poisoning. However, she never sells poison to those who don't divulge their intentions.

ABSOLLON'S STORY

As the cold blew through the mountains, and armies gathered under the command of the mighty kings, a Svillander loved a woman, and he loved her immensely. A woman whose bright red hair flowed down to her caves, and whose arrows cut trees in half. She enchanted everyone with her eyes, and her eyes defeated even the strongest arms. Somehow, the woman fell for the Svillander, out of all those who loved her. They decided to, gave themselves to one another with irrevocable vows.

On the night they were to marry, the signal towers burnt bright, and the Svillander left the village. She waited for him with his child in her womb. Days turned to weeks, weeks tumbled into months, and still there was no sign of the Svillander. She was alone, with only the sorrow in her heart left to keep her company.

Years passed. The baby in her womb grew up, and life went on as if nothing happened. She was still waiting the Svillander. One day news reached the village that he had fled to another village with another woman, and that, he had died there. From that day on, the sight of their daughter broke her heart; as she could see him in her face, hear him in her voice...

One day, the woman's daughter took ill. Five days and five nights she waited at the healer's doorstep. At the end of the fifth night, the woman was told her daughter was dead. No one ever did see or hear of her after that. Some claimed she joined the spirits in the mountains, and some believed she became a priestess of Freyja, and closed herself off in a temple. Thus, this story ended with the chill of cold breath, just like the way it started.

- **Northest Tavern**

Northest Tavern is definitely the northernmost tavern in the Green Light of the East, and it has music and drinks of good taste. The owner, Mabil the Stout, makes fun of the Storyteller's Inn, by calling it "Fake Bard's Inn"; she says that "One must have a good time in a tavern, not drown in one's tears". Many soldiers prefer to visit here for entertainment, and many visiting dvergar to stay here while travelling to dvergar towns.

Old Tower Path

Old Tower Path is a dangerous path, full of peril, that leads to the East Ruins, which used to be one of the Kuning towns that tried to stop winter. The residents hardly used the path, so it's abandoned entirely, in nature.

Ravenous Mountain

The Ravenous Mountain rests in the south east of the region. One could reach the mountain while travelling through the Old Tower Path, even though the road is not preferred by the common folk. The scenery is enchanting; there are two mountains together with sharp, white edges and tips. The slopes look like they do not let anyone pass through. It is famous for a crater lake, located its peak.

The lake is eye-shaped, and there is with a big rock in the middle of it. The rock houses a tiny hut, where an Odin follower called Harald Klaksson lives to be closer to Odin. She is an old lady with a crooked-back. It is said, that she can talk to ravens, and get information from them.

Travelers can observe ravens around the mountain. There are also lots of ravens making circles above the lake.

- **Hann (Hamlet, population: 90)**

Hann is a hamlet on the foot of the Ravenous Mountain. When one looks at Hann from a distance, it appears to be a grey dirt on the snowy face of the mountain. The population is close to a hundred. People are not interested in money and trading, they earn their living through hunting and gathering. On the other hand, there is a tavern to meet the demands of adventurers who want to see the Odin's Eye. Adventurers should pass through the village and follow the runes, and eye signs on the rocks and trees, until they reach the top.

Snowfall

(Hamlet, population:75)

Snowfall is a hamlet on the Molgoroth Mountains. It is located far away from roads and other villages. There are approximately 75 people who live in the hamlet. Their economy mainly relies on forestry; they chop up the trees and sell them to other towns and villages in return of jerky, stock fish, wheat and salt. There are also some eagle-tamers living in the hamlet, they tame eagles both on request and to sell in the markets.

Since the region is cold and windy, farming is not an option. People live in leather tents made of animal skin, and the settlement is located in very high altitude due to the special requirements of eagle-taming.

The hamlet is ruled by the most talented eagle tamer Mina Nikoline. She has very long blonde hair, which she likes to braid. She has two eagles.

RIVERBURN

Riverburn is a small region compared to the others. Moreover, there are few settlements and the population is low. What makes it a region is the Dockyard. Many of the ships are built here, masses of workers around the kingdom come and work here for seasonal jobs. The area also has strategic military importance, by being the backbone of the navy.

Clear Cut

Clear Cut is a treeless area that was formed because of uncontrolled deforestation caused by the residents of Dockyard and Tower Village. Over time that deforestation angered the spirit of the forest, so residents no longer cut trees in this region.

In the entire area, trees and even some small animals still stand, petrified.

Dockyard

(Town, population: 5500)

Dockyard is the main place that produces ships for Green Lights of the East. The population is more than five thousand, and it's mostly people who try to earn money via seasonal workmanship.

The town is also known for its brothels and taverns.

- **Kal's Casserole**

  Kal's Casserole is a tavern that is run by the Kal family. Its current owner is an old woman called Katla Kaldottir. On the other hand, Kal family is known for their relations with criminal organizations. For this reason, one can find criminals in there and hire them for any purpose.

Katzar

(Town, population: 5750)

Katzar is one the strongest castles in the Green Lights of the East. It's estimated that over five thousand people live inside the castle's walls Some villages make money with their farms and produce supplies for the castle.



The castle and the people are ruled by an old warlord named Olvir Einarsson, at the age of 61. He lost his left arm during a battle. Somehow, he is very aggressive and funny at the same time, and for this reason many consider him to be mad. He trains his soldiers very hard inside the walls of the castle. Many soldiers can't even finish the program. This is why the soldiers who train in Katzer are respected by other soldiers.

- **Stone Market**

  It is the biggest weapon and armor market in all of the Green Light of the East. One can find nearly all types of weapon and armor, and can also get them repaired.

- **The White Hall**

  The White Hole is a tavern that famous for its beautiful waitresses. Soldiers of the Katzer often go there whenever possible.

SOUTH SHORES

South Shores is in the south of Green Lights of the East, it includes all the south shores and islands nearby. The area is famous for its coastal towns and villages that make their living from fishing and shipbuilding. Moreover, it is known that there are smugglers who regularly visit the island region south of Svilland. They pass through here.

Hunters Line

(Hamlet, population: 50)

Hunter Line is a shore to the South Sea, that is known for its hunters. There are nearly 50 hunters who live in the small wooden huts on the shore. Some of the huts are empty, and awaiting new hunters because the last residents sailed off and never returned.

The hunters are welcoming to all strangers, they do not care about races, wars and kingdoms. All they care about is either their respect and connection to the sea or their preparation for their biggest hunt yet.

The huts are not close to one another, it seems like they prefer to live isolated lives with themselves.

Main attraction beside the crazy stories of the hunters is the Shipwreck Inn.

Ladstrom

(Village, population: 250)

Ladstorm is a small village on the north of Skuravik. It is a small town that depends on Skuravik. The rulers of the village had to swear their allegiance to the Skuravik chiefs.

The economy of the village is good and varied, compared to other villages in Svilland. Brewing, baking, farming and herbalism are all well-paid jobs in the village. The villagers trade their products to cities and towns around the region. They also pay a commission to Skuravik in return for their protection.

The village is ruled by an old man called Strom. He lives in a two-story building in the middle of the village.

The general atmosphere of the village is nice, the wooden



buildings are well-maintained, and people are friendly to strangers.

Oakwatch

(Town, population: 1200)

Oakwatch is a coastal town to the east of the Hunter Line. It is surrounded by a small forest area, and so it is hard to see the town from a distance. However, when travelers get closer, the first thing that draws their attention is the giant oak tree in in the middle of the town. The branches of the tree can be seen over the wooden walls.

After the travelers cross the wooden threshold of the town, they see the tree, straight ahead. The branches spread over the whole town-square, and create strange shadows on the streets. It is estimated that the tree is more than two hundred years old. People show great respect to the tree and care for it.

The economy of the town relies on ship-making. Good quality ships are made, and sold in Oakwatch. Even the navy sometimes demands ships, in cases of need. On the other hand, the forest surrounding the town is full of good quality herbs that help people make medicine. One can find many types of potions and poisons in the town's market.

The town is ruled by a bard named Nyvak Banewood. He is the youngest child of a man who tried to chop the oak tree in the middle of the town, and was killed immediately. However, his son doesn't share in his fate, as he became a well-respected, good-mannered man in his community, and then became the chief as the ultimate demonstration of this.

Ravtavus

(Village, population:200)

Ravtavus is a small coastal village in the north-east of Oakwatch. The village is set on a rocky cliff. There are staircases dug into the cliff for the fishermen who go there. The landscape of Ravtavik is very beautiful, at any time of the year. The sea and the sky are the only things that capture the eye. The economy of the village is built on fishing, and the villagers are not interested in other occupations. They sell fresh and dried fish to Oakwatch and Skuravik, in return to wheat, ale and clothes.

The Nuttill family rules the village from the Cliff Mansion, which is a stone, two-story building at the edge of the cliff. It is the most crowded family in the village, and the all 21 members of the family live together in the mansion. The villagers respect and like the family, as well as their rule. The people of Ravtavus do not welcome strangers, they established a closed-off society and want to keep it that way.

Skuravik

(Town, population: 1100)

Skuravik is a town near the shore of the Hunter Line. It is surrounded with a strong wall that was made of wood and stone. The watchtowers of town can be seen from a distance. There are approximately a thousand people who live in town and most of them live inside the walls but there are some who stay outside the wall to tend to the grains and vegetables.

The general atmosphere of the town is nice, people are welcoming of foreigners, except the Seidrs. Skuravik is ruled by Grinda, who is an Alle that swear her oath to Thor. She is respected and liked by the town-dwellers.

One of the landmarks in town is the temple of Thor near the town square. The temple was built many years ago and developed by Grinda. The two-story temple is made out of stone and it contains a big altar. Most of the town-dwellers make sacrifices at the altar on a weekly basis.

There are lots of merchants live in town. They are responsible for creating and maintaining most of the attractions and job opportunities in town. They are mostly interested in sea transportation and trade various types of materials including sea animals, furs, armor, wheat, clothes, gems and stones, and weapons. The wealthy merchants of Skuravik capture the attention of raiders, and therefore, the town is guarded by trained soldiers who are patrolling or staying in the watchtowers.

Stumehn Firelands

Stumehn Firelands is an island that is positioned south of Green Lights of the East. It is the last island in Svilland to while approaching through the Mudlands.

The island could be observed from the Svilland, it generally covered in heavy smokes and creates red shinings. When the travelers come closer to the island, they see that the area is surrounded by volcanic wastes and lava. The soil has been turned into ash, and the atmosphere is full of toxic materials. Because of the harsh conditions, there isn't any settlements on the island however it is said that a very powerful kaun sorcerer called Ranlo live in there.

The weather is getting hotter when travelers get closer to island, the sudden increase in temperature leads underflow.

THORA

Thora is the most important region in the Green Light of the East, because it houses many important castles, the capital and the main army called Green Cloaks. Thora is surrounded by the Southern Shore form the south, Eastern Look from the east and Riverburn and Drundanland from the north. The region hosts the biggest and largest city of Svilland, which is Thorath, the capital of Green Lights of the East. The area is relatively flat compared to Drundanland and the Forest of Rengorn. Haunted Peeks is the highest place in the area.

Eastern Look

(Town, population: 5.790)

The tower in the Eastern Look was built in the second age to see the danger coming from the Mudland, and to warn the cities. At that time, the Vanirs that had migrated to the eastern lands were more aggressive. Nowadays, the tower is not used for same reason as in the past because there's no threat from east.

Eastern Look was built around the tower. The town is surrounded by a stone wall, but the wall is not as strong as it used to be. The buildings are made out of both stone and wood, and most of them are one-story buildings. The overall look is muddy and dirty, because the wooden houses started to rot with humidity. The tower also needs some repairs.

Town-dwellers welcome strangers, they generally do not ask about their pasts, or intentions. There are lots of criminals who stay in town and even though the town is close to the capital, the guards and administration look the other way of these criminals. It is said that, the ruler Gudjott and the guards take bribes from the criminals who want to take shelter in Eastern Look.

The Inn of Hungry Helmets is a place of interest around the settlement. It is on the dark outskirts of town. However, it is very well known, especially among criminals who want a place to stay.

Golden Horn

(Town, Population: 7650)

It is a gold mining town above the Wuthering River, residents harvest gold scraps from the river. However, they live in very poor conditions, due to the fact that the owner of the land is pushes them to work without a wage. Despite the fact that it is legal to make people thralls, the owner Ofdan the Yellowtail forces the residents to work for free. His property is the most important thing for him, but he obsessively looks for wyrm parts; nails, teeth, lashes, whenever he can, as well. The nickname "Yellowtail" comes from this obsession and it is even said that he once purchased a wyrm tail in exchange for thousands of gold.

Greenwell

(Village, Population: 870)

Greenwell is a village close to Thorath. It has no ruler, since the sudden death of Chief Gannlaug. The Queen has preferred to rule the village herself, rather than assigning anybody for the job. For that reason, many believe that Gannlaug was killed by the orders of the Bergljot. The rumors are not loud, but suspicious thoughts are growing in the village. In terms of day-today occurrences, villagers produce maize, grapes and wheat.

Haunted Peaks

Haunted Peaks is a mountainous area as well as the highest peak in Thora. Residents of Golden Horn claim to hear unsettling voices and howls from the peaks. There are rumors about both in the Thorath and the Golden Horn stating that, Queen Bergljot was planning to build a temple in these peaks, however, she doesn't want to send her soldiers there because the origins of the unsettling voices are not known.

Krokholt

(City, population: 13.250)

Krokholt is a city that is ruled by Queen Bergljot's stepsister, Hora. She is well-known and loved by the people. Many people think that this love and respect will be the end of Hora, because Bergljot won't be able to handle this situation and Hora will transform into a threat to Queen Bergljot's throne. Its location on the road to the capital city, makes it a booming trading city, with the population and wealth growing more and more. Wheat and many vegetables such as cabbage and maize are grown by settlers, and animal farms full of pigs and goats are maintained. The forestry and herbalism are also preferable jobs around the city.

The overall appearance is very nice compared to lots of towns and cities in Svilland; the streets are cleaner; the buildings and city walls are well-maintained and strong.

People are not only welcoming but also friendly to travelers, because most of the city-dwellers needs a helping hand for their jobs. For this reason, one can easily find daily jobs



around the city and a place to stay. So, travelers can find many taverns and inns in Krokshol. There is also a temple for Thor which is famous for its altar. Some bards say, "the blood flowing from the altar never stops." The very religious residents of the city almost wash the altar with animal blood, and fresh fruits. The temple was built with the help of Sister Hora, so it is said that she is very much liked by Thor.

Lone Maiden

Lone maiden is a shoreline which hosts the spirit of a young woman. Many people from the Dockyard have claimed that they saw a white silhouette of a young woman on the shore. It is said that a soldier had raped a very beautiful young maiden on that shore, and unable to bare her pain and shame, the maiden killed herself by jumping off a cliff on the same shore. Nowadays, people believe that she tries to commit suicide every single day, not realizing that she is already dead. The young lady doesn't have a harmful nature even if she is taunted.

Thorath

(City, population: 25.800)

Thorath was set up on a river named Brook of Thorath. It is the capital city of the Green Lights of the East; where chiefs, kings, and queens live. The city is geographically divided into two, by the river. The population is close to thirty thousand, while the army is in the city.
Inner walls, built to secure the leader, has created the Green Mansion Circle at the center, while the outer wall protects the rest of the six different districts in the city, which are

- Noble Quarters
- Fishers' District
- Military Quarters
- Lightened Acre
- Outsiders
- Dvergar' Row
- Midtown

All races live together in the city, because of the vast borders of the kingdom.

The kingdom is governed by the Green Mansion District; where Landnamabok, Warchief's Home, Heir's Home, and also Archpriest Home can be found. Green Mansion, where kings and queens' live, is also in here, and the "green" in the name comes from the ivy that has covered the stone walls of the mansion for years. All buildings in the Green Mansion District are guarded by Thunderguards.

- **Heir's Home**
  In the time of the Queen Bergljot, the heir Ogmunt could rarely be seen in public; it is claimed that the queen has imprisoned him in his own home. He looks more and more unstable every year.

Social life is more active, compared to other kingdoms. There are many taverns and inns to stay in, and entertain, however, the three of them are favoured by the residents.

- Dru



Drunken Fishes is in the Fisher's Square is where most of the fishermen live, and thus where many boats are anchored. A sailor named Skorri generally stays in the tavern with his younger brother Andvett. He is known for his stories as a sailor. It is said that he hunted a whale with his brother. The reason why they stay away from the sea, however, is a secret to all. However, some say that they were cursed by goddess Ran.

- **Gifted Tables**

Gifted Tables is the choice Inn of wealthy folk who want to drink and to be entertained in the city. The bards in the tavern are generally very good, the prices are high, and the meals are delicious. It is so exclusive that even if it is banned by the archpriest strictly, wealthy folk could hire somebody/something to entertain themselves. Svillanders are available for hire in this tavern. It is claimed that some sell magic to earn respectable amount of gold. But some residents believe that these kind of lavish taverns make Thor angry, and that one day, he is going to punish the whole town.

- **Chief's Last Breath**

Chief's Last Breath is near the military quarters, and for this reason, many soldiers visit the tavern. There are two main rumors regarding the origin of the name of the tavern; some say that an earl died in the tavern, in the bed with a prostitute; while some others are saying that the earls know which soldiers visit the place place in patrol hours..

There are two important landmarks of the city beside the Green Mansion. The first one is the Landnamabok, and the other one is Tower of Torture. The library of Thorath, named Landnamabok, is the largest library in Svilland and it is quite famous among Svillanders. Tablets from seidr towns, scrolls from Vanirs and the books of Green Lights of the East, all find their home in the library. Two librarians oversee the library, both of whom are not able to speak, as their tongues are cut off.

- **Tower of Torture**

Tower of Torture is the prison of the city. It is where the guilty are punished. The tower is very high, and criminals are chained to iron bars. It is believed that if the criminal is loved by gods, he is taken by a lightning. Otherwise, they have to wait for their death, until they dies from hunger, thirst or wild birds.

Tower Village

(Village, population: 170)

Tower Village is a small, coastal settlement in Riverburn. There are approximately 200 people living in the village. The village is surrounded by old and flimsy wooden walls. The main attraction of the village is the Eye of the Sea, which is a lighthouse that serves during times of both war and peace. The village and the tower were built at second age by Eastern Horn.
Tower Village is ruled by Rald Hefkin. He is 42 years old and generally wears a blue robe.

Most of the population is humans. They make a living by means of fishing, farming and forestry. There is an altar for Thor in front of the lighthouse, so that people can prevent storms with their sacrifices.
The Nightwatch Tavern is also famous in the region, it is a small two-story building near the town square.



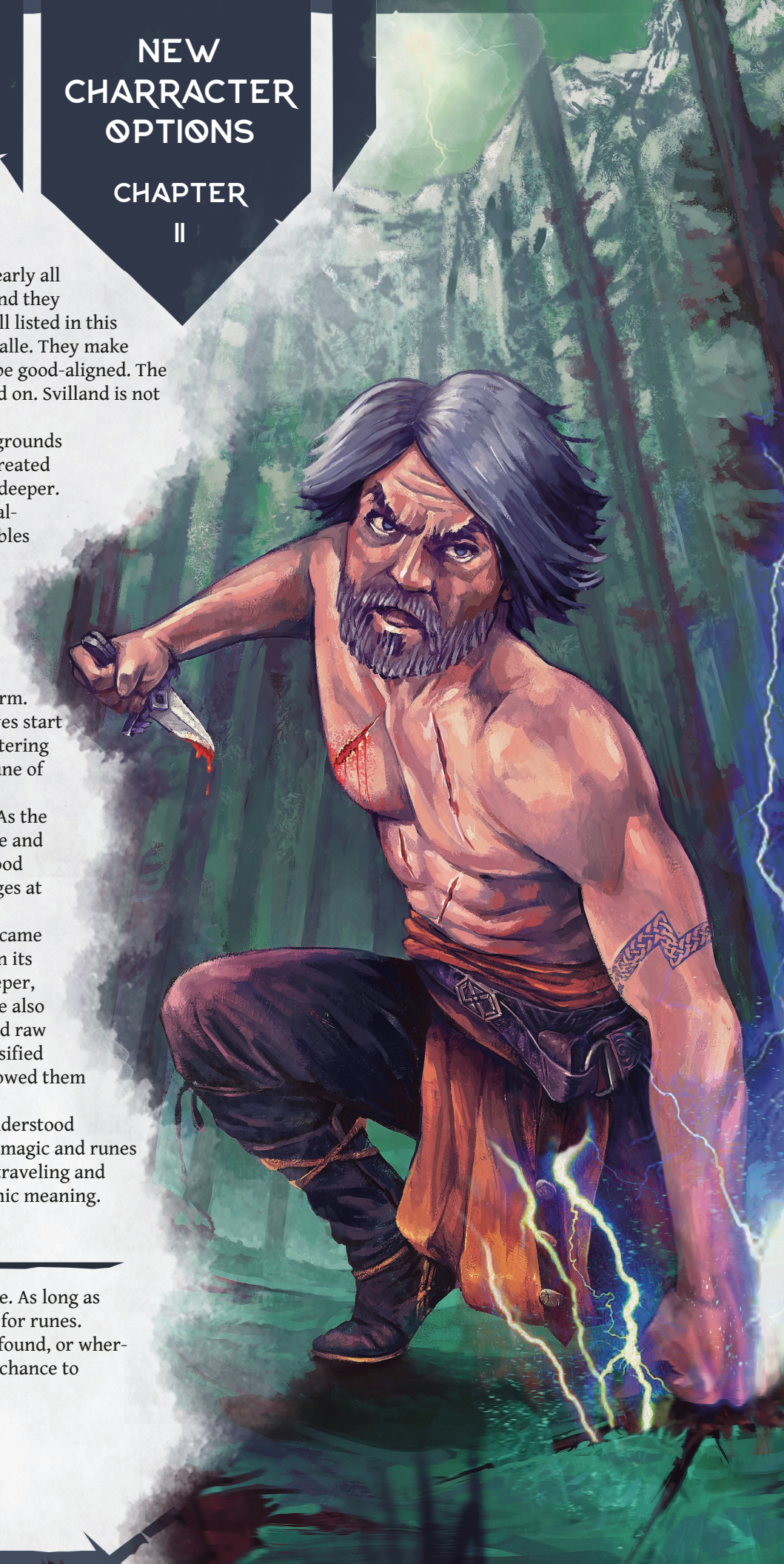
NEW CHARRACTER OPTIONS

CHAPTER II

This chapter is about new options that you can select for your character. Firstly, there are two new races: Runewalker and Seidr. While runewalker casts arcane magic by invoking the runes, seidr casts spirit magic by calling them to aid.

There are also many archetypes for nearly all the classes. Cleric are called gothi here and they follow their deities domains, which are all listed in this chapter. Additionally, paladin are called alle. They make oaths to deities and they do not have to be good-aligned. The druid, monk, and warlock are not focused on. Svilland is not a realm suitable for them.

Additionally, there are four new backgrounds and eleven new feats. Backgrounds are created in a way to reflect the Svillandic culture deeper. Finally, the feats are unique to Svilland, allowing you to challenge the realm's troubles easier if you decide on taking them.



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.

A tall Mithal is surrounded by raiders. As the enemies draw closer, he takes off his robe and opens a cut on his rune-covered skin. Blood runs free and the man enlarges. He charges at them 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 he 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 made magic and runes a part of their daily lives. War, farming, traveling and many other "human" things gained a runic meaning.

A LIFE DEDICATED TO RUNES

A Runewalker's life is an adventurous one. As long as they can stand on their feet, they search for runes. 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 do not only know the meaning of the runes, but also how to inscribe or engrave and the runes and thus give them power.

DETECT RUNE

You can sense the runes around you when you use this feature. It can be used as an action, and lasts for 1 minute. At first, you can sense an aura indicating the existence of a rune within a 30 ft. radius. Then, you can make an Intelligence (Arcana) check, and comprehend the rune on a successful check. DC is 10+spell level of the rune.

RUNIC PURGE

You can spoil runes by purging them with her own power. By expanding an equal spell slot from herself, she can purge the rune and make it useless by leaving only a trace behind.

CREATING A RUNEWALKER

You travel and gather runes. You keep information, protect it and think that it is sacred. You also try to live by the runes, and to set an example for other people. For example, if you walk on the Path of the Dead, you can be seen learning about anatomy in the day time by helping a medic in a small village, and exercise secretly what you have learnt on the undead, which you might have raised from the graveyard of the same village in the night. You should also talk with your DM about your teacher, master and origins of your curiosity about runes.

QUICK BUILD

You can make a runewalker quickly by following these suggestions. Put your highest ability score in Intelligence 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) wolf fur etc.

SPELLCASTING

As a follower of the runes and Odin's gifts to humanity, you have a list of runes you know. This list is called as runelist. It can be in the shape of a spellbook, can be formed by separate scrolls or tattoos made on your body. Runewalkers can cast spells from wizard spell list as well as from runewalker special spells. You can read further chapters to see those new spells.

CANTRIPS

At first level, you know 3 cantrips from the wizard and runewalker spell list. You learn additional cantrips at higher runewalker levels as shown in the Cantrips Known column in Runewalker table.

The runes you add to your collection of knowledge represents the research you have done until today. You might find other spells in your enemies' notes, in a temple ruin destroyed during political wars or in the eldritch places with a history dating back to Vanir ruling.

RUNELIST

At 1st level, you have a runelist containing six 1st level runewalker spells of your choice.

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 of the 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 runewalker spells from your runelist equal to your Intelligence modifier + your runewalker level (minimum of one spell). The spells must be of a level for you have spell slots.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of runewalker spells requires time spent studying your runelist and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list of prepared spells.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your runewalker spells. Memorizing runes, their meanings and remembering spells' requirements are all related to Intelligence. You also use your Intelligence modifier while determining a

runewalker 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 runewalker spell as a ritual if you have the spell in your runelist and the spell is tagged as a ritual spell. You do not need to have the spell prepared.

SPELLCASTING FOCUS

You can use a rune focus as a spellcasting focus for your runewalker spells.

LEARNING SPELLS OF 1ST LEVEL AND HIGHER

Each time you gain a runewalker level, you can add two runewalker spells to your runelist. Each of these spells must be of a level for which you have spell slots, as shown in 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 between your enemies' notes, in a ruined temple during political wars or in eldritch places dating back to giants' ruling of the lands.

Adding a rune into runelist. 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, of course, you need the time to solve its meaning and material to expand your runelist.

Adding a rune to your runelist involves some processes. They are solving the meaning, understanding its needs and nature and finally, casting it. To master a spell and cast it without error, you have to work on it. All of these processes 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, 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. They also know that life has many ways to go about things, many choices; and so do runes. At the 10th and again at the 18th level, they choose 1 additional rune path.

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 Elements

You walk on the path of the primal forces of nature and choose one of the following elements as the path you walk on; cold, fire or thunder & lightning. Your spells dealing damage of the chosen type deals 1d6 more damage.

Also, you can call a spirit or elemental of the chosen type. Challenge of the called creature changes according to the place of summoning and your DM. While being near lava, called fire creature can be more powerful. Called creatures do not have to obey your commands, but they are negotiable. They stay for 10 minutes. Once you use this feature, you need to take a long rest to use it again.

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 you create undead such as *Animate Dead* or *Create Undead*. This feature does not work if you do not have enough materials to create additional undead.

Also, your connection with the dead and their presence increases. You can sense the graves 60 ft. within you.

Path of Travel

Traveling opens the paths of new experiences. You dedicate yourself to traveling itself. Your speed increases by 10 ft. You also gain advantage on your saving throws you make against Exhaustion condition.

You like to travel. However, nothing is like a warm hearth, a good mead; home. You designate a place as your home. Once per week, you can teleport to your home.

Path of Protection

Path of protection means protecting both yourself and others. You gain proficiency with light armors and you can roll one of your saving throws with advantage once per day.

Also, as an action, you can draw a rune of protection on yourself or on an ally within your reach. This rune stays active for 8 hours and grants a success on next death saving throw. Once you use this feature, you must take a long rest to use it again.

Path of Berserk

Learning runes and casting spells cannot stop you from grabbing your axe and terrorizing the battlefield. When you choose this path to walk on, you gain martial weapon proficiency and +1 on your melee weapon attacks.

Also, you can go berserk. While berserking, you gain an extra attack for 1 minute. Once you use this feature, you must take a long rest to use it again.

Path of Seal

Runes can seal things as they do not always carry the meanings of new openings. Sealing things can be interpreted differently by different runewalkers.

You can seal a chest, door, lockbox etc. by leaving a rune indicating your understanding of sealing on the material.

Opening the seal requires a 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, old seal becomes broken.

Also, you can seal someone's fate. You can seal the runes bringing luck to your target as a reaction. Your target makes a Wisdom saving throw against your spell save DC. On fail, you can turn its roll to 1 before it rolls, but not after the target makes the roll.

RUNIC TRADITIONS

You can choose different traditions while empowering runes. Both a warrior looking woman, holding an axe and whose body is full of scars indicating runes and an old man, wearing robes, carrying ink and parchments are Runewalkers.

RUNESCARRED

Runescarreds are fanatics who engrave the runes on their body as scars while uttering the runes. They believe that they have connections with the runes and must empower them with their most potent energy source, blood.

Blood For the Gods

At 2nd level, you can bleed the scar of the rune you are going to use. By this blood split, you deal a damage equal to the level of the rune to yourself and you empower the rune, increasing the DC of the rune cast by 1.

Also, when you drop someone to 0 hit points by using spells, you recover hit points equal to level of the spell that dropped the opponent to 0 hit points.

Scar of Gods

At 6th level, continuously opened and healed scars of the runes toughens the your skin. As long as you do not wear any armor, you gain half of your proficiency bonus to your armor and gain resistance to one of slashing, piercing or bludgeoning damage coming from nonmagical sources.

Sacrifice to One-Eyed God

At 10th level, you can rip the scar of the rune you are going to use. By this life given, you deal a damage equal to twice the level of the rune to yourself and you empower the rune, increasing the DC of the rune cast by 2.

Also, when you drop someone to 0 hit points by using spells, recover hit points equal to two times level of the spell that dropped the opponent to 0 hit points.

Rune Bearer

At 14th level, continuously opened and healed scars of the runes made your skin impenetrable. As long as you do not wear any armor, you gain your proficiency bonus instead of half of it to your armor and gain one additional resistance to one of slashing, piercing or bludgeoning damage coming from nonmagical sources.

Also, you become the bearer of the sacrifice rune. This special rune lets you make a sacrifice and gain a reward at equal value. Using this feature is an action and once you use it, you must take a long rest to use it again. You can negotiate with your DM about the usage of this rune but here are some examples; You can sacrifice your hit points and heal another ally or kill a creature, sacrifice its soul tto be given an equally powerful ally by the runes.

RUNESCRIBE

Runescribes follow runic lore. They believe that ability to write runes is sacred and they aim saving runes by scribing onto parchments, surfaces, anywhere they see fit. They are scribers and their lives are dedicated to write down runic lore so that even a pinch of knowledge is not lost.

Memory of Gods

At 2nd level, you gain 1 additional spell slot to your every spell level below 6th you can use as a runewalker. You cannot cast spells from spell levels that you are not already able to use.

Scribe of Gods

At 6th level, you can scribe runes onto rocks, leaves etc. by expanding your spell slots. You can later use those scribed runes without spending a spell slot. Scribing requires a certain amount of gold for it is done with a special ink (Cantrip-25, 1-50, 2-150, 3-300, 4-1275, 5-2550, 6-13625, 7-27250, 8-40875, 9-90000). You cannot scribe a rune that you cannot cast. You can have proficiency bonus runes scribe at a time.

Word of Gods

At 10th level, you can scribe runes for half of the price.

Word Bearer

At 14th level, you can prepare runes usable by others. While preparing them, you define a command word. Anyone who knows this command word can activate the scribed rune. Effectiveness of the rune is calculated according to your characteristics.

RUNEWEAVER

Runeweavers try to understand the philosophy behind the runes. They see runes in everything around their world and instead of ignoring the signs mighty Odin took from the Vanirs, they try to understand their ways and meanings.

Weave

At 2nd level, you start to weave conditions or triggers into runes (spells) you cast. For example; you can say, "Activate Shield spell on me when I am attacked by a physical attack," or "I am weaving a conditioned rune to the outside of the door of my house. Activate Fireball spell to this specific

square when a dwarf touches my door." For targeted spell you should specify a target and for area spells you should specify the square which is the center of the spell. Weaving a rune takes 10 minutes and the weaving lasts for 8 hours or until triggered. Only 5th level or lower spells can be weaved with this feature and once a rune is weaved, runewalker must take a long rest before using *Weave* feature again.

Weave Infusion

At 6th level, you start to weave runes in such a way to help yourself or your allies. You can choose to weave a rune from the following list;

- +5 bonus on initiatives
- +1 bonus on melee weapon attack rolls
- +1 bonus on ranged weapon attack rolls
- +1 bonus on spell attack rolls
- +2 bonus to Armor Class
- +2 bonus on one of the skill checks
- Advantage on one of the saving throws

Weaving a rune in such a way takes 10 minutes and at one time only one ally can be infused with weaving. Effect remains until the runewalker's next long rest. Also, there is no distance limit for this feature if you and your ally are in the same realm of existence.

Dark Weave

Starting from 10th level, you start to weave runes in opposition to your enemies'. You can choose to weave a rune from the following list;

- -5 penalty on initiatives
- -1 penalty on melee weapon attack rolls
- -1 penalty on ranged weapon attack rolls
- -1 penalty on spell attack rolls
- -2 penalty to Armor Class
- -2 penalty on one of the skill checks
- Disadvantage on one of the saving throws

Weaving a rune in such a way takes 10 minutes and at one time only one enemy can be affected with dark weaving. Effect remains until the runewalker's next long rest. To use this feature on an enemy, you have to know the name (not a title) of your enemy or you must have seen the enemy before. Also, there is no distance limit for this feature if you and your enemy are in the same realm of existence.

Permanent Weawing

Starting from 14th level, you weave an effect from the list of Weave Infusion to yourself permanently. You choose the rune once and once chosen it cannot be changed.



SEIDR

Tua stood in front of the savage bandits who had mistook her for a helpless peasant. She closed her eyes and chanted the words of her ancestors. When they appeared, the pillagers escaped without even looking back at them.

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. "It is not beyond the abilities of the great spirit of Death", Juho answered.

Eyes closed and focused, Ingir cut her hand with a dagger, dripping her blood to the soil beneath. When she opened her eyes, she was not a mere mortal anymore. She was the heart and will of nature around her.

Seidrs feel the spirits around them and work with. They commune between material and beyond, 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 race, there are seidrs from other races as well.

SPIRITS CHOSE YOU

Seidrs always feel the spirits around them. They may have this gift as a newborn, 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 patrons of seidrs. Seidrs are the messenger of spirits. If the spirits think a person is ready, they test that person. If the person passes the test, it opens his or her 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 spirits' character determines the seidrs' way of life. For example, if a spirit is evil, the seidr who is a channel of that spirit can lean towards evil as well.

Some seidrs think they are equals with the spirits in their relationship. In their opinion, spirits also learn from the 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 the Kuning to trust you enough to teach (you) such ancient secrets that are the pillar of their culture.

Your mentor could have not been a Kuning either, but 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 your character, for a reason that is known or yet to be known to you. As you think about this back story, 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 by your character. Still, you may have obtained the powers and decided to use them for your selfish deeds, and 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 as long as you keep certain things in mind: A seidr's spellcasting ability is Wisdom, so that should be your highest ability score. After Wisdom, you can select Charisma as your second highest score. Hermit is often a useful background for a Seidr.

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 tradition. 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 an Insight skill check.

There are many spirits in the realm, and they are divided to 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. They are indeed deity-like figures who are very powerful but who are 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 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. You can cast spells from the druid spell list, and the seidr spell list in this book.

CANTRIPS

At 1st level, you know two cantrips of your choice from the seidr spell list. 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 the seidr spell list. To prepare your list of available spells, choose a number of spells equal to your Wisdom modifier + your seidr level (minimum 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 your seidr spells. Spirits, no matter if they are good or evil, seek wise people who recognize the otherworld and who treat it with utmost respect. You use your Wisdom whenever a spell refers to your spellcasting ability. Additionally, to determine the DC of your spells and your attack rolls with spells, you use your Wisdom 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 you have the spell prepared.

SPELLCASTING FOCUS

You can use a totem as a spellcasting focus for your seidr spells.

EYES SHOW YOU

Starting at 2nd level, you start to sense the spirits around you. By focusing to 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 Dungeon Master's discretion, spirits may show you some instant glimpses or visions, filled with hints and puzzles. They may show you these for guidance or mischief, which you can realize by succeeding on an Insight check against their Deception check.

DREAM WALKING

Starting at 5th level, you learn to take a journey to the dream realm. By making yourself fall asleep, you voyage into the dream world. Unlike other creatures, you don't have disadvantage when moving and navigating within the dream realm. See (p. 63) Dream Realm for details.

If you are down to 0 hit points while in this realm, you wake up with your normal hit points (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 more strongly, and thus get 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.

Once you wake up, you cannot dream walk again until you are taking a long rest, or you finish a long rest.

SPIRIT WALKING

Starting at 10th level, you are able to lie down and project your spirit into the ethereal plane. You can immediately teleport with your ethereal form to a location that you have seen before, or you can project yourself near your material body.

You see the ethereal realm as a reflection of the material realm, but it looks less colorful, with shades of black and

THE SEIDR

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	2	4	2							
4th	+2	Ability Score Improvement	3	4	3							
5th	+3	Dream Walking	3	4	3	2						
6th	+3	-	3	4	3	3						
7th	+3	-	3	4	3	3	1					
8th	+3	Ability Score Improvement	3	4	3	3	2					
9th	+4	-	3	4	3	3	3	1				
10th	+4	Spirit Walking	4	4	3	3	3	2				
11th	+4	Tradition Feature	4	4	3	3	3	2	1			
12th	+4	Ability Score Improvement	4	4	3	3	3	2	1			
13th	+5	-	4	4	3	3	3	2	1	1		
14th	+5	-	4	4	3	3	3	2	1	1		
15th	+5	Enforce Manifestation	4	4	3	3	3	2	1	1	1	
16th	+5	Ability Score Improvement	4	4	3	3	3	2	1	1	1	
17th	+6	Tradition Feature	4	4	3	3	3	2	1	1	1	1
18th	+6	-	4	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	4	4	3	3	3	3	2	1	1	1
20th	+6	Spirit Form	5	4	3	3	3	3	2	2	1	1

white, and blurrier.

The whole plane is illuminated by a dim light that does not change. In the ethereal plane, you can see within a distance that is half of the distance you can see in the material plane, under bright light.

While voyaging in the ethereal plane, you can fly with a speed of 60 feet and are invisible to creatures in the material plane unless they have *True Sight* or *Ethereal Sight*. You can interact with creatures in the material realm but cannot harm them unless by casting a spell that is from the school of enchantment or that deals psychic damage.

While you are spirit 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.

Once you use this feature, you cannot do so again unless you are taking, or you finish, a long rest.

CAUSE MANIFESTATION

At 15th level, you learn how to make a spirit manifest itself fully in the material realm. As an action, you target an undead creature that is within 30 feet of you. The creature must succeed on a Charisma saving throw or is manifested for a number of turns equal to your Wisdom modifier, losing all its resistance and its *Ethereal Sight, Etherealness, Incorporeal Movement, Turn Resistance*, and *Undead Fortitude* features, for the duration.

Once used, you cannot use this feature again until you finish a long rest.

SPIRIT FORM

Starting at 20th level, you become a master of the flesh and the spirit. As an action, you transform into spirit form. For 1 minute, you become a ghostly silhouette of yourself and gain the following features:

- You gain resistance against the following types of damage from nonmagical attacks: acid, fire, lightning, thunder; bludgeoning, piercing, and slashing.
- Bright light within 10 feet of you becomes dim light and dim light within 10 feet of you turns to dark.
- Any hostile creature who is within 30 feet of you and who is not undead must succeed on a Wisdom saving throw or is frightened of you for a number of rounds equal to your Wisdom modifier. A creature that succeeds on the 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 direct training. Seidrs keep their secrets in their minds and souls, and do not leave any kind of written trace regarding their craft.

Different traditions focus on different kinds of spirit mag-



ic. They also involve chanting for different types of spirits. For example, the tradition of Chanter of Kin focuses on your 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 draw its powers from the land spirits and the spirits of the woods.

CHANTER OF KIN

You get initiated by Ancestor spirits. 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. They see what people cannot see.

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, aid or protect matters of the sentient races and societies.

Tradition Proficiency

When you choose the Chanter of Kin tradition at 1st level, you gain proficiency in History.

Ancestor's Blessing

When you choose this tradition at 3rd level, you gain a blessing from your ancestors. During your short or long rests, you can invite your ancestors to dine with you. They come and make you, and those around you feel guided and protected. At the Dungeon Master'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 for 1 hour.

Additionally, as a bonus action, you can invoke the protection of your warrior kin or guidance from ancient seidrs as described below:

Warrior Kin. Your warrior ancestors manifest themselves to protect you. Roll 1d4 and add the result to your AC or Attack Bonus for that round.

Ancient Seidr. Ancient seidrs manifest themselves to guide your magic. Roll 1d4 and distribute the result among your Spell Save DC and Spell attack modifier, for that turn.

You can use this feature a number of times equal to your Wisdom modifier (minimum once). You regain any expended uses once you finish a long rest.

Ancestor's Revenge

At 7th level, your class gives gain the feature Ancestors' Revenge. You can summon your ancestors and make them cause mischief upon your foes. At your preference, you can form a barrier of your warrior kin or cause your ancient seidrs to haunt your enemies.

Warrior Kin. Your warrior ancestors manifest themselves close to you and start circling around you in semi-material form. A number of ancestors equal to your Wisdom modifier start to circle around you. They do not fill any physical space. As a reaction, you can order them to get in the way of the attack of a creature, and force the creature to make its attack roll with disadvantage. Doing so makes that ancestor fade away.

Ancient Seidr. Ancient seidrs manifest themselves close to you and haunt the targets of your spells. A number of ancestors equal to your Wisdom modifier start to circle around you. They do not fill any physical space. As a bonus action, you can order one of the ancient seidrs to disrupt a creature within 30 feet of you, causing it to have a 1d4 penalty to its saving throw or AC against your spell attack. Doing so makes that ancient seidr fade away.

The apparition of the ancestors or ancient seidrs last for 1 minute, or until they all fade away. Once used, you cannot use this feature again until you finish a long rest.

Ancestors' Guidance

At 11th level, you can invoke the guidance of your ancestors and ask them to show you a way about a current challenge or quest.

The spirits give you a hint about a question or situation on your mind. The Dungeon Master chooses the nature and the clarity of the hint. The DM also evaluates your standing towards your ancestors, their ideals and their goals, according to which they might appear angered or disgruntled towards you.

Once you use this feature, you cannot do so again until 1d4 days pass. If you cannot come up with a solution, the ancestral spirits may become frustrated, increasing the duration so that you cannot use the feature for additional days, or never again; unless you atone yourself to earn their guidance once more in the face of your ancestors, at the Dungeon Master's discretion.

Ancestral Gathering

At 17th level, your ancestors provide you with the opportunity 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 receive guidance from ancient seidrs.

Warrior Kin. Your warrior ancestors project a war cry that is heard as an unnatural, terrifying sound, in an area of 300 feet radius. If the weather is stormy or windy, the sound is accompanied by the sounds of cracking thunders and howling winds.

Choose a number of creatures within a 60 feet radius, with an HD equal to your Wisdom score + your seidr level, those creatures must succeed on a Constitution saving throw. They take 2d10 psychic damage on a failed roll, half as much on a successful one. Those who fail their roll become restrained until the end of their next turn.

