

INTO THE WOLF'S MAW



SVILLAND
CAMPAIGN SETTING

A Norse Mythology Themed Adventure for Four to Six Characters of Level 5

INTRODUCTION

Welcome to the first adventure of Svilland. First of all, we would like to thank you for your help in bringing the brutal lands of Svilland to life and carrying our dreams so far.

This adventure is all about viking raids. The players will be a part of a larger raid group and they will surely understand the meanings of raids, fighting in the name of gods and glory, and survival.

There are many combat encounters throughout the adventure. These encounters will constantly remind the players that raiding means being ready to battle at any time anywhere. The players have to survive to reach their goals and to glory at the end. Also, these encounters will make them understand that the victors are the ones who survive most, not the ones who attack first.

As we do in our other products, we brought more new mechanics in this adventure, Warband. By using

Warband mechanics, players will be able to form a warband and gain new features depending on their choices. Also, there will be different relationships between the characters which help the players on feeling like a part of a real raiding group. This adventure makes the players feel the importance of their fellow warriors. Thus, we prepared six new character and their relationship chart for this adventure, your players could chose them and start the adventure instantly.

Moreover, we expand the lore of Svilland by giving detailed information about specific areas and organizations.

New adventures and glories lie before you. Be ready for bloodshed in the frozen winters and endless howling nights! Take up your arms, ready your spells and never leave your faith!

SVILLAND

CAMPAIGN SETTING

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 to underestimate their opponent or hunt may become the hunted quite fast.

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DESIGNERS: Eyüp Emre Erdem, Alican Develioğlu, Ekin Topanoğlu, Bartu Ağca, Barkın Tokalak, and Umut Çomak

EDITOR: Ekin Topanoğlu

ARTISTS: Özge Güngör, Aysenur Dinler, Onur Bakar, Ömer Tunç, Ahmet Can Kahraman, Fatih Öztürk, Tithi Luadthong, Umut Çomak

ART DIRECTOR: Umut Çomak

LAYOUT AND GRAPHIC DESIGN: Umut Çomak

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BACKGROUND

There is an ongoing power conflict over the land of Alsvartr between Hanlon the Real King in the North, and Gudrick, in the South. That leads to low-intensity conflicts between the North and the South of Alsvartr. However, Gudrick assembles a great army to march towards the North and gain the ruling of Alsvartr once and for all. Hanlon the real King, through his intelligence service, obtains the information of the intentions of his rival. Then he seeks the help of the fellow earls of the Kingdom of Nion-aem.

He mentions the different points of interest for raids, which will enrich the earls of Nionaem and prevent a possible defeat as Gudrick would be forced to retreat to deal with these attacks. Even though they are notable locations for Gudrick, the raids would be pretty easy to perform since Rodmar Icebreaker, ruler of the Sea Shield, has gone to the North with the majority of his troops to join the war.

Meanwhile, in the Sea Shield region, there is matter beneath the mountain which is used to craft weapons by the Fangs of Fenrir, a vicious cult. It is said that the matter is one of Fenrir's Fangs.

SYNOPSIS

A raid to the Sea Shield is arranged. Before the ships sailed and the raid started, there was a celebration in the name of the glorious victories yet to come. Sacrifices were made to please the gods who rule the seas and to have their blessings. However, some captains opposed that. They need more crew to raid, they said. Those ships owned by captains who preferred the help of a mortal warrior over the divine aid were sunk into the depths of the sea by the wrath of gods.

As the time warbands reached the coasts, Alsvartr soldiers were waiting for them in the land. Warbands won the fight; yet, since they lost numerous raiders along the way, the battle was exhausting. Parties gathered and camp in a suitable place. By the time they fall asleep, they encounter an ambush. Not expecting such an attack, raiders are defeated with arrows made with frost and fangs. In times of need, the Oath of the Phantom Queen comes and succeeds to bear away our party.

The Oath takes our party to the base of operation of the organization, which is located in a deep and sacred woods.

Helga, the head of the Oath of the Phantom Queen, claims she had a vision from the spirit-queen. In her dreams, she saw members of Fangs of Fenrir beneath the mountain who recently located an ancient artifact, the Fang of Fenrir. With the help of the assassination cult, Frost Arrows, they mine the remnant of Fenrir and forge deadly weapons.

Helga gives the knowledge that there is a passage to underneath the mountain from the Treacherous Burrow, a hideout for cutthroats and criminals. The characters travel to the burrow. They locate the cave that leads to the Fang of Fenrir, either by persuading, bribing, or fighting with the residents of the Treacherous Burrow. When they reach the remnant of the giant wolf, a pack of werewolves waits for them. Killing these makes the relic unprotected. Using the phantom blades that Helga provided, the characters destroy the Fang of Fenrir. And so, they protect Svilland from a grave danger of cults who devoted themselves to maim Svilland and her people.

STARTING EQUIPMENT

In this adventure, the characters should have their class' starting equipment. They will be able to find more equipment and enchant their weapons.



BATTLEFIELDS AND NARRATIVE

In this adventure, you will find battlefields where the only encounters are not fought between the party and their foes, but also between the warbands and the enemy en masse. These battlefields are designed to be dynamic so that the clash of the miscellaneous sides also feel important.

To make this happen, there are *Suggested Narratives* and *Suggested Battle Events* in encounters involving the rest of the crew apart from the characters. While encounters continue and rounds go on, you can use suggested narratives or battle events at appropriate times.

SUGGESTED NARRATIVES

You can narrate the listed scenes at some point within each round or once in every two rounds. We believe that this narratives will provide a good flavor for your adventure.

SUGGESTED BATTLE EVENTS

Battlefield events may happen to one of the characters (preferably at random). You can choose to trigger one of these events once in every round or in every two rounds. You can also choose to play them like lair actions.

WARBAND MECHANICS

In many Dungeons and Dragons campaigns, characters have known each other for some considerable time; however, only indicating that characters were friends beforehand does not seem enough.

Having that in mind, with Into the Wolf's Maw, brand-new warband and crew mechanics are created which you can find under the *Variant: Warband Mechanics* section at the end of this book. These new variant rules will deepen the character relations and enrich the flavor of the adventure. You can try these new traits and use the pre-given character relations table located at the *Handouts and Extras* section.



CHAPTER 1: RAID AT DAWN

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

It was a cold night in the Boundless Stronghold. No one except some guards patrolling was outside. A heavily wounded man figure, who is covered with fur, galloped his horse towards the castle in the town. When he stopped at the castle gates, revealing his face and showing the North Assembly banner, he was accepted into the castle as a messenger from a fellow land. Meanwhile, the characters are spending the night at The Misty Vessel Inn.