Ancient Seidr. Seidrs of the past, who were masters of seeing through the souls of creatures, let you see the secrets of your targets' souls. Within a 60 feet radius, you can target a number of creatures with an HD total equal to your Wisdom score + your seidr level. Targeted creatures must make a Wisdom saving throw. On a failed save, creatures start making their Wisdom checks, saving throws, and spell attacks with disadvantage. If an affected creature uses Wisdom as

the spellcasting ability, creatures targeted by its spells make their saving throws with advantage.

This feature lasts for 1 minute. Once used, you cannot do so again until you finish a long rest.

CHANTER OF SKIES

Sky Spirits are the well-known spirits of Svilland. Most of the Kuning and some other races believe in their existence and guidance. There are lots of Sky Spirits, but after the murder of the High Seidr Council (see History chapter), only 4 of them have been granting power to Seidrs. They are: Moon, Life, Death, and War.

Tradition Proficiency

When you choose the Chanter of Skies tradition at 1st level, you gain proficiency in Religion.

Blessing of the Moon

Starting from 3rd level, you have advantage on your Insight and Perception skill checks at night-time.

Fury of War

At 7th level, you and a number of creatures equal to your Wisdom modifier, within a 30 feet radius add 1d4 to any damage you roll once per turn, for 1 minute.

The damage increases by 2d4 when you reach the 11th level and 3d4 on 17th level.

Once you use this feature, you cannot do so again until you finish a long rest.

Ritual of Life

At 11th level, you learn the Ritual of Life. You should prepare a decoction at this point by blessing a bowl of water with some spiritual herbs in it, during a short rest in a meditating trance. If your trance is interrupted, you should start over. When you are done, the decoction becomes a Potion of Healing (Greater). In one short rest, you can create a number of potions equal to your Wisdom modifier divided by 2 (minimum 1, round down).

Power Over Life and Death

At 17th level, you can touch a creature and release a magical ray of energy full of either life and joy, or death and agony. You can either restore or take life, the choice being at your fingertips. You make a touch spell attack against a creature that is not an undead or a construct. On a successful hit, one of the following effects of your choice take place:

Life. You heal your target, restoring health in the amount equal to half of the target's maximum hit points.

Death. You deal necrotic damage to a creature by a number of (d6) s equal to its hit dice on a failed Constitution saving throw against your spell save DC. It takes half as much damage on a successful save.

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

CHANTER OF NATTURA

You get initiated by the spirits of nature. As a chanter of nattura, you are able to acquire 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 Animal Handling.

Nature Spirits' Consent

Starting at 3rd level, you can make a spell attack against a beast or a plant creature with advantage, or can cause a creature of the same types to make its saving throw with disadvantage.

You can use this feature a number of times equal to your Wisdom modifier (minimum once). You regain any expended uses after you finish a short rest.

Spiritual Healing

At 7th level, nature spirits grant you with the power of their healing. As an action, you do a chant for the benefit of the healing spirits. For one minute, you gain the ability to heal an amount equal to 1d4 Hit points, every turn.

You can also choose to heal an ally that is within a 30 feet radius. As an action, you point your hand at the friendly creature and heal it in the amount of 1d4 per (your) seidr level. When you use this feature, the Spiritual Healing ends.

If you die in a wild area (forests, mountains, seas) your body is preserved by the spirits, and it does not decay.

When you use Spiritual Healing, you cannot do so again until you finish a long rest.

Ritual of Roots

Everything in nature is connected. A tree is only a plant in the forest, but without trees, a forest cannot be. At 11th level you learn the Ritual of Roots. You meditate for an hour. At the end of your meditation, you begin to sense everything that animals and trees of nature can perceive, within a 1-mile radius. In order to sense things through nature, you roll a Perception check with Disadvantage.

You can choose not to meditate, but when you do, you touch something that can deliver your vision, for instance a tree or a wall. You can only see (can't hear) through one location that you choose within the 1-mile radius. The object you touched grants you a vision similar to your eyesight, but you can change where you face towards while you are looking as a bonus action.

Blood Right

At 17th level, you gain the ability to sacrifice your blood for the earth and become one with it while casting spells.

To do so, as an action, you must open a cut on yourself, dealing yourself 1d8 slashing damage. Your resistance or immunity does not apply to this damage. Your blood drops on the ground and awakens the spirits of nature that slumber there.

For one minute, whenever you cast a spell you can select a location within a 60 feet radius as the source of the spell. This means that the range of the spells are calculated from there, and you can cast touch spells on targets that are within this range. The location you select must be vegetation, an animal, or natural dirt. A creature can realize you are the one casting the spells by making a successful Perception check against your spell save DC, or through magical means such as *detect magic* or *true sight* spells.

Additionally, you can become submerged in the ground and emerge on a location within 60 feet radius. You cannot take any other actions if you use this ability.

Once you use this feature, you cannot do so again until you finish a long 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 subject to dreams of mortals. As it shifts and changes on par with dreams, it is not a complete reflection of the material realm unlike the ethereal realm. It seems like a twisting, symbological version of the material realm with a landscape that seems like constantly fading away into sands 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 recognize the dream realm on a successful DC 15 Intelligence (Arcana) check. Other than those who find themselves in dream realm, no creatures inhabit this realm. 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 shift 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 at Dungeon Master'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 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 dream realm, but 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 to a certain direction, a creature must make a Intelligence (Arcana) or Wisdom (Insight) check. It moves a number of feet equal to (d20 + ability check) x 5. The movement does not appear as walking, but rather as the creature glides through the way and direction it moves. 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 dream realm, it is pulled back to its body when it wakes up.

If it rolls a natural 1 on the ability check, the creatures spends both its movement and action standing still on its location for the turn. Creatures other than nightmares, spirits or seidrs have disadvantage on their movement check.

Sometimes, nightmares from mortals' dreams leak out to dream realm, they 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 + CR of the strongest monster in the encounter

A sentient creature that is reduced to 0 hit points in dream realm vanishes from it and wakes up in shock. It takes 2d4 psychic damage. Additionally, it must succeed on a DC 15 Wisdom saving throw or become afflicted with a short-term madness.



NEW ARCHETYPES

Svilland has heroes or villains of nearly every class and archetype. Still, there are some classes that belong more and some that belong less to the theme and sociology of the campaign setting.

Barbarians, bards, fighters, rangers, rogues, and sorcerers are all common in this land. While nearly all of these classes have unique archetypes listed in this chapter, rogues do not. This does not mean however rogues are not relevant. Especially assassins are well-sought in Svillander politics.

Rather than wizards, Svilland has runewalkers. Although these two classes are similar in principle, runewalkers channel runes to cast spells, and thus more relevant to Svilland's cosmology.

There are no monks whatsoever. Monks are very different than the theme and setting of Svilland. Warlocks are also unknown to Svillanders. Still, there are rumors of shady characters worshipping old Vanir gods as their patrons...

ALLE OATHS

Alles are the Gods' warriors; champions who spread their God's values and influence, with their fighting. In canon game terms, they are the paladin class of D&D 5th Edition. Yet, there are important differences: Alles are not the resemblance of good but rather their deity. They need to have an alignment that suits their deity in order to follow their oath. 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 it means that a paladin has the choice, the deity an Alle will swear the oath to, is certain before 3rd level. In 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 deity before 3rd level can swear the oath to the latter deity 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 are trying 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, with 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 its wrath. Their principles are based on building a better community that values vitality, abundance, and coexistence.

Listen to the nature. The Goddess of the woods whispers to those who follow her betwixt the sounds of animals and plants. Its every person's duty to listen to the land they inhabits.

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 blight your Goddess' domain. Always remain cautious against corruption and disease for the sake of the living.

Oath Spell

You gain oath spells at the Alle levels listed.

OATH TO FREYJA SPELLS

Alle Level	Spells
3rd	*speak with animals, animal friendship*
5th	*locate animals or plants, protection from poison*
9th	*plant growth, conjure animals*
13th	*dominate beast, stoneskin*
17th	*commune with nature, mass cure wounds*

Channel Divinity

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

Awaken the Nature. You can use your Channel Divinity to awaken the wilderness, and request its aid for you and your allies. As an action, present your holy symbol and choose an effect.

- Roots start to move and can ensnare a foe; the creature must succeed on a Strength or Dexterity saving throw or is restrained.
- A tree swings its branches and hits a nearby creature, with your Spell Attack modifier. If it succeeds, the creature takes 2d8 bludgeoning or 4d4 piercing damage (if it's a plant with thorns)
- The earth slides and pulls a nearby creature down. The creature must succeed on a Strength or Dexterity saving throw or is knocked prone and takes 1d10 bludgeoning damage because of the pressure of the earth.

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 gain 1 hit point at the start 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 to bless yourself and friendly creatures that are within 30 feet of you against death and disease. Your diseases are cured, and any poisoning effects are canceled out. For 1 minute, you all have advantage on your saving throws against the infection of poison and disease. Any friendly creature that falls unconscious, automatically succeeds on its death saving throws, and rises back up at the start of its 4th turn following its fall.

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

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 combat, nature actively starts to help you and your allies.

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 1).
- You count as if you have *Animal Friendship* active for any 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 need to take a long rest to use it again.

OATH TO HEL

Alles who swear an oath to Hel carry her rotting touch, and bestow the weight of the inevitable truth of 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' bidding. They show no respect to anything other than the abyss and its divine queen. They see others, such as the followers of Fenrir or Loki, as tools for their righteous struggle.

Changes in Features

Lay on Hands. Hel does not want any living thing to be healed, as this delays their arrival to Helheim. She only lets you heal yourself, or undead creatures, with Lay on Hands. If you try to heal other creatures by justifying that the subject creature needs to remain alive for Hel's plans, the healing you is still halved. However, you can choose to deal damage with your Lay on Hands. You can inflict necrotic damage by touching a creature, in the same amount as you would heal by using Lay on Hands.

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 the respect for her absolute power, joy of death and punishment of fools who run for their lives, or who try to reach Valhalla. Alle of Hel are cold and unfeeling. They believe in the dominance of death that will reign over the realm eventually.

Do not fear death. Death is the ultimate salvation your goddess will bring to 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 royal manner, not like the reckless fools of Fenrir.

Act coldly. You carry with you the face of death, act accordingly.

Oath Spells

You gain oath spells at the Alle levels listed.

OATH TO HEL SPELLS

Alle Level	Spells
3rd	*inflict wounds, ray of sickness*
5th	*blindness/deafness, ray of enfeeblement*
9th	*animate dead, vampiric touch*
13th	*hollow eyes, cage of bones*
17th	*contagion, borrowed hand*

Channel Divinity

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

Hel's Rot. You can use your Channel Divinity to inflict necrotic damage to a foe. As an action, you can show your holy symbol and point to a creature who is within 30 feet of you, and who you can see. The creature must succeed on a Constitution saving throw or take 2d8 plus your Charisma modifier necrotic damage, and half as much damage on a successful one. On a failed roll, it also counts as poisoned for 1 minute, it can break free from this effect by succeeding on a Constitution saving throw next turn.

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 additional 1d4 + your Charisma modifier necrotic damage.

Aura of Dread

Starting at 7th level, the dreadful reality of Helheim begins to take its place in your presence. Any creature that gets within 10 feet of you must succeed on a Wisdom saving throw or become frightened by you for 1 minute.

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, you roll a number of d6s equal to your Charisma modifier. Your hit points become that result + your paladin level, instead.

Rite of Death

At 20th level, you can summon the reign of Hel to where you are. Using your action, you channel the essence of the depths of Helheim, to the realm. For 1 minute, the following effects take place:

- You can cast *animate dead* in one action rather than a minute, and without using any materials. The creature crumbles to dust after 10 minutes, and its corpse consumed by Helheim. The undead creatures animated 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 within 30 feet of you must succeed on a Constitution saving throw or take 7 (2d6) necrotic damage.
- You and your allies that are within a 30 feet radius 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 canceled 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 the Vanir; Fenrir and Hel, and strive to learn as much as they can.

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 more 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. Yet, when they decide on what they have to do, they do not hesitate.

Changes in Features

Divine Smite and Improved Divine Smite. You inflict psychic damage rather than radiant damage with Divine Smite and Improved Divine Smite.

Tenets of Odin

Odin's teachings are traditions of the north folk. 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 ones 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 guide them. Pay attention to ravens, and his other omens in your deeds. When you do so, paths will open beneath your feet.

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 acted with respect in return. Your duty to the Allfather deserves to carry majesty.

Oath Spell

You gain oath spells at the Alle levels listed below.

OATH TO ODIN SPELLS

Alle Level	Spells
3rd	*detect magic, disguise self*
5th	*augury, detect thoughts*
9th	*clairvoyance, hypnotic pattern*
13th	*confusion, divination*
17th	*commune, seeming*

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 feet radius. It also can't take reactions. As its action, it can use their can only choose to Dash or 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 its 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 his expertise in trickery. By using your channel divinity, you can gain the following piece of knowl-

edge about a creature:

- How is its ability scores are compared to yours, higher or lower.
- One of the things it is vulnerable, resistant or immune to.
- Its ability save proficiencies.
- Is it proficient in a type of skill or weapon (e.g. martial), if only proficient with some weapons within a type, you know it is partially proficient with that type of weapon.

Additionally, you make your Charisma ability checks, as well as 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 magick, and on the cosmos as a whole. With this power you can relive his conquest of Svilland. For 1 minute, you gain the following features:

- 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 *Swarms 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

The 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 too strong 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 the Black Winter and they prepare 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 inflict 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 with your words and actions.

Courage. Never back down in the face of danger. Know that the thunder of Thor that is 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 SPELLS

Alle Level	Spells
3rd	*thunderwave, chromatic orb (lightning)*
5th	*striking ray, shocking grasp*
9th	*call lightning, lightning arrow*
13th	*storm sphere, lightning bolt (4th)*
17th	*rune of thunderblood, might of Thor*

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 you are holding with Thor's thunder, using your Channel Divinity. For 1 minute, the weapon deals an 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 ft 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 inside you grows and your enemies feel it. Any hostile creature that is within 10 feet of you must make a Charisma saving throw, or make their attacks with disadvantage against any other creature but 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 feature;

As an action, you hold your weapon up and point it to the skies, saying a prayer to Thor, using your Channel Divinity. Then you can point to a creature that is within 30 feet of you and a thunderous lightning falls from the sky and hits the creature, smiting it for 3d8 thunder damage and 3d8 lightning damage, with a successful spell attack. The creature must also succeed on a Strength saving throw or is knocked prone.

You can also choose to make a flash rather than smite with the 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 get blinded or deafened (your choice) for 1 minute. Affected creatures can make a Constitution saving throw at the start of their turns to break free from blindness or deafness.

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.
- By using your reaction, you can strike a creature that is within 30 feet of you, with lightning. The creature must succeed on a Dexterity saving throw, or it takes 1d10 lightning damage plus 1d10 thunder damage; 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. The creature must also make a Strength saving throw or is knocked prone.

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

OATH TO TYR

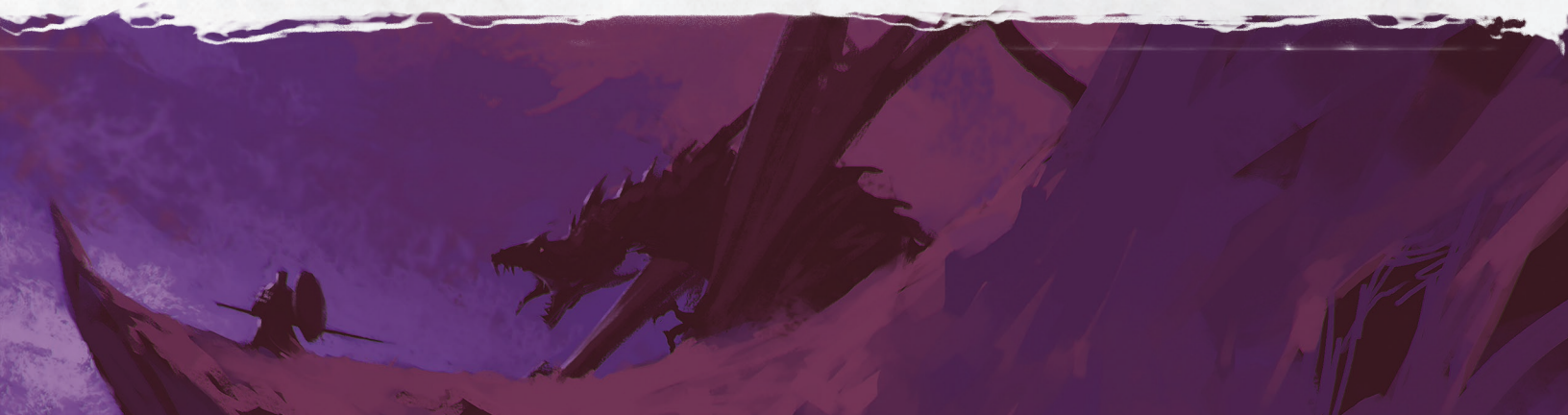
Alles who swear their oaths to Tyr become the holy warrior-judges of Svilland. They wander from place to place seeking to correct injustice. They act as judges in communities they visit and care for the cases of law in settlements. They are protective of innocent folk and try to aid them in any way they 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 Try

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 among the realm. Pillars of Tyr stand on the following tenets:

Protect. Always protect and help the innocent in the face of injustice.

Valor. 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 SPELLS

Alle Level	Spells
3rd	*hunter's mark, protection from evil and good*
5th	*hold person, zone of truth*
9th	*haste, protection from energy*
13th	*guardian of faith, resilient sphere*
17th	*circle of power, wall of force*

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 that is threatening the law or threatening innocents. For 1 minute, you make your attacks to that creature with advantage. If that creature has recently harmed one of your allies, that ally makes attacks to the creature with Advantage as well. A creature that threatens the law is acting against the laws of a local or regional ruler. A creature that threatens the innocents is seeking to harm or do other kinds of major wrongs to an innocent.

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 gain +2 AC for 1 minute.

Further the Law

Starting at 7th level, you and friendly creatures within 10 feet of you gain the following benefits:

- Advantage on your Insight checks to perceive lies.
- 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 know no boundaries in punishing wrongdoers. Once per week, you can proclaim a creature or an NPC to be a wrongdoer and lawbreaker.

When you meet the creature in a social or combat encounter, you can challenge the creature if it is within 300 feet of you.

For 1 hour, you have advantage on your spell attacks, and the chosen creature has disadvantage on its saving throws against your spells against it.

If the creature is partially guilty, the Dungeon Master can make a secret Charisma saving throw for the creature to negate this feature's effects. If it is not guilty, the creature is immune to this feature's effects.

Once you proclaim a creature as guilty, you cannot proclaim another creature until a week passes. Once you activate this feature by challenging the creature, you have to complete a long rest before you can challenge it again.

Zeal for Justice

At 20th level, as an action, you become 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. Now it becomes 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 from non-magical 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 that are within 10 feet of you when you land, must make Strength saving throw. They take 4d6 force damage and are knocked prone on a failed save, and they take half as much damage on a successful one. You then make your next attack with an additional 7 (2d6) force damage.
- As an action, you can turn your back and spread your ghostly wings to protect your allies. You, and any allies behind 10 feet of you gain 2 AC against attacks and make saving throws with advantage against spells coming from that direction, for 1 round.

Once you use this feature, you need to take a long rest to use it again.

BARBARIAN ARCHETYPES

Barbarians are warriors who learn how to fight not with a formal training, but from how nature and its predators hunt. They believe the pantheon or spirits are teaching them to combat through the beasts. Because of this, societies find their ways sacred. Barbarians who like a specific animal is known to be wearing that beast's "skin".

PATH OF BERSERKR

Berserkrs (Bearskins) are strong, gritty and protective of their lands. Whether guarding their village from the never-ending battle warbands, or ruling their band with pure fortitude, they are those who bound their hearts to the path of the bear for various reasons. They believe in the spirit of bears as their guide, and seek to learn from the movements and habits of bears in nature.

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. Rather than wearing no armor, you can have a bear's fur on your body that adds 1 to your AC. The fur is not counted as armor, but it cannot have any other bonus either. It is a mundane, simple fur.

Mauling Bear

At 6th level, you gain the ability to rear up like the bear, 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, against the target creature's Strength (Athletics) or Dexterity (Acrobatics) check which it will make to avoid the effect. If the creature fails the contest, it is knocked prone and you grapple it.

You can use this feature a number of times equal to your Strength modifier (minimum once). You regain any expended uses when you finish a long rest.

Ber Strenght

Starting at 10th level, while raging, you can summon the true strength of the bear. When you make a successful unarmed, melee or ranged weapon attack, you can add a number of (d4)s equal to your Strength modifier, to the damage you inflict, as a bonus action.

Additionally, the creature loses half of its speed until the end of its next turn when it gets affected by this feature.

You can use this feature a number of times equal to your Strength modifier (minimum once). You regain any expended uses after you finish a long rest.

Berserk

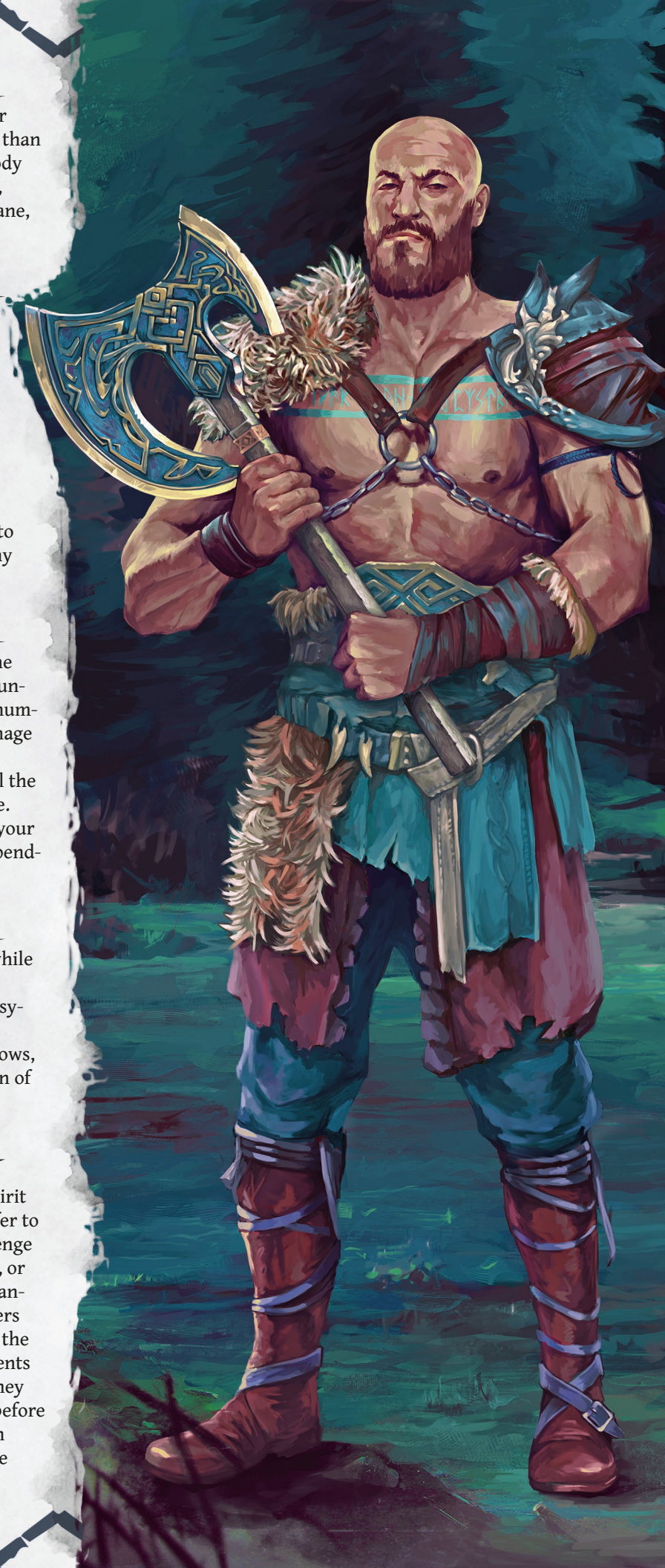
Starting at 14th level, you gain the following benefits while raging:

You have resistance to all damage types except for psychic.

You have advantage on your Constitution saving throws, and you can't be charmed or frightened for the duration of your rage.

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 got too bored with the rural life and completely abandoned it for an unknown journey, they find their answers in a manner of moving ahead, by force. They believe in the spirit of boar as their guide and learn from the movements and habits of these wild brethren. In terms of tactics, they prefer to be the wrecking edge of the axe, charging in before anyone else. There is one last thing that must be known about Svinfylkings. Boars are 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 1d8 damage of your weapon's damage type.

This damage increases to 2d8 at the 6th, 3d8 at the 10th and 4d8 at the 14th level.

Gore Strikes

At 6th level, you start to imitate the instinct of boars. While raging, your Rage Damage increases by an additional +2, and it increases by an additional +1 at the 10th and again at the 14th level.

Fearful Charge

Starting at 10th level, the creature you target with your Boar's Charge feature must succeed on a Wisdom saving throw or become frightened for a number of rounds equal to your Strength modifier (minimum one). On a successful attack, your attack counts as critical if the creature is frightened of you when you charge to it.

Additionally, you can frighten a creature that is within 30 feet of you if it fails on a Wisdom saving throw. You can use this a number of times equal to your Strength modifier (minimum once). You regain any expended uses when you finish a short or long rest.

Saving Throw DC = 10 + Your Strength Modifier

Boar's Endurance

Starting at 14th level, whenever you succeed on a Constitution saving throw to remain conscious with your Relentless Rage ability, you regain a number of hit points equal to 1d10 + your barbarian levels. Additionally, you cannot be killed instantly because of massive damage while you are raging.

PATH OF ULFHEDNAR

Ulfhednars 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 themselves on the path of the wolf by hanging out as bandits, or 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 as 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 make 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 a 10 feet radius is targeted by a weapon or spell attack, you can use your reaction to jump in front of the strike and take the damage yourself.

Side Bite

At 10th level, you become a master at fighting with a pack of comrades. You can wait in ambush for preys that are diverted. Whenever you are flanking a hostile creature and one of your allies hit 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 or an unarmed attack on a target creature, you can use your bonus action to try and unbalance it. The target must make a Strength (Athletics) or Dexterity (Acrobatics) check against your Strength (Athletics) check. On a failed check, your allies gain an opportunity attack against it.

BARD TRADITIONS

In Svilland, bardship is taught in close groups rather than a college where master bards from a tradition gather for tutoring youth. 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 act as the pillars of society. These traditions are vigorously kept pure and unchanged, throughout generations.

SUCCESSFUL PERFORMANCE

Some bardic traditions of Svilland require you to make a successful Charisma (Performance) check. Unless indicated otherwise, a performance requires an action, and the roll needs to be over DC 15, to succeed. If you fail your Performance check while trying to use a feature, you don't expend its use and can try again.

TRADITION OF BRAGI

Bards that follow the Tradition of Bragi are the classical bards that people see in taverns. They voyage from town to town and perform to locals for a place to stay and some coin. They carry with them, tales and sayings within the society, as well as stories from the ancient times and the wilderness. They are also social chameleons just as much as they are bards. Bragi bards are seen as advisers, diplomats, tutors, and even spies of nobles.

Bonus Proficiencies

When you join the Tradition of Bragi at 3rd level, you gain proficiency with Deception, Performance and Persuasion skills. If you are already proficient with any of these skills, you can choose to use your Bardic Inspiration on yourself while making a check with these skills.

Tavern Performance

At 3rd level, you acquire the following options,

Tavern Snarl. After you make a successful Performance check, you gain advantage on performing Sleight of Hand against targets that are within 5 feet of you.

Scene Glamour. After you make a successful Performance check, you can choose one target among your foes and have Advantage on your next Deception, Intimidation, or Persuasion check against them.

Once you use Tavern Performance, you cannot use it again until you finish a short rest.

Social Impression

At 6th level, you gain the ability to make your social spells harder to resist. After you make a successful Performance check, you can target a creature, and cause it to make a Wisdom or Intelligence saving throw against your spell, with disadvantage.

Once used, you cannot use this feature again until you finish a short or long rest or until you have made another successful performance with an instrument check for 1 hour.

Irrestible Performance

Starting at 14th level, your words become irresistible to others. By making a successful Performance check, you can roll your inspiration die, and add the result to your next Charisma ability check, spell save DC or spell attack.

TRADITION OF HELORD

The bard Tradition of Helord (Hel's Word) is quite a different one. It is said that the founder of the tradition is a master bard who travelled to Helheim and witnessed something horrific there. Whatever that was, it drove him mad, and when he returned, he started to preach a story about an impending doom. The story to end all stories in the realm. 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 these powers for the greater good.

Bonus Proficiencies

When you join the Tradition of Helord at 3rd level, you gain proficiency with Intimidation and Religion skills, as well as martial weapons or medium armor.

Vocies from Hel

As a bard following this tradition, you hear faint voices that feel as though they are coming from another realm. These otherworldly whispers do not affect your actions, but provide you with gifts pertaining to their own nature.

At 3rd level, you gain the following features:

Detect Hel. The whispers give you hints about the presence of Hel's forces. You can sense the location of any fiend of Hel that is within a 60 feet radius. You can also detect desecrated areas within a 200 feet radius.

Unholy Visage. Although creatures around you do not hear the voices, they feel that there is something eerie about you. You can choose to have advantage on your intimidation check. Fiends or other creatures that are connected to Hel (such as a Gothi who has chosen one of Hel's domains) cannot be targeted by this feature.

You can use these features from a pool of a number of times equal to your Charisma modifier (minimum once). You regain any expended uses after you finish a long rest.

Terror of Torment

At 6th level, you gain the ability to make your torment seem horrific to others, just like the torment of souls, that are tortured forever in Helheim. When you are injured and below your Hit Point maximum, your spell save DC DCs requiring Wisdom saving throws increases by 1. If you are below half of your Hit Point maximum, it increases by 2. This does not affect fiends of Hel, or Hel's devoted followers such as Gothi of Hel.

Messenger of Hel

At 14th level, you gain the ability to summon a powerful fiend from Helheim, the Hel Tormentor. As an action, you summon the fiend in an unoccupied space within 90 feet radius. When present, the fiend is friendly to you and your allies, and it obeys your commands. It remains under command for 1 minute. After that, the creature must make a Charisma saving throw against your spell save DC. The fiend is banished to Helheim on a failed save, and turns hostile to you if you fail a Persuasion check against it, on a successful one.

If the fiend breaks free, it can stay in the realm for up to 1 hour. If its Hit Points decrease to 0, it gets banished and fades away.

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, and, perhaps even more. They gratify themselves into ecstasy when in battle, and they spread it to their comrades. Although they are not trained like fighters or raised like barbarians, their unique gift for performance make them competent warriors. An attack of norsemen is a horrific and glorious sight, but an attack by them with an Ofridr bard by their side is a display that the valkyries would definitely watch.

Bonus Proficiency

When you choose Tradition of Ofridr at 3rd level, you gain proficiency with either horn or drum. Additionally, you gain proficiency with martial weapons and shields.

Warband Warrior

Starting at 3rd level, if you are wearing any armor, you gain bonus to your AC according to the number of comrades in your party. You have to share a deep connection with your party members to count them as comrades. This means that this feature only involves other PCs in your party, and perhaps some NPCs, at the Dungeon Master's discretion. A ranger's animal companion counts as a comrade, but a summoned monster does not. The amount of AC you gain according to your party size is as follows:

Number of Comrades	AC Bonus
1-2	+1 AC
3-4	+2 AC
5+	+3 AC

Song of Svillander

At 6th level, you learn the Song of Svillanders. By rolling an inspiration die and making a successful performance check with your drum or horn, you create one of the following effects within 150 feet of you for 1 minute:

Playing the Drum. Vibration of the drum makes friendly creatures feel excited, and add the result of the inspiration die on their hit points temporarily.

Blowing the Horn. You make friendly creatures lose themselves in the heat of battle, and add the result of the inspiration die as a single damage bonus to all their attacks for 1 turn when they roll an inspiration die.

You can affect creatures on whom you have used Bardic Inspiration. This feature consumes the inspiration dice that you have provided.

Song of Valhalla

At 14th level, you learn the Song of Valhalla. As an action, you start to play the song with your drum or horn.

Playing the Drum. For 1 minute, you can create one of the following continuous effects within 150 feet radius:

- The AC of a number of creatures equal to your Charisma modifier increases by 1d4.
- The movement speed of a number of creatures equal to your Charisma modifier increases by 10 feet.
- A number of creatures equal to your Charisma modifier gain your inspiration die as temporary hit points.

Playing the Horn. For 1 minute, you can create one of the following instantaneous effects within 150 feet of you:

- You make a friendly creature automatically succeed on a death save.
- You make a friendly creature that is frightened make a relevant saving throw against it with advantage.
- You make a friendly creature land a critical hit on its next successful attack.

You have to keep taking your action to play the song for each one of your turns for the feature to continue. It ends if the song stops because of any reason. Once used, you cannot use this feature again until you finish a short rest.

TRADITION OF VILLR

The bard Tradition of Villr focuses on nature for the sake of art and knowledge. Its music resembles the natural compositions the sounds make in 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 music and other forms of art.

Bonus Proficiencies

When you join the Tradition of Villr at 3rd level, you gain proficiency with Animal Handling, Nature and Survival skills.

Friend of the Wilderness

Also at 3rd level, you gain the following features:

- You can cast Animal Friendship spell as a cantrip rather than a 1st level spell.
- While making an Animal Handling check, you can perform for the beast and use double your proficiency. Beasts with an Intelligence greater than 4 can be calmed, or even tamed by this.

Inspired to Survive

Starting at 6th level, if you have a condition that makes you have disadvantage on something, you can perform to be relieved of it. You must choose a specific type of disadvantage, such as disadvantage on attack rolls or ability checks.

Once used, you cannot use this feature again until you finish a short or long rest.

Song of Awakening

At 14th level, you learn to play the Song of Awakening. As an action, you start to sing or play the song with your voice or your instrument. A natural area within 150 feet radius awakens to your call. During your turn, you can make one of the following effects take place for 1 minute within the area:

- You can cause vegetation to grow, and turn an area of 20-feet-squared into difficult terrain.
- Roots can sprout out and attempt to trip a standing creature, or restrain a creature that is prone, on a failed Strength saving throw against your spell save DC. The creature remains restrained for a number of turns equal to your Charisma modifier.
- A tree can move its branches and give half-cover to a creature near it, or make a melee weapon attack to a creature with your spell attack, dealing 3d6 bludgeoning damage on a successful hit.
- Animals can heed your call and a beast of up to 1 CR (roll 1d4 to determine if 1/8, 1/4, 1/2, or 1) can appear anywhere within the field, under your control.

You have to keep taking your action to play the song for each one of your turns to continue the feature. It ends if the song stops because of any reason.

FIGHTER ARCHETYPES

Many martial archetypes are known in Svilland, but three of them are focused on by the land's fighters. Rune warriors are few but they are capable of casting runic magic and enchantments. Shieldsmen/shieldmaidens are warriors who are sworn to defend and protect. Vikingrs are raiders of the sea who love to battle for blood's sake.

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 twists your fate, enables you to cast spells and show extraordinary talents with weapons.

These fighters are destined characters of Svilland. Although they are not many, there are several of them played critical roles in Svilland's history.

Rune Combatant

This is the starting point of your relationship with runes. Although you know it is a long and winding road to master runes, and you are only at the beginning, you already feel the power they bestow upon you.

Starting at 3rd level, you can leave a rune on a weapon. This rune is specific to you and when examined by someone who is proficient in Arcana skill, it reveals properties pointing at you (like a letter or a full name etc.) if the examiner makes a successful DC 15 Intelligence (Arcana) check.

Leaving a rune on a weapon can be done in many ways; by drawing the rune with blood, or by finding another technique. Drawing a rune takes 8 hours and when it's done, the weapon becomes a runic weapon. A rune warrior can only have made 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 2d4 at 7th, 2d6 at 10th, 3d4 at 15th and 3d6 at 18th level.

Rune Caster

Starting at 3rd level, you are able to cast runes and create magical effects. When you learn a new rune, you tattoo it on your body, or scarify it. 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

Your bond with your rune and runic weapon gets stronger.

Starting at 7th level, 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 in the shape of the same rune you had drawn on it. As an action, you can summon it to your hand.

Warrior Above All Else

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.

Starting at 10th level, you can become a master in your fighting style, by choosing one of the following;

- ***Bowman.*** You gain +4 bonus to the damage you deal with ranged weapons.
- ***Armor Expert.*** You gain the benefit of Fighting Style (Defense), again.
- ***Duel Seeker.*** When wielding a melee weapon in one hand, and no other weapons, you gain a +2 bonus to attack rolls with that weapon.
- ***Crusher.*** While you roll damage for a two-handed melee weapon attack, and get a 1, 2 or 3, you can reroll the die and use the higher result you get. The weapon must possess the two-handed or versatile property for you to gain this benefit.
- ***Defender.*** While wielding a shield, you can choose to protect an ally within 5 ft. of you, by holding the shield in such a way so as to protect your ally as a reaction. If you do so, you cannot benefit from the AC bonus of shield, however, your ally can, until your next turn.
- ***Dual Weapon Adept.*** When you engage in two-weapon fighting, if you attack and hit your target successfully with both of your weapons in one round, your target makes a Dexterity saving throw against the highest attack roll you rolled against it, in that same round. On a failed save, it is knocked prone.

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 a more important role in history and they are destined to kill legendary monsters, start an unstoppable war etc. At this point, you realize that your specific rune has such a quest and it is your destiny to complete this fate.

You receive a vision about that fate. It can be a vision in a dream, or as a quest given by the Gods. You can talk about that quest with your DM.

Since your destiny is predetermined, luck smiles on you sometimes. You can attack with an advantage. Once you use this feature thrice, you need to take a short or long rest to use it again.

Becoming a Weapon

Starting at 18th level, your bond with your runic weapon becomes so strong that when you die, you may choose to bond your spirit to the weapon, infusing both together and thus become an intelligent weapon. This leaves your rune on the weapon permanently. If you choose this option, runic weapon becomes +3. If you die before you can complete your destiny, you may chase after it this way.

In addition, when you make a hit in an attack with your runic weapon, you may choose to make a critical hit. Once you use this feature, you need to finish a short or long rest before using it again.

SHIELDMAIDEN/SHIELDSMAN

Shieldmaidens or Shieldmen are famous warriors of Svilland. Their characteristic difference from many other warriors of Svilland is that when they are in the battlefield, it is impossible to miss them. They are protective of their fellow warriors, are determined to survive the fight and to survive with all of their allies, for that matter. It is even said that legendary Shieldmaidens are blessed with the duty to serve as a Valkyrie in the afterlife.

Saving Throws

Some of your actions require your target(s) to make a saving throw to resist a feature's 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

At 3rd level, you gain a shield bash attack with your shield; you deal 1d6 + your Strength modifier as bludgeoning damage (or piercing damage if it has spikes) and knock the target creature prone on a failed Strength saving throw, if the creature is 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 pull your shield between your friend and the incoming blow, adding your shield bonus to the creature's AC against the attack.

When you use this feature, you lose your shield bonus to your AC, and the creature has advantage on its weapon attacks against you until the beginning of your next turn.

Shield Wall

Starting at 7th level, as a bonus action, you can form a shield wall with your allies. If there is an ally wielding a shield adjacent to where you are, and if you are wielding your shield, creatures make their melee or ranged weapon attacks against you and your ally with disadvantage.

Additionally, if any ally of your size is behind you when you deploy the Shield Wall, the ally gains half-cover against ranged attacks and spells coming from the area your wall faces. Any ally that is one size smaller than you gains three-quarters cover against such attacks or spells.

When you form a shield wall, neither you nor your friend, can use a reaction until the start of your next turn.

Rally Brethren

Starting at 10th level, you can use your Second Wind feature on an ally within 30 feet radius.

Additionally, when an ally within 30 feet of you needs to make a Constitution saving throw, you can use your saving throw instead, once per short rest.

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 on yourself, instead.

You can use this feature a number of times equal to your Constitution modifier. 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, but gain the following benefits:

- If a creature misses when they attack you with a melee attack, 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 allies.
- You regain the use of *Warden's Sacrifice* when you finish a short rest.
- You count as under half cover, for as long as you don't use your movement.
- If a creature tries to walk near 5 feet of you, you can use your reaction to slam the creature. With this, the creature is both shoved 5 feet, and is knocked prone.

VIKINGR

The archetypal Vikingr are professional raiders. They sail away into deep seas with a hope that they have the favor of gods and goddesses - especially Thor and Aegir - and a wish of a sea chest full of plunder. They excel in coordinated, devastating raids, especially on the seas. 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 actions require your target(s) to make a saving throw to resist your feature's 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 Vehicles (Water Vehicles), Navigator's Tools, and Athletics skill. If you have proficiency with any of these skills, you gain double proficiency instead.

Longship Combat

Starting at 3rd level, you become an expert in continuous land raids and waging war on longships. At 3rd level, and when you reach 7th, 10th, and 15th levels, you can choose from one of the following options:

Agitation of Battle. Once per short rest, when you are rolling initiative for an encounter, you add your Constitution modifier as temporary hit points. These hit points go away when the encounter ends.

You can choose this option more than once, adding an additional Constitution modifier as temporary hit points when you do so.

Board Warder. When someone tries to board your ship and you are near the edge of the ship, or can reach it with a melee weapon, you gain an opportunity attack against that enemy. Additionally instead of making an opportunity attack, you can make a Strength (Athletics) check with advantage against the target's Strength (Athletics) or Dexterity (Acrobatics) check, throwing it overboard if you are successful.

Boarding Expertise. You make your ranged attack to hook opponent ship with grapnel with advantage.

Additionally, you have advantage on cutting grapnels' ropes or pulling them out of your ship.

Campaign Resilience. You have advantage on your saving throws against environmental hazards such as Black Winter's Cold.



Fire Fighter. You are expert at 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.

Additionally, you are also an expert in wrecking ships that are ablaze. Whenever a ship is on fire, you deal an additional die of your weapon damage to the ship on your attacks.

Plank Jumper. From ship to ship, you can ignore any difficult terrain under you such as razor nets when you are boarding an opponent ship. Additionally, you have advantage on your Strength (Athletics) checks to jump or climb, and Dexterity (Acrobatics) checks to hold on nets or ropes within the ship.

Quartermaster. You can teach your new crew members the traditions of your crew. You roll an additional 1d100 to not to lose your crew's traditions and take the higher value.

Additionally, you have advantage on your checks with Navigator's Tools to navigate your ship.

Vigilant Attacker. You have advantage on your initiative roll when boarding an opponent ship or when encountering an enemy group of humanoids.

Battle Shouts

At 7th level, you learn battle shouts. You gain the following shouts:

Distracting Shout. While a creature is within 15 feet of you and in melee range of one of your allies, you can shout at it to distract it as a bonus action. The creature must succeed on an Intelligence saving throw or it is distracted and your ally can make an opportunity attack against the target.

Discouraging Shout. When you make a successful attack to a creature, you can use your reaction to target hostile creatures within 30 feet of you. The creatures must succeed on a Wisdom saving throw or become frightened until the end of their next turn. Once used, you cannot use this feature again until you finish a short rest.

Encouraging Shout. At the beginning of combat, as a reaction, you can shout words of encouragement to your allies within 30 feet of you. They have advantage on their initiative rolls.

At this level you can make 2 shouts before a short rest, this number becomes 3/short rest at 10th level, 4/short rest at 15th level, and 5/short rest at 18th level.

Blood Feud

Starting at 10th level, whenever you take a critical hit from a creature, you can use your reaction to make an opportunity attack to the same creature.

Additionally, if you have less than half of your hit points maximum, you add 1d4 to the damage of your weapons. This extra damage becomes 1d6 when you reach 15th level.

Savagery

Starting at 15th level, whenever you land a critical hit on a creature, you can use your bonus action to make an additional attack to that creature.

Warmonger

Starting at 18th level, if an attack or spell drops you down to 0 hit points, you drop to 1 hit point instead. Each time you drop to 1 hit point this way, you gain a warmonger die (d10) that you can use as a bonus on your attack or damage roll, and you also regain a use of *Battle shouts*.

Your dice and regained shouts reset when you proceed to a long rest. You can drop down to 1 hit point a number of times equal to your Constitution modifier (minimum once).

GOTHI DOMAINS

Clerics are called gothi 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. Yet, they are also followers of their gods' and goddesses' will and agendas.

EXECUTION DOMAIN

Execution domain brings divine judgement upon criminals and scoundrels that commit crimes and do things in poor taste, in the civilizations of Svilland. It aims to bring challenging villains to justice, who oppress or harm the innocent. Gothis of this domain does not stand for justice by themselves. The Gothi encourages allies and friends to stand for what is right as well. Wrongdoers are terrified by 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	*invitation to duel, virtue's grasp*
3rd	*detect thoughts, hold person*
5th	*tongues, dispel magic*
7th	*resilient sphere, faithful hound*
9th	*devitalizing smite, dominate person*

Bonus Proficiency

When you choose Execution domain at 1st level, you gain proficiency with heavy armor.

Accusation

Also starting at 1st level, as a bonus action, you can accuse an intelligent creature of crimes and heresy that you know of (at your Dungeon Master's discretion). You make your first attack against that creature with advantage until the beginning of your next turn.

The creature stays accused until the beginning of your next turn. Starting at 6th level, for the effects last for 1 minute. You can use this feature a number of times equal to your Wisdom modifier (a 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 under the effect of your accusation, guilty. Friendly creatures within 30 feet of you can choose to have advantage on one of their attacks to that creature.

Judgement's Vigilance

Starting at 6th level, you become able to use your Accusation feature as a 1st level spell, which expends a 1st-level cleric spell slot.

Divine Strike

At 8th level, you gain the ability to fill your weapon strikes with divine energy. Once on each of your turns when you hit a creature that is under the effect of your accusation with a weapon attack, you can cause the attack to deal an extra 2d6 damage of its own damage type. At 14th level, the extra damage increases to 4d6.

Divine Judgement

Starting at 17th level, you can use your action to bestow a divine judgement upon a creature that is under the effect of your accusation, for 1 minute. The weapon attacks of your allies (within a 30 feet radius) against that creature deal full damage.

Additionally, if an accused creature can drop to 1 hit point rather than 0, the effect is canceled out, meaning, if an accused creature is dropped to 1 hit point, you can use your reaction to drop it down to 0 hit points instead.

Once used, you cannot use this feature again until you finish a long rest.

FURY DOMAIN

The Fury domain belongs to Fenrir. It focuses on the savage anger that lies within those who are even the most civilized. It promises a harmony at the end, with all the beast brethren that will belong to Fenrir, in return for the aid of the destruction he will cause in Ragnarok. Those devoted to the Fury domain realize their savage nature, and yearn to hunt and rampage. They are instinctual warriors of nature, not different from the direst of wolves and the largest of bears. They are the true form of the Svillanders, without the need of shelter, or illusions of security behind walls.

FURY DOMAIN SPELLS

Gothi (Cleric)

Level	Spell
1st	*animal friendship, speak with animals*
3rd	*flame blade, barkskin*
5th	*conjure animals, haste*
7th	*dominate beast, aura of purity*
9th	*commune with nature, tree stride*

Bonus Proficiency

When you choose Fury domain at 1st level, you gain proficiency with Martial Weapons.

Leyding

Also starting at 1st level, wild beasts recognize you as their brethren. You can also make them see your allies as no prey or threat. Whenever you encounter a beast, you can make it non-hostile against you and your party, if the creature fails on a Wisdom saving throw against your Spell DC. The beast must not be a servant of another deity. The effect ends if you or a party member attacks the beast.

You can use Leyding a number of times equal to your Wisdom modifier (minimum once). You regain any expended uses when you finish a long rest.



Channel Divinity: Dromi

Starting at 2nd level, you can use your Channel Divinity to turn the focus of the beast to a creature.

As an action, you present your holy symbol and summon dromi, the beast within a target, to overcome a struggle. A creature within 60 feet of you is washed away from a temporary condition of your choice such as blinded, charmed, frightened, paralyzed, or stunned. It also becomes immune to that specific condition for 1 minute.

Gleipnir

Starting at 6th level, whenever you take a critical hit or take more than 10 damage, you can use your reaction to make an attack against the creature that hurt you.

You can use Gleipnir a number of times equal to your Wisdom modifier (minimum once). You regain any expended uses once you finish a long rest.

The Awakening

At 8th level, you gain the following features:

- Your skin magically becomes thicker and is tougher to hit. You gain +1 AC as magical natural armor.
- You double your proficiency bonus in Stealth, Survival, Perception or Athletics.
- You are drawn to eating raw meat. When you do, you gain temporary hit points equal to your gothi level. On the other hand, your exhaustion level increases by 1 if you eat cooked food. This effect only takes place once per day, and lasts for 8 hours.

Additionally, you can now charm a beast more easily with your *Animal Friendship* spell. By spending a charge from your Wisdom modifier pool that is used in *Leyding*, you can directly succeed in your spell against a beast given that it is not a servant of another deity.

Form of Fenrir

At 17th level, you gain the ability to transform into the form of your beast God. You become a large, furious wolf. The statistics of this form is as follows:

Large beast

+6d10 Temporary Hit Points

ACTIONS

Multiattack. You can make three attacks, one with your bite and two with your claws.

Bite. *Melee weapon attack* reach 5 ft. one target. *Hit*: 2d10 + Strength modifier piercing damage. If you are grappling a creature, you make your bite attack roll with advantage.

Claw. *Melee weapon attack* reach 5 ft., one target. *Hit*: 2d6 + Strength modifier slashing damage.

You can remain in this form for 1 minute. Once used, you must finish a long rest before you can transform again.

KALDR DOMAIN

The Kaldr domain involves not just the usual cold or essence of cold in the realm, but the unearthly and unholy cold of Helheim. It is related to the Black Winter, the event feared by all of the realm. Through this domain, Hel unleashes her frost onto the realm, to make her victims suffer. Those who are devoted to this path care about freezing all their foes to death, and imprisoning them to an eternal struggle.

KALDR DOMAIN SPELLS

Gothi (Cleric)

Level	Spell
1st	*false life, fog cloud*
3rd	ray of enfeeblement, gust of wind
5th	vampiric touch, bitter touch of Helheim
7th	ice storm, compulsion
9th	*contact other plane, cone of cold*

Bonus Proficiency

When you choose Kaldr domain at 1st level, you gain proficiency with all Martial Weapons.

Child of Black Winter

Also 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 and summon a freezing cold that is unleashed onto a target creature within 30 feet of you. The creature must make a Constitution saving throw. On a failed save, it takes 2d10 cold damage, and half as much on a successful one. The creature that fails the saving throw with a difference more than 5, also gets frozen by Hel's ice, becoming restrained for a number of rounds equal to your Wisdom modifier (minimum one).

Feed From the Black Winter

At 6th level, you gain the ability to consume some of the essence of your cold spells. 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 also 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 and deals damage to a creature that is immune as if it only has resistance.

Call the 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 into a 60-feet cone. The storm is made of unholy screams of agonized souls in Helheim, as well as a freezing cold. It remains intact for 2 rounds and creatures

that begin their turn within its area must make Dexterity saving throws. On a failed save, creatures take 6d6 cold damage and 6d6 psychic damage, and they take half the damage on a successful one. You can rotate the direction of the storm to the nearest 60-feet cone (not towards your back, for example) on 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, which is to acquire power and chaos through trickery and mischief. Loki surrounds himself with magical tools of illusion, and unsavory 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 beneath the feet of the Allfather. They work hard to cause disorder and humiliation among peasants and jarls alike. They are also very hard to identify, and even harder to bring down, as they hide behind layers of illusions and lies, just like their God does.

LIES DOMAIN SPELLS

Gothi (Cleric)

Level	Spell
1st	*disguise self, silent image*
3rd	*cursed tongue, invisibility*
5th	*nondetection, vampiric touch*
7th	*greater invisibility, phantasmal killer*
9th	*dream, mislead*

Bonus Proficiency

When you choose Lies domain at 1st level, you gain proficiency in Deception, and with Disguise Kit.

Divine Trickster

Also starting at 1st level, you gain the ability to cast any cantrip from the school of Illusion. Additionally, you can cast a number of these cantrips (equal to your Wisdom modifier or 1, whichever is higher) as a bonus action, once per turn. 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 (explained in the next paragraph).

As an action, you present your holy symbol. Hostile creatures within 30 feet radius must make Wisdom saving throws. Any creature that fails its saving throw gets struck by illusionary figures and horrors, takes 2d6 psychic damage, and gets frightened.

The effect of the feature lasts for a number of rounds equal to your Wisdom modifier. An affected creature can reroll its saving throw at the beginning of each of its following turns to break free from the effect.

Deceitful Escape

At 6th level, you gain the ability to teleport to a safe location nearby, while leaving an illusion of yourself to attack your



threat. Whenever a creature hits you with a weapon or spell attack, you can use your reaction to teleport to somewhere within a 30 feet radius.

You leave an illusion of your body behind, which attacks the threat back. The target must make a Wisdom saving throw. It gets struck by the illusionary strike on a failed save, taking 3d8 psychic damage. It dissipates after it makes its attack, successful or not.

When you use this feature, you cannot use it again until you finish a short 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 equal to your Wisdom modifier within 60 feet radius must succeed on a Wisdom saving throw or are deceived by the illusionary field. They start to see many illusions of your copies, randomly appearing and disappearing in the field.

Whenever you attack a creature by any means, those creatures that are affected by the illusion are targeted by your reflections. On every one of your attacks, they take 1d6 + your Wisdom modifier amount of psychic damage from your reflection.

Additionally, affected creatures find it hard to figure out which one of the illusions is the real you. They roll their Wisdom (Perception) checks against you with disadvantage. If they succeed, the effects end.

Effects of this feature lasts for 1 minute.

Cast Illusory Spells

At 17th level, you gain the ability to create an illusion of any spell you see in an encounter (or within the last hour, if you are not in one). You can select a number of spells per day equal to your Wisdom modifier, and cast them by expending cleric spell slots from 2 levels higher. You can imitate spells that are cast within 100 feet of you.

The illusions seem and act like their real spell-counterparts. Their properties are the same as well. Still, they all deal half of their original damage, in the form of psychic damage, instead of their original damage type. Additionally, all their saving throws become Wisdom saving throws, and they all take one action or longer.

Mein Domain

The Mein domain focuses on the struggle of Balder in Hel. The domain appeared once Balder fell to Helheim. It involves the spreading of the pain and suffering 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 domain of Mein can channel this pain onto others, and make them understand the experience as well.

Mein Domain Spells

Gothi (Cleric)

Level	Spell
1st	*expeditious retreat, heroism*
3rd	*draining gaze, frustration of Balder*
5th	*haste, insults to spirit*
7th	*stoneskin, dagger of agony*
9th	*dream, seeds of agony*

Bonus Proficiency

When you choose Mein domain at 1st level, you gain proficiency with Healer's Kit.

Spread of Agony

Also, at 1st level, the agony you feel through Balder, radiates around you. When you get hit by an attack, you can use your reaction to reflect your agony to creatures within 5 feet radius. The creatures must succeed on a Wisdom saving throw. On a failed save, the creature takes 1d4 psychic damage. This damage becomes 2d4 on the 6th, 3d4 on the 8th, and 5d4 on the 17th level.

You can use this feature a number of times equal to your Wisdom modifier (minimum 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 a creature within 30 feet of you to go through intense agony.

The creature must succeed on a Constitution saving throw against your spell save DC, or it is wracked with pain, taking 1d6 psychic damage and not being able to use its actions or reactions for the duration of its turn. The effects last for a number of rounds equal to your Wisdom modifier (minimum once).

An affected creature can reroll its Constitution saving throws at the start of its consecutive turns to break free from the effect.

Reflect the Immersive Pain

Starting at 6th level, you can create an emphatic link between your attacker and yourself, causing it to take half the damage that you take.

As an action, you activate this feature. For 1 minute, half of every damage you take is also inflicted on the dealer of the damage, in the form of psychic damage, if the attacker fails on a Wisdom saving throw against your spell save DC.

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 gets hit and takes damage, you can use your reaction to take half of the damage yourself, as psychic damage (your immunities or resistances do not apply), resulting 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 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 Hel, and cast it down to others. As an action, you unleash this agony, and all the hostile creatures within 60 feet of you must make a Constitution saving throw against your spell save DC. On a failed save, a creature’s level of exhaustion increases by 3, it increases by 1 on a successful save.

The levels of exhaustion it causes cannot be stacked, if another Gothi of Mein domain uses it on the same creature, then, it takes 3d10 psychic damage instead.

When activated, this effect lasts for 1 minute. Once you use this feature, you cannot do so again until you finish a long rest.

RAN DOMAIN

As Aegir’s wife, Ran watches over her husband and takes care of the errands in the depths of the sea. 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 it to Aegir’s chest.

Her domain focuses on the haunting charm of the depths she controls, causing bodies to wither and minds to melt to the charm of the Lady of the Depths. Her devotees spread her presence to wherever possible, and trade power for Aegir’s Gold, which they sacrifice to the lady.

RAN DOMAIN SPELLS

Gothi (Cleric) Level	Spell
1st	*bolt of watery death, charm person*
3rd	*web, see invisibility*
5th	*water breathing, water walk*
7th	*polymorph, hallucinatory terrain*
9th	*dominate person, hold monster*

Bonus Proficiency

When you choose Ran domain at 1st level, you gain proficiency in Intimidation.

Aegir's Gold

Also starting at 1st level, you learn the sacred ritual of the sailors that bless you with the gift of gold from Aegir’s chest in the depths.

By expending a spell slot, you convert a gold piece into a special token called Aegir’s Gold. You can then spend these gold pieces to trade it with Ran in exchange for powers. Spending methods are listed as below;

- By spending 1 Aegir’s Gold, you can increase spell save DC or spell attack modifier of a cleric spell by 2 (you can stack this feature to a maximum of your Wisdom modifier or half your cleric level, whichever is higher)
- By spending 1 Aegir’s Gold, you can bypass the material component of a cleric spell you will cast, given that the component is not worth more than 50 gold in value.
- You can spend Aegir’s Gold to activate your features listed below, details given under the features.

You can convert a number of gold pieces, according to the cleric spell slot you expend. For example, a 1st level spell slot would convert 1 gold, and a 6th level slot would convert 6 golds. You also should make a shallow cut on your hand and drip blood onto the gold, this cut does not harm you (does not inflict any damage, condition, or disadvantage).

The ritual takes 10 minutes to complete no matter how much gold is converted. As these golds are dedicated to you only, they do not work even for other gothis of the Ran domain, they carry the same monetary value as they would as a normal gold. On the other hand, they give out a slight silvery light that you can perceive easily. It also radiates a slight aura of divine power but does not have any magical properties except that.

Aegir’s Gold become a normal gold again at the next dawn.

Channel Divinity: Visage of the Depths

Starting at 2nd level, you can use your Channel Divinity to conjure the absence of light that exists at the depths of the seas.

As an action, you present your holy symbol and invoke a visual of seas depths within 60 feet of you. Within the area, colours and sounds are distorted as if they are coming from dozens of feet beneath the water surface.

Creatures you select within the area must make Wisdom saving throws. On a failed save, a creature takes 1d10 necrotic damage and becomes frightened, it takes half as much damage on a successful save.

You also inflict additional necrotic damage equal to your Wisdom modifier to creatures that are frightened by this feature.

Frightened creatures remain frightened for a number of rounds equal to your Wisdom modifier (minimum one). They can reroll their Wisdom saving throws to break free from the effect, on their successive turns.

Rather than resting to regain your expended Channel Divinity uses, you can choose to spend 4 Aegir’s Gold and regain an expended use.

Ran's Net

At 6th level, you gain the ability to summon Ran’s Net on your hands.

As an action, you make the net appear in your hands. It works like a weapon net. Any creature (equal to or less than your size) you strike with it, gets restrained and takes 1d6 + your Wisdom modifier amount of necrotic damage at the beginning of each one of its turns, until it breaks free. The net has a DC equal to your spell save DC and it must take 15 slashing damage to be torn. Even if it gets ruptured, the net repairs itself at the beginning of your turn.

If a creature dies within the net, it magically disappears in 1 minute, as if pulled into the sea. Any valuable items the creature carries, remain on the ground, with splatters of dried, greenish blood on them (as if you look at the blood from the depths of a body of water).

Additionally, Ran becomes satisfied with your sacrifice of the slain creature for them, and she grants you 1 Aegir's Gold that is found in the net after the creature disappears.

Once summoned, the net remains for 1 minute. You need to finish a long rest or spend 3 Aegir's Gold before you can use this feature again.

Channel Divinity: Lullaby of the Depths

Starting at 8th level, you can use your Channel Divinity to chant Lullaby of the Depths.

As an action, you present your holy symbol and invoke a melancholic, haunting but also inviting lullaby that feels like coming from afar and is heard only slightly. Creatures you select within 60 feet of you, must make Wisdom saving throws. On failure, they are mesmerized by the lullaby.

Mesmerized creatures have their speed decreased by 10 feet. Their body starts to wither with the daunting song, and they take 1d6 necrotic damage at the beginning of each one of their turns where they remain mesmerized.

Additionally, they have to come close to the source of the lullaby, which is you. They have to move at least 5 feet towards you each turn they remain mesmerized. When a creature reaches within 5 feet of you, it focuses on you as if affected by the Enthrall spell. If they try to hit you, they get a disadvantage on their attack roll. If you make a successful attack to those creatures or cast a spell that deals damage to them, you inflict an additional 1d6 necrotic damage.

Once this feature is activated, affected creatures can remain mesmerized up to 1 minute. They can reroll another Wisdom saving throw at the beginning of each of their successive turns. They break out of the effect if they succeed.

Acolyte of the Depths

Starting at 17th level, you have proven yourself as a valuable acolyte for the Lady of the Depths. She blesses you in return, and you spend 1 less Aegir's Gold for your Channel Divinity and Ran's Net features.

Additionally, you gain the following benefits while using your features:

Channel Divinity: Visage of the Depths. Affected creatures take 3d10 necrotic damage instead.

Ran's Net. A restrained creature takes 3d6 + your Wisdom modifier amount of necrotic damage instead.

Channel Divinity: Lullaby of the Depths. You can affect creatures within 90 feet of you, and mesmerized creatures take 2d6 necrotic damage instead.

RÛN DOMAIN

The Rûn domain taps into the powers of the master of runes; Odin the Allfather. Although this domain does not focus on rune magic which is used by other rune casters, it involves 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, as well as to 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	*magic missile, mage armor*
3rd	*magic weapon, scorching ray*
5th	*magic circle, dispel magic*
7th	*banishment, arcane eye*
9th	*cone of cold, conjure elemental*

Bonus Proficiency

When you choose Rûn domain at 1st level, you gain proficiency with Heavy Armor.

Rûn's Protection

Also starting at 1st level, you gain the ability to use the power of runes and protect yourself against certain types of damage for a number of rounds equal to your Wisdom modifier. According to the rune you use, you become resistant to the following damage types:

Rune	Resistance
Kaun	Fire
Isa	Cold
Sol	Lightning
Ihwar	Necrotic
Hagal	Force
Raido	Radiant
Bjarkan	Poison
Laugr	Acid

Once used, you need to finish a long rest before you can use this feature again.

Channel Divinity: Rûn's Power

Starting at 2nd level, you can use your Channel Divinity to conjure up the power of runes and channel it to 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 feet 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 as follows:

Rune	Effect	Saving Throw
Kaun	2d10 fire damage, can ignite objects	Dexterity
Isa	2d8 cold damage + speed reduced by 10 feet until the start of your next turn	Dexterity

Sol	2d8 lightning damage + can't use reactions until the start of its next turn	Dexterity
Hagal	2d8 force damage + creature is knocked prone	Strength
Bjarkan	2d10 poison damage and the target is coated with poison	Constitution
Laugr	2d6 acid damage + 1d6 acid damage next turn	Dexterity
Ihwar	2d6 necrotic damage and a level of exhaustion	Constitution
Raido	2d8 radiant damage and an area of 60 feet is illuminated	Dexterity

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 the day, by spending a spell slot of the spell's level.

You can use this feature a number of times equal to your Wisdom modifier. You regain any expended uses once you finish a long rest.

Magical Longevity

Starting at 8th level, your magical essence become stronger, with your connection to the Rûn domain. As a result, all your available number of spell slots of 5th level or lower, 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.

Additionally, you suppress the magic on hostile creatures as well. The creatures within 30 feet of you lose their bonuses provided by spells or other magical effects, and a spellcasting monster must first maintain its concentration by making a Constitution saving throw against your spell save DC. On a failed save, the creature's spell fails.

Once used, you need to finish a long rest before you use this feature again.

SACRIFICE DOMAIN

Most of the cultures in Svilland do not forget or 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. On the other hand the Sacrifice domain focuses on sacrifices that are offered in the direst of situations, situations of combat and naturally, of life and death. Those devoted to this domain offer sacrifices while in combat, and gain powers from their deities in return, in order to offer more sacrifices.

SACRIFICE DOMAIN SPELLS

Gothi (Cleric)

Level	Spell
1st	*alarm, shield*
3rd	*suggestion, blur*
5th	*haste, tongues*
7th	*locate creature, boon of sacrifice*
9th	*deprivation of sleep, dominate person*

Bonus Proficiency

When you choose Sacrifice domain at 1st level, you gain proficiency with Heavy Armor.

Offer Sacrifice

Also 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 a believer of your deity within your party, you gain a gjof, "gift" from your deity. Creatures provide gjof according to their challenge rating, the number of gjof gained from a creature starts with 1, from a possible CR of 8, and increases by 1 for each successive CR level.

You can then use these gjof to regain lost spell slots, empower your features, or regain spent features. Once generated, these gjof are available until next dawn. You can see what you can do with gjof below. Spending a gjof is a bonus action but you can only make one type of gjof expenditure on each turn.

Regaining Lost Hit Points

- By spending 1 gjof, you can regain lost Hit Points equal to your Wisdom modifier.
- By spending 2 gjof, you can make a target within 30 feet of you regain lost Hit Points equal to your Wisdom modifier

Increasing Damage

- By spending 1 gjof, you can add 1d6 radiant damage (or necrotic if Hel) to any damage you inflict once in each one of your turns, for a number of rounds equal to your Wisdom modifier (minimum once).
- By spending 2 gjof, you can add 1d6 radiant damage (or necrotic if Hel) to any damage an ally within 30 feet of you inflicts once in each one of its turns for a number of rounds equal to your Wisdom modifier (minimum once).

Spells and Spell Slots

- By spending a number of gjof equal to 2 + spell slot level, you can regain a used spell slot of that specified level.
- By spending a number of gjof equal to 1 + spell slot level, you can empower a spell as if affected by *Empowered* spell metamagic feature of Sorcerer.

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 and get a bonus to any damage you inflict per turn.

As an action, you present your holy symbol and say a prayer to your deity. Your allies within 30 feet of you gain bonus radiant (or necrotic if Hel) damage equal to your Wisdom modifier with any kind of attack once in each one of their turns.

You and anyone devoted to your deity gains radiant (or necrotic if Hel) damage equal to double of your Wisdom modifier instead. Once activated, this feature lasts for 1 minute.

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 target creature that is within 60 feet of you. That target must succeed on a Wisdom saving throw. On a failed save, the creature takes 2d10 radiant damage (or necrotic if Hel) and it is marked for sacrifice. It takes half the damage on a successful save.

A target that is marked, has disadvantage on any saving throws it makes against your spells. Additionally, if you use *Offer Sacrifice* on that target, it provides an additional gjof when it dies.

Once activated, this feature lasts for 1 minute. You need to finish a long rest or spend 3 gjof before you can use this feature again.

Sacrificial Ground

At 8th level, you gain the ability to perform a ritual that makes a place a sacred ground to make sacrifices to your deity. You make the ritual by saying a special prayer for 1 minute, while marking the boundaries of the area with your hand in the air and spraying some blood of any creature to the ground. It covers an area of 200 feet. If you take any damage or are interrupted because of a condition, the ritual fails, and you must start again. When you are finished, that area becomes a Sacrificial Ground and has the special properties below;

- Gjof you gain from creatures increases by 1.
- You can use *Mark for Sacrifice* as a bonus action.
- Your spell save DC and spell attack modifier increases by 1.
- You can spend 2 gjof to gain advantage on a saving throw.
- You can spend 3 gjof to make a target within 30 feet of you gain advantage on a saving throw.
- Sacrificial Ground lasts for a number of hours equal to your Wisdom modifier. Once used, you cannot use this feature again until you finish a long rest or spend 6 gjof.

Blood Eagle

At 17th level, you gain the ability to offer the greatest sacrifice to your deity, the Blood Eagle. It is the most deeply feared method of execution and sacrifice among the realm. It leaves beholders in awe.

As an action, you target a creature within 60 feet of you. The creature rolls a Constitution saving throw against your



spell save DC. On a failed save, it takes 6d10 + your cleric level amount of piercing damage.

If the creature drops to 0 hit points with this damage it's back gets ruptured and its lungs spread over its shoulders, resembling an eagle with wings made of blood.

If it's not dropped to 0 hit points, a terrible wound appears on its back and it has disadvantage on its Constitution saving throws for 1 minute.

The creature shouts out unbearable screams, its voice enchanted by the will of your deity. This scream can cause one of the two effects chosen by you:

Fear from the Wrath. The creature's allies within 200 feet of it must roll Wisdom saving throws. Spell save DC for this feature is your spell save DC + gjof worth of the creature as explained above. Those who fail the throw become frightened.

Sacred Fury. Your allies within 200 feet of the target creature get encouraged by the scream. They gain the creature's gjof worth as a bonus radiant damage (or necrotic if Hel) they inflict with any kind of attack (once in each one of their turns). You and anyone devoted to your deity gain an additional radiant damage (or Necrotic if Hel) equal to the creature's gjof worth, plus your Wisdom modifier.

Once activated, this feature lasts for 1 minute. Once used, you cannot use this feature again until you finish a long rest or spend 10 gjof.

SJOR DOMAIN

The Sjor domain focuses on 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 with them. They can smite those who act pompously against the truth of Aegir; which states that everything came from the water, and that water can destroy just as it created, held back only by Aegir's mercy.

SJOR DOMAIN SPELLS

Gothi (Cleric) Level	Spell
1st	*salmon form, speak with animals*
3rd	*icicle of death, misty step*
5th	*water walk, water breathing*
7th	*spiked shell, conjure minor elementals (air or water)*
9th	*cone of cold, geyser*

Bonus Proficiency

When you choose Sjor domain at 1st level, you gain proficiency in the Athletics skill.

Essence of Water

Also starting at 1st level, you become able to navigate in water with ease, no matter how much armor you wear. Your swim speed increases by 10 feet. You also do not get any penalty from the armor you wear to your Strength (Athletics) checks, in order to swim. You also have advantage on your Stregth (Athletics) checks, when trying to Strength (Athletics) to the surface.

Channel Divinity: Engulf

Starting at 2nd level, you can use your Channel Divinity to invoke the wrath of your god and his seas. As an action, you magically call in the wrecking waves from the sea. They emerge from your location, move out into a radius of 60 feet and strike the creatures you choose. Targets must make a Strength saving throw. On a failed save, they get washed away, out of the 60 feet radius and are knocked prone.

Additionally, creatures that get carried away take 2d10, plus your Wisdom modifier amount of force damage, half as much on a successful save.

If the target that gets carried away falls into a body of water that is deeper than its length, it must succeed on a Constitution save. On failure, it takes 1d6 bludgeoning damage due to suffocation, if it does not possess a feature that lets one breathe underwater, or makes breathing unnecessary.

Warrior of the Seas

Starting at 6th level, you become a warrior of the seas blessed by Aegir. Your fighting represents the will of the seas, and you gain the following benefits:

- You gain resistance to fire damage.
- You gain scent (120 feet in normal sea current, 300 feet in incoming sea current) while underwater.

Might of the Seas

Starting at 8th level, you gain the ability to infuse your spells with the might of the seas. For any 1st level or higher spell that deals cold damage, or that is listed in your domain spells, you roll for damage with an additional die. If you are within 300 feet of a sea, a river or a lake, you roll for damage with two additional dice instead.

Channel Divinity: Wrath of the Seas

Starting at 17th level, whenever you are casting a spell that deals cold damage, or that is listed under your cleric spells, you can use your bonus action to apply disadvantage on saving throws to a number of creatures equal to your Wisdom modifier.

SMIDR 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 craftsman 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 magical items with their divine powers, and their knowledge and familiarity of various treasures found in the realm is deep, when compared to regular artisans. They are also excellent in spreading the gift of craft to their kin.

Bonus Proficiency

When you choose Smidr domain at 1st level, you gain proficiency with Craftsman's Tools (Smith's Tools), as well as with Heavy Armor or Martial Weapons.

SMIDR DOMAIN SPELLS

Gothi (Cleric) Level	Spell
1st	*mage armor, identify*
3rd	*magic weapon, heat metal*
5th	*hand of forge, call lightning*
7th	*fabricate, stoneskin*
9th	*creation, wall of stone*

Surpass the Magically Forged

Also starting at 1st level, you gain the ability to block the power of a magical item. You target a magical item that is within 30 feet of you, and its owner must succeed on a Charisma saving throw against your spell save DC, or the item's properties are disabled for 1 minute. If it is a sentient item, you have to make a spell attack against its spell save DC. You need to finish a long rest before you can use this feature again.

Channel Divinity: Forge's Blessing

Starting at 2nd level, you can use your Channel Divinity to increase the power of a magical item you are holding, wielding or wearing.

As an action, you choose one of your magical items, and for 1 minute, that magical item's AC bonus (above 10) increases by 1 if it is a magical armor, its attack roll and damage bonus is increased by 1 if it is a magical weapon, and it regains 1 charge if it is another kind of magical item.

At 12th level, the bonuses or charges increase by 1.

Divine Craftsman

Starting at 6th level Artisan's Tools are weightless for you, along with any crafting material that you can fit into your non-magical bag.

Any attuned magical item you carry gain +1 if it is a weapon or armor, or it permanently gains an additional charge if it is a magical item with charges, while you remain attuned to it.

Additionally, you can convert the damage type of any attuned magical weapon to radiant damage, for 1 minute. Once you do, you must finish a long rest to do so again.

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 point at an area of a 20 feet radius, that is within 60 feet of you. Phantom battle weapons storm out of the earth, piercing those who are caught in the area. The creatures that are affected must make a Dexterity saving throw. They take 8d4 piercing damage on a failed save, half as much on a successful one.

The area becomes difficult terrain for 1 minute.

Knowledge of the Forge

Starting at 17th level, your knowledge of magical items grows even deeper. You become able to attune yourself to a magical item instantaneously, and you can cast Identify spell without any materials.

Additionally, you can recognize cursed or sentient magical items automatically, and have advantage on your saves against them.

Once you identify a magical item, you need to finish a long rest before you can do so again.

TRAUST DOMAIN

Traust domain focuses on the protection of the devoted from offenders. The gods and goddesses grant protection so that their believers survive the tendrils of the realm, and continue to pass on their holy word. Tyr has this domain because he guides and protects his followers in the ever-battle. 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	*mage armor, shield*
3rd	*barkskin, misty step*
5th	*counterspell, slow*
7th	*stoneskin, guardian's slap*
9th	*antilife shell, wall of stone*

Bonus Proficiency

When you choose Traust domain at 1st level, you gain proficiency with heavy armor.

Prayer of Protection

Also starting at 1st level, when you cast a spell from the school of Abjuration that is 1st level or higher, or a spell that is listed above, you can also pray for the protection of your target, by using your reaction. Your target gains 1 AC and gains resistance against a type of damage you choose except psychic or radiant.

This effect lasts for a number of rounds equal to your Wisdom modifier, and it does not stack. Once you use this feature, you cannot do so again until you finish a short rest.

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 suffer disadvantages on attack rolls, saving throws, and skill checks resulting from a temporary effect for the duration. Once set, the shield remains intact for a number of rounds equal to your Wisdom modifier.

Walls of Asgard

Starting at 6th level, as an action, you create a wall of radi-

ant energy centred within 30 feet of yourself. It is 10-feet-wide and 10-feet high, it does not have depth.

Hostile creatures that are within 5-feet of the wall during the turn it is conjured, must succeed on a Wisdom saving throw, or take 2d6 radiant damage. Hostile creatures that touch the wall also take 2d6 radiant damage.

Additionally, choose one side of the wall, which will be protected by the wall as if it is under a *Globe of Invulnerability* spell. This effect applies to attacks made from the other side of the wall. The wall remains intact for a number of rounds equal to your Wisdom modifier.

Once used, you cannot use this feature again until you finish a long rest.

Channel Divinity: Shield of Safekeeping

Starting at 8th level, you can use your Channel Divinity to create a shield that help a creature evade harm from magical attacks.

As an action, you present your holy symbol and point at yourself or a target creature within 30 feet of you. A shield made of soft, changing colours of the rainbow forms around the target. A creature that is protected by this shield does not take any damage from non-targeted damage on a successful saving throw. It takes half of the damage on a failed save.

The shield remains intact for 1 minute or until a saving throw is attempted. In that case, the shield dissipates after the saving throw.

Channel Divinity: Improved Prayer of Protection

Starting at 17th level, your deity grants you the will of utmost protection channelled through your protective spells. You can use your Prayer of Protection with your Channel Divinity and its duration becomes 1 minute.

Additionally, if you cast an Abjuration school or Traust domain spell that is 6th level or higher, you grant an additional resistance against one of the types except psychic or radiant. You can choose the same type of damage twice, which converts the damage resistance to immunity.

Vengeance Domain

Aiming for the fall of someone is a taboo for many Gods and Goddesses. Even though they may ask for sacrifices and look forward to bloody battles that are fought in their name, they don't like to see suffering for any other purpose. This is not the case for Loki and Fenrir.

They understand their believers' need for vengeance. They feel empathy for their misfortune caused by others, and they lend a hand to those seeking revenge. Of course, they also secretly plan their own profit in such tales, as they know that if someone is so full of rage and in need of the destruction of another, that creature will not have anything to lean on, when the deed is done. Such creatures become great servants to these Gods.



VENGEANCE DOMAIN SPELLS

Gothi (Cleric)

Level	Spell
1st	*hunter's mark, jump*
3rd	*darkvision, pass without trace*
5th	*nondetection, haste*
7th	*private sanctum, stoneskin*
9th	*passwall, scrying*

Bonus Proficiency

When you choose the Vengeance domain at 1st level, you gain proficiency with martial weapons.

Grudge List

Also starting at 1st level, you start preparing a Grudge List, a list of people or creatures who have wronged you dearly. You can write down races, occupations, or names, equal to your Wisdom modifier (minimum 1). If you write down a name served by many, you can also include into it any race or occupation that serves it. For example, if you included Eric the corsair on your list, you could include the occupation of pirates related to Eric (at your Dungeon Master's discretion).

You can update the list once per week, or once you have taken major revenge from a creature on the list, at your Dungeon Master's discretion.

Channel Divinity: Bring Wrath

Starting at 2nd level, you can use your Channel Divinity to wreak havoc, on your way towards your foe.

As an action, you present your holy symbol, and it can create one of the two following effects, of your choice:

Open the Way of Vengeance. Chosen creatures within 30 feet of you get crushed by your vengeful rage. They must make a Wisdom saving throw. On a failed save, they take 2d4 psychic damage, and they take half of the damage on a successful one.

Creatures on your grudge list make their saving throws with disadvantage. Creatures that fail their saving throw get frightened of you, for 1 minute.

Bring Down the Wrath. A creature you choose that is within 30 feet of you gets crushed by your vengeful rage. The target must make a Wisdom saving throw. On a failed save, it takes 2d8 amount of psychic damage, and half as much on a successful one. The target's level of exhaustion increases by 1, on a failed save.

If the target is from your grudge list, it makes its saving throw with disadvantage, and takes an additional 2d4 psychic damage or half of it on a successful save.

Vengeful Riposte

At 6th level, you become able to take instant revenge from a foe that hurt you. Whenever a creature deals damage to you that is more than twice your level, hits you with a sneak or surprise attack, or with a spell your next hit with weapon attack against that creature deals maximum damage.

If that target is a creature from your grudge list, it also must make a Wisdom saving throw. On a failed save, it becomes frightened from you for 1 minute.

You can use this feature a number of times equal to your Wisdom modifier (minimum once). You regain all expended uses after you finish a long rest.

Divine Strike

At 8th level, you gain the ability to fill your weapon attacks with your divine rage. Once on each of your turns, when you hit a creature with a weapon attack, you can cause the attack to deal an additional 1d6 damage of the same type.

If the creature is one from your grudge list, you deal an additional 2d8 damage (rather than 1d6).

When you reach 14th level, the extra damage increases to 2d6 (4d8 against those on the grudge list).

Indestructible Wrath

Starting at 17th level, no one can prevent you from avenging yourself. If you are slain by your foe or while trying to reach that foe, you are given a second chance to stay alive, and finish off your foe.

If you drop 0 hit points, you drop to 1 instead if a creature from your grudge list is within 300 feet of you. If the creature that made the final hit that made you drop to 0 hit points, was the one from your grudge list, you get back up with rage. You gain 2d8 + your Wisdom modifier amount of temporary hit points that remain intact for 1 hour (or until you take damage and lose those additional hit points naturally) and your next weapon attack against that creature (or that group of creatures) deals maximum damage of the dice rolled + your cleric level amount of damage.

Once used, you need to finish a long rest before you use this feature again.

VIRTUE DOMAIN

Evil lurks in many corners of Svilland. Many are buried in their own errands to see it come, before it is too late. This is not true for those who follow the Virtue domain. Gothis of this domain are champions who stand between the innocent and the evildoer. They guard certain areas in the name of their deities, or wander in the realm to find new infestations of evil, and bring them down to their knees. Their ways may seem harsh, but they are ready to do whatever it takes to banish the evil and the wicked from the realm.

VIRTUE DOMAIN SPELLS

Gothi (Cleric)

Level	Spell
1st	*shield, virtue's grasp*
3rd	*see invisibility, branding smite*
5th	*blinding radiance, misty step*
7th	*overwhelming smite, under the wings of valkyrie*
9th	*devitalizing smites, overwhelming virtue*

Bonus Proficiency

When you choose Virtue domain at 1st level, you gain proficiency with Heavy Armor.

Bane of Wrongdoer

Also starting at 1st level, you add your Wisdom modifier to the damage you inflict with your weapon attacks on 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 hostile creatures within 30 feet of you must roll Charisma saving throws. On a failed save, the creature gets 2d8 radiant damage, and half as much on a successful save. Creatures that fail their save also get frightened until the end of their next turn.

If a targeted creature is evil, it makes its saving throw with disadvantage, and gets an additional 1d8 radiant damage on a failed save, and half as much on a successful save. It also becomes stunned until the end of its next turn.

Radiance of Good

Starting at 6th level, you can 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. Allies within 30 feet of you gain 1d4 bonus and enemies within 30 feet of you take a 1d4 penalty on all their attack rolls, checks and saving throws for 1 minute.

Once used, you cannot use this feature again until you finish a long rest.

Virtuous Strikes

At 8th level, you gain the ability to infuse your weapon strikes 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 is evil, it takes 1d10 damage instead.

At 14th level, the extra damage increases to 2d8 (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. You and your allies within 30 feet of you become resistant against necrotic and psychic damage for 1 minute. They also add 1d6 to their saving throws against spells or effects brought on by evil-aligned creatures. You need to finish a long rest before you can use this feature again.

WICKED DOMAIN

Some deities scheme for the final days to come upon Svilland. Among their many minions in their realms, or in Svilland, they search for those who are worthy of spreading their cause, before the time comes.

The Wicked domain focuses on everything that is wicked in the eyes of the divine pantheon, and the eyes of the realm. Those devoted to this domain spread sprouts of ill thoughts everywhere 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	*charm person, unseen servant*
3rd	*weeping spirit, ray of enfeeblement*
5th	*vampiric touch, fear*
7th	*blight, compulsion*
9th	*contagion, dominate person*

Bonus Proficiency

When you choose the Wicked domain at 1st level, you gain proficiency with Heavy Armor and Deception.

Wicked Strike

Also starting at 1st level, you gain the ability to add the power of your wickedness and that of your deity, onto your attack.

As a bonus action, you activate this feature and add 1d6 psychic damage to your next attack's damage. Additionally, the creature must make a Wisdom saving throw. On a failed save, it becomes frightened until the end of its next turn.

You can use this feature a number of times equal to your Wisdom modifier (a 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 wickedness within creatures, and use it against them.

As an action, you present your holy symbol, and hostile creatures within 30 feet of you must make Wisdom saving throws. A creature that fails its saving throw, must make a weapon attack to its nearest ally. If no allies are within reach or range, it must do so after it reaches its nearest ally. While on the way, it can reroll its saving throw at the beginning of its turn.

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 hits and deals damage, or you make a critical attack against a creature, you regain an amount of hit points equal to the spell's or weapon's original damage die + your Wisdom modifier (a minimum of one).

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 spells that are from

the school of enchantment or that are listed among your domain spells.

Additionally, you can corrupt intelligent creatures that are not good aligned, forcing evil and neutral creatures to make their saving throws with disadvantage against any of your spells or abilities. You can use this feature a number of times equal to your Wisdom modifier (minimum once).

Divine Tyranny

At 17th level, you become a champion of evil. Your very presence on the battlefield means havoc for the weak. As an action, hostile creatures that are within 30 feet of you must make Wisdom saving throws. On a failed save, a creature is affected by the condition determined by the table below, for 1 minute:

d10	Effect
1	Paralyzed
2-4	Stunned
5-7	Restrained
8-9	*Charmed*
10	Frightened

Affected creatures can make Wisdom saving throws at the start of their turns after they have been affected, to break free from the effect. You need to finish a long rest before you can use this feature again.

RANGER ARCHETYPES

There are many rangers in Svilland who hunt monsters or tame beasts of combat. Additionally, there are also other archetypes of rangers, with some of them being more of a devotion than an archetype. Skadi rangers believe in the goddess Skadi to some extent and they hunt in the snow. Ullr rangers follow god Ullr's traditions and make their sacred hunt. Landspirit rangers draw their powers from landspirits, able to cast the powers of their spirit patrons.

LANDSPIRIT

Landspirit archetypes are rangers who have devoted themselves to a landspirit that resides in their region. They are sworn to protect the balance between spirits and mortals in the region, and fight in their patron's name, if their lands are threatened by forces trying to disrupt the spirit. Rangers of this archetype lean towards heeding the call of nature and of their patron spirit, that protects the boundaries between the wilderness and their civilizations. They are the wildest sort of rangers, voyaging further into the wilderness and into the source of their landspirits, rather than staying close to fringe settlements.

Accustomed to Haven

At 3rd level, when you adopt this archetype, you choose a landspirit and are blessed by it. In return, you must try to do the spirit's bidding and abide by its inherent laws and traditions, at the Dungeon Master's discretion. You should be respectful to the region your spirit resides, and make others have the same respect as well, through a peaceful, or forceful manner. According to your landspirit, you gain the related benefits:

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 your Strength (Athletics) and Dexterity (Stealth) checks while swimming and you have a swim speed that is equal to your normal speed.
- You can quench your thirst by drinking sea water, the salt does not affect you.



Mountain

- Mountain regions become your favored terrain if you have not chosen it already.
- When you are in elevations that are equal to, or higher than, 1 mile, your Perception becomes enhanced, like an eagle's. When gazing into mountainous areas or looking down below from mountains, you have advantage on your Wisdom (Perception) and Wisdom (Survival) checks to figure out the landscape.
- You become instinctually aware of where to put and -more importantly- where not to put your hands and feet while climbing rocks, cliffs and mountains. In these areas you have advantage on your Strength (Athletics) checks while climbing and if you roll an 8 or lower, can count your roll to be 10.

Forest

- Forest regions become your favored terrain if you have not chosen it already.
- You know where to look for intruders and how to move within the forests against threats. You have advantage on your Wisdom (Perception) check, and can choose to have advantage on your Dexterity (Stealth) checks a number of times equal to your Wisdom modifier (minimum once) per long rest.
- By using your bonus action, you can make a Strength (Athletics) check to climb on a tree, up to 10 feet.

Landspirit's Wrath

At 7th level, you gain one of the following abilities, depending on your landspirit:

Sea. You conjure the waters of your region in an instant, and splash it onto a target within 60 feet of you. The target must make a Strength saving throw against your spell save DC. On a failed save, the target freezes for 1d4 turns and is restrained, but it gains resistance against all damage. It can make a Strength saving throw against your spell save DC to break free at the start of each of its turns. If attacked, the layer of ice melts and the target breaks free.

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, or fall in the crack, and take 2d10 bludgeoning damage. If the saving throw fails by 5 or more, the creature is also stuck in the fissure and cannot make its movement or use its action to Dash. In order to get out, it must succeed on a Strength saving throw at the start of its turn.

Forest. You conjure a venomous, ethereal viper, coming out of your fingertips and strike an opponent within 60 feet of you. If you hit a target with a touch attack, that target takes 2d8 poison damage, and rolls a Constitution save. On a failed save, the target takes additional 1d4 poison damage at the start of each of its each turns, and is poisoned for 1d4 turns.

Once used, Landspirit's Wrath cannot be used again until you finish a short rest.

Guardian of the Land

Starting at 11th level, you are seen as a guardian of the land by your landspirit. In order to help you fight and protect the land, it gives you the following benefits:

Sea. You can hold your breath twice as long and are not penalized while fighting underwater even with weapons that are unfit for underwater combat. You can use your reaction to make an opportunity attack against a creature that is in the water, but was not born in it. You have advantage on your Strength (Athletics) checks when grappling creatures that are in/under water.

Mountain. You can transform yourself to be as tough as a mountain that has stood upright for ages, resisting the might of the piercing winds and severe earthquakes. You can choose to have resistance against one of the following damage types: slashing, piercing or bludgeoning; or you can choose to make a Constitution saving throw or a Strength (Athletics) grapple check, with advantage. You can do so, a number of times equal to your Wisdom modifier (minimum once), per long rest.

Forest. When you make a ranged weapon attack against a surprised target, you can use your reaction to make a Dexterity (Stealth) check immediately afterwards, to hide.

Landspirirt's Avatar

At 15th level, you learn to summon the might of your landspirit within yourself. As an action, you concentrate on your landspirit, and gain the following traits for 1 minute:

Sea

- Your movement speed is doubled.
- You can't be targeted by opportunity attacks. If you are within water, you cannot be grappled.
- You gain one additional action that you can use to make an attack in each turn.

Mountain

- You gain resistance against the following damage types from nonmagical weapons: bludgeoning, piercing and slashing. If you are within a mountainous region, you add your proficiency bonus to your Constitution saving throws.
- You have advantage on your saving throws to not be knocked prone, as well as on your ability checks to grapple.
- If you drop 0 hit points, you drop to 1 hit point instead.

Forest

- Your weapon attacks deal additional poison damage equal to its damage dice, once per turn. The creature must also make a Constitution saving throw. On a failed save, it is poisoned.
- You have advantage on your Dexterity (Stealth) checks.
- You have advantage on your saving throws against being blinded, deafened, paralyzed, petrified, and stunned.
- Once you use this feature, you cannot use it again until you finish a long rest.

SKADI

Those belonging to the Skadi archetype are rangers that inhabit the cold sites hidden in heavy snow in the mountains.

They defend the fringe villages in earldoms' boundaries against monsters and other creatures pertaining to cold geography, such as frost jotnar. They excel in surviving under the heavy conditions of the realm due to its cold, and in fact, can bring the cold down upon their foes through various tactics and spells. They get their name from the deity Skadi, the Goddess of bowhunting, skiing, winter and mountains. Skadi's rangers use bows, slings, and spears as their main weapons, as they believe they have been blessed by their Goddess. They cannot use their special abilities with other weapons.

Native of the Cold

At 3rd level, you gain proficiency with skis, and resistance to conditions while voyaging in the cold and snowy weather. This resistance applies to the weather and does not include cold damage. Additionally, you choose from one of the following features:

Sliding Movement. Your movement speed increases by 10 feet. it increases by 20 feet in your favored terrain type.

Heat Practice. You are immune to the effects of cold weather, and can choose to have resistance against an attack or spell that deals cold damage a number of times equal to your Constitution modifier. You regain any expended uses after you finish a long rest.

Guerilla of the Mountains

At 7th level you gain one of the following features of your choice:

Slalom. You move in zigzags, with caution. Your AC is increased by 2 when you use your movement, and by 3 when you use your action to Dash.

Imbalance. After you make an attack and hit a creature (you were aiming for), you can use your reaction to knock the same creature prone if it fails a Strength saving throw made against your spell save DC.

Hunter in the Snow

At 11th level, you gain one of the following features of your choice:

Prey in the Frost. While in arctic or mountainous regions, when you hit a creature with a weapon attack, the creature takes an extra 2d8 damage. If arctic or mountain is your favored terrain, the extra damage increases to 2d10 in that terrain. You can deal this extra damage once per turn.

Snowblind. You can use your reaction, to make a creature within 10 feet of you blinded with snow or dust, for 1d4 turns, on a failed Dexterity save made against your spell save DC. The creature can rub its eyes on its next turn to break free from the effect by spending its action.

Hunter of the Divine Huntress

Starting at 15th level, you become a champion of the Goddess Skadi, and are blessed by her. You gain resistance to cold damage. If you are wearing an item that provides you with resistance to cold damage, you become immune to it instead.

Additionally, as an action, you can bury yourself in the snow. When you do so, you are hard to detect, and cannot be seen unless a creature succeeds on a DC 20 Wisdom (Perception) check. A creature who does not see you becomes surprised by you, when you emerge.

You can then emerge from the snow by using your movement, and make an attack to each surprised creature within 20 feet of you.

You can remain in the snow in this way, a number of hours equal to your Constitution modifier. If you pass this limit, your exhaustion levels begin to rise in each additional hour, provided you fail a DC 15 Constitution saving throw.



ULLR

The Ullr archetypes are rangers that devote themselves to the hunt in the realm. Differing from the Hunter archetype, they believe they are guided by the Ullr, God of Hunt and glory, and thus work on their deeds in a religious manner.

To them, 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

Starting at 3rd level, you gain the Hunter's Trap feature. By making a Dexterity (Stealth) check, you secretly mark an area of 10 feet squares with the Hunter's Trap. A mishap befalls a hostile creature passing through that area, who fails its Dexterity saving throw against your Ranger Spell DC. Even if the creature is aware of your trap, it still makes the saving throw but with advantage.

The creature that has failed its saving throw takes 2d8 slashing, piercing or bludgeoning damage, according to your choosing, and it also becomes stunned for 1 round on a failed Constitution saving throw made against your spell save DC.

You can use this feature a number of times equal to your Wisdom modifier (minimum once). You regain all your expended uses after you finish a long rest.

The damage of Hunter's Trap increases to 3d8 at the 7th, 4d8 at the 11th and 5d8 at the 15th level you reach in the Ranger class.

Mark of the Hunt

Starting at 7th level, you can mark a creature that is within 150 feet of you with the Mark of the Hunt. As an action, you pray to Ullr to bless you with the Hunt. The creature is then marked for the hunt for 1 hour, and you inflict an additional 2d8 damage of your weapon's damage type, on a successful attack, once per turn. Your Hunter's Trap also inflicts an additional 2d8 damage to the marked creature.

Once used, you cannot use this feature again until you finish a long rest.

Lure of the Prey

Starting at 11th level, you gain the ability to lure your prey according to your hunt. By using your reaction, you can do one of the following;

- You can cause the creature to become frightened of you, or of another creature that is friendly to you, on a failed Wisdom saving throw against your ranger spell DC. This effect lasts for 1d4 rounds. The creature can only be frightened from one creature as the result of this feature.
- You cause a disadvantage on an attack roll, saving throw, or ability check the creature makes.
- You decrease the speed of the creature to half of its normal or related speed (such as swim or fly).
- You decrease the AC of the creature by 1d4 against an attack from a friendly creature.
- You have advantage on your next attack roll against the creature.

You can use this feature a number of times equal to your Wisdom modifier (minimum once). You regain all expended uses after you finish a long rest.

Hunter's Preparation

At 15th level, you can study an area of 150 feet square, using your movement and action for that turn. Afterwards, by using your bonus action within that area, you can gain one of the following benefits:

- You can make your Strength (Athletics) check to climb or jump, Dexterity (Stealth), Wisdom (Perception), or Wisdom (Survival) check with advantage.
- By using the terrain to your advantage, you can slow yourself down during a fall, and take only half the damage.
- You use your surroundings to your advantage and AC gains +2 until the start of your next turn.
- You can use your Hunter's Trap feature to mark anywhere within the area.
- You can make an additional attack to the creature, that you marked with Mark of the Hunt, if it is within the area.
- You can aim at a creature within the area. You can land a critical strike on it on a successful hit.

Once you study an area, it remains in your memory for 1 hour. Once you use this feature, you cannot use this feature 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. Yet, 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 spells that are not related to elements but to the nature of magic. Their personalities, tend to be wise, curious or both. They like to investigate things, and especially learn about new secrets and other things that were previously unknown to them. What drives them is the chase for fascination and discovery.

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 among the wizard spell list as an alternative to the spells in your sorcerer spell list. The spell you choose becomes a sorcerer spell for you.

Attuned to Magick

Starting at 1st level, you can cast Detect Magic and Detect Runes as cantrips. It is always active on you. The Dungeon Master can make a secret Wisdom (Insight) check to hint at you to use your ability to Detect Magic or Detect Runes.

Magical Adept

At 6th level, you gain the following features,

Adept of Magics. You can learn one spell from any class' spell list in each sorcerer level, starting at 6th level.

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 feet radius.

Magical Incarnation

At 14th level, you gain the following features:

Magic Clone. You create a magical clone of yourself, which does not require concentration. This clone has Hit Points and Armor Class equal to yours, but it cannot take physical actions or attacks. Instead, you can use your clone as the source of your spells. For example, you can target an area with your Fireball spell within the range of your clone, instead of yourself.

When you are using Twinned Spell Metamagic, you can pick a secondary target that is in range of your clone. If you are picking the same target or area with your clone, you have advantage on your spell attack, or a target creature has disadvantage on its Dexterity saving throw.

Your clone remains intact for a minute, and you cannot summon it again until you finish a long rest.

Locational Shift. Whenever you are targeted by a spell, a spell attack or weapon attack, you can use your reaction to swap places with your clone, by spending 2 sorcery points, if your clone is within 30 feet of you.

Master of Magick

At 18th level, you gain the following features:

Magic Resistance. Whenever 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 throws against the spell, or make the creature casting it, have disadvantage on its spell attack.

Dual Existence. You can use your Locational Shift feature as a bonus action. If you use it as a reaction, you don't need to spend sorcery points to use the feature.

Consume the Essence. If your clone is within 30 feet of you, you can choose to consume its essence and destroy it. When you do so, you gain Temporary hit points equal to half of your hit dice number of d4s.

Blast of Magick. For 4 sorcery points, you can destroy your clone and blast it into pure magical energy. Creatures within 30 feet of it must make a Dexterity saving throw against your spell save DC. They take your clone's current hit points as force damage on a failed save, half as much on a successful one.

Children of Vanir

Children of Vanir are sorcerers who descended from the Vanir. Odin hunted down most of the Vanir and their mortals in the time of conquest, but some still survived and got assimilated into societies of present Svilland. Many children of Vanir have no idea from where their sorcerous powers and blood come from. Others know some stories about their origins and have some ideas or quests relating to it. There are children who defy Odin and his pantheon, and are branded as heretics, and those who accept Odin as their Allfather. Children of Vanir have some powers over time, and they realize the prize of wisdom when they move forward in their path.

Magick of Vanir

Vanir were adept in both magic of the runes that Odin found and sent to the realm, and magic that ruled the untameable wild of the realm, before Odin's conquest. 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 among the druid spell list as an alternative to spells in your sorcerer spell list. The spell you choose become a sorcerer spell for you.

Future Sight

As a bonus action, you can activate one of the following abilities:

- You can be first in the initiative. If there are other creatures with this feature or a similar power that involves time, you contest your initiative check with those creatures normally but surpass the rest.
- If you are surprised, when you activate this ability, rather than being first in the initiative, you roll for initiative along with the creatures that surprise you.
- You can have advantage on any one of your actions. If you are casting a spell that requires a saving throw, target creature(s) make their saving throws with disadvantage, instead.
- You can deny being surprised if you and your party is surprised by hostile creatures. Your foes cannot benefit from surprise when they attack you.

You can use these features from this list, a number of times as many times as your Wisdom modifier (minimum once). You regain any expended uses once you finish a long rest.

Deny of Fate

Starting at 6th level, whenever a you or one of your allies within 300 feet of you fail a saving throw, take damage, or fall unconscious; you use your reaction to deny the event and negate it.

Once used, you cannot use it again until you finish a short rest.

Wisdom of Forefathers

Starting at 14th level, by spending 1 sorcery point, you can add your Wisdom modifier to any damage you deal; or any

attack roll, ability (skill) check 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 manipulating it, time starts to flow slower for you. You can choose to take an additional action on your turn. You can even cast an additional spell by spending an additional 4 sorcery points.

You can use this feature a number of times as many times as your Charisma modifier (minimum once). You regain any expended uses once 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 based on necrotic damage, 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. This makes them slightly melancholic, and they tend to not care about the mundane events of everyday life.

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 in your sorcerer spell list. The spell you choose becomes a sorcerer spell for you.

Spell Level	Spell
3rd	*speak with dead*
5th	*raise dead*
7th	*resurrection*
9th	*true resurrection*

Sight of Death

At 1st level you can use the following features by spending a 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 the scene is limited to 1 turn only. DC for using *Death Sight* on a fresh corpse is 10, a half rotten or stiff corpse is 15, a rotten corpse is 20, and a skeleton it is 25.

Glimpse of Death. Whenever a creature makes a melee spell attack or weapon attack against you, you can use your reaction to make a spell attack against the creature. On a successful hit, it fails its attack against you and sees an illusion of itself dying. The sight terrifies the creature and causes it to be frightened until the beginning of its next turn.

Consumption

At 6th level you gain the following abilities;

Steal Life. You drain the life force of a creature whose hit points dropped to 0 hit points within the last 10 minutes, and that is within 10 feet of you. You gain temporary hit points equal to the creature's hit dice number of d4s. The target cannot be brought back except with the Resurrection or the True Resurrection spell.

Pinning Phantasm. You create a phantasm of horror that only a target creature within 30 feet of you can see. The phantasm is truly horrific, it resembles death and the endless abyss that may be just beyond it. The creature must succeed on a Wisdom saving throw or take 3d10 psychic damage and become stunned for 1d4 rounds. The creature can get out of stunned condition by succeeding on a Wisdom saving throw during its turns later on.

Once used, you cannot use any of these features again unless you finish a long rest.

Wear The Dead's Skin

At 14th level you gain the ability to magically wear pieces of a corpse as protective skin. You consume an undead that you made with this ability, and become resistant against the following damage types from nonmagical weapons: bludgeoning, piercing and slashing

You can also use this ability against an undead that you



had not created. In this case, the undead deals 2d10 damage and you can consume it if it is destroyed as a result. Undead that have advantage against turning (such as Lich) are also resistant to this damage.

Once used, you cannot use this feature again until you finish a long rest.

Dodhoster

At 18th level, as an action, you can become a harvester of souls. Your body looks like a shadowy, undead figure of nightmares. You gain features that resemble the most powerful undead known in the realm. You become immune to necrotic damage, but vulnerable to radiant damage. The transformation lasts 1 minute, and you gain the following features while in this form:

- Your range for the *Glimpse of Death* as well as the *Consumption* and *Wear the Dead's Skin* features increases to 60 feet.
- As an action, you can use *Frightening Gaze* with your spell save DC by spending 3 sorcery points, or you can use it as a bonus action or reaction by spending 6 sorcery points.
- As an action, you can use *Disrupt Life* (SRD v5.1 pg. 326) by spending 3 sorcery points, or you can use it as a bonus action or reaction by spending 6 sorcery points.

ING-TOUCHED

Ing-touched sorcerers carry with them the rune of Ing, the earth rune. Just like the earth below that rarely shifts or moves, they tend to be traditional and conservative people. This doesn't mean however, that they are stubborn or unagreeable. They value others' ideas and perspectives that are as well. They are quite loyal to their friends, and ideas they find to be true.

They prefer to make plans and stick to them, even when things go sour. They believe in endurance; to them a good plan should be obeyed, even if the ones following it takes wounds. To them, that is what resilience is.

Mountain Stance

As an Ing-touched sorcerer, you gain the Mountain Stance ability. Whenever a creature targets you with a spell or weapon attack, you can use your reaction, and spend a sorcery point to add your Charisma modifier to your AC.

Additionally, you gain advantage on Strength saving throws against getting grappled, shoved, or being knocked prone.

Burrow

At 6th level you can magically burrow 7 foot into the ground, and stay there for hours. While burrowed, you have Blindsense, and can perceive things that are within 100 feet of you. you can tell the general location of a moving thing within a 100-300 feet radius, by feeling its vibrations. You can sleep while burrowed.

Once you use this ability, you cannot use it again until you finish a long rest.

You are very hard to detect when burrowed, and you gain +10 to your Dexterity (Stealth) checks to hide. Creatures that have Blindsense or a similar perception can still find your location. Creatures that have Scent can sense you with disadvantage.

If you are found, you can be attacked. However, you have resistance against bludgeoning, piercing and slashing damage types from nonmagical weapons, only weapons with reach or range can hit you.

You can be dug out. It takes 1 minute to dig and make you come out completely. Spells that can manipulate the earth can do this much more effectively.

Still, you are normally affected by spells such as Earthquake, meaning you are not invulnerable to spells affecting the earth.

Cure from the Soil

At 14th level, you gain the Cure from The Soil ability. While burrowed, you can use 2 sorcery points to heal yourself in the amount of 1d4 + Charisma Modifier.

Additionally, you require 1/4th the food and water you normally consume when you are burrowed. The soil also feeds you effectively, and you can use 2 sorcery points to satisfy your thirst or hunger, replacing meal of the day.

Unseen Rupture

Starting from 18th level, while burrowed, you can use 2 sorcery points to cast a spell the same as if you were atop the ground and targeting a creature or an area.

For spells that manipulate the earth such as Move Earth or Earthquake, you add 1d4 to your spell save DC and spell attack roll, and you can cast them without spending 2 sorcery points. If you choose to use 2 sorcery points, the spells you use them on become very effective and target creatures make their saving throws with disadvantage.

ISA-TOUCHED

Isa-touched sorcerers carry with them the magical nature of Isa, the ice rune. They are better attuned to spells based on ice. Because of the rune's nature, they tend to be distant and cold. They don't like delving into things head on, rather, they prefer overcoming obstacles with precision, if they have to overcome something at all. They are mostly sure of themselves, but they are hesitant to prove themselves to anyone. They find serenity in the stillness of the cold and ice.

Cold Affinity

At 1st level, you gain the following features,

Cold Resilience. Cold weather does not make you ill, or frozen. You gain resistance to cold damage from non-magical and non-racial sources.

Cold Barrier. As a reaction to an incoming attack against you, you can freeze the moisture around you and create a thin layer of ice right on top of your body. This increases your AC against that attack by 1. If the attack is a spell or

racial ability that requires you to make a saving throw, and that deals elemental damage, you subtract 1d6 + your Charisma modifier from the damage.

Once used, you cannot use Cold Resilience or Cold Barrier again until you finish a short rest or spend 1 sorcery point.

Chilling Cold

Also at 1st level, the ice rune empowers your spells. Whenever you cast a spell that inflicts cold damage, you can spend a sorcery point to halve your target's speed for until the end of its next turn.

Icy Grounds

At 6th level, your cold spells leave remains of ice on the ground. Whenever you cast a spell that inflicts cold damage, the ground within the area of the spell becomes covered in thin ice. For single target spells, an area of 5-feet square is covered.

On grounds covered in ice, you can slide magically with a speed of 60 feet and you are not affected by the difficult terrain. You never risk falling down when it comes to moving on grounds covered in ice.

Freezing Visage

At 14th level, you become even more attuned to ice. Whenever you cast a spell that deals cold damage on a creature who is vulnerable to Chilling Cold, you can choose to freeze it for a number of rounds equal to your Charisma modifier, if the creature fails a Constitution saving throw against your spell save DC.

A creature that is ablaze, or that has an active fire aura on it does not freeze, but the flames are extinguished, and the fire effect ends.

Additionally, whenever a creature targets you with a spell, or weapon attack, you can choose to freeze yourself into a stasis as a reaction. When you are frozen this way, you cannot take any action or make a movement except a Wisdom (Perception) check with disadvantage, but you cannot be targeted by attacks or spells either. The ice remains intact for 1 minute.

The ice on the target or on yourself, can be destroyed by dealing 20 damage to it.

Once used, you cannot use this feature again until you finish a long rest.

Bringer of Winter

At 18th level, as an action, you can become an avatar of the freezing winter. Your body looks like it's made of ice shards and glowing snow patterns, and your eyes glow blue with icy smokes coming out of them. You become immune to cold, but vulnerable to fire. The form lasts 1 minute, and you gain the following features while in this form:

- You don't have to spend a sorcery point to activate Chilling Cold.
- You can use your Freezing Visage feature a number of times equal to your Charisma modifier.
- As a bonus action,
- Your steps freeze the ground, you create a veil of thin ice, in a radius that is 5-feet wide, on the trail where you move.
- You can intensify the cold radiating from your body, and create an aura of cold that expands in a 5 feet radius around you. Targets who take physical actions within this area have disadvantage.

As an action, you can unleash a freezing blizzard. Creatures within 10 feet of you must succeed on a Constitution saving throw, or take 5d6 cold damage and are frozen for a number of turns equal to your Charisma modifier. You can use Metamagic options on this ability, except for Twinned Spell.

Once used, you cannot use Bringer of Winter again until you finish a long rest.

KAUN-TOUCHED

Kaun-touched sorcerers carry with them the magical nature of Kaun, the fire rune. They are better attuned to spells based on fire. They tend to be aggressive and believe in direct confrontation because of the nature of the rune they carry. They can be brave to the point of recklessness. Some of them are obsessed with fire and enjoy seeing the world ablaze, even if it includes their friends.

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 in your sorcerer spell list. The spell you choose becomes a sorcerer spell, for you.



Spell Level	Spell
1st	*sacred flame, sword of kaun*
2nd	*branding smite, continual flame, flame blade*
3rd	*word of surtr, smoke oflava*
4th	*conjure minor elementals (fire)*
5th	*flame strike, conjure elemental (fire)*

Catching Fire

At 1st level, fires created by your fire spells become stronger and more persistent. In addition to non-living objects, your fire spells can also set creatures on fire for 1 minute. By spending a sorcery point on a fire spell you cast against a creature, you can make your target catch fire and take 1d4 damage for each turn it is ablaze. In order to extinguish the flames, the creature must spend its move action to pat on the flames, requiring a Dexterity saving throw with advantage against your spell save DC.

This burning damage gets higher in higher levels; becoming 1d6 at 6th, 1d8 at 14th and 1d10 at 10th levels.

Dreadful Flames

Starting at 6th level, your fire spells become so tense and engulfing, that they cause panic in any creature that catches on fire. By spending an additional sorcery point, you can make a creature that is affected by your Catching Fire feature become frightened for the next turn. The creature can attempt to break free from this effect on its next turn by succeeding on a Wisdom saving throw.

Pyromania

Starting at 14th level, you become pyromaniac when you are casting fire spells. Your fire spells become stronger and more destructive. By spending a sorcery point on a fire spell you cast that is level 1 or above, you gain an additional die of the spell's fire damage equal to the number of creatures that are currently ablaze, because of your Catching Fire ability.

Additionally, your spell save DC against saving throws for Catching Fire and Dreadful Flames features increases by 1.

Inferno Incarnate

Starting at 18th level, as an action, you can become an avatar of fire. Your body looks like an erupting volcano and eyes glow red or yellow with flame and smoke coming out of them. You gain immunity to fire, and vulnerability to cold. The form lasts 1 minute, and you gain the following features while in this form:

As a bonus action,

- Your steps leave traces of fire and set the ground on fire. You create a line of fire in the track of your movement, 2 feet wide, and as long as the distance you moved.
- You can send flames to a target within 60 feet of you, dealing 2d6 fire damage on a successful spell attack.
- You can intensify your flaming body and create an aura of fire that expands in a 5 feet radius, dealing 1d10 fire damage to creatures who are within the area at the start of each one of your turns.

As a move action, you can combust yourself into a bright burst, dealing damage to creatures nearby and potentially blinding them. Because of the combustion, you take 9d6 fire damage that you are not Immune to. Creatures within 10 feet of you take twice that fire damage. Creatures that are hit must succeed on a Constitution saving throw or become blinded for 1d4 turns. You can apply Metamagic options to this ability except Extended Spell and Twinned Spell.

Laugr-Touched

Laugr-touched sorcerers carry with them the rune of Laugr, the water rune. Laugr is encompassing, understanding and providing, and makes these sorcerers more aware of the people around them, as well as the dynamics of relationships. Laugr pushes these sorcerers to become more caring, or more reflective emotionally. They are friendlier to their friends, and far more hateful towards their enemies.

Laugr-touched sorcerers are also more adaptive. Just like the waves fill take the shape of the rocky shores they reach; these sorcerers can quickly change their plans according to how things turn out. This does not mean, however, that they are quick to give up on their plans or promises.

Spell Level	Spell
1st	*spare the dying, cure wounds, healing word*
2nd	*lesser restoration, aid*
3rd	*mass healing word, prayer of healing, revivify*
4th	*Conjure Minor Elementals (water)*
5th	*Conjure Elemental (water), mass cure wounds, greater restoration*

Water Affinity

At 1st level, you gain the following features:

Breathe Underwater. Laugr comes to you when you are underwater. You are to breathe magically underwater as if you are affected by the Water Breathing spell.

Swim Speed. You gain a swim speed of 40ft. This feature is magical and does not involve a transformation.

Water Resilience. You do not get any conditions or Exhaustions from being in water for long durations as long as the weather outside is bearable for you. This means that if you are well-clothed for the current weather, being in water does not cause hypothermia.

Heightened Empathy. By spending 1 sorcery point, you can gain an advantage on your next Charisma (Persuasion) or Wisdom (Insight) check regarding social interactions, or your next Intelligence (Arcana) or Intelligence (Nature) check regarding information about a creature.

Senseful Casting

At 6th level, you gain the following features:

Water's Reaction. Laugr makes you more aware of your surroundings and better react to them with your magic. By spending 2 sorcery points, you can cast any spell you know that takes an action or less as a reaction. You can still cast

a single spell per round. So, you cannot cast an additional spell on your normal turn unless if you activated Twinned Spell Metamagic. If you did so, your twin magic has to be cast during your turn.

Charm of the Seas. For any spell from the school of Enchantment, you can spend 2 sorcery points to add 1d4 to your spell save DC and spell attack modifier.

Might of the Seas. For any spell that involves control or manipulation of water, you can spend 2 sorcery points to add 1d4 to your spell save DC and spell attack modifier.

Water Form

At 14th level, you gain the ability to magically transform into an apparition of Laugr. As an action, you transform into water. When you are moving, it takes the form of your silhouette, but when you stand still, you are indistinguishable from a body of water.

While in this form, you become resistant to fire damage as well as bludgeoning, piercing and slashing damage, coming from nonmagical weapons. On the other hand, you become vulnerable to lightning damage. Also, dold damage partially freezes you and slows your speed by 10 feet.

You can pass through any surface or opening that a body of water can pass, given that you are finishing your turn in an open location, that you can normally fit in. You cannot make anything but your movement if you don't finish your turn in such a location.

You also cannot inflict damage except by magical means or weapons to your opponents. However, you can attempt to grapple a creature by ending your move on that creature's space. The creature must succeed on a Strength (Athletics) check against your spell save DC or becomes Strength (Athletics) by you.

A living creature that is Strength (Athletics) by you in your Water Form cannot breathe and suffers from 1d6 bludgeoning damage at the end of each turn it is grappled by you. If you grappled a creature this way, you can still cast spells without disadvantage.

Once used, this feature can remain active for 1 minute. Once used, you cannot use this feature again unless you finish a long rest or spend 6 sorcery points.

Clarity of Still Waters

At 18th level, the presence of Laugr becomes much stronger in you. You gain the following features:

Charm of the Seas and Might of the Seas. Your spell save DC and spell attack modifiers increase by 1d6 for the spells that are related to these features.

Water Form. You can use Water Form again after you finish a short rest, or spend 3 sorcery points.

Sol-touched

Sol-touched sorcerers carry the rune of Sol; the lightning and power rune. Characteristically, Sol makes them quick-minded but also impatient. Sol-touched sorcerers prefer to jump into tasks and challenges right away rather than conducting long planning. Yet, they don't stumble when their initiative runs sour, as they are flexible to shift their minds and think of alternatives right on the spot. As far as personas go, they are mostly energetic and intellectual.

Lightning in the Veins

Starting at 1st level, as a Sol-touched sorcerer, you gain the following features;

Lightning Reflexes. Whenever you have to make a Dexterity saving throw, you can spend a sorcery point to have advantage on it.

Charged Air. If the weather is stormy, you can spend a sorcery point to gain 1d4 on your spell save DC and spell attack rolls.

Lightning Magic

Your affinity with the rune of Sol lets you learn lightning and power spells that are not normally in your sorcerer spell list. While learning a new spell, you can choose one among the list below as alternates to spells in your sorcerer spell list. The spell you choose become a sorcerer spell for you.

Spell Level	Spell
1st	*ride like lightning*
2nd	*oppression of Sol*
3rd	*call lightning*

Lightning Leap

Starting at 6th level, whenever you are casting a spell that deals lightning or thunder damage, you can use your reaction and spend 2 sorcery points to travel through the path of lightning. The destination must be within 5 feet of the spell's target or the covered area. Additionally, in stormy times there is a 5% chance per turn that a lightning will strike the earth. You can use your Lightning Leap described below for traveling within those lightnings as well, if they strike within 20 feet of you.

Resurge

Starting at 14th level, you can recreate the current of lightning when you leap through it and direct this current to a new target. By spending 4 sorcery points, you can choose to duplicate the lightning spell you have cast on a target creature or a target area of 20-feet diameter that is within 20 feet of the location that you have leapt with the Lightning Leap ability. The duplicated spell only affects the target creature or targeted area, duplication of spells such as Chain Lightning does not jump to other targets.

Arcs of Destruction

Starting at 18th level, you gain the ability to channel the wrath of stormy skies. As an action, you begin to levitate and gain a flying speed of 40 feet. Additionally, arcs of lightning emerge, touching and sparking everywhere within 30 feet of you. Those who come within the area must succeed on a Dexterity saving throw, or they get hit.

In each turn this feature is active, you deal lightning damage to the creatures that got hit. You have a pool of damage

equal to your HD number of d4 dice plus your Charisma modifier: Roll to determine the damage and distribute it among the creatures.

If you are under a stormy weather that involves lightning strikes, the dice you distribute grow by 1 size.

Additionally, you can choose to channel the arcs as an action instead of casting a spell in your turn. If you do so, you can channel the arcs to an area of 30 feet sphere that is within 120 feet of you and grow the dice you distribute by 1 size (a d4 becomes d6, a d6 becomes d8).

This form lasts for 1 minute. Once used, you cannot use this feature again until you finish a long rest.

BACKGROUNDS

Many backgrounds from the core rulebook can be used in Svilland. However, this setting also has five new backgrounds unique to the realm. 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 force. Life of Svillanders are not an easy one. Their social interactions can sometimes be inseparable from ruthlessness.

DESTINED

You born in a divine and holy way. It can be on an important day or in a ritual. They say gods work in mysterious ways but you can understand these ways clearer than others. You have been chosen by the gods for a mission and you must survive until your crusade is done.

Skill Proficiencies: Religion, Survival

Equipment: A set of winter clothes, a scroll written by someone important to you that explains that you are destined to do something and a belt pouch containing 10 gp.

Languages: Helic if you are chosen by Hel or Asgardian if you are chosen by Odin.

d10	Deities	d10	Deities
1	Odin	6	Tyr
2	Loki	7	Balder
3	Hel	8	Freyja
4	Thor	9	Aegir
5	Fenrir	10	A lesser deity

FEATURE: AURA OF GODS

You have an aura around you that blessed by the gods. When you say you are following a path that showed by gods or when people realize you represent a god, they can provide you and your allies a shelter. This shelter can be a house of a follower or a sacred ground like a temple.

Also, people who follow the same god as you will have a good first impression of you.

SUGGESTED CHARACTERISTICS

People who are destined are uncommon but it is known that they live a life on the road. By name of their gods, destined are trying to do something no one can.

d8	Personality Traits
1	I believe every god and goddess has their own way and every way must be respected.
2	My deity and my path is the only true way.
3	Everything is a message about my journey.
4	What I know is something that I must.
5	My god or goddess is with me but its enemies are against me. I shouldn't trust everyone so easily.
6	My faith is my shield. I should not fear from leaping in the middle of danger.
7	I should live by my quest. I must be a shadow of my deity.
8	Nothing can stop me if I want something to be done.

d6	Ideal
1	**Illumination.** I will share every knowledge and secret I found along the way. (Good)
2	**Path.** I will walk this path and at the end of it, I will be free. (Chaotic)
3	**Power.** Once I done my task and get my reward, every creature in this world will taste divine power. (Evil)
4	**Mission.** My road has set by me as I am by the gods. (Any)
5	**Justice.** I must not use my work 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 will take revenge from everyone and everything who tries to stop me from my path.
3	I will do anything to protect my deities' name.
4	Everything I do is done for the followers of my deity.

5	I will do anything to protect my deities' religious order.
6	I owe to my companions who helped me on my quest.

d6	Flaw
1	I trust to my deities' followers, gothis or alles, no question asked.
2	My way of thinking sometimes bothers me.
3	Sometimes I feel chained by the quest bestowed on me.
4	I expect the worst from anyone who is not following the same deity with me.
5	I am obsessed with my quest.
6	I put my own destiny before everything else.

THRALL

At some point in your life you become a servant for someone important. You know what is like to live in someone's shadow but this might be a good thing after all.

Skill Proficiencies: Sleight of Hand and choose one from 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 tool. If you choose medicine or nature, herbalism kit.

Equipment: A set of common clothes, your release order from your master and 4 gp.

FEATURE: SOLIDARITY OF AGGRIEVED

As a thrall who live a life 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 wilds some favors like a place to sleep or something to eat.

SUGGESTED CHARACTERISTICS

In the culture of Svilland, masters can't mistreat a thrall or they will be severely punished. If a thrall is beaten or killed by its master, this master gets stripped from all of its titles. So, thralls work hard without day and night but they got their rewards in return.

d8	Personality Traits
1	I see my old master as an idol. I try to reach the same place as she or he has
2	I have spent so much time as a thrall that I experience some difficulties while dealing with life as a free person.
3	Although I lived as a thrall, I try to approach masters of thralls with peace.
4	Although I lived as a thrall, I have lived a life of prosperity. I don't prefer this freedom
5	I am optimistic about my future life.
6	I am pessimistic about my future life. I will probably be another's thrall again.
7	I am intolerant about other thrall masters.
8	I always try to take lessons from my older life.

d6	Ideal
1	Life has plans for everyone. We should not complain about it. (Lawful)
2	My freedom is a gift to me. I must use this chance. (Neutral)
3	I broke my chains once. Nothing can chain me again. (Chaotic)
4	I lived a life of pain and misery. Other should not live that. I try to help those in need. (Good)
5	I lived a life of pain and misery. And now the tides have turned. (Evil)
6	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 as a thrall. I would risk much to help my master in the times of need.
2	I will take my revenge from those who made my former life harsh
3	I owe my life to my former master for saving me from death.
4	I dedicated my life for other thralls.
5	I am in love with a member of my former master's family.
6	I have a tendency to dedicate my life for a goal.

d6	Flaw
1	I have a secret that can lead my former master's family to destruction.
2	I cannot resist to the urge of helping other thralls in need.
3	I hate all thralls who want to keep living as thralls.
4	I despise all authorities.

5	I have a tendency to trust other thralls without question.
6	I secretly want to become a master.

KARL

You are born (or adopted) by a merchant family so you understand how to handle money. You know what nobility and royalty means and you learned how to deal with people. Work with your DM about the details of your family like "What were they trading?", "How were in family relations?", "What was the place of me in the family?" or "Were we close to the bankruptcy or were we in a good position?"

Skill Proficiencies: Insight, Persuasion
Equipment: A set of traveller's cloth, a pouch of 25 golds
Languages: One of your choice

FEATURE: BARTER AND BARGAIN

You know the tricks of a merchant. You can easily bargain about an item or understand a hoax. Also, merchants travel a lot, so you meet people everywhere you go. These people can help you to find some specific items, places or people.

SUGGESTED CHARACTERISTICS

Karls are the traders and merchants of the Svilland. They earn a lot of money compared to farmers or craftsmen. But unlike jarls, they don't own any land or have the power to command.

d8	Personality Traits
1	I generally try to save my money and barter for the best price.
2	Bargaining is my hobby. I try to bargain even in some trades that I do not make
3	Raiding, stealing or crafting. If the item is valuable, how I acquire it is not important.
4	I only sell to the ones I want. How much they pay is not important.
5	None can appraise something as I do.
6	I try to learn special knowledge about people I am bargaining with, just to get lower prices.
7	Pieces of art are more valuable for me than the ones who cannot value them properly.
8	Quality of product is the most important thing for me.

d6	Ideal
1	Trading is the base of our community. It is a duty to trade. (Lawful)
2	I will see enough gold in Valhalla. I do not need to carry mines also. Sharing my wealth with the poor, those in need or with my friends is better. (Good)
3	I do not work for free. Everything has a price. (Evil)
4	I lived a life of pain and misery. Other should not live that. I try to help those in need. (Good)
5	I am just concerned with my job. Nothing less, nothing more. I do not care about where the items I sold are used. (Neutral)
6	I have a goal and I have been working to reach it. (Any)

d6	Bond
1	I am strictly connected to my family.
2	I experienced nice things in my birthplace. I will return there and help them.
3	Money can buy protection. I am trying to protect my loved ones.
4	Customer is always right.
5	We have to prepare for Ragnarok. I work for the gods.
6	I carry my first gold. All started with it.

d6	Flaw
1	I am always hungry for more.
2	I must be the wealthiest and most prestigious. 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 kill, steal, murder to get what I want.
6	I am a direct person. If I do not want to sell to someone, I tell it directly with the reason.

REVEREND

You devoted your life in the ways and teachings of the gods. In doing so, you become an idol for some people.

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 one of your choice

FEATURE: WISAGE FROM WITHIN

You are a wise person that talks and shares thoughts. Generally, reverends are welcomed in royal or noble places. You

can seek help from officials. Also once you start talking about your teachings, people tend to listen because of their respect

SUGGESTED CHARACTERISTICS

Reverends are generally unbiased about beliefs. Because of their teachings, many of them start their own organizations or cults. Even some reverends work with nobility as a consultant.

d8	Personality Traits
1	Mysteries always attract me, every one of them opens a path leading to new understandings.
2	I like to speak with hidden messages.
3	I read all the books I find.
4	Results always verify the reasons.
5	All little details of life are important.
6	Actions are important, not words.
7	Gods see everything, know this.
8	Gods work in mysterious ways.

d6	Ideal
1	Gods has plans for everyone. We should not complain about it. (Lawful)
2	Gold and wealth is nothing compared to the blessings of the gods. Share them. (Good)
3	I carry the gods' will. My word is the law and what I do is the best. (Evil)
4	Everything is gods' will. I shouldn't change them. (Neutral)
5	Everyone has its own understanding of the gods. People should think freely. (Chaotic)
6	Every event is a test sent by the gods. (Any)

d6	Bond
1	Holy symbol of my deity is the most valuable treasure of mine.
2	I have a little part of writing explaining the teachings of my deity. I always carry them with me.
3	Having followers to whom I can teach something is my goal.
4	There shouldn't left a single person without revering my deity.
5	Holy sites dedicated to my deity must be preserved.
6	Relics of my deity must be explored and be put into use.

d6	Flaw
1	I easily trust to the ones sharing the same religion with me.
2	I hate the people worshipping a deity enemy to mine.
3	My deity and my religion is number one priority for me.
4	I fear of losing my status in the eyes of people.
5	Abandoning the ways of my deity is the worst nightmare.
6	I do not like, even tolerate, discussions about my deity.



NEW FEATS

People of Svilland faces new threats and dangers every day. So, in order to survive and prosper they created new methods. These feats are a part of someone's life in this harsh world. For example, if you are wandering to the north, draugr slayer feat will help you to clear your way much more easily or a rune keeper may want to attune more than 3 runestones so blessed with magic feat will provide.

BLESSED WITH MAGIC

You can be attuned to one more item that requires attunement.

BOON OF FREYJA

Freyja has granted you her boon, you gain the following benefits:

- You can regain all of your hit points in a short rest instead of a long rest.
- You can reroll your hit dice when you level up, if you rolled half or lower.

COMBAT READY

You are always ready for combat, gaining the following benefits:

- You can get a bonus action before initiative order.
- You have 10 temporary hit points in the first round of every battle.
- Your passive perception increased by 2.

DRAUGR SLAYER

You are an expert at slaying the undead, you gain the following benefits:

- When you drop 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 choose a heavy weapon that you are proficient with to master. While using that weapon, 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 the opportunity attack rolls with your chosen weapon.
- As a bonus action, you can make another attack with your weapon's handle, dealing 1d4 bludgeoning damage on a successful hit.

LAUSATÖK GLIMA

You are a wrestler, a practitioner of your traditional wrestling. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- As long as you are facing your target directly, you have advantage on your Dexterity saving throws.
- You can try to dodge a melee attack as a reaction: You can make a Dexterity saving throw against the attacker's attack roll. If you succeed, you dodge the attack and take no damage. Once you use this feature, you must take 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 masterful in using runestones. You gain the following benefits:

- You become attuned to a rune stone in a short rest instead of a long rest.
- You can use your own spell slots to reactivate a same level rune stone's spell slot.
- You can cast one spell in a rune stone from 1 higher spell slot. Once you use this feature, you need to take a long rest to use it again.

SCENT OF FENRIR

You feel and scent like wolves, gaining the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You can trace the smell of blood within 60 ft. of you. You can also smell invisible or hidden creatures.
- Once per long rest, you can identify a creature's type by the scent of its blood.

SHIELD STANCE

You learn how to hold your shield in front of you effectively, forming a shield stance. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20,
- You can try to hook your target creature's shield

and disarm it as an action. You and the roll Strength (Athletics) checks. If your roll is a higher, target loses its shield.
- You gain +1 AC as long as you hold your shield in front of you.
- When you move through a hostile creatures space, as a reaction you can hold your shield behind your back and gain resistance to piercing, slashing and bludgeoning damage from opportunity attacks until the start of your next round.

WAR CRY

Prerequisite: Charisma 15 or higher

You scream for war. War Cry can be used once per long rest. You and your allies within 60 ft. who can hear you in the battlefield gains following benefits:

- You and your allies have advantage to your melee and ranged weapon attack rolls for 1 minute.
- You and your allies deal +1 more damage with your melee and ranged weapon attacks.

WEAPON THROWER

You learned how to handle melee weapons in a ranged fight, you gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20
- You can throw every weapon even its two handed or doesn't have ranged feature. Weapons you throw deals half of its normal damage.



SPELLS AND RITUALS

CHAPTER III

In this section you can find the new spells of Svilland. There are many that make use of the land's nature. There are also spells that are runic, meaning that they invoke powers relevant to runes' cosmology. Additionally, there are rituals. They are unique sort of magic that require different prerequisites than normal spells. They take sacrifices of serious worth, but reward their casters handsomely.

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

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 Troldkin

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 Sol
Ride Like Lightning
Sword of Kaun

3rd Level

Word of Surtr
Smoke of Lava

SPELL DESCRIPTIONS

The spells are presented in aplhabetical order.

AVALANCHE

8th Level Evocation

Casting Time: 1 action
Range: 100 ft.
Components: V, S
Duration: Instantaneous

You designate a point within a 100 ft. radius, and an avalanche starts to form at this point. Creatures in the area make a Dexterity saving throw to take half damage, or take 6d8 cold damage and 6d8 bludgeoning damage. Constructs, structures and terrain (trees, vegetation etc.) take full damage. Creatures who fail their Dexterity saving throws are buried under the snow. Only huge and smaller creatures can be buried under the avalanche. Also, Avalanche douses all the flames it gets in contact with, magical or not. Ice and snow brought on by this spell remain intact until melted. Instant melting of the snow causes a flood, against which creatures can make a Strength (Athletics) saving throw to avoid it. On a failed save, creatures are caught by the flood. They take 1d6 bludgeoning damage every round for 1 minute or until they succeed on a Strength (Athletics) check to get out.

BETRAYING SNOW

1st Level Transmutation

Casting Time: 1 action
Range: 30 ft.
Components: V, S
Duration: Concentration, up to 1 hour

You designate a point. Ice and snow, in a 20 ft. radius of the point, becomes weak and brittle and makes a loud noise when stepped on. Creatures passing through the area are now have disadvantage on their Dexterity (Stealth) checks.

BITTER TOUCH OF HELHEIM

3rd Level Necromancy

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

Your touch delivers the unholy cold of Helheim to your target, causing its skin to become paler and to make it more vulnerable to cold damage. The target makes a Constitution saving throw. On a failed save, your attacks and spells deal an extra 1d8 cold damage.

At Higher Levels. Extra cold damage increases by 1d8 for each slot level, when you cast this spell using a spell slot of 5th, 7th and 9th level.

BLINDING RADIANCE

3rd Level Evocation

Casting Time: 1 Action
Range: 60 ft.
Components: V, S
Duration: Instantaneous

You designate a point within range and there, you create an explosion of radiant light. Creatures within a 10 ft. radius make a Constitution saving throw. A target takes 2d8 radiant damage and is blinded until the end of its next turn on a failed save, or half as much on a successful one, and is not blinded.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, amount of radiant damage increases by 1d8 for each slot level above 3rd.

BOLT OF WATERY DEATH

1st Level Evocation

Casting Time: 1 action
Range: 120 ft.
Components: V, S
Duration: 1 round

You make a ranged spell attack and send a bolt of water, charming your target. You deal 3d8 cold damage and your target makes a Wisdom saving throw. On a failed save, it becomes charmed.

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 ft.
Components: V, S
Duration: 1 hour

When you make a blow that kills a target, you can use your reaction to cast Boon of Sacrifice, and dedicate the kill to your god. Your god sends a humanoid guardian as reward. The Guardian can be in the form of a mortal race or it can be in a celestial form. It has 40 hit points, 16 AC (scale mail), +6 to hit with its longsword and 1d6+4 slashing damage on a hit. The guardian can cast Cure Wounds 3 times between long rests (2d8+4 heal). It takes actions in your turn.

BORROWED HAND

5th level Necromancy

Casting Time: 1 hour
Range: Personal
Components: V, M (dead body)
Duration: 8 hours

This spell is seen as extreme and unnecessary by most of the folks of Svilland, but, an Alle of Hel thinks that every part of a person, soul and body, should serve a purpose, even after death. By devouring the flesh of a dead body, an Alle gains proficiency in the skills, in which the body was proficient. If the dead creature's proficiency bonus is higher than the Alle's, the Alle makes use of the higher number. Also, at the Dungeon Master's discretion, the Alle can have 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.

The casting time of the spell cannot be shortened by any means. The Alle must devour the flesh with the proper chant, and by taking the time necessary.

CAGE OF BONES

4th level Necromancy

Casting Time: 1 action
Range: 60 ft.
Components: V, S, M (a piece of bone)
Duration: Concentration, up to 1 minute

You create a cage made of shifting bones, with spikes, around a target and it must roll a successful Dexterity saving throw or becomes caged with the spell. When caged, your target is restrained, and takes 2d4 piercing damage from bone spikes. Being in the cage is painful and targets generally cry-out in agony. If the saving throw is successful, the target is neither restrained nor takes any damage. Cage of Bones can be destroyed; it has 40 hp and 10 AC.

CAGE OF WATER

1st Level Conjuration

Casting Time: 1 action
Range: 120 ft.
Components: V, S
Duration: 1 round

You send your target a little ball of water. When it touches, the target must make a Dexterity saving throw or the ball expends and takes the creature in a spherical cage made of water. You can move the cage 30 ft. with your thought as a bonus action. The target can try to get out of the cage. It can make a Strength (Athletics) check every turn as an action. On a successful check, it gets out.

COLD OF HEL

2nd level Evocation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You bring the unholy ice and snow of Hel to this realm. You defile an area of 30 ft. and undead created within this area gain advantage on their Wisdom saving throws made against Turn Undead spell.

COLD'S EMBRACE

2nd Level Evocation

Casting Time: 1 minute
Range: Touch
Components: V, S
Duration: 8 hours

Your best defense against the cold, is cold itself. You clean your target's body with ice and snow. Your target makes a Constitution saving throw. On a successful save, your target gains resistance against cold damage. On a failed save, the target takes 1d6 cold damage and gain one level of exhaustion.

CONTROL SPIRIT

6th Level Necromancy

Casting Time: 1 action
Range: 30 ft.
Components: V, S
Duration: Concentration, up to 1 hour

You choose a spirit within 30 ft., and can control its actions for the duration of the spell, if it fails its Charisma saving throw. While you are in control of the spirit, you are aware of its abilities and can command the spirit to use them. It has its own initiative. You can give a new order to the spirit on every turn as a bonus action.

At Higher Levels. You can target one additional spirit, all within 30 ft. of you, for each slot level above 6th.

CRIPPLING SPIRITS

1st Level Transmutation

Casting Time: 1 Bonus action
Range: 60 ft.
Components: V, S
Duration: Concentration, up to 1 minute

Earth spirits rise from the ground and cover the target's legs (or any other limbs the creature might have that serve the same purpose). Target makes a Constitution saving throw and on a failed save, it is slowed down; its speed is halved.

CURSED TONGUE

2nd Level Necromancy

Casting Time: 1 Action
Range: 30 ft.
Components: V, S
Duration: Concentration, up to 1 hour

You choose a creature and by following the footsteps of Loki and his mockeries, you twist its tongue. The creature makes a Charisma saving throw and on a failed save, even if the target does not know the language, its spoken language

turns into Hellic for the duration of the spell.

DAGGER OF AGONY

4th Level Necromancy

Casting Time: 1 action
Range: Touch or 30 ft.
Components: V, S, M
Duration: Instantaneous or 1 round

You thrust your dagger to an unconscious target while screaming in prayer and crying in agony. Its eyes melt, blood flushes out from ears and tongue twists making meaningless but gore voices. Target makes a Constitution saving throw or immediately dies. Those who can see or hear the target makes a Wisdom saving throw or becomes frightened for 1 round.

Material Components: A dagger which is consumed in the process.

DEPRIVATION OF SLEEP

5th Level Divination

Casting Time: 1 hour
Range: Unlimited
Components: V, S
Duration: 8 hours

You choose a humanoid target you have seen before. You create horrors in your mind by making incantations for 1 hour. Then you offer the peace of your sleep to these horrors, and unleash them to your target's dreams. Your target makes a Wisdom saving throw. On a failed save, neither you nor the target can rest during the next 8 hours. If it succeeds, the horrors disappear, and 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 4d8 extra damage with the damage type is the same as that of the weapon (bludgeoning, slashing or piercing). Also, the target makes a Wisdom saving throw and on a failed save, it gains vulnerability against the damage type of your weapon. If your weapon deals more than one type of damage, (for example slashing and fire), you choose one of them.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

DRAINING GAZE

2nd Level Necromancy

Casting Time: 1 Action
Range: 30 ft.
Components: V, S
Duration: Instantaneous

You designate a target and set your dreadful eyes upon it. The target makes a Wisdom saving throw, on a failed save, it takes 4d6 psychic damage. The target's hit points maximum is reduced by an amount equal to the damage you dealt, and this effect lasts until the target finishes a long rest.

ELEMENTAL RUNE

1st Level Evocation

Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

Your melee or ranged weapon attacks deal 1d6 more damage, if the damage is of the following types; cold, fire, lightning, thunder or necrotic.

At Higher Levels. The damage increases by 1d6 for each slot level above 1st.

EMANATING SOUL

3rd Level Evocation

Casting Time: 1 action
Range: 10 ft.
Components: V, S
Duration: Concentration, up to 1 minute

You emanate an energy that is healing for the soul. You heal every friendly creature in a 10 ft. radius area by 1d6 every turn.

At Higher Levels. The healing increases by 1 for each slot level above 3rd.

FRUSTRATION OF BALDER

2nd Level Enchantment

Casting Time: 1 bonus action
Range: 30 ft.
Components: V, S
Duration: 1 round

Your understanding of pain and agony reaches out to your target and robs your target from its usual passion and determination. The target makes a Wisdom saving throw or cannot take action until the end of your next turn. Target can still make a bonus action or reaction.

GEYSER

5th Level Evocation

Casting Time: 1 Action
Range: 60 ft.
Components: V, S
Duration: Concentration, up to 1 minute

You designate a point. A geyser explodes at that point and deals 4d6 poison damage to a 30 ft. radius area, releasing poisonous gases and waters out of the soil. Creatures within the area make a Constitution saving throw or become poisoned.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for each slot level above 5th.

GUARDIAN'S SLAP

4th Level Evocation

Casting Time: Reaction
Range: Touch
Components: V, S
Duration: Instantaneous

You touch a target, dealing 4d6 psychic damage. Target also must succeed on a Charisma saving throw or cannot take any action 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 5 cubic ft. of nonmagical material with a touch of your hand. Nonmagical weapons and armor loses their properties.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, amount melt increases by 1-foot cube for each slot above 3rd.

HAILING DECAY

6th Level Conjuration

Casting Time: 1 action
Range: 60 ft.
Components: V, S
Duration: Concentration, up to 1 minute

You designate a point, and a black snow storm ravages a 60 ft. radius area around that point. Creatures in the area make a Constitution saving throw on every turn. On every failed save, they gain 1 Exhaustion.

HOLLOW EYES

4th level Necromancy

Casting Time: 1 action
Range: Self
Components: V, M
Duration: Until dispelled or see the context

You choose an intact skull for the spell and cast the spell upon it by expanding the required spell slot. After that, you may choose to activate this feature to see from the eyes of the skull. Activation and deactivation are bonus actions. Activation requires the same spell cast, and when activated, you lose your own sight. you can leave it anywhere, and move away from it, with no limit to the distance you can move. One skull can be used more than once for the spell's purposes and you can have a number of skulls prepared, equal to your Charisma modifier. When the limit is surpassed, the spell on the first skull loses its effect.

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, to use it in your next ranged weapon attack. It deals an extra 2d6 cold damage on a hit, and the target makes a Constitution saving throw. On a failed save, the target's speed drops by 15 ft. for 3 rounds.

ICE FALL

2nd Level Conjuration

Casting Time: 1 action
Range: 60 ft.
Components: V, S, M (snowball)
Duration: Concentration, up to 1 minute

You throw a snowball into the air. It dissipates in the air and sharp icicles starts to fall down in an area within a 30 ft. radius. You designate the center of this area. Creatures in the area make a Dexterity saving throw or take 1d6 piercing damage.

ICE PIT

3rd Level Transmutation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 8 hours

A point you touch turns into a pit. Its depth is 20 ft. and its radius is 10 ft. Sharp edges of icy spikes await the prey at the bottom of the pit. Creatures who enter the spell's affected

area make a Dexterity saving throw, or they fall in and take 6d10 piercing damage. Anyone who tries to climb up from the pit has disadvantage on Strength (Athletics) checks. If the spell is not triggered within 8 hours of it being cast, the pit disappears.

ICE TRAP

4th Level Evocation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 8 hours

You turn a snowy area within a 20 ft. radius area into a deadly trap with your touch. When a medium sized or a larger creature, enters the area, the Ice Trap is activated and deals 7d6 cold damage. Creatures can make a saving throw to take half damage. If the spell is not triggered within 8 hours of it being cast, the Ice Trap disappears.

ICICLE OF DEATH

2nd Level Evocation

Casting Time: 1 action
Range: 30 ft.
Components: V, S
Duration: Concentration, up to 1 minute

You create an icicle around your target, out of thin air, or from water. At the start of your every turn for the duration of the spell, your target can make a Dexterity saving throw, or your target takes 1d6 cold damage every turn. If the spell deals damage three times, your target becomes restrained and keeps taking damage without making a saving throw.

INSTINCT

3rd Level Transmutation

Casting Time: 1 Bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

While this spell is active, your will to live is heightened to an unnatural amount. 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 ft.
Components: V, S
Duration: Concentration, up to 3 rounds

All senses of a humanoid target, that can hear you, are affected, and the target becomes stunned unless they succeed on a Charisma saving throw, as you channel the injustices Balder had faced. At the end of its turns, it can make another Charisma saving throw, ending the stunned condition.
At Higher Levels. You can target one more humanoid when you cast this spell using a spell slot of 5th,7th and 9th level.

INVITATION TO DUEL

1st Level Transmutation

Casting Time: 1 action
Range: 30 ft.
Components: V, S
Duration: Concentration, up to 3 rounds

You target a creature and invite it to duel. The target makes a Wisdom saving throw. On a failed save, it moves 30 ft. towards you on each of its turns and feels obliged to attack only you.

LINE OF REVELATION

3rd Level Transmutation

Casting Time: 1 Action
Range: Touch
Components: V, S, M (coal)
Duration: Concentration, up to 1 hour

You draw a 30 ft.-long line in the ground. When you chant the necessary words as an action, the spell takes effect. Any creatures and objects passing through the line become visible. This includes the spirits as well.

MIGHT OF THOR

5th level Transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You are an Alle of Thor and you must be an example of strength. You cry the name of Thor with a thundering voice and summon the unmatched strength of Thor. Your Strength score is increased to 29.

OVERWHELMING SMITE

4th Level Evocation

Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

The next time you deal damage to a creature with a melee attack during the duration of this spell, your weapon deals 3d8 extra radiant damage. The target makes a Constitution saving throw. On a failed save, it is knocked prone until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for

each slot level above 4th.

OVERWHELMING VIRTUE

5th Level Evocation

Casting Time: 1 Action
Range: 60 ft.
Components: V, S
Duration: Instantaneous

You designate a point and as you invoke the words of goodness and virtue, a wave of radiant energy washes over a 30 ft. radius. Evil creatures take 8d6 radiant damage and good ones gain hit points in the same amount. Evil creatures can make a Constitution saving throw. On success, they take half of the damage.

OWNER OF THE SPIRITS

2nd Level Necromancy

Casting Time: 1 action
Range: 30 ft.
Components: V, S
Duration: Concentration, up to 1 minute

You choose an undead creature within 30 ft., and can control its actions using simple commands like "stop", "move" etc. for the duration of the spell, if the creature fails its Wisdom saving throw. It can make another saving throw every round, at the end of its turn. On a successful save, the spell ends.

At Higher Levels. You can target one additional undead creature, all within 30 ft. of each other, 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

The soul of a creature you touch, becomes more open to magical effects causing a loss of control. The target has disadvantage on saving throws made against spells and spell effects like *Hold Person*.

OPPRESSION OF SOL

1st Level Evocation

Casting Time: Reaction
Range: 30 ft.
Components: V
Duration: 1 round

You evoke the Sol rune, and creatures within a 30 ft. radius make a Constitution saving throw. On a failed save, they feel oppressed under its might, and are blinded and deafened for the duration of 1 round.

REVEAL THE DREAMS

2nd Level Divination

Casting Time: 1 action
Range: 30 ft.
Components: V, S
Duration: Concentration, up to 1 minute

You delve into your target's mind to learn their deepest, darkest desires and their most frightful fears. When you cast this, the target makes a wisdom saving throw. On a failed save, you learn some of their fears and desires. At this point you only have access to current and active ones. The target makes a Wisdom saving throw on every turn thereafter. On every failed save, you gain access to deeper secrets. On a successful save, the spell ends.

RIDE LIKE LIGHTNING

1st Level Transmutation

Casting Time: Bonus Action
Range: Touch
Components: V, S
Duration: 1 round

You touch a creature. The creature's move speed is tripled for 1 round.

ROTTEN SNOW

2nd Level Necromancy

Casting Time: 1 action
Range: 30 ft.
Components: V, S
Duration: Concentration, up to 1 minute

You designate a point and rotten snow covers a 20 ft. radius around that point. It smells like the dead and touching it is poisonous. Anyone in the area must succeed on a Constitution saving throw or they become poisoned.

RUNEMIGHT

4th Level Transmutation

Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Concentration up to 1 Minute

Your size increases by one category, and so do your items, and you gain advantage on Strength and Constitution-based checks. Also, when attacking with a melee weapon, you add half of your proficiency bonus to your attack rolls.

RUNE OF BURNING FATALITY

9th Level Conjuration

Casting Time: 1 action
Range: 60 ft.
Components: V, S
Duration: 10 Minutes

You conjure a tiny flame inside your target. When your target dies, this small flame interacts with the energy released in death, and the body explodes. Explosion deals 15d6 fire damage to creatures within a 40 ft. radius of the body. Creatures can make a Dexterity saving throw to take half damage. If this explosion causes other creatures' deaths, they also explode and deal 10d6 fire damage to a 20 ft. radius. Creatures can make another Dexterity saving throw to take half damage.

RUNE OF CALL RAIN

Conjuration Cantrip

Casting Time: 1 Action
Range: Self
Components: V, S
Duration: 1 Minutes

With this rune, you summon a mild rain to come down in an area of 10 ft. radius.

RUNE OF CONFUSION

4th Level Enchantment

Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

The power of the runes clouds your target's judgement. The next time you hit your target with a melee or ranged weapon attack while this rune is active, your target must make a Charisma saving throw, or it has disadvantage on attack rolls, for 1 minute. However, the target can make another saving throw at the end of each of its turns. On a successful save, it only cancels out the effects for one round.

RUNE OF DEATH

3rd Level Necromancy

Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

The next time you attack with a melee or ranged weapon, your target takes 6d6 necrotic damage. Also, it makes a Constitution saving throw. On a failed save, its maximum hit points is decreased by the damage you have dealt with this rune.

At Higher Levels. You can attack one more time if a 4th level or a higher spell slot is used.

RUNE OF DISMAY

2nd Level Necromancy

Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

The power of the runes frightens your target. The next time you attack with a melee or ranged weapon while this rune is active, your target must make a Wisdom saving throw or becomes frightened for 1 minute. However, the target can make another saving throw at the end of each of its turns, ending the effects on a successful save.

RUNE OF EARTH'S GRAB

1st Level Transmutation

Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

The rune starts to glow and captures the attention of the earth spirits around you. Those spirits see this as a signal, and the next time you hit a creature with your melee or ranged weapon, they try to hold the creature down, by binding it to the earth. The creature makes a Strength saving throw, and on a failed save, its speed is decreased by 15 ft.

At Higher Levels. Speed is decreased by 25 ft. when the rune is used as a 4th level spell.

RUNE OF ELEMENTAL BURST

2nd Level Evocation

Casting Time: Bonus Action
Range: 10 feet
Components: V, S
Duration: Conc. up to 1 minute

A longsword of flames, battleaxe of ice or warhammer of lightning bursts in your hand. You are considered proficient with this weapon, and you can use it in both melee and ranged spell attacks. If you throw it, it reappears in your hand after it hits the target creature. It deals 2d6 + your Intelligence Modifier damage of the chosen type. Target can make a Dexterity saving throw against your spell save DC to take half damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, damage of the weapon increases to 4d6 + your Intelligence Modifier.

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 above your head. It gets brighter and brighter with every passing turn, as it stores more and more energy.

The rune stores 1d6 damage of the chosen type on every turn. You can use this stored energy to add damage to any spell dealing the chosen damage type. You can use these damages part by part or wholly. 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 cannot be lowered by any resistance or 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 Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You call down the wrath of gods, against giants. The next time you hit a giant with a melee or ranged weapon attack while this rune is active, the giant must make a Constitution saving throw, or it dies.

RUNE OF HALT

3rd Level Enchantment

Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

Your target is crushed beneath the power of the runes and feels helpless and weak under it. The next time you attack with a melee or ranged weapon, while this rune is active, your target must make a Wisdom saving throw or becomes paralyzed for 1 minute. However, your target can make another saving throw at the end of each of its turns. On a successful save, the effects on the target are canceled out for the duration of that round.

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 a creature with a melee or ranged weapon attack while this rune is active, you can counteract one of the resistances or immunities your target has.

RUNE OF MJOLNIR

9th Level Evocation

Casting Time: 1 Action
Range: 150 ft.
Components: V, S
Duration: Instantaneous

You call out to summon one of the greatest examples of thunder and lightning, to ever be shaped. Lightning cracks in the air and deafening thunder roars in the sky. As a result, a hammer shaped lightning hits a point of your choosing, and the creatures on that point. It deals 15d6 lightning and 15d6 thunder damage where it hits, dealing double-the damage to buildings and constructs. It also breaks down any roofs or walls to reach the point you choose. Creatures within a 40 ft. radius of the chosen point make a Constitution saving throw or are blinded and deafened for the duration of 1 minute.

RUNE OF POWER

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 melee or ranged weapon attack while the rune is active, your target makes a Wisdom saving throw or takes an additional 2d8 force damage.

At Higher Levels. 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 become proficient in Dexterity (Acrobatics) and Intelligence (Investigation) skills for the duration of this rune. If you are already proficient in those, you gain advantage instead.

RUNE OF SLAYING

1st 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 melee or ranged weapon attack while the rune is active, the target must make a Constitution saving throw or it becomes vulnerable

to your weapon's damage type for the duration of 1 minute. If your weapon deals more than one type of damage, you choose the type of the damage to which the target will be vulnerable. If the target has resistance to this particular type of damage, vulnerability and resistance cancel each other out; and the target takes the normal amount of damage. However, this rune does not cancel out immunity.

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 melee or ranged weapon attack while the rune is active, your target makes a Dexterity saving throw or its speed is halved. Also, the creature can't take any reactions and can't use either an action or a bonus action in one turn; it must choose one or the other. The creature can make another saving throw at the end of each of its turns. On a successful save, the effects on the target are canceled out for the duration of that round.

RUNE OF SPEED

1st Level Transmutation

Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

While this rune is active, your speed is increased by 5ft.
At Higher Levels: Your speed increases by 5 ft. 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 rune, you grow in size and in strength. You gain advantage on our Strength based checks, Strength saving throws and your size increases by 1, along with the size of your equipment.

RUNE OF THUNDERBLOOD

5th Level Transmutation

Casting Time: Reaction
Range: Self
Components: V, S
Duration: Concentration, up to 1 Minute

Every time you are attacked by a melee attacker, your spilled blood turns into lightning bolts and hits the attacker to deal 8d6 lightning damage. The target can make a Dexterity saving throw to take half damage.

RUNE OF TRANSFORMATION

9th Level Transmutation

Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You turn yourself into an avatar of war; a meat grinder made of flesh. You are considered proficient with all simple and martial weapons, as well as all armors. You are also proficient in the Strength (Athletics) skill, and have advantages on your Strength and Constitution based checks. Also, your size, along with your armors and weapons, increases by one size, and you gain two additional attacks.

RUNE OF TRANSLOCATION

5th Level Transmutation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You touch a target and it must make a Wisdom saving throw. On a failed save, you and the target change places. You cannot change places with a creature who cannot fit into your current place.

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 trolds. While this rune is active, you regain 1 hit points at the end of each of your turns.

At Higher Levels. The regained hit points increase by 1 for each slot level above 2nd.

RUNE OF VARGR BLOOD

1st Level Evocation

Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

By using this rune, you summon some of the vargr blood's powers. While this rune is active, you have advantage on your Wisdom (Survival) and Dexterity (Stealth) checks, can smell blood from 30 ft. away, and regain 5 hit points at the

end of each of your turns. However, if you take damage from a silvered weapon or from a magical source, you cannot benefit from the above, until the end of your next turn.

RUNNING THROUGH SNOW

2nd Level Transmutation

Casting Time: 1 Bonus action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour

You can run through the snow and leave no trail behind. Also, your running speed is increased by 10 ft while on the snow.

SALMON FORM

1st Level Transmutation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour

You touch a willing creature and turn it into a salmon for the duration of the spell. Its swimming speed increases by 40 ft., it retains its own Intelligence, Wisdom, Charisma score and takes on the salmon's physical scores; Strength 6, Dexterity 15, Constitution 12. Salmons have 5 hit points and 12 AC. You can also breathe underwater. For other rules of Salmon Form, you can refer to Wild Shape feature.

SEEDS OF AGONY

5th Level Necromancy

Casting Time: 1 hour
Range: Touch
Components: V, S
Duration: Permanent or until dispelled

You touch an unconscious humanoid, pull the soul out of its body and take it into your own. For 1 hour, you make the soul experience the same pains, traumas, stresses and agonies you have witnessed through your life. At the end of 1 hour, you place seeds of agony into the soul, by showing a single vision of Balder in Helheim. The target makes a single Wisdom saving throw at the end of the casting of the spell against the immense pressure of Balder's vision. On a failed save, the target's soul returns to its body and the target's alignment changes to evil. If the target's alignment is already evil, it changes to chaotic evil. On success, the soul returns to its body, and nothing happens.

SHATTER SOUL

9th Level Conjuration

Casting Time: 1 action
Range: 1 mile
Components: V, S
Duration: Instantaneous

Massive spectral spears fall from the sky to a location you can see, that is within range, to impale creatures. You conjure these spears by uniting the sky spirits. Every creature in a 60-foot-radius, centered on each point to which the spears drop, makes a Wisdom saving throw to take half the damage, or it takes 20d6 psychic and 20d6 necrotic damage. Creatures killed by this spell cannot be resurrected except by the True Resurrection spell.

SMOKE OF LAVA

3rd Level Evocation

Casting Time: 1 Action
Range: 5 ft.
Components: V, S
Duration: Concentration, up to 1 minute

Your body parts become molten lava. They radiate immense heat, and breathe poisonous smoke. Anyone who moves within 5 ft. of you or comes closer, takes 3d8 fire damage and makes a Constitution saving throw. On a failed save, the target becomes poisoned.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you deal 1d8 more fire damage.

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 hole. The Hole is 20 ft. deep, with a radius of 10 ft. Creatures can make a Dexterity saving throw or they fall into the hole. Anyone who tries to climb up from the hole has disadvantage on Strength (Athletics) checks. If the spell is not triggered within 8 hours of it being cast, the Snow Hole disappears. This spell can also be used to open ways through snow.

SONG OF HOME

1st Level Transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 8 hours.

You bring the warmth of homestead to life with your songs. Everyone who can hear you within a 30 ft. radius area cannot be affected by extreme 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 the unliving and claims the ones who are struggling between life and death, for the realms of death. Any creature who can hear you within a 300 ft. radius area must make a Constitution saving throw every turn and falls unconscious on the third fail. Creatures who are in the area of the song automatically fail their death saving throws.

SOUL INFUSED WEAPON

5th Level Transmutation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour

You bind a part of a soul to a nonmagical weapon. This makes the weapon magical. You have +1 on your attack rolls and damage rolls made with this weapon.

SOUL SCREAM

2nd Level Illusion

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 minute

You let out a painful scream. Creatures within a 30 ft. radius who are able to hear you make a Wisdom saving throw or become frightened for 1 minute. Creatures, whose hit dice is higher than 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 that is a part of your soul. The summoned weapon is magical, and you are considered proficient with the weapon as it is a part of your soul. Your attack rolls and damage rolls made with this weapon have a +1 bonus, as well as this weapon deals an additional 1d8 psychic damage.

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, spikes deal 2d8 piercing damage to the attacker.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

SPIRIT BIND

6th Level Necromancy

Casting Time: 1 Minute
Range: 30 ft.
Components: V, S, M
Duration: Permanent

You lure a spirit you know, by an Intelligence (Religion) check with a DC 20, to the center of a certain location to which you want to bind the spirit. This location can be a forest, a castle, a house, a lake etc. If your roll succeeds a spirit arrives and you cast the spell. The spirit makes a Charisma saving throw. On a failed save, it is bound to the place. Bound spirits protect the places they are bound to at all costs.

SPIRIT HARM

5th Level Necromancy

Casting Time: Bonus action
Range: 30 ft.
Components: V, S
Duration: Concentration, up to 1 minute

You designate a target, and force the target's soul to stretch out from the body as a blurred line, pointing at the direction of your choosing. The stretched soul can be targeted by spells and attacks, as it normally would. Damages it takes, and the conditions it takes on, are the same for the target as well. The original target's saving throws apply to this extension of the soul as well. Its AC is equal to 10+ the target's Dexterity modifier. It has resistance to bludgeoning, slashing and piercing damages inflicted by nonmagical weapons. It is immune to necrotic damage, acid damage and poison damage, as well as to being charmed, exhausted, grappled, paralyzed, petrified, poisoned, prone, restrained. The length of the extension of the spirit differs according to the size of the target. The length is 10 ft. for tiny, 15 ft. for small, 20 ft. for medium, 25 ft. for large, 30 ft. for huge and 40 ft. for gargantuan creatures. The extended soul is not a physical force, so one can walk through it with ease. The target can make a Wisdom saving throw to evade this effect.

SPIRIT LIGHT

1st Level Evocation

Casting Time: 1 action
Range: Touch
Components: V, S

Duration: 1 hour

An object or a creature you touch starts to emanate a greenish light, showing the spirits in the area, both in your realm and in the spirit realm. You cannot contact or interact with the spirits in the spirit realm if you do not have an ability that enables you to do that. But beware, they can also see the Spirit Light you cast.

SPIRIT STORM

4th Level Evocation

Casting Time: 1 action
Range: 30 ft.
Components: V, S
Duration: Instantaneous

A dark grey storm of spirits ravages the targeted area of a 30 ft. radius. Targets in the area must make a Dexterity saving throw, taking 10d6 psychic damage on a failed save, half as much on a successful one.

At Higher Levels. Damage increases by 1d6 for each slot level above 4th.

SPIRIT TRAP

5th Level Necromancy

Casting Time: 1 action
Range: Touch
Components: V, S, M
Duration: Permanent

You lure a spirit you know, by an Intelligence (Religion) check with a DC 20, to a circle of 20 ft. radius, which you have prepared with essences and engravings, beforehand. Preparing the circle takes 1 hour and requires 250 gp of material component. When the spirit enters the circle, it makes a Charisma saving throw. On a failed save, it becomes trapped within the circle and cannot leave it. When the circle is broken, the spirit breaks free and may start to hunt its trappers.

STRIKING RAY

2nd level Evocation

Casting Time: 1 action
Range: 120 ft.
Components: V, S
Duration: Instantaneous

You call down four branches of 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, the 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: Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You summon a longsword made up of flames to 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 appears in your hand again after it hits the target. It deals 1d6+Charisma Modifier fire damage. The target can make a Dexterity saving throw for half damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the sword deals 1d6 more damage.

TREACHEROUS BONDS

5th Level Enchantment

Casting Time: 1 action
Range: 60 ft.
Components: V, S
Duration: Concentration, up to 1 minute

You designate two humanoid targets. You provoke their spirits and create a bond of hatred between them. They make a Wisdom saving throw and if they both fail, they attack one another. They use their normal attack types and do their best to kill each other until the spell ends.

UNDER THE EYES OF ALLFATHER

4th level Divination

Casting Time: 1 action
Range: 30 ft.
Components: V, S
Duration: Concentration, up to 1 minute

Odin, the Allfather, looks upon the area you designate and reveals all the secrets within. In a 30 ft. radius, of which you choose the center, all invisible creatures, secret doors, traps and spirits become visible. Also, magical items and runes start to glow with magical energy. Effects like Invisibility are not dispelled, only suppressed for the spell's duration.

UNDER THE WINGS OF VALKYRIE

4th Level Evocation

Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

Wings of a valkyrie spread out from your back, and three targets you choose within a 15 ft. radius, gain +1 AC, and +2 hit points per turn, for the duration of the spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the hit points gained increases by 1 for each slot level above 4th.

VERDICT

4th level Divination

Casting Time: 1 action
Range: 30 ft.
Components: V, S
Duration: Concentration, up to 1 minute

Followers of Tyr are known for their good deeds and just decisions. It is also their duty to bring justice in life, 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 because of it.

You point a creature and call Tyr's justice upon it. Target makes a Wisdom saving throw. Upon fail, the creature faces the evil deeds it has done, and what it will become in the afterlife. By the weight of those visions, it is stunned. The targeted creature must be of the evil alignment or the spell fails, and at the end of each of the target's turns, it can make another saving throw, ending the stunned condition on a successful save.

VIRTUE'S GRASP

1st Level Conjuration

Casting Time: 1 Bonus Action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack, your attack deals an extra 1d6 damage. Additionally, your target must make a successful Strength (Athletics) or Dexterity (Acrobatics) saving throw, or is grappled until the spell ends. As an action, the target can make a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC to end this spell.

VOICE OF DESPAIR

5th Level Enchantment

Casting Time: 1 action
Range: 30 ft.
Components: V, S
Duration: Instantaneous

You tell a word that is the most depressing and mind suppressing. Your enemies within a 30 ft. radius who can hear you make a Wisdom saving throw. On fail, they are stunned.

WAR CHANT

4th Level Transmutation

Casting Time: 1 action
Range: 60 ft.
Components: V, S
Duration: Concentration, up to 1 minute
You start a war chant to bolster your allies' courage. Your allies within 60 ft. who can hear you, have advantage on their Strength based checks, and on their saving throws made against spells and spell effects causing the frightened condition.

WEAKEN BLADE

3rd Level Transmutation

Casting Time: 1 action
Range: 60 ft.
Components: V, S
Duration: Instantaneous

You target a weapon, and make a spell attack against the AC of the wielder of the weapon. The Weapon becomes weaker and is broken after it hits something 3 times, successfully. Magical weapons are unaffected by this spell.

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. At the moment you shout Thor's name, a lightning strikes your weapon and imbues it.

The stricken weapon deals 2d6 lightning damage in addition to its normal damage.

WEBS OF ICE

4th Level Evocation

Casting Time: 1 action
Range: 30 ft.
Components: V, S
Duration: Concentration, up to 1 minute

You designate a point and spider webs made out of ice stretch out for 20 ft. radius. Those who touch the webs make a Dexterity saving throw, or are restrained. Restrained creatures can make an additional Strength saving throw to get rid of the webs on their turn as an action.

WEEPING SPIRIT

2nd Level Necromancy

Casting Time: 1 action
Range: 30 ft.
Components: V, S
Duration: Concentration, up to 1 minute

You distort your target's spirit. Your target's eyes fill with

blood, accompanied by an immense pain. It takes 1d4 necrotic damage every turn and makes a Constitution saving throw, or is blinded.

WOLVES WITHIN

5th Level Conjuration

Casting Time: 1 action
Range: 30 ft.
Components: V, S
Duration: Instantaneous

You select up to five creatures. 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 ft. of one of the targets.

WORD OF SURTR

3rd Level Conjuration

Casting Time: 1 Action
Range: 60 ft.
Components: V, S
Duration: Concentration, up to 1 minute

You invoke the fire of legends, and it rains down upon the land in the form of the legendary fire giant Surtr's sword. You summon 4 fiery swords, and designate a target for each of them. You can hit one target with all of the swords, or you can designate a separate target for each one. The targets can make a Dexterity saving throw, or they take 1d12 fire damage from each sword.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, fiery swords deal 1d12 more fire damage.

RITUALS OF SVILLAND

In Svilland, there are rituals in addition to various magic spellcasters cast. They differ from other kinds of magic mostly in terms of the time it takes to do a ritual, and in terms of their availability. All the rituals are kept as secret by their knowers and practitioners. You have to fulfill certain requirements to acquire the rights and means to do a ritual. These requirements can be your membership in a cult or organization, as well as your ability to cast a certain type or level of spells.

Additionally, while spells mostly require materials of some sorts, rituals can demand more from you. You may need to sacrifice something dear in order to fulfill a ritual. Gods and goddesses do not reward those who demand their aid without a proper sacrifice.

DEPRIVING THE MIND FROM THE EMBRACE OF THE RUNES

Casting Time: 1 hour and 20 minutes
Components: A special rune scribing ink of 1500 gp value
Requirements: The ritual must be conducted by a master of Rune Keeper organization
Duration: Permanent

This ritual is used if the Rune Keepers (the organization following the teachings of Odin, protecting runes, and inspecting their usages and users), want to forfeit a person who misused the runes. When a wrongdoer 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 inscribe.

Then, a circle of 10-foot-radius containing runes is prepared again in 10 minutes, which is called as "The Cage". Then, the target is marked with the rune of The Cage. This takes 10 minutes as well. The Chain and The Cage fuse together and hold the traitor down in a fixed position, as if it is under the effects of a constant Hold Monster spell.

Then the longest part of the ritual starts. Traitor is decorated with many other runes known only to the masters. This takes 1 hour. These runes must be inscribed with a special type of ink, and they together make up "The Key". At the end, when all the runes have been inscribed, The Chain, The Cage and The key merge with one another 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 broke The Chain at this point, the wrongdoer is free to go.

THE BEASTIAL METAMORPHOSIS OF WOLVER SOUL

Casting Time: 4 hours
Components: A head freshly severed, skinned fur, 16 claws and 10 wolf fangs. Two living humanoid sacrifices. Sacrifices must be of the same race and different genders, and they must not have eaten in the last four days.
Requirements: Leader of the ritual must be a spellcaster who can cast at least 4th level spells. Four spellcasters other than the leader who can cast at least 2nd level spells must also join in the chant in harmony. The ritual must begin at midnight during a full-moon. Subject of the ritual must be a humanoid belonging to the same race as the sacrifices.
Duration: Permanent

This ritual is generally used by Fangs of Fenrir to create werevargr. It starts with five spellcasters form a circle of a 60-foot diameter, and the target is placed at the center. Sacrifices, as well as the 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.

If the ritual is completed successfully, the target makes a Charisma saving throw if it is unwilling, or 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

When you gain the opportunity to carry gifted blood of either Fenrir or Geri & Freki, you gain the ability to change shape into either a large vargr or a large hybrid form of a vargr which can walk on two foot and talk.

Lycanthropic Vargr:

As an action, you transform to a large wolf (vargr), gaining the following benefits:

- You gain either +1 Strength or +1 Dexterity, and +1 Constitution to your current ability scores.
- 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 is increased to 50 ft.
- Your items either falls to the ground or are transformed within your form. You cannot use any weapons or wear any armor (except the ones specially made for your form) while in this form. If you have an armor specially made for this form, someone must help you don it. Effects of the magical items such as rings, necklaces and such may still be active, at the Dungeon Master's discretion.
- You regain 1 hit points at the start of each one of your turns if you are not attacked by magic, or by a weapon that is magical or silvered.
- You have advantage on your Dexterity saving throws and Dexterity (Acrobatics) checks.
- You gain the scent ability and have advantage on your Wisdom (Perception) checks based on smell.

Hybrid Vargr:

When you transform to a large humanoid hybrid wolf as an action, you gain the following benefits;

- You gain either +2 Strength or +2 Dexterity, and +2 Constitution to your current ability scores.
- You gain resistance to bludgeoning, piercing and slashing damage coming from nonmagical weapons that aren't silvered.
- Your tooth and claws grow. You gain a bite attack that deals 2d6 piercing damage and two claw attacks that deal 2d6 slashing damage.
- Your speed is increased to 40 ft.
- Your items either falls to the ground or transformed within your form. You may wear armors for large size and carry weapons. If you have an armor specially made for this form, someone must help you don it. Effects of the magical items such as rings, necklaces and such may still be active, at the Dungeon Master's discretion.
- You regain 1 hit points at the start of each one of your turns if you are not attacked by magic, or by a weapon that is magical or silvered.



ITEMS AND EQUIPMENT

CHAPTER IV

This chapter is about the arms and armor, magic items, and magical rune stones in Svilland. The weapons and armor are slightly different to reflect the culture and technology of the Svilland's races.

Additionally, you can see how each of the magical items found their place in the land, as they each have a story of creation. Rune stones are a new type of magic item that recharges in different ways and has invokes spells relevant to the rune that is inscribed.

ARMOR AND SHIELDS

Armors are different in Svilland because of some cultural, and mostly technological reasons. You can find the table for Svilland armors and shield below. Please note that armors share the same qualities and properties with D&D armors, but their texture and craftsmanship is different.

LIGHT ARMOR

Gambeson. Gambeson is the most common type of armor which is simply heavy clothing. It has layers of hardened wool inside which greatly reduces penetration.

MEDIUM ARMOR

Light Hide. This armor is made from thin hides, such as hares' and foxes'. It is as flexible as leather which makes it wearable without any penalties for mobility and stealth.
Medium Hide. This armor is made from hides such as wolves'. It is the most common type of hide armor and provides decent protection.
Heavy Hide. This armor is made from thick hides, such as grizzly or black bears'. It provides great protection but is quite clumsy compared to its counterparts. Some rural jarls and warlords perceive this armor as a symbol of status, as they usually make it from the bears they hunt down themselves.
Plated Leather. This armor has a leather breast armor worn over the studded leather and gambeson. The piece has thin plates sewn into its layers. It provides good protection and also is mobile and silent as plates don't touch each other.
Lamellae. This armor is made of pieces of thin, square or rectangular pieces of metal connected to each other with leather laces and sewn onto a leather base. They are tightly fit, which doesn't leave any gaps or openings. Lamellar plating is nearly impenetrable by slashing attacks and can withstand much more pressure from piercing attacks.

HEAVY ARMOR

Chain Hauberk. Hauberk is a lighter version of chain mail. Its sleeves come in short and do not cover the whole arms, it also does not have leggings. It is a simple and versatile armor that can be worn as a single piece without any straps or leather lines.
Square Plates. Instead of thin pieces as in lamellae, this armor has thick, square plates melt and sewn to each other. Its pieces are very closely fit so there is no gaps in the front of the armor. The only viable way to penetrate this armor by piercing is to hit it with very heavy bows or targeting unplated areas such as armpits and joints that still has chain mail for mobility.

Light Armor	Cost	Armor Class	Strength	Stealth	Weight
Gambeson	5gp	11 + Dex modifier	-	Disadvantage	8 lb.
Leather	10gp	11 + Dex modifier	-	-	10 lb.
Studded Leather	45gp	12 + Dex modifier	-	-	13 lb.

Medium Armor	Cost	Armor Class	Strength	Stealth	Weight
Light Hide	20gp	12 + Dex modifier (max 2)	-	-	12 lb.
Medium Hide	45gp	13 + Dex modifier (max 2)	-	-	14 lb.
Heavy Hide	60gp	14 + Dex modifier (max 2)	-	Disadvantage	17 lb.
Plated Leather	400gp	14 + Dex modifier (max 2)	-	-	18 lb.
Lamellae	750gp	15 + Dex modifier (max 2)	-	Disadvantage	20 lb.

Heavy Armor	Cost	Armor Class	Strength	Stealth	Weight
Ring Mail	30gp	14	-	Disadvantage	25 lb.
Chain Hauberk	75gp	16	Str 13	Disadvantage	22 lb.
Chain Mail	200gp	17	Str 15	Disadvantage	33 lb.
Square Plates	1500gp	18	Str 15	Disadvantage	45 lb.

Shield	Cost	Armor Class	Strength	Stealth	Weight
Round Shield	10gp	+2	-	-	6 lb.

WEAPONS

In Svilland, some weapons are not found because of the realm's cultural and technological differences. Any type of *crossbow* does not exist, and those who are proficient with crossbows are proficient with a relative bow instead. The *rapier* also does not exist as the smiths of the realm do not know working with the type of steel that contains enough carbon to shape such a weapon into a balanced and enduring form. The *scimitar* exists, but it is not culturally common. Finally, there is *saex* rather than the *shortsword*. Your Constitution score is increased by 1.

Name	Cost	Damage	Weight	Properties
Simple Melee Weapons				
Saex	10gp	1d6 piercing	2lb	Finesse, Light
Martial Melee Weapons				
Svillander Javelin	1gp	1d10 piercing	3lb	Thrown (range 30/120)
Svillander Axe*	30gp	1d10 slashing	4lb	Heavy, two-handed, special
Svardstav	25gp	2d4 slashing	4lb	Heavy, two-handed
Martial Ranged Weapons				
Svillander Sling	5sp	1d6 bludgeoning	-	Ammunition (range 90/400), two-handed
Yew Longbow	75gp	1d10 piercing	4lb	Ammunition (range 150/600), heavy, two-handed

Svillander Axe. You can attack recklessly with when you use a Svillander axe, decreasing your attack roll by 1d4 and adding 1d4 to the damage you deal. While you are wielding this weapon, if a hostile creature rolls a 1 on an attack roll it makes against you or if you roll a natural 20 while attacking it with a shield, you can immediately use your reaction to make a Strength check against the creature's AC to disarm the creature from its weapon or shield respectively by hooking your axe.

MAGIC ITEMS

Magical items in Svilland can be hoarded from many places. Whether the place be the ruin of an old Vanir settlement, or the grave of an old warchief, or a keep of frost jotnar, there are many items to be found. Every magical item in Svilland has its own unique characteristics and properties. There is a story behind most of them. These items grant rare powers and provide superiority over enemies.

ARMORS

ARMOR OF GINNHEILAGR

Armor (chain mail), rare (requires attunement)

Old and powerful alles inherit their armor to their apprentices or someone they see worthy. On every journey, these armors gain some divine powers through the alle that was wearing it.

- You can use Detect Evil and Good spell twice per long rest.
- You can cast Arcane Eye spell once per long rest.

ARMOR OF LÖG

Armor (plated leather), uncommon

All successful gothis must have faith in their adventuring gear. While wearing this item, you gain the following benefits:

- Your Constitution score is increased by 1.

Curse. This item is cursed. If your alignment is evil and you wear this armor, you can't don off this armor again. Every time you do something evil, armor shines and deals you 1d6 radiant damage to you. This curse can only be removed by Remove Curse spell.

BLACK ICE CHESTPLATE

Armor (square plates), legendary (requires attunement)

Black ice stone is a unique material that can be processed only by dwarves in town Langgagudd at Nionaem. It is said that the stones emerged from the heart of the northern mountains after the first black winter. The stone ores are very fragile unless forged to something. Odd's Oath try to collect all of the items that are made from black ice.

BLACK ICE

Black Ice is a very magical and very expensive stone in reality. However, nobody knows the power of the stone except for the members of Odd's Oath. They have learnt how to process the stone from Odd and they collect all the items made from black ice. They could use the stone for both reflection effects and deadly cold. Members could read and build up minds of the users of black stone with some kind of "archaic" magic.

While wearing this item, you gain the following benefits:

- You gain a +2 bonus to AC.
- Black Ice Chestplate has 6 charges. You can expand spell level +1 charge as a reaction to redirect any spell targeting you. DC for spells that needs a saving throw is all equal and it is 18. This armor gains 1d4+1 charge every dawn.
- Anyone who touches this armor takes 1d4 cold damage per turn.

EXPANDING SHIELD

Armor (round shield), very rare (requires attunement)

This is a wooden shield that looks like roots of a tree. Sometimes you can see some roots are moving on its own. While wearing this item, you gain the following benefits:

- You have a +1 bonus to AC.
- Shield expands around you and provide you full cover. You can use this ability as an action and this expansion stays for 1 turn. You can use this feature once per long rest.
- *Expanding Shield* has 6 charges. You discard charges as an action. By discarding one charge, you can expand the shield as a line in a 2 foot radius area and provide half cover for creatures behind it for 1 turn. By discarding 3 charges you can create a wall made out of roots in front of you. Wall of roots is 5 feet wide and 3 feet long. Wall stays for 1 turn. This item regains 1d4 charges at every dawn.

Curse. Using *Expanding Shield* makes your body resembles the features of a tree. As long as you are wielding the shield, you are vulnerable to fire damage.

FEARMADE ARMOR

Armor (square plates), very rare (requires attunement)

You can run from a nightmare by waking up but in real life you can't run from your fears. This armor is forged with every nightmare. While wearing the Fearmade Armor, your fears become your strength. While wearing this item, you gain the following benefits:

- You have a +1 bonus to AC.
- You are immune to frightened and paralyzed conditions.
- You have advantage on your Charisma (Intimidation) rolls.

FUR COAT OF FALLEN MAMMOTH

Armor (any light armor), very rare (requires attunement)

Armors made from mammoths were commonly used in both in Lost Ages and the First Age, because it could block all cold damage. However, with nearly extinction of mammoths, the item became rarer. Fur Coat of Fallen Mammoth is an old piece of armor, however it still can be used. While wearing this item, you gain the following benefits:

- You have immunity to cold damage.

GAFUMADR ARMOR

Armor (ring mail), uncommon

Luck is something you are born with legends say. But with this armor which is blessed with all the luck in the world, luck will be on your side as long as you wear it.

- Once per long rest you can reroll any ability check you made. You must declare your reroll before the DM declares the consequences

HARDENED STORM

Armor (round shield), uncommon (requires attunement)

This shield is crafted to contain a "Thor" rune inside of it. Many believe that the rune is acting as a second shield. Hardened Storm provides a type of resistance to you. When you wield this item roll a 1d4 and determine the ability of the item from the options below.

- When rolled 1, the shield gives you resistance to thunder damage as long as you are holding the shield in your hand.
- When rolled 2, the shield gives you resistance to fire damage as long as you are holding the shield in your

hand.
- When rolled 3, the shield gives you resistance to lightning damage as long as you are holding the shield in your hand.
- When rolled 4, the shield gives you resistance to cold damage as long as you are holding the shield in your hand.
- You can reroll once in a long rest. On reroll, the shield loses its former power and regains the new.

HJALPA ARMOR

Armor (any medium armor), uncommon (requires attunement)

This is a basic magical armor that gets harder when hit. You can see how metal bends to the area of damage to protect its wielder.

- When someone deals you damage, you can choose to gain resistance against that type of damage as a reaction if the damage type is bludgeoning, piercing or slashing. You can use this ability once per long rest.

NIONAEM HUNTING ARMOR

Armor (medium hide), uncommon (requires attunement)

In Svilland, hunts are really important, so Svillanders crafted an armor that is suitable to follow your prey just like a wild animal. While wearing this item, you gain the following benefits:

- You have advantage on your Wisdom (Survival) and Wisdom (Perception) rolls.

SHIELD OF BLOD

Armor (round shield), legendary (requires attunement)

Legend says that there is a shield that was forged in the hottest fires in the realms and enchanted in Hel. It was shaped like a monster's face with a devilish smile. Shield of Blod's face changes with the actions of its wielder. If the wielder does something the shield does not like, you can see a hateful and angry look on the face of the shield. It may even try to kill the wielder and look for another owner. But if the shield likes the wielder's actions, it smiles and unleashes its true powers. DM roleplays the personality of the shield. It is up to the DM to make the shield on your side or not about a decision you are making. Shield's alignment is True Neutral, however only DM knows its true motives.

- When Shield of Blod is on your side about a decision, you can cast Vampiric Touch spell from spell level slot 4 and Finger Of Death spell once in a long rest. If Shield of Blod is not on your side, shield may use these spell on you or on your allies.
- While holding this shield, you have a +2 bonus to AC.
- You can cast Detect Thoughts spell twice per long rest.

SHIELD OF GJALLA

Armor (round shield), rare (requires attunement)

This shield was buried with its former owner and it has risen from its grave to reunite with its new holder. This shield has served its previous owner well, now it will serve a new one. While wearing this item, you gain the following benefits:

- You can cast Hold Person and Lesser Restoration spells once per long rest.
- Sometimes the shield may scream with agony. Everyone in 10 feet can hear this scream.

SHIELD OF STORR

Armor (round shield), uncommon (requires attunement)

This shield is crafted in the early years of Green Light of the East Kingdom. Queen Bergljöt cared a lot about defense so she ordered building many fortresses for the empire just as she began to increase the size of the shields used by her army. Shield of Storr is mostly found in the Green Light of the East region and used by Queen's trusted guards.

- Shield of Storr has 2 charges and by expanding one, you can use the Shield spell. This item regains it charges at every dawn.

SORCERER'S SHIELD

Armor (round shield), rare (requires attunement)

This shield looks like a tiny, shield shaped ornament that placed on a bracelet. You can activate or deactivate the shield as a bonus action. When activated, bracelet glows and a round shield shaped power appears and acts like a solid shield. If you are a rune touched sorcerer, your rune's power becomes this shield's power. You gain the following benefits:

- Sorcerer's Shield gives you a +1 bonus to AC when activated.
- If you are a rune touched sorcerer, when this item gains your power, anyone who touches the shield is dealt 1d6 damage of your runes type.

POTIONS

MAMA'S BEVERAGE

Potion, uncommon

A potion keeping you well fed for 2 days. Best companion of long trips. Also, it tastes like strawberry.

POISON OF DEATHSAND

Potion (Poison, Ingested), uncommon

Poison of Deathsand is a yellow poison containing sands from Ash Shore in Alsvartr. It is said that the poison comes from a very deadly sea creature's body. When this creature is burned in the shore, sands are mixed with the poisonous ashes of the venomous creature. These sands are used to brew this poison.

- The poison deals 2d4 poison damage. Affected creature makes a DC 12 Constitution saving throw. On

fail, it becomes poisoned and keeps taking 2d4 poison damage every round for 10 rounds. A creature cannot be affected by this poison more than once at the same time.

POTION OF GODLY MIGHT

Potion, legendary

When you drink this potion, you gain +2 to all your abilities for 1 hour. Your abilities can exceed 20. After 1 hour, you fall asleep instantly for 48 hours. If you drink more than one Potion of Godmight in a day, your hit points are halved permanently for each potion. Multiple potions' effects can be stacked but so is the sleep time.

RATATOSKR'S POTION

Potion, very rare

Messenger of Gods, Ratatoskr moves with the speed of lightning. This potion will grant you a piece of its inhuman speed.

- Your speed is doubled and your body electrifies. When you touch someone or get touched, electric charges deals 2d6 lightning damage. Potion's effects stays on you for 1d4 minutes.

SLAYER'S POISON

Potion (Poison, Injury), very rare

It is said that the slaves invented this poison to use in running away. It takes an action to cover your weapon with the poison in a battle.

- Affected target must make a DC 15 Constitution saving throw. On fail, it becomes paralyzed for 1 minute.

RINGS

BLACK ICE RING

Ring, very rare (requires attunement)

Black Ice Ring is a completely black ring with very little white spots on it like snowflakes; it is made from Dark Stone. It protects users from cold and fire.

- You have resistance to cold and fire damage.
- You can manifest a shield around you as a reaction. It can absorb fire damage coming from spells up to 4th spell level targeting you. Black Ice Ring can absorb maximum 100 fire damage at a single time.

HERBALISTS RING

Ring, rare (requires attunement)

With the Herbalists Ring, it becomes easy to find medical herbs. You can determine which plant is poisonous. Commonly Freyja's followers and Freyja's Maidens are using this ring.

- You have resistance to poison damage.
- When making a Constitution saving throw against poisoned condition, you have advantage.
- You can cast Detect Poison and Disease spell once per long rest.

RING OF FARBJODR

Ring, legendary(requires attunement)

This ring was invented by a sorcerer who tries to make a weapon out of ordinary things. Ring of Farbjodr contains the most deadly spells of this sorcerer. After the ring was crafted, it got stolen by a bandit because of the sorcerer's debt to an underground boss. But before the bandit could deliver the ring to the boss, ring got lost and now and then, it seeks an owner who is powerful enough to carry it.

- You can use Finger Of Death , Incendiary Cloud and Feeblemind spells once per long rest.
- Curse. After you use one of these spells, roll a d20. If you roll 16 or above you can use another spell. If the die shows 15 or below, ring loses its power until your next long rest. If you use all the spell in the same day, roll another d20. If you roll 18 or below the ring loses its powers forever and you can't use any of these spell again.

RING OF FRAMGANGA

Ring, very rare (requires attunement)

Story says that once upon a time, a master blacksmith crafted this ring to become more powerful. A hand shape was crafted on the ring and it was glowing with the countless jewels used. While wearing this ring, he used every weapon perfectly. His power had blinded him and he challenged the best swordsman of his village. They fought and at the end of the battle blacksmith fell because he was just a blacksmith with a powerful ring. So the swordsman took the ring and throw it off a cliff. No one should have powers that they didn't deserve in this world. While wearing this item, you gain the following benefits:

- You have advantage on your attack rolls.
- You are proficient with any weapon you are holding as long as you keep holding it.

RING OF FRAMI

Ring, rare

This ring is crafted by a group of warriors to symbolize their brotherhood. With the rings together, they believed that they were invincible.

- You have +2 bonus damage to any damage roll you made.
- For each Ring of Frami wielded by a friendly creature in a 60 feet radius area, you have an additional +2 bonus to your damage rolls. You can gain maximum +10 bonus damage from Ring of Frami.

RING OF MOTTAKA

Ring, uncommon(requires attunement)

Rings of Mottaka are forged together in the city now known as North Assembly. Each of them were a gift to the leaders of the Mainland. However, all of the rings were lost before any leader could put a hand on them. So, a journey to find the rings had started. While wearing this item, you gain the following benefits:

- You are proficient in Wisdom (Survival) checks. If you are making a Wisdom (Survival) check to find the way to the north, ring speaks to you and shows you the exact way to the city of North Assembly.

RING OF VIDR

Ring, uncommon (requires attunement)

This ring was once very popular among the warriors of the Bear King. Now it is kind of a taboo to use this ring after the Bear King's fall.

- You gain advantage on your next attack roll when you take 25 or less nonmagical damage in a round.

RODS

ROD OF AEGIR

Rod, artifact (requires attunement)

On a rainy day a fisherman's boat sailed to the sea. They didn't catch any fish that day but something got caught in their webs. Rod of Aegir was found by a poor villager who has been living in a troubled village. Village was fighting with hunger and drought for a time. After the rod's arrival, village became abundant. This item can create water from thin air. Poor fisherman became the governor of the village and started to hunger for more power. He was carrying the rod everywhere with him. One day, one of his sons rebelled against him and he smacked his son with the rod. Son turned into water in an instant. He regretted his move and in guilt he threw the rod back to the sea.

- Rod of Aegir can turn anything it contacted to water, including people. When hit, a creature must make a DC 20 Constitution saving throw. On fail, it turns into water and die instantly. Rod can target a creature or a magical item only once per week. For other items you can use this ability whenever you want.
- While you are wielding this rod, you can breathe, speak and move normally underwater.

ROD OF BALDER

Rod, artifact (requires attunement)

When Balder fell to Helheim, a rod fell to Svilland. This rod shows different motives as it has been feeling what Balder has experienced and became unstable. At every dawn, Rod of Balder changes its alignment. It could be evil and full of hatred or it could be good and supportive. Rumors said that anyone who wields it becomes unstable just like the rod. Actually, the rod wants everyone to feel what Balder has been feeling. Roll a d20 every dawn. If it's between 1-10 the Rod is evil aligned, else it is good aligned.

- While you are wielding this item and its good aligned, you become vulnerable to poison and psychic damages and you gain immunity to all the others.
- While you are wielding this item and its evil aligned, rod transform into the Axe of Retribution, a greataxe. Axe deals 1d12 + 3 slashing damage plus 2d6 necrotic damage. Also it deals an additional 2d4 psychic damage to creatures who are following Loki and Hel. Attacks made with this weapon scores a critical hit on a roll of 18, 19 or 20.

ROD OF FENRIR

Rod, artifact (requires attunement)

This rod is blessed in the River Ván. Anyone who holds it is blessed with rod's curse. In the first full moon, rod unleashes its sacred power and transforms the wielder to a werevargr. Blood thirst and hunger kicks in so hard that the wielder can devour even a whole village. After the first time, you become familiar with the Rod Of Fenrir and you can use this ability to every dawn. It is said that the rod is kept safe by Einherjar's place at the North.

- As a bonus action, you can transform to a werevargr and you gain the related bonuses and abilities (p.121). Additionally, silver weapons cannot pass your damage resistances when you turned to a werevargr with this rod.

ROD OF HEL

Rod, artifact (requires attunement)

In the Icy Mountains of Hel, within the sound of hammers a rod was forged. Every creature and soul have watched this ritual. The first wielder of the Rod of Hel was named as Hel Wanderer by the creatures of Helheim. Once the wanderer came to Svilland, every town, every city, and village witnessed the terrors of Hel. After a massacre across Svilland, another rod wielder stood before Wanderer. So, they fought for days. In the end there was no trace of the wanderer and the other rod wielder. With them also Rods of Gods were vanished.

- When you first touch the *Rod of Hel*, you must succeed on a DC 20 Intelligence saving throw. If the roll is failed, *Rod of Hel* becomes another voice in your head that only you can hear. *The Voice of Hel* stays with you until you die and can't be removed by Remove Curse spell. When you die, your soul is sent to the deepest pits of Hel and cannot be resurrected. The Voice of Hel is roleplayed by DM and it must be Lawful Evil. If the roll is a success, your maximum hit points are increased by 20. While wielding this rod, you gain the following benefits:
- You have resistance to all damage types except radiant and psychic.

- You have +5 bonus to your attack and damage rolls.
- Minions of Hel see you as a friendly target and doesn't attack you unless provoked by you

ROD OF LOKI

Rod, artifact (requires attunement)

Loki never misses a mischieving opportunity. Seeing all gods aiding their believers with the Rods, he secretly crafted his own rod and sent it to realm of Svilland. When Rod of Loki arrived, a woodman saw it fall. He was an honest man until he wielded the rod. His wife saw the changes in her husband but she didn't mind, in fact she helped him. Together they built a temple in the name of Loki secretly in the woods. Many people arrived and woodman become their leader. With the rod, he could be anything he likes. But one day he disappeared without a trace so his wife took the rod in his name. Many disagreed to this but she stood her ground. In the end a divide happened between the followers. Legends say that woodman's wife lost the rod after this divide. Now Rod of Loki roams across Svilland, seeks another wielder who is mad and mischievous enough to wield it. While wielding this rod, you gain the following benefits:

- You ignore every critical damage dealt to you.
- You can copy a spell you see or change the Rod of Loki to another magical item as long as you are seeing the item. Spells cast by the rod has a spell save DC 20.

ROD OF ODIN

Rod, artifact (requires attunement)

When Rod of Odin first fall from Asgard to Svilland, it landed on a village. The village was full of wise people and sacred knowledge for a time due to the effects of the rod. Odin was sharing his holy and unlimited knowledge with them. After a time later, people became hungry for more and battles rose among the people. At the end of these battles, the only thing standing was the rod itself. People of Svilland learnt an important lesson that day. Knowledge was the mightiest weapon of them all.

- While wielding this item, you have +5 bonus to your Intelligence and Wisdom scores. Your ability scores can't exceed 29. Also, any effect that lowers your Intelligence or Wisdom score is denied.
- You become proficient with Intelligence (Arcana) , Intelligence (History) and Intelligence (Religion) skills.

ROD OF THOR

Rod, artifact (requires attunement)

This rod contains the power of almighty thunder god. While holding the Rod Of Thor, you can feel the lightning inside of it and even hear the thunder from time to time. Also your body is covered with sparks. While origin of Rods Of Gods are unknown, there are some events that everyone can say that this rod is used in.

- You can use this rod as a +3 warhammer.
- While you are wielding this item, you are immune to thunder and lightning 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)

Tyr has seen the all the chaos and injustice among the people of Svilland. Because of this, he chose a young girl who would become his champion. This girl was living a painful life. When the young one turned 18 years old, Tyr blessed her with visions and a rod. Young woman had suffered enough in her childhood and Tyr believed that she can fix her inner conflicts along with the injustices in the world. But the young woman felt the power within the rod and realized that she can do more than just saving people, she can get rid of all evil and abusive people once and for all. So her motives had changed to revenge within time. Legend says that this young woman was Queen Bergljot and after she become powerful enough, she got rid of the rod. But no one truly knows what happened to that woman or where the rod is. While wielding this rod, you gain the following benefits:

- You can't be charmed, frightened, paralyzed, petrified, poisoned, exhausted or stunned.
- If a creature does something unjust, you can curse him with the Curse of Justice. This curse gives the creature an exhaustion level every long rest till the creature corrects its wrong doing in any way. If the creature can't undo its actions in the time, it reaches exhaustion level 6 and dies. You must be Lawful Good.
- Your voice becomes the voice of Tyr. When you try to intimidate or persuade a creature you automatically succeed.

STAVES

BROKEN LIGHT STAFF

Staff, uncommon (requires attunement by a sorcerer)

This is a staff used by many spellcasters in Svilland and it is used for dwelling in dark dungeons and forgotten places.

- As a bonus action, you can use Dancing Lights spell.
- As a bonus action, you can turn off all the light sources within 120 ft. except magical ones.

OLD ONE'S CANE

Staff, rare (requires attunement by a sorcerer)

It is the staff of old seidrs that were murdered in the massacre. While wielding this item, you gain the following benefits:

- This staff has 10 charges and as an action, you can expand one to cast Soul Scream spell, 3 charges to cast Treacherous Bonds spell. Old One's Cane regains 1d10 charges at every dawn.

- You have resistance to cold damage.

SCEPTER OF THE STONE TABLE

Staff, legendary (requires attunement by a seidr)

Scepter of the Stone Table is the staff of a seidr who was a member of the high seidr council. It is made from oak and it is 5 feet long. While wielding this item, you gain the following benefits:

- This item has 5 charges and as an action you can expand one charge to use Magic Missile as a 4th level spell and spell's damage is increased from 1d4 + 1 to 1d6 + 3. Also, the damage type of the spell becomes psychic. When you successfully hit a spirit with a missile, it must make a DC 16 Wisdom saving throw. On fail, you can cast Control Spirit spell as a bonus action on that creature. Scepter of the Stone Table regains 1d4+1 charges every dawn to a maximum of five.

STORM FINDER, LAST MEMORY OF RAGNAROK

Staff, legendary (requires attunement by a sorcerer)

Once upon a time, an oracle named Halvar saw the Ragnarok in his visions. He saw that a staff is going to save the gods. A staff that enchanted with thunder and lightning. So, he began his search for the gods to deliver this message. Years had passed on the road until one night he saw another vision in which he saw himself crafting the staff. And he began to craft the staff from the best materials in Svilland. He had spent his life on this purpose but at the end, he finally crafted the Storm Finder. However, he didn't have any time to use the staff or to give it to someone who will use it when the time comes before he passed. Now the staff is out there somewhere, waiting to save the lives of gods and bring back the peace.

- *Storm Finder* has 10 charges and you can cast every spell dealing thunder or lightning damage while carrying the staff. For casting the spell you need to spend charges equal to the level of the spell you are going to cast. The staff regains 1d4 charges every dawn. İf you are in a stormy area staff regains 3 additional charges. When you spend the last charge, roll a d20. If you roll a 5 or lower, staff shows you a vision from 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 wielding it, as an action, you can expand 1 charge 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. On a 3 or below, the wand freezes, burns and cracks by lightning at the same time, crumbling to dust.

WAND OF THUNDERBLOOD

Wand, rare (requires attunement)

This wand has 7 charges. While wielding it, as an action, you can expand 1 charge to cast the *Rune of Thunderblood* spell. The wand regains 1d6 + 1 charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 3 or below, the wand crumbles into ashes and is destroyed.

WAND OF TRAVEL

Wand, rare (requires attunement)

This wand has 7 charges. While holding it, you can use an action to spend 2 of its charges to cast the *Feather Fall*, *Fly* and *Rune of Translocation* spells by spending charges equal to the levels of the spells you want to cast. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 3 or below, the wand vanishes.

WEAPONS

ARCANIC TERROR

Weapon (maul), legendary (requires attunement)

It is a warhammer used by an unnamed hero to fight a cult that was using forest spirits to terrorize people.

- When you unsheath this weapon, Arcanic Terror creates an Antimagic Field. As long as you touch the weapon, you are not affected by this spell. Spell's duration is all the time the weapon is unsheathed.
- Arcanic Terror radiates bright light in 10 feet radius and dim light in 10 feet radius when unsheathed.
- If you deal a critical damage to a target which has spellcasting ability, erase one spell slot from its maximum spell level.

AXL, THE STORM CALMER

Weapon (greatsword), legendary (requires attunement)

Once upon a time in Thorath, Ragnarok rumors were spread by the enemies of the Kingdom. A group of priests decided that they can help their god Thor to fight in his final battle. So they began to travel the realm to collect items that can make the best weapon ever. After 5 years, they returned to Green Light of the East and began crafting a longsword. The weapon they forged was infused with many magical effects. They named the sword Axl, The Storm Calmer. While wielding this item, you gain the following benefits:

- You have immunity to lightning damage.
- When you get hit by a spell or effect that deals lightning damage, roll a d20. If you roll an 18 or higher,

Axl, The Storm Calmer absorbs the damage and in your next turn you can cast Lightning Bolt spell as a bonus action.
- As an action, you can thrust this sword to the ground. When you do so, Axl, The Storm Calmer discharges a blast of lightning in 60 ft. radius, dealing 5d8 lightning damage to everyone. The sword becomes stuck in the ground for 3 turns.

BLACK ICE SWORD, WINTERCALL

Weapon (longsword), legendary (requires attunement)

Black Ice Sword is made in Langgagudd just like Black Ice Chestplate and it is collected by Odd's Oath. The sword is quite fragile but it can make your targets experience a frozen hell.
- You have a +2 bonus to attack and damage rolls made with Black Ice Sword, Wintercall.
- Black Ice Sword, Wintercall has 6 charges. As an action, you point the sword to a creature, by expanding 3 charges, target creature suffers from Exhaust 4 for 5 turns. The sword regains 1d6 charges at every dawn.
- When you deal a critical damage, target is surrounded by an ice cube and is petrified for 1 turn.

BLADE OF THE FACELESS'

Weapon (svardstav), uncommon (requires attunement)

This item can be seen in the hands of Faceless. A screaming face is carved to the pommel of the weapon. While wielding this item, you gain the following benefits:
- You have a +1 bonus to attack and damage rolls made this weapon.
- When you make an attack roll, you can choose to deal half damage. If you do so, Blade of the Faceless' propagate a deep and powerful sound . The sound deals 1d10 thunder damage to every creature within 10 ft. radius.

BOW OF FOX'S EYE

Weapon (yew longbow), rare (requires attunement)

It is a bow that is modified with fox eye and blood. It is easy to find a fox and a bow but not everyone can combine them properly. While you are wielding this item, you gain the following benefits:
- Your Wisdom score increases by 1, to a maximum of 20.
- You become proficient with Wisdom (Perception) skill. If you are already proficient, you add half of your proficiency bonus instead.

CORRUPTED SHADOW

Weapon (saex), very rare(requires attunement)

In the black markets of Alsvartr, there are some swords that changes hands too quickly. Rumors say, once you own this sword, you just want to get rid of it and no one knows why. When asked a person who once used the weapon, it says it messed with their heads.
- You can cast Black Tentacles spell once per long rest
- You can cast Banishment spell once per long rest.
- Curse. If you refuse to spill blood once you unsheathe the sword, you must make a DC 10 Wisdom saving throw. On fail, sword speaks to you, tells you that you need to sell itself or give it away. If you succeed, you must roll another Wisdom saving throw next day with +5 DC until you fail or spill blood in a battle.

DUAL SWORDS OF THE END (DUAL WIELD)

Weapon (saex), very rare (requires attunement)

These swords are really unstable weapons. Left Sword of the End has holes in its grip that can thrust little needles to your hand but Right Sword of the End is here to protect you. Left Sword of the End can get furious in some battles, so the sword sides with you to defeat your foes. While you are massacring creatures, Right Sword of the End makes sure that this is not your final battle. Many people didn't want to use these sword because of this problem but when you can handle the Dual Swords of the End they never let you down. Or will they? Dual Swords of the End must be 100 ft. within each other so that their magical properties can be used or else they are just Sword +1.
- Before rolling for Initiative, roll a d20. If you roll an 11 or above, Left Sword of the End have +1d6 bonus slashing damage and the Right Sword of the End gains the ability to heal you for 1d6 every turn. If you roll 10 or below, Left Sword of the End deals 1d4 piercing damage to you every turn and the Right Sword of the End gives you a +1 bonus to AC.

HAMMER FROM NOTHING

Weapon (warhammer), rare (requires attunement)

This hammer is used in Alsvartr by raiders to be able raid at night. With Hammer from Nothing by their side, they could see clearly in the twilight of the night. But their enemies didn't even see them coming.
- As long as you are wielding this weapon you have Darkvision 60 ft.
- This weapon has 3 charges. By expanding one, you can increase your movement speed by 30 ft. for 1 turn and your melee weapon attacks made with this weapon deals an additional 1d8 bludgeoning damage. Hammer from Nothing regains 1d3 charges at a long rest.

HAMMER OF DVERGAR

Weapon (warhammer), rare (requires attunement)

It is made by dvergar in Berzog'ul and can be purchased in Firstward, if they want to sell it. A Sol Rune is carved into the hammer.
- You have a +1 bonus to attack and damage rolls made

with Hammer of Dvergar.
- Hammer of Dvergar deals +1d4 bonus thunder damage and +1d4 bonus lightning damage.

HOWL AND CRAWL (DUAL WIELD)

Weapon (saex), rare (requires attunement)

These are generally used by werevargr hunters, it makes extra damages to them. These are silvered weapons. Howl and Crawl must be 100 ft. within each other so that their magical properties can be used or else they are just plain silvered sword.

- You have a +1 bonus to attack and damage rolls made with Howl. If you deal a critical damage to a target, it must make a DC 16 Constitution saving throw. On fail, it becomes poisoned for 3 turns and takes 1d4 poison damage every turn.
- You have a +1 bonus to attack and damage rolls made with Crawl. If you deal a critical damage to a target, it must make a DC 16 Constitution saving throw with DC 16. On fail, the target is blinded for 3 turns.
- When a creature is blinded or poisoned by Howl and Crawl, your next attack made with one of these weapons will not poison a blinded target or blind a poisoned target. Instead, the target becomes stunned for 3 turns.

ICY AXE

Weapon (Svillander Axe or Battle Axe), uncommon (requires attunement)

Icy Axe is an axe having a wooden handle with some icy carvings on it. This axe looks like it is covered with ice. These axes are generally made by dvergers.

- You can strike the ground as an action with the axe and release a cold wave in a 20 ft radius area. Cold wave deals 2d4 Cold damage to any creature in the area.You can use this ability once per long rest.
- When you deal a critical damage Icy Axe, it deals an additional 1d4 cold damage.

IRON HOWL SWORD

Weapon (saex), uncommon (requires attunement)

Iron Howl is a sword that made by an unknown folk that was living on the mountains. Wolf spirits were infused into the sword. During battles, when the sword is swung, wolven howls can be heard.

- If you hit a metal or an iron surface with this sword, it creates a blast of sound. You deal 1d4 thunder damage to everyone in a 20 ft. radius area.

IRON PUNISHER

Weapon (light hammer or warhammer), rare(requires attunement)

This is a hammer used by the commanders of the Alsvartr. Commanders generally believe that they need to show themselves in battle, otherwise they will lose respect and their soldiers will question their orders. To do so, they must take life in front of others to show them what real strength looks like.

- You have +1d8 bludgeoning damage to your damage rolls made with this weapon.
- If you kill a creature in battle, you gain +5 bonus to your next damage roll.

IVORY SPIKES

Weapon (morningstar), rare (requires attunement)

These were made from mammoth or another big mammals bones and teeth. It is preferred by those who have an intention of collecting spirits in a weapon. When you kill a beast with this weapon, you can choose to capture its spirit. Later, you can release the spirits you have captured as a bonus action to a target, dealing 1d4 psychic damage per spirit (to a maximum of 6d4).

LASH OF STORM TAMERS

Weapon (whip), uncommon

Normally when a whip cracks you don't hear thunders or you don't see any sparks. But with the *Lash of Strom Tamers*, things are different. This whip is made for literally taming a storm by some followers of Thor, but later their beliefs changed and taming a storm considered as a sin. Fortunately they didn't try the whip in a real storm because no one can tame what can tame you.

- Lash of Storm Tamers deals thunder damage instead of slashing damage. When you deal a critical damage, damage type becomes lightning damage.

MOONSTONE WARPICK

Weapon (warpick), uncommon (requires attunement)

One day in the Green Light of the East, people discovered a stone. They believed that it has 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 the weapons forged with Moonstone was nearly white instead of steel gray.
-This weapon has 6 charges. By discarding one you can use the Divine Favor spell. Moonstone Weapons regains 1d6 charges a long rest.

NIGHT IN UENCED CARVER

Weapon (dagger), uncommon (requires attunement)

Used by assassins and it is quite common among Loki's followers. On the other hand, it has a bad reputation because it is seen in the hands of murderers.

- While wielding this dagger you have +2 bonus to Dexterity (Stealth) skill checks.
- If it is night, the damage it deals leaves no mark on the body.
-

PEACEKEEPER'S RAZOR

Weapon (any sword except scimitar), uncommon (requires attunement)

Usually used by Tyr's Judges, razor helps you to differentiate good from evil, innocent from sinner. Knowing who or what helps you make the true judgment. While wielding this item, you gain the following benefits:

- You can cast Detect Evil and Good spell twice per long rest.
- You have +1d6 slashing damage to your damage rolls against evil creatures if you are good aligned.
- If an evil aligned creature tries to hold the sword, the creature is dealt 1d4 radiant damage at every turn it holds the sword.

RUNE SWORDS

Weapon (any sword), uncommon (requires attunement)

Usually these weapons are used by Rune Keepers. They are created by Odin gothis and alles so they carry Odin's rune on the hilt. While wielding this item, you gain the following benefits:

- As an action, you can use Detect Rune ability twice per long rest.

SCARRING FLAIL

Weapon (flail), varies (requires attunement)

Scarring Flail is a weapon that is made from claws of animals. Especially from bears and wolves. Instead of dealing bludgeoning damage this flail deals slashing damage.

- While wielding Scarring Flail, every 25 damage you have dealt to creatures hostile to you gives +1 damage to your damage rolls made with this weapon. This weapon can stack maximum of +7 bonus damage. It is an uncommon weapon before the bonus damage is +3, a rare weapon before the bonus is +7 and a very rare weapon when the bonus damage is +7.

SOUL SLASHER

Weapon (longsword), very rare (requires attunement)

Soul Slasher is a dark gray sword that is known to harm the souls of its enemies. It makes a whistling sound when you hurl the sword.

- You have a +1 bonus to attack and damage rolls made with Soul Slasher.
- Soul Slasher have +1d8 bonus psychic damage.
- As an action, you can stab the sword to the ground. If you do so, Soul Slasher generates a 10 ft. radius area that spirits can't enter or exit.

THE WIDOWMAKER SPEAR

Weapon (spear), legendary (requires attunement)

It is said that The Widowmaker Spear was actually one of the two weapons of a jotunn at the Lost Age of Svilland. It can harm you just like the cold of Black Winter.

- You have +2d6 acid damage to your damage rolls made with this weapon.
- You can thrust this spear to the ground as an action. If you do so, The Widowmaker Spear discharges a rain of acid. Creatures within 60 ft. radius must make a DC 16 Dexterity saving throw. On fail, they take 5d8 acid damage and their equipments are corroded. Weapons deal 1 less damage and armors grant 1 less AC. These effects are permanent, unless the items are repaired. Once this feature is used, spear becomes stuck in the ground for 1d4 turns.

THOR'S FIST

Weapon (warhammer), very rare (requires attunement)

A fist shaped stone is crafted for Thor's Fist by the best blacksmiths across the Svilland. Thor's rune is carved on the front side of the hammer. When you hit your enemies, mighty thunders of Thor trembles the ground.

- You can cast Lightning Bolt spell twice per day.
- You deal +2d6 thunder damage in a 5 ft. radius of you when you successfully attack with this weapon.
- When in a stormy area, Thor's Fist electrifies and deals bonus +3d6 Lightning damage instead of +2d6.

THUNDERGUARD SWORD

Weapon (longsword), uncommon

Thunderguard Sword is used by the elite soldiers of Green Lights of the East. Thor's symbol is carved on the hilt of the sword.

- You have +2d4 bonus thunder damage to your damage rolls with this weapon.

TORMENTING CHOPPER

Weapon (handaxe), rare (requires attunement)

Life is not like on the streets in the dungeons of Thorath; it is painful and bloody. People say that they even torture people there but of course it is a lie that the enemies of the Green Light of the East Kingdom made up. Wasn't it? I can't remember. I'm not suppose to talk about this.

- When you deal a critical damage to a creature with Tormenting Chopper, this creature must make a DC 14 Constitution saving throw. On fail, the creature gets Exhaust 2 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 them were lost at the night of the massacre and no one knows what happened to them. Years later, a sword found by a farmer

and people claimed that it is corrupted so they got rid of the sword. Now the swords are out there in Svilland and no one knows where.

- The sword ignores the resistance to slashing damage.
- When you deal a critical damage, the target's AC is lowered by 2 for 5 turns.

WAR CLEAVER

Weapon (greataxe), uncommon (requires attunement)

This axe is normally very heavy to be used properly but in Nionaem, and mostly in the army, you see this weapon. People tend to use it to show off mostly but still, if you see this axe, know that there is a strong warrior around.

- You need 16 or higher Strength score to use this axe.
- You have +1d8 bludgeoning damage to your damage rolls made with this weapon. You can't kill a target gently by using it. Target generally is crushed or split into pieces.

WATERBLADE

Weapon (any sword), uncommon (requires attunement)

These swords are known from a myth. There is a lake in Green Light of the East Kingdom named Grey Lake. It is named by the color of the water because after every war, warriors toss their weapons in the lake. People say that one day, a warrior thrown her sword to the lake but the next day it was at the shore. So she tossed it again but the sword returned to the shore, again. So people believed that this sword was cursed. Later it turned out that it is made from a different material preventing it from sinking like other weapons.

- Waterblade's critical range is 19 to 20.

WONDROUS ITEMS

BEAR CLAW GLOVE

Wondrous item, uncommon (requires attunement)

Sharpened and reinforced bear claws are attached to reinforced cloth glove. It is generally used by rangers.

- Damage type of your unarmed strikes changes from bludgeoning to slashing and you have +2 bonus slashing damage.

BEAR'S SHOULDERGUARDS

Wondrous item, rare (requires attunement)

These shoulderguards are made from bear furs to scare the animals.

- While wearing this item, beasts who attack you with a challenge rating 4 or lower must make a DC 15 Wisdom saving throw. On a failed save, it becomes frightened for 1d4 turns.

BLACK ICE PIECE

Wondrous Items, rare

If you hold a Black Ice Piece barehanded, it deals 1d6 necrotic damage to you at every turn you keep holding it. You can crush and destroy this item to regain a spell slot up to 4 level.

Black Ice Pieces are used to craft black ice items by dvergar. An item needs approximately 10 pieces to craft.

CLOAK OF MOUNTAIN PEAKS

Wondrous item, uncommon (requires attunement)

Cloak of Mountain Peaks is made for hiding in the mountains. It is known that this type of cloaks are made and used by shamans living in the mountains.

- As long as you are on a mountain, you have advantage on your Dexterity (Stealth) skill checks and climbing doesn't slow you down.

CROWN OF FADED ARCANE

Wondrous item, very rare (requires attunement)

Once worn by powerful sorcerers of the realm, Crown of Faded Arcane is now sold in black markets.

- Crown of Faded Arcane gives you additional 2 spell slots from level 3 spells.

CUFFS OF UNDEAD

Wondrous item, very rare

These cuffs are made from metal and looks like skeletal hands. It was used to restrain undead by Kunings. Rumors are, when Seidrs were still alive, they made hundreds of Cuffs of Undead. With these cuffs they created an army of undead.

- When this cuffs are attached to an undead, creature cannot move or take actions until the Cuffs of Undead is removed. You can attach these cuffs only when the target is incapacitated, paralyzed, restrained or stunned.

FLESH CARVER

Wondrous Items, uncommon

This is a dagger that isn't proper for fighting because it wasn't made for dealing damage. It is used by fleshcarvers and runewalkers to cut their own bodies and draw runes on their body without hurting themselves.

FROSTED MASK

Wondrous item, uncommon

Mask is made from iron and covered with white stones so it looks icy.

- Mask constantly radiates cold air so it can extinguish

nonmagical small fires like a simple torch in a 10 ft. radius of you.
- As long as you are wearing this item, you are proficient with Wisdom (Perception) skill.

GLOVES OF THE TRICKSTER

Wondrous item, uncommon

Gloves of The Trickster is a very light, leather glove. It is commonly used among thieves and members of Loki's Bastards. It is easy to steal thanks to the runes stitched on it. Wearing these is notorious, people will think about you as dishonorable if you are seen wearing the gloves.
- You gain proficiency with Dexterity (Sleight of Hand) skill.

GOLDEN HANDS

Wondrous item, legendary (requires attunement)

Morlog is a Mithal warmaster that lost his hands in a battle. He has ordered two golden gloves from dvergar that will replace his hands. After his death, his family hand it out because they were not liking Morlog and didn't want to keep his memory alive. But it is hard to forget someone with golden hands. While wearing this item, you gain the following benefits:
- You have +2 bonus to your Charisma saving throw.
- You have advantage on Charisma (Persuasion) skill.
- You can use these gloves even if you lost your hands. While wearing the gloves, they act like your hands.

GREEN LIGHT LANTERN

Wondrous item, very rare (requires attunement)

The lantern looks like a golden birdcage and it is used in warlords' rooms at castles in the borderlands. People say that you become more obedient to the authorities when the room is lit with the lantern's green light.
- You can use Dominate Person spell thrice per long rest. You don't need to hold the item to use this ability but you and the target creature must be in the light of the item. This item regains all of its charges in a long rest.
- Green Light Lantern radiates 10 feet of bright light and 10 feet of dim light.

HELMET OF THE DEATH DEER

Wondrous item, very rare (requires attunement)

It is common among humans to use deer skulls as a helmet. If a deer has become the spirit of a region after its death, skull of the deer is used to make the Helmet of the Death Deer.
- -As long as you are in a forest, you have advantage on your attack rolls made against beasts.
- -Helmet of the Death Deer has 3 charges. By expanding one charge, you can give a simple, one word command to a beast. The creature you are targeting must make a DC 18 Wisdom saving throw. On a failed save, the creature obeys you. This item regains 1d4-1 charge (minimum 1) at every dawn.

HORN OF BEASTS

Wondrous item, rare (requires attunement)

As an action, you can blow this horn and animals around heed your call.
- Once per day, you can use the horn to call 1d4 animals for help. Animals can help you for one task at a time. Tasks they can do are helping either in a battle or travelling faster. Animals use the statistic of a dire wolf. They return to the wild after 1 hour, when they drop to 0 hit points or when the task is completed.

HORN OF RETREAT

Wondrous item, rare (requires attunement)

When you blow the horn, a fog appears around you and it surrounds your body.

Animal sounds are coming from the fog. Fog teleports you and your friends up to 12 people to a nearby safe place. This place can be a town or an open, empty plateau. If you blow this horn in a safe area nothing happens but horn sounds peacefully. It takes an action to use the Horn of Retreat. You can use this item once per day. Everytime you use it roll a d20; if you roll a 1, horn becomes covered with fog and disappears.

KEY OF YGGDRASIL

Wondrous item, legendary (requires attunement)

A wooden key was made of a branch of the World Tree, Yggdrasil. You choose a door and whisper its specific location to the key. From now on any door opened with this key will lead up to that door you have selected. You can change the base door's location once every month. Key of Yggdrasil has 4 charges and it loses a charge when used to open a door. It regains a charge every week. If you hold an opened door with this key more than 10 seconds, key loses another charge per 10 seconds.

MAMMOTH HORN

Wondrous item, rare

Mammoth Horn sounds like monstrous creatures' war cry.
- As an action, you can blow this horn and you can keep blowing the horn every turn. Every hostile creature within 60 ft. radius makes a DC 15 Wisdom saving throw. On a failed save, they become frightened and stay frightened for every turn horn is blown. However, creatures can make another Wisdom saving throw at the end their every turn.

MEMENTO OF THE BEAR

Wondrous item, very rare

This is a blank paged book with a brown leather covering. You can see a scratch on the cover. Some legends say that when Bear King has fallen, Odin bound his will to this book. But also other legends say that this book is created by Loki.

- When you write down a question, an answer will appear on the next day. You can ask anything but if your question's answer is known by no one or the answer shouldn't be given to you, you may not get any answers. You can ask a question once a week.

OAKEN SHOULDERGUARD

Wondrous item, uncommon (requires attunement)

You can wear this item on your armor. It gives additional protection.

- You have resistance to acid damage.

PESTILENCE AMULET

Wondrous item, uncommon

Amulet looks like a rock piece with a purple gem on it. But below the amulet there is a plug. This amulet contains a poison that causes pestilence when ingested. When a creature drinks the poison, it gets poisoned after 1d4 minutes and must make a DC 17 Constitution saving throw. On a failed save, the target takes poison damage. The damage is equal to 5 multiplied with the days passed. Poison of Pestilence can be cured. Pestilence Amulet refills itself at every long rest.

RESTLESS BOOTS OF FREYJA

Wondrous item, uncommon

These boots are knitted in Freyja temples by priestesses. They are made from wool, leather and ivy. Freyja's Maidens use these boots to walk over Svilland to help commoners.

- While wearing this item you ignore the effects of any difficult terrain.
- Boots keeps you warm. You are not affected by cold weather.

RETURNING BRACELET

Wondrous item, rare (requires attunement)

This bracelet is crafted by a soldier who loses his weapon in every single fight.

- As a bonus action, you can recall a weapon you choose in a short rest to your hand if the weapon is within 100 ft. of you. The weapon must have an open way to your hand. It cannot break walls etc. To recall the chosen weapon, you need to assign a command word.

ROTTEN ROBE

Wondrous item, uncommon (requires attunement)

These very-well knitted woolen robes were generally worn by followers of Balder. However, when Balder fell, robes had also changed and became rotten.

- As long as you are wearing this item, your alignment can not be detected.

SOULBOUND COLLAR

Wondrous item, rare (requires attunement)

Soulbound Collar is used by slavers. The target makes a DC 15 Wisdom saving throw or the collar forces the slaves to obey every command of the slaver. If they don't, the collar deals 1d6 necrotic damage. Collar can't be broken or its lock can't be picked by the slave. If the slave dies while wearing the collar, slave's soul is imprisoned in the collar. It can be resurrected later. If the target's attuned item number is at maximum, this collar replaces one of them.

VEGASK

Wondrous item, legendary

This is a bronze bracelet having a red gem on the top of it. It looks like a basic accessory.

- When you hit a creature with an unarmed strike, Vegask explodes and deals 4d20+10 Fire Damage to everyone in 10 feet radius area including you and your friends. Also it deals 4d20+10 Force damage to an extra 20 feet radius area. In any condition, bracelet is destroyed and your hand wearing the bracelet is severed.
- **Curse.** This item is cursed. When you wear this bracelet you can't remove it in any way except with a Wish spell.

WARLORDS' FIST

Wondrous item, rare (requires attunement)

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.

- You have +2 bonus to your damage rolls made with unarmed strike.
- You deal 1d4 piercing damage every turn to a creature you grappled.

WOLF COLLAR

Wondrous item, uncommon

This collar prevents a creature from transforming into a werevargr. If you put this collar on a werevargr, the creature cannot change to its normal form or vice versa until the collar is removed. Wolf Collar can be lock picked or be destroyed.

WYRM LANTERN

Wondrous item, legendary (requires attunement)

It is believed that the lantern was made by breath of wyrms. The light of the lantern can be white, blue or red depending on which wyrm's breath was used to craft it.

- Every friendly creature within 10 ft. of the lantern gains Truesight for 15 ft. radius.
- Wyrm Lantern radiates 20 ft. of bright light and 10 ft. of dim light.

WYRM NAIL BUCKLE

Wondrous item, uncommon (requires attunement)

Wyrm Nail Buckle is a hair, beard accessory. Even if the name says "wyrm", there are many fake ones which wasn't made from wyrm nails. While wearing this item, you gain the following benefits:

- You have advantage on Charisma saving throws. If it is made from real wyrm nail, Wyrm Nail Buckle becomes a rare item and additionally your Charisma score increases by 1.

RUNESTONES

One of the most important gifts of Odin the Allfather to Svillanders is the runic circle. Through runes, people have learnt how to put their spoken language into a written form. It enabled them to keep records of history and important aspects of their lives.

Many Svillanders believe that runes are all about writing. They think of them as their mundane tool for knowledge and record-keeping. However, some folks know that the runes are beyond an alphabet. They are the key to understand arcane and divine existence of the Yggdrasil, as well as the magic that is cast in Svilland.

While some people feel the runes within them, or learn them to cast spells. There are also forms of Odin's runes in the land. This form, called the "runestones", can be found and used by people who do not possess any arcane power or divine gift. A person who has a runestone and knows its traditions can invoke the power within it.

PROPERTIES OF RUNESTONES

Runestones belong to a new type of magical items. Just as there are magical weapons, wands, or wondrous items, runestones are listed as "runestones". They are able to cast the spells related to their power. In a sense, they can be used as unending scrolls for casting magic.

Runestones also have levels of power. They are found in the land in Lesser, Greater, Grand, and Sacred levels. They are not consumed because their power can be recharged just like some other magical items. However, recharging runestones is tricky, as each one of them require a different ritual for recharging.

RECHARGING RUNESTONES

Runestones can cast spells or create magical effects equal to their charge. They can cast their level of spell or create their level of magical effect only once per day. This means that their charge required to cast their level of spell or create their level of magical effect equals to their daily charge.

For example a lesser Kaun runestone can cast produce flame once per day as it requires 1 charge and the runestone has 1 charge. A greater Kaun runestone can cast scorching ray once per day as it has 3 charges and the spell requires 3 charges, but it can cast produce flame three times per day as produce flame requires only 1 charge out of 3.

Each runestone can be recharged by different means. While a runestone of Kaun (fire) needs to be put into a fire (such as a campfire) to be recharged, a runestone of Laugr (water) needs to be put into a source of water for the same purpose. The way to recharge a runestone is written under its description.

ATTUNEMENT TO RUNESTONES

Runestones can be used while attuned or not attuned, the only exception to this is "sacred" runestones of legendary rarity, which always require attunement. You can make use of the runestone's stronger powers if you are attuned to it. Yet, you can still use them if you are not attuned to them.

RUNESTONE DESCRIPTIONS

There are runestones of 12 runes available as magical items in Svilland. Their descriptions are as following:

Ansuz (Rune of Magic)

Runestone, rarity varies (attunement varies)



Ansuz is the rune of magic. Ansuz runestone makes its wielder cast various arcane spells. When the wielder is attuned, the runestone can even cast stronger spells.

Recharging Ansuz runestone. In order to recharge Ansuz runestone, you must expend a spell slot you have with its level equal to the number of charges. You can expend a spell slot of 1 level less if you are attuned to the runestone except for lesser Ansuz runestone.

Runestone	Rarity	Spells	Charge(s)
Lesser	Uncommon	*detect magic, magic missile (requires attunement)*	1
Greater	Rare	*arcanist's magic aura, dispel magic (requires attunement)*	3
Grand	Very rare	*arcane eye, arcane hand (requires attunement)*	5
Sacred	Legendary *(requires attunement)*	*arcane eye, arcane hand (requires attunement)*	7

Bjarkan(Rune of Life)

Runestone, rarity varies (attunement varies)



Bjarkan is the rune of life. It is granted from the gods and goddesses to the mortals. A Bjarkan runestone miraculously brings the dead back to life, but is consumed when it is used.

Runestone	Rarity	Spells
Lesser	Uncommon	*revivify*
Greater	Rare	*raise dead*
Grand	Very rare	*resurrection*
Sacred	Legendary	*true resurrection*

Dagr (Rune of Day)

Runestone, rarity varies (attunement varies)



Dagr is the rune of the day. Dagr runestone makes invokes spells of the day and the night. When the wielder is attuned, the runestone can even cast stronger spells.

Recharging Dagr runestone. In order to recharge Dagr runestone, you must put it outside where sun light would shine during dawn.

Rest of the day. The grand Dagr runestone can grant you and up to 5 of your allies a short rest instantaneously. Additionally, you can sacrifice it to grant you and up to 5 of your allies a long rest instantaneously instead.

Runestone	Rarity	Spells	Charge(s)
Lesser	Uncommon	*light, guiding bolt (requires attunement)*	1
Greater	Rare	*darkness, daylight (requires attunement)*	3
Grand	Very rare	*rest of the day (see description, requires attunement)*	5
Sacred	Legendary (requires attunement)	*sunbeam*	7

Gipt (Rune of Gift)

Runestone, legendary



Gipt is the rune of gift. It is a gift from the gods and goddesses to the mortals. A Gipt runestone makes a wish of you come true as if you have cast a wish spell, but is consumed when it is used.

Ihwar (Rune of Death)

Runestone, rarity varies (attunement varies)



Ihwar is the rune of death. Ihwar runestone makes its wielder cast various death spells. When the wielder is attuned, the runestone can even cast stronger spells.

Recharging Ihwar runestone. In order to recharge Ihwar runestone, you must put it into corpse freshly slain for a long rest (8 hours).

Runestone	Rarity	Spells	Charge(s)
Lesser	Uncommon	*spare the dying, false life (requires attunement)*	1
Greater	Rare	*ray of enfeeblement, animate dead (requires attunement)*	3
Grand	Very rare	*blight, contagion (requires attunement)*	5
Sacred	Legendary (requires attunement)	*harm, finger of death*	7

Ing (Rune of Earth)

Runestone, rarity varies (attunement varies)



Ing is the rune of earth. Ing runestone makes its wielder cast various earth spells. When the wielder is attuned, the runestone can even cast stronger spells.

Recharging Ing runestone. In order to recharge Ing runestone, you must bury it beneath the ground for a long rest (8 hours).

Runestone	Rarity	Spells	Charge(s)
Lesser	Uncommon	*mending, resistance (requires attunement)*	1
Greater	Rare	*barkskin, meld into stone (requires attunement)*	3
Grand	Very rare	*stoneskin, wall of stone (requires attunement)*	5
Sacred	Legendary (requires attunement)	*move earth, reverse gravity*	7

Isa (Rune of Ice)

Runestone, rarity varies (attunement varies)



Isa is the rune of cold and ice. Isa runestone makes its wielder cast various cold spells. When the wielder is attuned, the runestone can even cast stronger spells.

Recharging Isa runestone. In order to recharge Isa runestone, you must bury it beneath a pile of snow that is connected to the earth (not separated by a cup or container from the land) for a long rest (8 hours).

Protection from cold weather. Lesser Isa runestone can provide advantage on your next Constitution saving throw against extreme cold or Black Winter's Cold by expending its charge.

Runestone	Rarity	Spells	Charge(s)
Lesser	Uncommon	*ray of frost (requires attunement)*	1
Greater	Rare	*cold's embrace*, ice pit* (requires attunement)*	3
Grand	Very rare	*ice storm, cone of cold (requires attunement)*	5
Sacred	Legendary (requires attunement)	*freezing sphere, avalanche**	7

* Spells with an asterisk indicate a new spell, see Spells Descriptions in this chapter.

Kaun (Rune of Fire)

Runestone, rarity varies (attunement varies)



Kaun is the rune of fire. Kaun runestone makes its wielder cast various fire spells. When the wielder is attuned, the runestone can even cast stronger spells.

Recharging Kaun runestone. In order to recharge Kaun runestone, you must put it into a campfire or embers of a campfire for a long rest (8 hours).

Runestone	Rarity	Spells	Charge(s)
Lesser	Uncommon	*produce flame, fire bolt (requires attunement)*	1
Greater	Rare	*scorching ray, fireball (requires attunement)*	3
Grand	Very rare	*wall of fire, flame strike (requires attunement)*	5
Sacred	Legendary (requires attunement)	*delayed blast fireball, fire storm*	7

Laugr (Rune of Water)

Runestone, rarity varies (attunement varies)



Laugr is the rune of water. Laugr runestone makes its wielder cast various spells related to water. When the wielder is attuned, the runestone can even cast stronger spells.

Recharging Laugr runestone. In order to recharge Laugr runestone, you must bury it beneath a body of water source, such as a lake, a river, or a shore for a long rest (8 hours).

Flexibility of water. When you expend a charge of lesser Laugr runestone, you can have advantage on your next Wisdom saving throw against a mind-affecting spell or ability. This is because your mind becomes flexible enough to slip through the grasp of the opponent caster.

Runestone	Rarity	Spells	Charge(s)
Lesser	Uncommon	*create or destroy water (requires attunement)*	1
Greater	Rare	*water breathing (self only), water breathing (requires attunement)*	3
Grand	Very rare	*control water, conjure elemental (requires attunement)*	5
Sacred	Legendary (requires attunement)	*conjure elemental (water) (7th)*	7

Odal (Rune of Borders)

Runestone, rarity varies (attunement varies)



Odal is the rune of borders. Odal runestone makes its wielder cast various protective spells. When the wielder is attuned, the runestone can even cast stronger spells.

Recharging Odal runestone. In order to recharge Odal runestone, you must draw a circle with your blood around the place you are making your long rest. Doing so causes 1d4 damage that cannot be resisted, and your maximum hit points decrease by 1d4 after your long rest until you make another long rest. Also, during your long rest that you are recharging an Odal runestone, your hit points are healed 1/3 less.

Runestone	Rarity	Spells	Charge(s)
Lesser	Uncommon	*protection from evil and good (requires attunement)*	1
Greater	Rare	*protection from energy, warding bond (requires attunement)*	3
Grand	Very rare	*resilient sphere, wall of force (requires attunement)*	5
Sacred	Legendary (requires attunement)	*globe of invulnerability (7th)*	7

Sol (Rune of Lightning)

Runestone, rarity varies (attunement varies)



Sol is the rune of lightning and power. Sol runestone makes its wielder cast various lightning and empowering spells. When the wielder is attuned, the runestone can even cast stronger spells.

Recharging Sol runestone. In order to recharge Sol runestone, you must put it onto the ground during a thunderstorm for a long rest (8 hours), or cast lightning spells on it with spell level equal to the amount of charge it gains. If you are attuned to the runestone, amount of charge it gains by casting lightning spells on it increases by 1, except for lesser Sol runestone.

Powerful Spell. By spending a charge of Sol runestone's level, you can increase your caster spell save DC or spell attack modifier: If you expend 3 charges of greater Sol runestone, you gain +3 bonus of relevant property on your next spell. Similarly, for grand Sol runestones you expend 5 charges and gain +5 bonus, and for sacred Sol runestone you expend 7 charges and gain +7 bonus.

Runestone	Rarity	Spells	Charge(s)
Lesser	Uncommon	*shocking grasp, witch bolt (requires attunement)*	1
Greater	Rare	*lightning bolt (requires attunement)*	3
Grand	Very rare	*lightning bolt (5th) (requires attunement)*	5
Sacred	Legendary *(requires attunement)*	*chain lightning (7th)*	7

Wunjo (Rune of Bind)

Runestone, rarity varies (attunement varies)

Wunjo is the rune of binds, it controls bindings and kinship. Wunjo runestone makes its wielder cast various binding spells, as well as spells that aid allies. When the wielder is attuned, the runestone can even cast stronger spells.

Recharging Wunjo runestone. In order to recharge Vend runestone, you must put it in the middle of your dining table where you share your food with trusted friends, and remain it there during your long rest with your friends.

Runestone	Rarity	Spells	Charge(s)
Lesser	Uncommon	*guidance, comprehend languages (requires attunement)*	1
Greater	Rare	*aid, sending (requires attunement)*	3
Grand	Very rare	*dimension door, hold monster (requires attunement)*	5
Sacred	Legendary *(requires attunement)*	*forcecage*	7

CREATING RUNESTONES

You can create runestones by magical or divine means. In order to create a runestone, you most essentially must have knowledge about casting runic magic. This means that you have to be a runewalker, a gothi of Rûn domain, or a rune-touched sorcerer (you can create only a runestone of the rune that touches you).

Secondly, you must also know the spell or consume a scroll of the spell that is present in the rune. If you are creating higher level runes, you must know or have a scroll of all the spells the runestone and its lesser versions provide.

The stone of the runestone can be of anything, but the material for inscribing the rune to the stone varies according to rarity:

For inscribing a lesser runestone. You must inscribe the rune with gold dust ink that is worth at least 300 gp.

For inscribing a greater runestone. You must inscribe the rune with platinum dust ink that is worth at least 3000 gp.

For inscribing a grand runestone. You must inscribe the rune with diamond dust ink that is worth at least 30,000 gp.

For inscribing a sacred runestone. You must inscribe the rune with the diamond dust ink that is worth at least 30,000 gp and you either must use a wish spell or you must succeed on a Divine Intervention from your deity.

RUNESTONES OF DIFFERENT RUNES

These 12 runes must not have to be all the runes that have runestones. As a Dungeon Master, feel free to create runestones for other runes. You can also provide different relevant spells for existing runestones. Below, you can find the templates for creating runestones, as well as the information about other runes of Odin.

Runestone Template

Runestone of a rune requires a description here. Recharging the runestone. Each rune represents another thing in the cosmos, and thus it requires different methods for recharging. Their recharge generally involves a long rest (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	Charge(s)
Lesser	Uncommon	*cantrip, 1st level spell (requires attunement)*	1
Greater	Rare	*2nd level spell, 3rd level spell (requires attunement)*	3
Grand	Very rare	*4th level spell, 5th level spell (requires attunement)*	5
Sacred	Legendary *(requires attunement)*	*6th and/or 7th level spell*	7

Other Runes of Odin

In this section you can find the meaning and relevance of other runes of Odin. Please inspect the following table:

Rune	Description
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, Muspellsheim) 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	Aesirs' rune; path of the sun and realms; advice and judgement; rhythm.
Thurs	Thor's rune; enemy of evil; will without selfishness
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.



MONSTERS AND THE WILLDERNESS

CHAPTER V

In this chapter, monsters and humanoids that are unique to Svilland and the Norse mythology are given. They come in many forms and wander in various regions of the realm.

Apart from what is given here, there are many monsters in Svilland. In your campaigns and adventures, you can use monsters that fit the theme from outside this book. Encounter tables in this chapter can be a useful tool to start with.



CURSED WARRIOR

They were great warriors in life. So glorious, that they deserved the feast in Valhalla. Yet, they were wicked and ruthless, so Odin did not let them in, but they wouldn't go to Helheim either. Now they wander around in the land, always seeking challenges to test their mettle and blade.

Cursed Warrior

Medium undead, any evil alignment

Armor Class 18 (Masterful Duelist)
Hit Points 119 (14d8 + 56)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	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 60ft., 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.

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.

Masterful Duelist. Thanks to its exceptional dueling skills, the cursed warrior takes +4 bonus on its AC (included in the AC).

Spellcasting. The cursed warrior is a 1st-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The cursed warrior has the following spells prepared:
Cantrips (at will): *true strike, resistance, vicious mockery*
1st level (2 slots): *shield*

ACTIONS

Multiattack. The cursed warrior makes three melee weapon attacks. It wields either a greataxe or a greatsword.

Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit*: 9 (1d12 + 3) piercing damage plus 7 (2d6) necrotic damage.

Greatsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) slashing damage plus 7 (2d6) necrotic damage.

DRAUGRS

Draugr are undead, flesh remains of those who died but managed to walk on the soil again. When they are awakened, they lose much of their sentience of their lives, and become inhuman monsters of carnage. Reasons for their nature are unclear. While some say they are the restless spirits possessing their corpses, others claim they are the servants of Hel, who seek to bring about her will.

DRAUGR GUARDIAN

Draugr guardians are long past shield wearing warriors of Svilland. They do not retain any sentience in their risen form, but they remember their techniques from their life.

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)

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 is knocked prone.

Shield Wall. If two or more draugr guardians are within 5 feet of each other, they form a shield wall, and creatures that attack them have disadvantage.

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 creature must succeed on a DC 13 Wisdom saving throw, or is affected by the taunt. The creature's attacks against creatures other than the draugr have disadvantage, until the end of its next turn.

LANGUAGES CONVERSION

Many creatures of Svilland speak the language of the Vanir, Vanaris. While using other monsters, you can convert the following languages that the monsters speak to Vanaris: Aquan, Auran, Druidic, Ignan, Sylvan, Terran.



DRAUGR DEADCALLER

The draugr deadcaller are half-sentient acolytes of Hel. They are able to raise other dead in her name, which makes them important for hordes of Helheim. It is also the same reason why the living are so afraid of them.

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 *Animate Dead spell*, with a Casting Time of 1 action.

Spellcasting. Draugr deadcaller is a 5th-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 cleric spells prepared:
Cantrip (at will): *chill touch*
1st level (3 slots): *false life, mage armor*
2nd level (2 slots): *blindness/deafness, ray of enfeeblement*
3rd level (1 slot): *animate dead*

ACTIONS

Withering Strike. *Ranged Weapon Attack*: +5 to hit, range 60 ft., one target. *Hit*: 16 (3d8 + 3) necrotic damage and the target must succeed on a DC 13 Strength saving throw or have disadvantage on its Strength checks or Strength based melee attacks until the end of its next turn.

Mark Mortal's Doom (2/Day). The draugr deadcaller marks one of the death saves of a character that is within 30 feet of it as a failure, when the character drops down to 0 hit points, it starts with that failure. This mark can be stacked only twice, meaning that a character can only have 2 marks on it.

DRAUGR FROSTBRINGER

The draugr frostbringer carry the Black Winter with them wherever they go. They are the omen of dark days ahead. They can freeze those around them slowly, and raise frostbitten dead from the corpses of freshly slain.

BLACK WINTER'S COLD

The cold spreading from the Black Winter is an unnatural, harsher cold even for the northern Svillanders. In addition to the fact that it carries the effects of extreme cold, Black Winter's Cold cause the following effects:

- If you have resistance to cold, it drops to normal, and normal drops to vulnerability.
- When you are subjected to Black Winter's Cold, you must make a DC 15 Constitution saving throw or take one level of exhaustion immediately. Then you continue to take additional levels of exhaustion if you fail your saves at the end of each hour you spent within the cold.
- Even while wearing cold weather gear, you must make a DC 10 Constitution saving throw at the end of each hour spent in this cold or take one level of exhaustion.

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 Bludgeoning, Fire
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, radiating around it for 30 feet radius. Additionally, the draugr frostbringer deals 5 (1d10) cold damage to the creatures that are within 30 feet of it at the start of its turn. The creatures also have their speed reduced by 10 feet while within the aura.

Ice Walker. The draugr can walk on ice without any penalties.

Ice Burst. When reduced to 0 hit points, draugr frostbringer explodes into many shards of ice. Any creature that is caught within 10 feet of it must succeed on a DC 15 Dexterity saving throw or take 15 (6d4) cold plus 15 (6d4) piercing damage on a failed save, taking half as much on a successful save.

ACTIONS

Multiattack. The draugr frostbringer makes two Greataxe attacks.

Frostbitten Great Axe. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) slashing damage plus 9 (2d8) cold damage.

Ice Shards (1d4 shards). *Ranged Attack*: +5 to hit, range 30/60 ft., multiple targets. *Hit*: 5 (2d4) 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. The draugr frostbringer targets an undead within 30 feet of it. The creature gains the Ice Burst feature, and gains 2 (1d4) cold damage on its attacks.



FROSTBITTEN DRAUGR

The frostbitten draugr are created by the draugr frostbringers. They have the essence of the Black Winter imbued within. When they are destroyed, they explode and spread this essence.

Draugr Frostbringer
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 Walker. The draugr can walk on ice without any penalties.

Ice Burst. When reduced to 0 hit points, the frostbitten draugr explodes into many shards of ice. Any creature that is caught within 10 feet of it must succeed on a DC 13 Dexterity saving throw or take 4 (2d4) cold plus 4 (2d4) piercing damage, it takes half as much damage on a successful save.

ACTIONS

Multiattack. Frostbitten draugr makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing plus 2 (1d4) cold damage.

Ice Shards (1d4 shards). *Ranged Attack:* +4 to hit, range 30/60 ft., multiple targets. *Hit:* 5 (2d4) piercing damage plus 5 (2d4) cold damage, and the targets' speeds are reduced by 10 feet until the start of their next turn.

WEAKER DRAUGR

The draugr listed here are the unique ones. They are also relatively powerful. In your adventures and campaigns, you can use skeletons and zombies, or similar undead creatures as weaker draugr.

DVERGR OF GULBOLRUHM

Cursed with a blood-frenzied undeath by Hel, the dvergar of clan Gulbolruhm lurk in the shadows of their crumbled home... forever.

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
10 (+0)	10 (+0)	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 makes a critical hit 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.

Madness of the Curse (Recharge 6). If 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 points or more.

ACTIONS

Multiattack. The dvergr of Gulbolruhm makes two battleaxe attacks.

Battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) slashing damage.





ISA WORM

With a skin that looks like made of snow, and tusks that look as sharp and crystallized as icicles, frost worm is the dreadful predator of the tundra. Frost Worm is not picky about its prey when it is hungry. And it is always hungry...

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 Constitution +10, Strength +11
Damage Vulnerabilities Fire
Damage Immunities Cold
Senses Blindsight 60 ft., Tremorsense 60 ft., Passive Perception 9
Languages -
Challenge 12 (8,400)

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.

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.

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 or more, on a single turn, from a creature inside it, the isa worm must succeed on a DC 21 Constitution saving throw at the end of that turn, or it regurgitates all swallowed creatures, which 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, exiting while knocked prone.

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 spring are the creations of goddess Hel. They inhabit Helheim to act as Hel's servants, warriors and butchers. Although they do not roam freely in Svilland, sometimes they find their way into the realm. And then the slaughter begins...



HEL TORMENTOR

With a towering body filled with flesh scars and malicious runes, the Hel tormentor is a terrifying representation of Helheim. It exists to torment the souls who happen to fall into the palm of Hel. Sometimes, the creature finds its way to Svilland, and continues its torment here.

Hel Tormentor
Large fiend, lawful evil

Armor Class 15 (Natural Armor)
Hit Points 133 (14d10 + 56)
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 Perception +6, Intimidation +5
Damage Vulnerabilities Radiant
Damage Resistances Psychic
Condition Immunities Charmed, Poisoned, Languages
Senses Darkvision 60ft., 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.

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. Target must succeed on a DC 15 Dexterity saving throw or the whip deals 10 (4d4) necrotic damage and the target is grappled. 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.

Summon Tormented Soul (Recharge 5-6). 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.

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 saving throw, a creature takes 45 (7d12) psychic damage and is agonized, it takes half the damage on a successful one. A creature that succeeds on its saving throw is immune to being agonized for the next 24 hours

TORMENTED SOUL

A hovering soul with a painful, dreadful look on its face. Just the look of it makes a person terrified by the fate that waits someone in Helheim.

CONDITION: AGONIZED

A creature that is agonized has its speed slowed by 10 feet and takes 2 (1d4) psychic damage at the end of each one of its turns it remains so. It also is unable to cast spells that require concentration, and any concentrated spell when it became agonized fails.

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)	5(-3)

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 60ft., Passive Perception 8
Languages Hellic, 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.

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.

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 13 Wisdom saving throw or is agonized. A creature that succeeds on its saving throw is immune to this effect for the next 24 hours.

ACTIONS

Scream of Agony. *Melee Special Attack*: +2 to hit, reach 10 ft., one target. *Hit*: 11 (2d10) psychic damage. The creature must succeed on a DC 13 Wisdom saving throw or is agonized for 1 turn.

HEL STAGHEAD

This creature looks like a large warrior but has a head of stag skull instead. Its skin is tattered and rotting. It has a sword that has blood stains that were never cleaned.



Hel Staghead
Large fiend, lawful evil

Armor Class 13 (Natural Armor)
Hit Points 51 (6d10 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	8 (-1)	8 (-1)	5(-3)

Skills Athletics +6
Damage Immunities Poison
Condition Immunities Charmed, Exhausted, Poisoned
Senses Darkvision 60ft., Passive Perception 9
Languages understands Austris and Hellic, but can't speak
Challenge 2 (450 XP)

ACTIONS

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit*: 13 (2d8 + 4) slashing damage.

Carnage. The Hel staghead attempts to grapple a medium or smaller creature that is within 5 feet of it. If successful, it holds the creature with one hand and starts to open slashes on its flesh with the crossguard of its longsword. It makes 2 (1d4) special melee attacks, dealing 6 (1d4 + 4) slashing damage on each successful attack.

HEL BRUTE

With its clumsy body of mutilated flesh and layers of fat, the Hel brute looks like an abomination. It has stains of blood all over its torso and arms.

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 (4d4 + 4) slashing damage.

Meat Hook. *Melee Weapon Attack:* +6 to hit, reach 5 ft., two targets. *Hit*: 7 (2d6) piercing damage. On a successful hit, the target creature must succeed on a DC 13 Dexterity (Acrobatics) check, or is knocked prone.

Hook and Pull. The Hel brute swings its hook on a target creature that is within 10 feet of it by making an attack roll with meat hook. On a successful attack, the target creature takes 7 (2d6) piercing damage, is grappled (escape DC 13), and 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 creature.

Gutting. The Hel brute begins gutting the flesh of a creature that is adjacent to itself and 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 nor it can attack another creature.

HEL BEAST

These creatures are beasts that are perverted by Helheim. They look like the beast they were before they became a Hel beast, and have the same properties. Yet, they possess otherworldly traits.

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)

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 Divine Intervention feature or Wish spell, unless the Hel beast is killed.

When the beast is slain, the souls that it consumed are released and there is a 10% chance that a ghost is summoned as a result. The ghost may choose to fight against Hel's spring (1-24%), fade away (25-75%), or try to possess a creature (76-100%).

Paralyzing Gaze. During its first turn, the Hel beast throws a Paralyzing Gaze to a creature within 30 feet of it, as a Bonus Action.

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 its paralyzed for 1 minute. A creature that succeeds its saving throw is immune to this effect for 24 hours.



HULDRA

Huldras are water feys that look like an astonishingly beautiful person with a bark-like back or a foxy tail. They protect sacred groves and often are defensive, but also like doing mischief using their charm.



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 18
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 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:

At Will: charm person, command, friends, invisibility (conditional), misty step (conditional), vicious mockery

3/day each: *enthrall, fog cloud, hold person, sleep, suggestion*

1/day each: *compulsion, conjure animals (5th level), control water, dominate person, ice storm, mass suggestion*

ACTIONS

Poisonous Touch. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 11 (1d10 + 6) poison damage and the target creature must make a DC 15 Constitution saving throw, taking 26 (4d12) poison damage next round and becoming poisoned on a failed save, half as much on a successful one.

Embrace (Recharge 5-6). The huldra attempts to make a grapple, that looks like an embrace. The creature makes its contesting roll with disadvantage.

REACTIONS

Innocent Beauty. The huldra can look at a sentient creature within 30 feet that is attacking it, as a reaction. The creature hesitates from attacking such a beautiful creature and makes its attack with disadvantage.

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 an attack roll against it. On a successful hit, the creature must make a DC 15 Constitution saving throw. It takes 26 (4d12) poison damage and is poisoned on a failed save, or 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 awake.

HUMANOIDS

There are many personas in Svilland. Humanoids provide information of the unique occupations among them. While some of them are bandits or wanderers, others are the elite soldiers of regions.



AMBUSHING BERSERKR

Ambushing berserkrs are bandits, manhunters, or hired assassins. They track their prey in the wilderness, preferably under the snow. Then they set up an ambush by burying themselves into the snow, and surprise their prey with a sudden, vicious lunge.

Ambushing Berserkr
Medium humanoid, any alignment

Armor Class 17 (Natural Armor)
Hit Points 82 (11d8 + 33)
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, Survival +5, Stealth +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 7 (2d6) piercing damage to each creature it successfully 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 the +2 damage bonus, and other benefits of the Rage (included in the attack).

Wearing the Bear's Skin. The ambushing berserkr gains +5 AC because of its Path of Berserkr (included in its AC).

Svil Fortitude. It can hold its breath for twice as long and it is unaffected by cold weather, as well as the Black Winter's Cold.

Stunning Critical. If the ambushing berserkr scores a critical hit on a creature, the creature must succeed on a DC 15 Constitution saving throw or is stunned until the end of its next turn.

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) piercing damage on hit.

THUNDERGUARD

Thunderguard is the elite force of Green Lights of the East. They reside in Thorath, protecting royalty and maintaining the folk's faith in Thor.

Thunderguard
Medium humanoid (Austri), lawful good

Armor Class 18 (Heavy Armor + Shield)
Hit Points 75 (10d8 + 30)
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.

Thunder Resistance (3/day). The thunderguard chooses to be immune to a spell or attack that deals lightning or thunder damage

ACTIONS

Multiattack. The thunderguard makes two melee weapon attacks.

Thunderguard Sword. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 8 (1d8 + 4) slashing damage plus 5 (2d4) thunder damage, or 9 (1d10 + 4) slashing damage plus 5 (2d4) thunder damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one creature. *Hit*: 9 (2d4 + 4) bludgeoning damage plus 5 (2d4) thunder damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or is knocked *prone*.

Thunderous Throw. The thunderguard throws its sword with thunderous force to a target creature that is within 60 feet of it by making a spell attack (+7 to hit with spell attacks). On a successful hit, the weapon strikes the target creature with a burst of thunder, dealing 28 (8d6) thunder damage. Also, the creature must succeed on a DC 15 Strength saving throw, or is knocked *prone*.



VARTR BLADE

Vartr blades are the elite housecarls of Alsvartr. Trained vigorously with the use of their blades, the way they strike seems like a lethal dance in battle.



Vartr Blade

Medium humanoid (Mithal), any alignment

Armor Class 15 (Leather)
Hit Points 97 (15d8 + 30)
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)

Unflankable. Creatures flanking the vartr blade do not gain the flanking benefit.

Superior Critical. The vartr blade's weapon attacks score a critical hit on a roll of 18-20.

ACTIONS

Multiattack. The vartr blade makes three 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. The vartr blade makes a melee attack against any number of creatures within 5 feet of it, with a separate attack roll, for each target.

REACTIONS

Blade Dance. If another vartr blade within 5 feet of it makes at least two melee attacks on 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 their thane's flagship, the drakkar.



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 Mithal
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 creature.

ACTIONS

Multiattack. The drakkar skipan makes two weapon attacks.

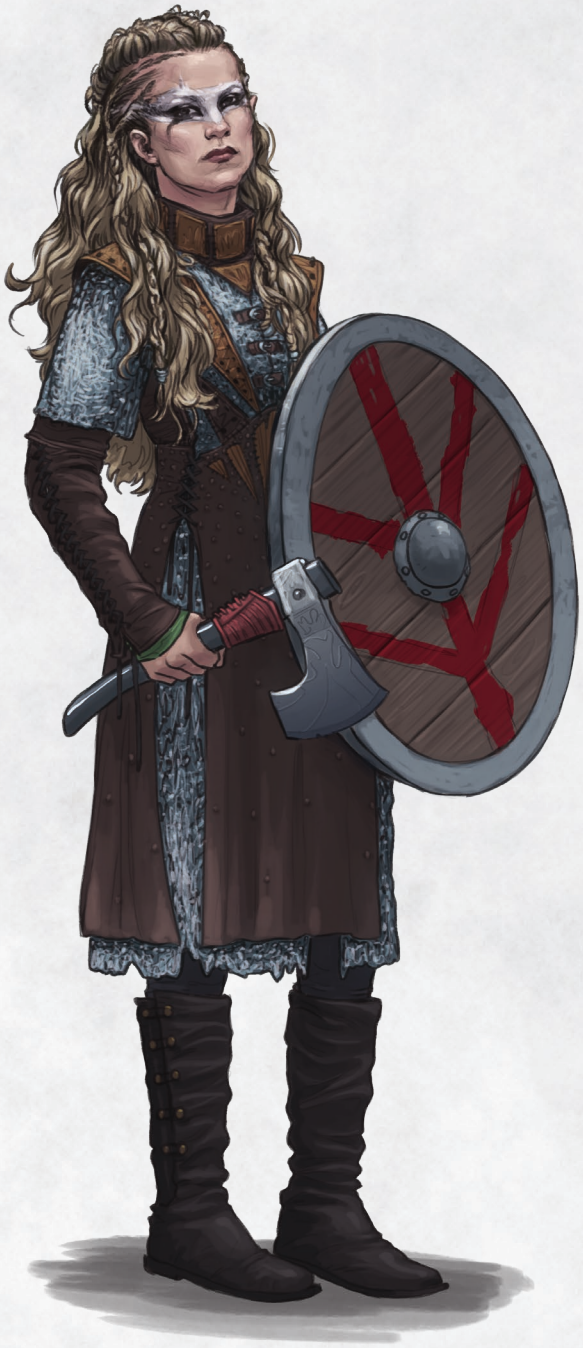
Northfolk Javelin. *Melee or Ranged Weapon Attack*: +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit*: 13 (2d8 + 4) piercing damage, or 15 (2d10 + 4) piercing damage if used with two hands to make a melee attack.

REACTIONS

Manstopper. If a creature is making its movement or taking its action to Dash, 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 is knocked prone in the middle of making its movement.

SHIELDMAIDEN

Shieldmaidens are protectors and warriors of honor. They fight for their thane or for their cause. They do not hesitate if they have to sacrifice themselves for others of worth.



Shieldmaiden
Medium humanoid (any), any alignment

Armor Class 16 (Ringmail, Shield)
Hit Points 65 (10d8 + 20)
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 three attacks; two 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 is knocked prone.

REACTIONS

Battlecry (Recharge 5-6). The shieldmaiden bangs its weapon against its shield while shouting a battlecry to a hostile creature. The creature must succeed on a DC 13 Wisdom saving throw or becomes frightened until the end of its next turn.

Shield Ally. The shieldmaiden pulls up its shield in front of an ally that 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.

SEIDR

Seidr are the casters of spirit magic. They are the wise-ones, and they are the healers of their kin. When opposed by a threat, their power proves to be deadly.



Seidr
Medium humanoid (Kuning), any alignment

Armor Class 13 (17 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 +4, 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, stoneskin, polymorph*

5th level (2 slots): *contagion*
*The seidr casts the stoneskin spell on itself before combat.

ACTIONS

Bow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit*: 7 (1d8 + 3) piercing damage.

GIANTS

There are two types of jotnar in Svilland, mountain and frost. Each of them come from different realms to the land. While mountain jotnar live solitary lives in the mountains, frost jotnar butcher and scheme their way to power and their master's promised domination.

MOUNTAIN JOTUNN

Mountain jotnar wander on the mountains. They are peaceful giants that often mind their own business if left alone. Yet, a mountain jotunn can wreak havoc when it is provoked, due to its size and crushing ability in athletics.

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 Giant, Austris
Challenge 10 (5,900 XP)

Crushing Jump. The mountain jotunn can jump long distances as if it is under the effect of the Jump spell. A creature that is on an area adjacent to where the jotunn lands must make a DC 16 Dexterity saving throw, taking 44 (8d10) bludgeoning damage on a failed save and getting knocked prone, it takes half as much damage on a successful save.

ACTIONS

Multiattack. The mountain jotunn makes two weapon attacks, either with its unroot tree or its giant sling.

Unroot Tree. *Ranged Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit*: 33 (6d8 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or is knocked prone.

Giant Sling. *Melee Weapon Attack*: +5 to hit, reach 80/300 ft., one target. *Hit*: 20 (3d12 + 1) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or is knocked prone.

FROST JOTUNN

Huge, grayish blue brethren of Odd, the frost jotnar excel in their reign of terror, wherever they go; smashing and crushing villages, slaughtering and eating their residents. Some of them are just fond of aggression, while others have sinister plans for themselves or for their master.

Frost Jotunn

Huge giant, chaotic evil

Armor Class 17 (Magical Heavy Hide)
Hit Points 212 (17d12 + 102)
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 Giant, Austris
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, cone of cold, 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 attacks, either with its great club or by throwing an icy rock.

Great Club of Frost. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit*: 19 (3d8 + 6) bludgeoning damage plus 17 (5d6) cold damage.

Icy Rock. *Ranged Weapon Attack*: +11 to hit, reach 60/240 ft., one target. *Hit*: 28 (4d10 +6) bludgeoning damage plus 17 (5d6) cold damage.



GROVE GUARDIAN

Created by the Vanir to protect their holy sites, these creatures have not left their duty even after their masters' fall. They look like roughened stone statues that have moss and plantation grown on them. Although pacifists when left alone, they can smite with powerful spells if they need to.



Groove 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 (-2)	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 Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Poison
Condition Immunities Charmed, Exhaustion, Frightened, Poisoned
Senses Darkvision 60 ft.,
Languages Understands Vanaris, but can't speak
Challenge 10 (5,900 XP)

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.

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, thorn whip*

5/day: *absorb elements, entangle, fog cloud*

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, grasping vine, stoneskin*

1/day: *antilife shell, awaken, geas*

ACTIONS

Multiattack. The grove guardian makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit*: 15 (3d6 + 5) bludgeoning damage, and the target must make a DC 16 Constitution saving throw, taking 14 (4d6) 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 creature breaks free 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 beyond. They are not natives to the land, but they come when circumstances they like appear. Although harmless on the other side, they can be very frightening and deadly when manifested. Svillanders pray to gods, goddesses and sacred spirits to keep spirits of frost and death out of their lands.



FROST SPIRIT

People fear these spirits, in the harshest times of winter. They are believed to bring about all the troubles and hardships of cold when the season arrives, and people offer them sacrifices so they would leave the folks of Svilland alone.

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 doesn't talk
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 14, +6 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 touch attacks.

Cold Touch. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 24 (6d6 + 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 becomes frozen. A frozen creature is restrained, and it takes 21 (6d6) cold damage on each round it remains frozen. The creature remains frozen for 1 minute, but it can 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 hurt the creature while frozen

DEATH SPIRIT

Death spirits dwell in areas and regions ridden with forms of death and disease, such as war, famine and drought, or pandemics. They emerge to feed from these, and bring their blight forth. They don't have an exact appearance; people say they look like a ghost that is most horrific to see.

Death Spirit

Large undead, chaotic evil

Armor Class 13
Hit Points 119 (14d10 + 42)
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 doesn't talk
Challenge 10 (5,900 XP)

Ethereal Sight. The death spirit can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

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.

Leech Death. Whenever the death spirit deals necrotic damage to a non-undead creature, it is healed by 1/4 of the damage it inflicts, unless the spirit has taken radiant damage during that round.

Life Aversion. Healing spells deal damage to the death spirit, and spells that deal necrotic damage heals it in the whole amount.

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*

ACTIONS

Withering Touch. *Melee Weapon 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.

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 Constitution saving throws and ability checks, as well as its death saves, with Disadvantage. Withering disease does not affect other creatures.

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

Life spirit is a creature of serenity and fertility. It wanders in places where nature grows in abundance, and 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 doesn't talk
Challenge 10 (5,900 XP)

Ethereal Sight. The life spirit can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Copious Passage. Whether in ethereal form or not, the life spirit leaves a trace of flourishment and fertility; plants instantly open their flowers and grasses grow even from dry dirt.

Rejuvenating Radiance. Spells that deal radiant damage heals it in the whole amount.

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

Smiting Touch. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 38 (10d6 + 3) radiant damage.

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 its saving throw against an ongoing effect or condition.

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.

TROLDFOLK

Troldfolk are tribal monsters that live in forests and mountains. Just as any other tribe, they have members with various intentions. Still, most of them like mischief. Some of the troldfolk learn to commune with nature and control the elements. They are the ones who are talked about in the tales of Svilland, those who cause hurricanes and avalanches.

Trold

Large giant, any chaotic alignment

Armor Class 12 (Light Hide)
Hit Points 84 (8d10 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	10 (0)	21 (+5)	7 (-2)	10 (0)	6(-2)

Skills Perception +2, Survival +2
Damage Resistances Poison
Damage Vulnerabilities Fire, Radiant
Senses Darkvision 60 ft., Passive Perception 12
Languages Austris (Common), Giant
Challenge 3 (700 XP)

Petrified by Light. When the trold fails its 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 is petrified until the end of its next turn. It is also 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 fire or 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.

Eager to Bash. If the trold makes both of its Tree Root Club attacks on the same target, it deals an additional 7 (2d6) bludgeoning damage to the creature, on its second attack.

ACTIONS

Tree Root Club. *Melee Weapon Attack*: +7 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 13 Strength saving throw or is knocked prone.



Wyse Trold

Large giant, any chaotic alignment

Armor Class 15 (Heavy Hide)
Hit Points 138 (12d10 + 72)
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, Radiant
Senses Darkvision 60 ft., Passive Perception 15
Languages Austris (Common), Giant
Challenge 7 (2,900 XP)

Petrified by Light. When the wyse trold fails its 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 is petrified for one round. It is also 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 fire or 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.

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, wall of thorns, fire storm*

Magic Weapons. The wyse trold's weapon attacks are magical.

ACTIONS

Multiattack. The wyse trold makes two tree root club 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 is knocked *prone*.

Whirlwind (Recharge 5-6). Each creature on a 30-foot line must make a Strength saving throw. On a failed save, a creature takes 16 (3d8 + 3) bludgeoning damage and is flung up 20 feet away in the opposite direction.

VALKYRIE

Looking majestic with their armor and wide-spread wings, and deadly with their greatsword, which they are ready to swing in the name of the Allfather, valkyries are the servants of Odin and the Aesir. They reside in Asgard and Valhalla, and gather the souls of those who died gloriously in battle to take back to Valhalla with them. Although celestial, they are known for their viciousness in weaving the fates of warriors.



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 Perception +13, Insight +13, Religion +10
Damage Immunities Poison
Damage Resistances Radiant; Bludgeoning, Piercing, and Slashing from Nonmagical Weapons
Condition Immunities Charmed, Exhaustion, Frightened
Senses Truesight 120ft., 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 18 (4d8) radiant damage (included in the attack).

Change Shape. The valkyrie can magically morphs 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, Wrath from the Glowing Skies, 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 flanking.

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, +12 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 18 (4d8) 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 is frightened for 1 minute. It can reroll its saving throws 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 Charisma saving throw. On a failed save, the Valkyrie can make the creature have Advantage or Disadvantage on its roll of the creature. It can also make a death save of a dying creature a succeed or fail.

VANIR BEAST

Vanir beasts come from the times before the Allfather's conquest. They are the magical versions of their normal brethren. They look like the beast they are, but with the addition of the evolutions they have gone through.



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 cannot speak
Challenge +1 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

Wyrms are giant, ancient reptilians of the realm. They can live very long lives, hundreds in years. They regard Svillanders as insignificant and maintain their agenda or usual lives. It is rumored that different types of wyrms appeared in different times in Svilland. While nadr was here even before the conquest of the Allfather, origins of ormr is unknown to people

ORMR

Ormr is a wyrm that wanders underground, in the volcanic mountains, or caves in Ymir's Lash. It is a giant serpent with veins of fire on its rough, spiked skin. It usually slumbers in its lair. When it gets out of it, however, it brings destruction.

ORMR
Huge dragon, chaotic evil

Armor Class 20 (Natural Armor)
Hit Points 310 (23d12 + 161)
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, Draconic
Challenge 19 (22,000 XP)

Legendary Resistance (3/Day). If the ormr fails a saving throw, it can choose to succeed instead.

Fiery Skin. The ormr has a fiery skin that burns creatures that touch it. Any creature that starts or ends its turn within 5 foot of ormr takes 5 (1d10) fire damage

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 claws or Tail until the end of its next turn.

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 5 (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, half as much on a successful one.

LEGENDARY ACTIONS

The ormr can take 2 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.

Tail Attack. The ormr makes a tail attack.

Burrow (Costs 2 actions). The ormr quickly burrows into the ground. Creatures within 5 feet of it must succeed on a DC 19 Strength saving throw or are 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 in each round. While a creature is constrained, the ormr cannot use its Tail attack and it can't constrict another target.

NADR

Nadr is a wyrm that comes from the times of the Vanir. It carries the remembrance and wrath of nature; from the time it was not conquered by the Aesir. Although it is evil because of its hatred within, the nadr tend not to touch those who respect nature.

Nadr
Huge dragon, neutral evil

Armor Class 20 (Natural Armor)
Hit Points 337 (25d12 + 175)
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 Perception +10, Arcana +10, Nature +10
Damage Immunities Poison
Condition Immunities Charmed, Frightened, Poisoned
Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 20
Languages Austris, Vanaris, Draconic
Challenge 21 (33,000 XP)

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.

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:

At Will: entangle, faerie fire, magic missile

3/day each: fog cloud, cone of cold, heat metal, moonbeam, spike growth

1/day each: earthquake, freezing sphere, sunbeam

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 is 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 is poisoned until the end of its next turn. It takes half as much damage on a successful save

Tail. *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 is 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 is 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 reroll its Constitution saving throws at the beginning of its turns to break free from paralysis.

LEGENDARY ACTIONS

The nadr can take 2 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.

Tail Attack. The nadr makes an additional tail attack.

Cast a Spell (cost 2 actions). The nadr casts a spell from its innate spells list.

Burrow (Costs 2 actions). The nadr quickly burrows into the ground. Creatures within 5 feet of it must make Strength saving throws or are 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*.

THE WILDERNESS

The adventurers strive with not only the fear of Odd and harsh political games behind the scenes but also the geography. Svilland has vast geography which varies from the highest mountains to the peaceful plains and forests. Obviously, the variety of geographical features affects the distribution of living creatures. When it comes to wildlife, we are not only talking about animals and monsters but also smugglers, hunters, guards, and even their spirits.

ENCOUNTERS BY REGIONS

Borders of kingdoms and villages divide Svilland into different regions. But when you are all alone in the wild none of these borders means anything. So, ranger and hunter divided the lands by the means of the dangers along the way. There are two big forested areas, two mountainous area that people scared to wander, three settlement areas that are more clear than other regions and two shores that even some vikingrs hesitate to raid.



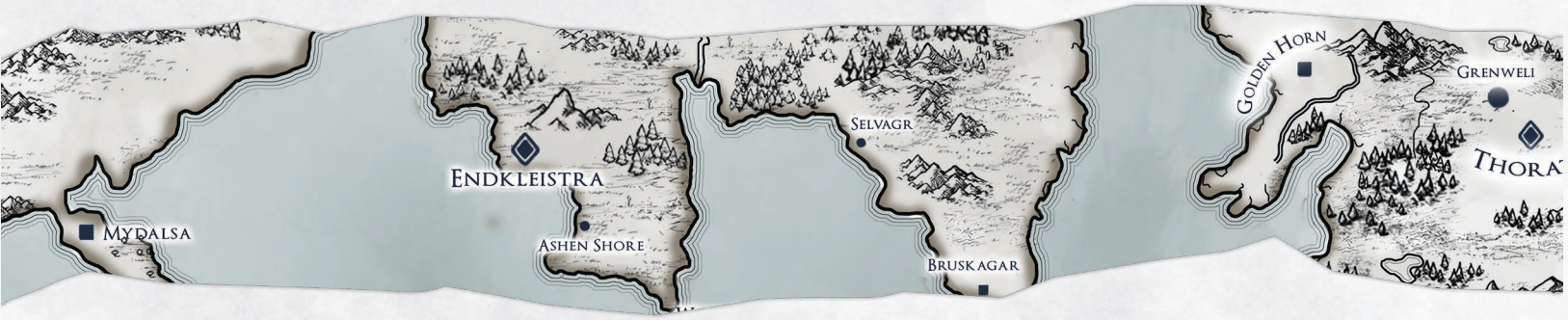
BROWN FOREST

d100	Encounter
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 happens.
51-60	1 or 2 **life spirits**
61-70	1d4+1 **black bears**
71-80	3 **green hags**
81-90	You encountered with a man claiming that he is Balder.
91-99	1 **wyse trold** and **2 trold**
100	1d4 **gricks**



DURANDAN LANDS

d100	Encounter
1-10	1 **fire elemental** or 1 **treant**
11-20	1d4+1 **basilisks**
21-30	A **wraith** flew throgh you but ran off without a fight.
31-40	A rare **weather condition** happens
41-50	1d4+1 **ambushing berserkrs**
51-60	1d4 **giant wolf spiders** or 2 **black bears**
61-70	1 or 2 **earth elementals**
71-80	2d4 **bandits** or 1 **trold**
81-90	1 **hel tormentor** and 1d4 **hel brutes**
91-99	You found yourselves in a cave that is a rust **monster's lair.**
100	1 **stone golem**



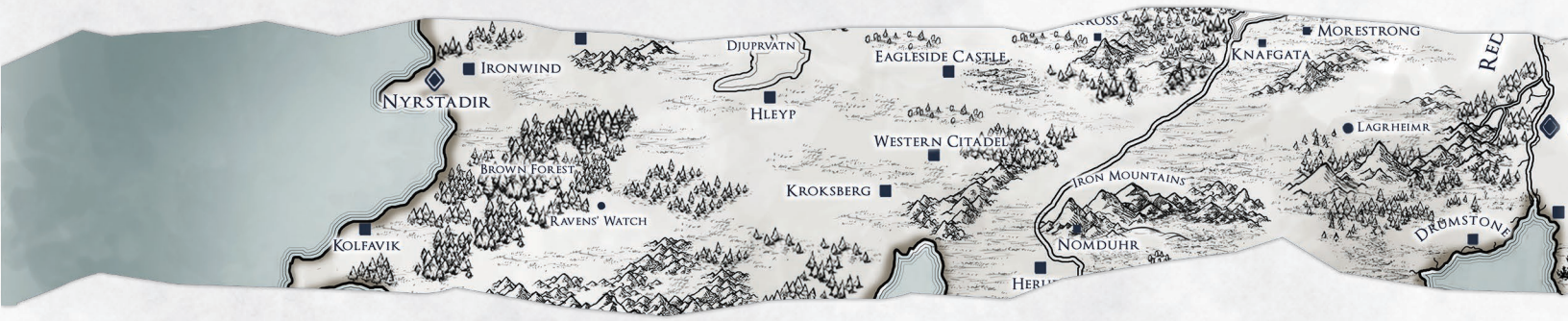
IRON SANDS

d100	Encounter
1-10	1d4+1 **phase spiders**
11-20	1d4 **tormented souls or** 2 bandits
21-30	A **valkyrie** fell from the skies in front of you.
31-40	A rare **weather condition** happens
41-50	3 **ambushing berserkrs**
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 saw two ghost armies clashing.
100	1 **hydra**



NORTHERN FORESTS

d100	Encounter
1-10	2d4+2 **frostbitten draugrs**
11-20	1d4 **gricks**
21-30	1d4+2 **ambushing berserkrs**
31-40	You encountered a dying thunderguard. It says, "You must deliver this message..."
41-50	2d4 **draugr guardian** and 1d4 **skeletons**
51-60	2d4 **vartr blades** patrolling
61-70	1 **wyse trold** and 1d4+1 **trold**
71-80	2 **treants**
81-90	1d4 **seidrs**
91-99	2d4+1 **hel beasts** or 2d4+1 **vanir beasts**
100	You encountered a Nadr protecting a sacred ground. It watches you carefully.



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 on the ground. When you inspect it you will see human blood recently shed.
31-40	1d4 **brown bears**
41-50	1 **hel tormentor** and 2 **hel staghead**
51-60	2 **shieldmaidens**
61-70	You saw a **vampire** feeding. It looked at you and started flew to the nearest city.
71-80	1d4 **ambushing berserkrs**
81-90	1d4+1 **bandits**
91-99	1d4 **seidrs** resting at a camp
100	2 **cursed warriors**



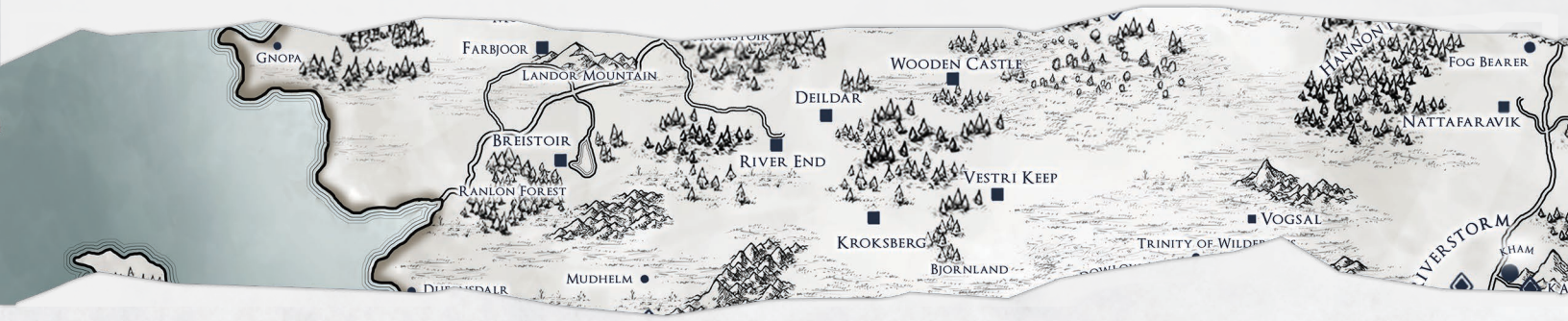
SOUTHERN SHORES

d100	Encounter
1-10	2d4 **giant crabs**
11-20	1d4 **sea hags** or 1 **ghost**
21-30	1 **vanir beast**
31-40	In a distance you see a couple of recently burned longship
41-50	2d4 **tormented souls**
51-60	1 **thunderguard**
61-70	1d4+1 **bandits**
71-80	You entered a small vilage that everyone is begging for food.
81-90	1 **ghast** or 1 **hel staghead**
91-99	1d4+2 **draugr guardians**
100	A rare **weather condition** happens.



THORA

d100	Encounter
1-10	1 **invisible stalker**
11-20	You found a mysterious box that is actually a **mimic**.
21-30	1d4+1 **bandits** or 1 **ambushing berserkr**
31-40	1d4 **shieldmaidens**
41-50	2 **werevargrs (werewolves)**
51-60	2d4 **vanir beast**
61-70	You saw a **doppelganger** shapeshifting and it ran away.
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 werevargrs (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 entered a part of a forest that is full of tormented souls.They don't seem to be attacking you.
71-80	1d4+2 **will-o-wisps** appears out of nowhere
81-90	You found a wounded seidr leaning on a tree. She asked you to help her.
91-99	1 **flesh golem** or 1 **treant**
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 spirit**
21-30	1d4 **sabre toothed tiger**
31-40	**1** frost jotunn
41-50	On the peek of a cliff, you found a team of 4 people that were killed. They were researching something about the Black Winter.
51-60	1 **frost worm** or 1 **remorhaz**
61-70	3d4 **frostbitten draugr**
71-80	A rare **weather condition** happens.
81-90	1d4 **winter wolfs** or 1d4 **polar bears**
91-99	1 **wyse trold** and 2d4 **trold**
100	An Ormr flew above you. It seems the creature spotted you.

*Ymir's Lash is an area, given to a fairly large mountain range in the northernmost part of Svilland.

WEATHER CONDITIONS

Svilland is a unique geography that combines different types of geographical features and magic, many races, and other creatures. Therefore, the variety of geographical features, runes, spells, creatures and even gods of the realm can play a significant role in the weather. The wanderers might encounter both terrifying destruction and most pleasant scenes on their way to journey. Many of the conditions are very rare that many Svillanders have not experienced such phenomena.

Die	Name of the condition	Description
1	Thormouth	A very heavy thunderstorm with harsh wind
2	Blood Rain	A very rare climate condition that leads the rain turns into red. Many sailors believe that it is a warning for them to turn back. For every hour passed in the rain, you get an exhaustion level. Blood rain continues for 1d4 hours
3	Burning Flakes	A very rare climate condition with burning snowflakes. Burning flakes deal 3d6 fire damage at the end of every hour for uncovered travelers. Burning flakes continues for 1d4 hours
4	Black Mist	Travellers start to hear random voices, whispers coming from nowhere. Black Mist deals 2d4 psychic damage at the end of every hour. After one hour, creatures in the mist suffers from short term madness. Black Mist's duration can be indefinite
5	Rage of Ran	Rivers rise and start to boil. If you step into the water, your items that are touching the water disappears because Ran collects treasures
6	Rage of Thor	The air becomes electrified that it started to affect metal objects in the area. If you are carrying a metal object it shocks you and deals you 2d6 lightning damage at the end of every hour
7	The Lucky Bastard	Every player rolls in the same place rolls a d20. Player with the lowest roll in the party is struck by lightning. The effects are varied from time to time or person to person
8	Black Snow	Black clouds form in the sky and fill the whole horizon in every direction. For every hour passed in black snow, your Wisdom score decreases by 1. After 2 hours in the snow, you become frightened. When you leave the area of the storm, its effects are removed
9	Red Snow	People say that it only snows red where lots of innocents were murdered. You start to hear screams and feel the pain of innocents. After you spend 1 hour in Red Snow, you can not take a long rest for 1d4 days
10	Odin's Spill	Heavy rain clouds form in the sky and rain starts. However, the drops are not real. People start to see visions about past lives in the area

Die	Name of the condition	Description
11	Raven's Loop	Hundreds of ravens start to move in circular loops. As long as you are under the loop, all of your ability scores are increased by 1
12	Northern Lights	Northern lights color the horizon, you gain advantage on your Intelligence based skill checks for 1d4 hours
13	Freyja's Breath	A warm breeze from Freyja blews gently. If you are injured, you regain 8d4+8 hit points. If you are not injured, the wind calms your thoughts. You cannot be charmed or frightened for the next 1d4 hours
14	Ashen Sky	Ash clouds form in the sky and fall to the ground. It becomes hard to breathe. Your speed is halved and you have disadvantage on your Dexterity based skill checks as long as you are in the Ashen Sky's area
15	Silent Snow	Everything stops making noise; the animals, the tools, the rivers... As long as you are in Silent Snow, it is impossible to hear anything
16	Rage of Aegir	Huge waves start to hit the shores and the heavy wind knocks people down. It is impossible to sail and the affected area becomes hard terrain
17	Rage of Tyr	It starts raining silver shards. At the end of every hour, Rage of Tyr deals 4d4 piercing damage to you. If you are evil aligned, you have disadvantage on your saving throws
18	Rage of Freyja	An acid rain starts, the crops run to waste. Rage of Freyja continues for 1d4 hours and it deals 3d4 acid damage at the end of every hour
19	Freya's Crown	A golden rainbow appears in the sky, you gain 1d20+5 temporary hit points for 1d12 hours
20	Rain of Corruption	The rain looks and smells like rotten mud. The rain continues for 1d4 hours and it bestows disadvantage on Intelligence, Wisdom and Charisma saving throws as long as you are covered with rotten mud

FRIENDS AND FOES

CHAPTER VI

There are many faces in Svilland. Each has their own pasts, secrets, and goals. While you are wandering in the realm, you can meet with these people. When you do, they may reside at your side or in front of you. In any case here are the stories and statistics of the various people, whether friend or foe.

BERGLJOT DENILDOTTIR

Bergljot Denildottir
Queen of Green Lights of The East.
Medium humanoid (Austri), lawful neutral

Armor Class 20
Hit Points 153 (18d8 + 72)
Speed 30ft.

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, Mithal, Vestris
Challenge 14 (11,500 XP)

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 1d10+7.

Shield Wall. If there is a friendly creature with shield adjacent to Bergljot's space while Bergljot is wielding her shield, they have half-cover and attackers have disadvantage on their attack rolls against them. When Bergljot forms a shield wall, she and her ally cannot use reactions during that round.

Thor's Hammer Talisman. Bergljot is immune to lightning and thunder damage.

ACTIONS

Multiattack. Bergljot makes three melee attacks; either two with her sword and one with her shield, or three with her sword.

Thunder Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) slashing damage plus 4 (1d8) thunder damage.

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.

Action Surge (1/Day). On her turn, Begljot takes one additional action and a possible bonus action.

REACTIONS

Bash the Enemy. Bergljot makes a shield bash to a creature that failed its melee attack against her, knocking it prone on a failed Strength saving throw.

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.

Sword Attack. Bergljot makes a sword attack.

Shield Bash (Cost 1 Actions). Bergljot makes a shield bash 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 saves against being charmed or frightened.

For the Green Cloaked Skies! (Cost 2 Actions). Bergljot adds 2 (1d4) damage of their weapon to all friendly creatures within 30 feet of her for their next attack.

GUDRICK

Gudrick
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)
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 22
Languages Austris (common), Mithal
Challenge 15 (13,000 XP)

Brave. Gudrick has advantage on saving throws against being frightened.

Brute. An attack 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 a 8th-level gothi (cleric).

Gleipnir. Gudrick has the Gleipnir feature of gothi (cleric) as described under Fury domain.

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.

Spellcasting (Humanoid Form Only). Gudrick is a 8th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). Gudrick has the following cleric 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 haste and resistance spells on himself before combat.

Turn Undead. Gudrick has the Turn Undead feature of an 8th-level cleric.

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).

Maul (+1 magical, Humanoid Form Only). *Melee Weapon Attack*: +11 to hit, reach 5 ft., one creature. *Hit*: 20 (4d6 + 6) bludgeoning damage.

Bite (Vargr or Hybrid Form Only). *Melee Weapon Attack*: +11 or 10 to hit, reach 5 ft., one target. *Hit*: 13 (2d6 + 6) or 12 (2d6 + 5) 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*: +10 to hit, reach 5 ft., one creature. *Hit*: 12 (2d6 + 5) slashing damage.

Pounce (Vargr or Hybrid Form Only). If Gudric 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. Blinded, charmed, frightened, paralyzed, or stunned conditions on the creature are dispelled. Additionally, for 1 minute, the creature becomes immune to the condition that was negated.

HANLON THE REAL KING

1
Legitimate King of Alsvartr.
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 Athletics +7, Deception +9, Insight +12, Intimidation +9, Perception +8, Persuasion +13, Arcana +7, Religion +7, Nature +7, Stealth +8
Condition Immunities Charmed
Senses Passive Perception 18
Languages Austris (common), Mithal, Vestri, Kun
Challenge 11 (7,200 XP)

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.

Improved Critical. Hanlon's weapon attacks score a critical hit on a roll of 19 or 20.

Soul Mirror Amulet (3/Day). Hanlon can cast dominate person or dominate monster (DC 17) with his amulet.

Jack of All Trades. Hanlon can make any skill check he is untrained of with +2 proficiency bonus (half of his proficiency bonus).

Song of Rest. Hanlon can sing to his allies and make them gain an extra 1d6 hit points after a short rest.

Scene Glamour. After a successful performance that lasts at least 1 hour, Hanlon can choose one target and have advantage on his Charisma (Bluff), Charisma (Intimidation), and Charisma (Persuasion) checks against that target for the next 10 minutes.

Tavern Snarl. Hanlon has advantage on his Dexterity (Sleight of Hand) checks while performing to a crowd.

Spellcasting. Hanlon is a 10th-level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Gudrick 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*

ACTIONS

Multiattack. Hanlon makes three attacks, two with his battle axe and one with his shortsword.

Battle Axe (+1 magical). *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 8 (1d8 + 4) slashing damage.

Shortsword (+1 magical). *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 8 (1d6 +5) slashing damage.

Action Surge (1/Day). On his turn, Hanlon takes one additional action and a possible bonus action.

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.

GIZUR

Gizur
High Gothi of Aegir.
Medium humanoid (Vestri), chaotic neutral

Armor Class 19 (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 20
Languages Austris (common), Mithal, Vestri
Challenge 16 (15,000 XP)

Divine Intervention of Aegir (1/week). Gizur's Divine Intervention automatically succeeds.

Destroy Undead. Gizur has the Destroy Undead feature of a 20th-level gothi (cleric).

Might of the Seas. If a spell Gizur casts deals cold damage, it deals an additional 1d8 cold damage. If he is within 300 ft. of a sea, this bonus damage becomes 2d8 instead.

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 misty step, water breathing and water walk at will and has the following cleric spells prepared:
Cantrips (at will): *guidance, light, resistance, spare the dying, thaumaturgy*

1st level (4 slots): *command, cure wounds, guiding light, 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 protection from energy, resistance and true seeing spells on himself before combat. He also casts symbol on a location within the combat area before combat if he is expecting a hostility.

* Spells with an asterisk indicate new spells written in the New Spells chapter of this book.

Turn Undead. Gizur has the Turn Undead feature of a 20th-level gothi (cleric).

Wrath of the Oceans. Creatures that are hostile to Gizur have disadvantage on their saving throws against his gothi (cleric) spells while they are within 60 ft. of him. Gizur also deals an additional die of his spells' damages to these creatures.

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. A frightened creature can reroll its saving throw at the start of its turns to break free from the effect.

Channel Divinity: Engulfing Waters (3/Day). Gizur presents his holy symbol and waves emerge in every direction from his location, crushing opponents within 60 ft. of him. A creature caught by the wave must make a DC 20 Strength saving throw. On a failed save, it is washed away by 60 ft., knocked prone and takes 15 (2d10 + 4) force damage. It is not washed away and takes half as much damage on a successful save.

ALESON THE ARISEN

Aleson the Arisen
Drowned King, Chosen of Aegir.
Medium humanoid (Vestri), chaotic neutral

Armor Class 21 (Magical 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, Insight +12, Intimidation +11, History +9, Perception +12, Persuasion +11
Damage Resistances Cold
Condition Immunities Charmed, Frightened
Senses Truesight 60 ft.
Languages Austris (common), Mithal, Vestri
Challenge 20 (25,000 XP)

Divine Intervention of Aegir (1/3 Days). Aleson has the Divine Intervention feature that 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 spear 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, 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 each one 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 Strength saving throw. On a failed save, a creature takes 49 (14d6) bludgeoning damage, is knocked prone and is shoved 10 feet outwards from the origin of the cone. It takes half as much damage on a successful save.

ARNLAUG MEADBANE

Arnlaug is a strong man, yet the mead has made him quite portly. He has dark hair and a bushy beard hide, along with sad, green eyes and a melancholic smile.

ARNLAUG'S STORY

He failed once as a sentinel of his kin, strangers killing everyone but him. The spirits of his slain family made him a seidr. Now he wears the mask of a jovial buffoon, while wandering around the realm looking for revenge.

ARNLAUG'S GOALS

He seeks vengeance for his kin, as well as getting drunk in every tavern in the realm, as he promised his dead brother both.

Arnlaug Meadbane
Male medium humanoid (Austri), chaotic good
Level 2 Fighter/Level 3 Seidr (Chanter of Kin)

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
Challenge 1 (200 XP)

Ancestor's Blessing (3/Day). Arnlaug can invoke the help of spirits and cause one of the effects:

- He can call for his warrior kin and distribute 2 (1d4) between his AC or attack bonus.
- He can call for ancient seidr and distribute 2 (1d4) between his spell save DC or spell attack bonus.

Civilized. Arnlaug has advantage on his Persuasion checks.

Dreamwalking. When he is asleep, Arnlaug can journey through the dreamworld without disadvantage to movement and navigation.

Eyes show him (1/Day). By focusing on the beyond, Arnlaug can see 60 feet into the ethereal plane for 1 minute.

Fighting Style: Dueling. When wielding only a melee weapon in one hand, Arnlaug gains a +2 bonus to damage rolls with that weapon.

Quick Thinking. Arnlaug has +1 bonus on his initiative checks.

Second Wind (1/Day). By using her 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**

* Spells with an asterisk indicate new spells written in the New Spells chapter of this book.

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. He wears a great bear pelt with its face grinning from his shoulder.

AUKAN'S STORY

As a young half-jotunn, his father spun great tales of heroes vanquishing great evils, saving towns and 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 nation to rule. He no longer chooses sides based on the highest bidder. Now Aukan chooses sides that can help further his dream of a half-jotun nation.

Aukan Skollson
Medium humanoid (frost half-jotunn), chaotic neutral
Level 15 Barbarian (Path of Berserkr)
Warlord of Half-Jotunn

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)
Damage Vulnerabilities Psychic (while raging)
Senses Passive Perception 9
Languages Austris (common)
Challenge 11 (7,200 XP)

Berserk. While raging, Aukan can apply Ber Strength on any critical hit he makes (its dice is not doubled), and has advantage on his Constitution saving throws.

Ber Strength (4/Day). As a bonus action, Aukan can choose to add 4d4 to his damage on a successful attack. The attack also makes the target creature lose half of its speed until the end of its next turn.

Blue Blood Rush (1/Day). Aukan can make his Strength (Athletics) roll with advantage.

Brutal Critical. When Aukan makes a critical hit, he rolls 2 additional damage dice of his weapon.

Danger Sense. Aukan has advantage on Dexterity saving throws against traps or visible spells unless he is blinded, deafened or incapacitated

Human Side (1/Day). Aukan can make a Charisma (Persuasion) check with advantage.

Icewalk. Aukan can move on icy terrain as if it is not difficult terrain.

Rage (5/Day). Aukan Skollson becomes enraged as a bonus action. For 1 minute, he gains resistance to all damage but vulnerability to psychic damage, and adds +3 damage to his melee weapon attacks (included in the attack).

Reckless Attack. Aukan can make its first attack recklessly, having advantage on his melee weapon attack roll, but creatures also have advantage on their attacks on him until the start of his next turn.

Relentless Rage. If Aukan drops to 0 hit points while raging and doesn't die outright, he may take a DC 10 Constitution saving throw to stay at 1 hitpoint if successful. Everytime he uses this feature, DC increases by 5 until he rests, then the DC resets.

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 target creature. If successful, knocks the creature prone and grapples it.

EERO TOIVONEN

Eero is a tallish man with ice blue eyes and blonde hair that is becoming white with his age. He has a sharp-cut, medium-length beard highlighting 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 this event, the only guide for him were the nature and animals. As years passed, he realized his magical powers are connected to nature and spirits.

When he met the civilization, he has worked hard to establish communications with Svillanders and become a socialite among them. He tried to understand why they were so afraid and hateful of depths of the wilderness and the spirits of nature. He realized that if he does not act like them, belong to them, he would share the same fate from the hands of Svillanders that slaughtered his tribe.

He searched and found traces of Vanir, whom he saw himself more belonging to. He founded Remnants of Vanir that aims to rediscover the remains of this ancient race and their knowledge.

EERO'S GOALS

Eero made healing the bonds between nature, spirits and Svillanders his quest. He dislikes the fact that how easily Svillanders get manipulated by gods and goddesses, and harm each other as a result.

He took his lessons from the dark days of his past. He respects the cycle of life and aims to bring the two sides of humanity to peace, convincing them that they can exist and live together.

He knows his goal is hard to obtain, but he also knows that the barriers between folks are hard feelings and destructive norms, rather than individuals' own characters. He believes he can touch the hearts of others, and make peace possible.

Eero Toivonen
Medium humanoid (Kuning), true neutral
Level 9 Seidr (Chanter of Nattura), Level 3 Bard (Bragi), Level 3 Sorcerer (Children of Vanir)

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
Challenge 11 (7,200 XP)

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. While sleeping, Eero can go to the Dream Realm and navigate there with advantage. He can also get into other creatures' dreams if the creature succeeds on a DC 15 Wisdom saving throw.

Eyes Show You. By focusing to the beyond, Eero can see 60 feet into the ethereal plane for 1 minute. Once he uses this feature, he cannot do so again until he finishes a long rest.

Flexible Casting. 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. As a bonus action, by spending 1 sorcery point Eero can choose to be first in the initiative, or have advantage on one of his actions, or deny being surprised.

Jack of All Trades. Eero adds +2 to the skill 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 Spirits' Consent (5/Day). Eero can have advantage on his seidr spell attack against a beast or plant, or cause disadvantage to a beast or plant creature's saving throw against his seidr spell.

Song of Rest. Eero can sing to his allies and make them gain an extra 1d6 hit points after a short rest.

Scene Glamour. After a successful performance that lasts at least 1 hour, Eero can choose one target and have advantage on his Charisma (Bluff), Charisma (Intimidation), and Charisma (Persuasion) checks against that target for the next 10 minutes.

Spiritual Healing. Eero's body does not decay if he dies in wilderness.

Tavern Snarl. Eero has advantage on his Dexterity (Sleight of Hand) checks while performing to a crowd.

Spellcasting (bard and sorcerer). Eero is a 15th-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:

Sorcery Points: 3

Cantrips (At Will): *fire bolt, mage hand, message, minör 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*

Spellcasting (seidr). Eero is a 15th-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*

** Spells with an asterisk indicate new spells written in the New Spells chapter of this book.*

ACTIONS

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.

Spiritual Healing (1/Day). Eero chants to healing spirits. He then regains 2 (1d4) hit points at the start of each one of his turns for 1 minute. He can also channel this healing to an ally within 30 feet of him, making the target regain 22 (9d4) hit points and expending his Spiritual Healing.

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.

HARALD DROGGARSON

A slim, tall man with a dark beard, long black hair and piercing blue eyes. Though he does not seem like much of a fighter, when on board a longship, he moves with the agility of a mountain lion.

HARALD'S STORY

Born and raised in Brek, Harald grew up with tales of travels 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 set his mind for reaching this 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 sun. Now all he needs is a ship and a crew.

Harald Droggarson
Medium humanoid (Austri), chaotic neutral
Level 5 Fighter (Vikingr)

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, Perception +6, Survival +6, Insight +6, Vehicles (Water Vehicles) +3, Navigator's Tools +6
Senses Passive Perception 16
Languages Austris (common)
Challenge 1 (200 XP)

Ship's Passage. Harald can secure free passage on a sailing ship for himself and his companions.

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

Agitation of Battle. During the initiative roll, Harald gains 1 temporary 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.

Action Surge (1/Day). On his turn, Harald takes one additional action and a possible bonus action.

REACTIONS

Board Warder. When a creature adjacent to Harald is boarding the ship Harald is on, he can make an opportunity attack against the creature.

GUNBORG DANICA

Coming in at seven and a quarter feet and seventeen stone, Gunborg stands above most. Her bright red hued shield contrasted with the tabard and chainmail representing the Nyrstaðir town guard. Thick cords of blonde hair spilled from the back of her helmet and draped down her back like a cape. Beneath it, emerald hued eyes judged all before her.

GUNBORG'S STORY

Born to debtors and wastrels, her early life was fraught with fighting for bids to keep herself fed. Gunborg challenged her chieftain's best in a mad bid to escape her parents debts. Depending on the drinks on tap, her stories tend to change and fluctuate in versions. In some, she begged a merchant four days for her shield Oar Shard; in others, it was pried from the hands of raiders after her purse. What matters is the day she took it up, Tyr seemed to favour her blade.

GUNBORG'S GOALS

During the day, she aims to defend the streets, lands, and people of Nyrstaðir by any means necessary, apprehending those who would do harm. After her watch ends, she haunts as many local drinking houses as possible. All who defy Aleson must atone.

Gunborg Danica
Medium Humanoid (mountain half-jotunn), Lawful neutral
Level 10 Fighter (Shieldmaiden)
Captain of the Guard in Nyrstadir

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, Perception +3, Insight +3, Intimidation +4
Senses Passive Perception 13
Languages Austris (common), Vestris, Mithal
Challenge 6 (2,300 XP)

Blue Blood Rush (1/Day). Gunborg can make her Strength (Athletics) roll with advantage.

Fighting Style: Protection. While wielding a shield, when a creature Gunborg can see attacks to another creature within 5 feet of her she can use her reaction to impose a disadvantage on the attack.

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 ability on an ally within 30 ft. of her. Also she can make a Constitution saving throw for another creature within 30 ft. of her once per short rest.

Rockwalk. Gunborg can move on rocky terrain as if it is not difficult terrain.

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 bonus actions or reactions.

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. *Ranged Weapon Attack*: +9 to hit, reach 60 ft., one target. *Hit*: 9 (1d8 + 5) bludgeoning damage

Action Surge (1/Day). On her turn, Gunborg takes one additional action and a possible bonus action.

REACTIONS

Shield 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 unable to use her shield for her AC until the beginning of her next turn.

BATIKAN THE WANDERER

Batıkan, nearly 40, has the appearance of a dreadful knight with his long blonde hair, neckbeard, 6.5 feet height and 250 pounds of weight.

BATIKAN'S STORY

Batıkan was born and raised in the Tower Village, Lone Maiden region of the Green Light of the East.

From the beginning, he loved bedtime stories in which his ancestors fought bravely in great wars. 'I shall pursue the way of my ancestors' he thought.

Being not much of a fighter, he travelled with his faithful companion/horse "The Rain", wondered in the wilderness and sang the songs of his ancestors with his violin, drum and horn. He never is violent against other races unless he faces an aggression.

BATIKAN'S GOALS

Batıkan has three goals and do everything he could to achieve them.

- To have the access of all the knowledge as the father of all, Odin, once did and be the greatest storyteller Svilland had ever seen.
- To spread his songs and lovely melody of his violin, to make sure that everyone had listened him once in his/her lifetime. By doing so he pursue and tell the story of his ancestors.
- To explore the wilderness as nature is a great mystery waiting to be explored by him.

Medium humanoid (Austri), lawful neutral
Bard, Ofridr, Level 15

Armor Class 12 (Studded Leather)
Hit Points 77 (15d8)
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
Challenge 11 (7,200 XP)

Bardic Inspiration (5/Day). Batıkan 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. Batıkan has advantage on his Persuasion checks.

Heart of the High Seidr (talisman). While in possession of this talisman, Batıkan 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. Batıkan adds +3 to skill checks he is not proficient with.

Quick Thinking. Batıkan has +1 bonus on his initiative checks at the start of an encounter.

Song of Rest. Batıkan can sing to his allies and make them gain an extra 1d10 hit points after a short rest.

Warband Warrior. According to the number of comrades that are present nearby Batıkan, he adds 2 (1-2 comrades), 3 (3-4 comrades), 4 (5-6 comrades), or 5 (7-8 comrades) to hit AC. Comrades are close friends or family; followers, retinue or summoned creatures are not counted as comrades.

Spellcasting. Batıkan 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): *identify, detect magic, sleep, healing word, comprehend languages*

2nd level (3 slots): *calm emotions, detect thoughts*

3rd level (3 slots): *nondetection, tongues*

4th level (3 slots): *locate creature, dimension door*

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. Batıkan makes two weapon attacks, one with his longsword and one with his seax. He cannot take a bonus action if he makes a multiattack.

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*: +8 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 +3) piercing damage.

Countercharm. Batıkan 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 Svillanders. Batıkan plays the song of Svillanders to his inspired allies, creating one of the two effects below for 1 minute within 150 feet of him, according to the instrument:

- ***Playing the Drum.*** Batıkan's inspired allies can roll their inspiration die and gain the result as temporary hit points. Batıkan has to keep playing by using his action and bonus action for the duration for the effect to remain. It ends when he stops.
- ***Blowing the Horn.*** Batıkan's inspired allies can roll their inspiration die and add the result to the damage of all attacks they successfully make until the end of their turn

Song of Valhalla. Batıkan plays the song of Svillanders to his allies, creating one of the two effects below for 1 minute within 150 feet of him, according to the instrument:

- ***Playing the Drum.*** 5 allies add 1d4 to their AC, their speed increases by 10 feet, and they can spend their inspiration die to gain temporary hit points as in ***Song of Svillanders***.
- ***Playing the Horn.*** Batıkan can make an ally automatically succeed a death save, can provide advantage to an ally's saving throw against being frightened, and can make an ally land a critical hit on its next successful attack.

Batıkan has to keep playing by using his action and bonus action for the duration for the effects to remain. It ends when he stops.


Forbidden Peeks
Drimark Mountain
Issfever
Hjanlir
Van River
Winterbury
Western Passage
East Ruins
Gurbolruhm
V. of Snoweaters
Blakkr Mountain
Berzog'ul
Langagudd
Noble Woods
Kolbovaik
Northern Peeks
Issbinda
Mugdonvik
Hannon Forest
Molgor
Ravenous Mountain
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Freyja's Tear
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Ironwind
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Hleyp
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Katzar
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Muddy Peninsula
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Iron Mountains
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Ravens' Watch
Dromston
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Kolfavik
Herufal
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Golden Horn
Grenweli
Eastern Look
Selvagr
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Χριστόφ μιξοβάρβαρος

SPECIAL THANKS

Many people helped us in making this book, and with their help we created Svilland.

- Angus Abranson
- Can Oral
- Egg Embry
- Stephen A. Turner
- Ömer Tunç

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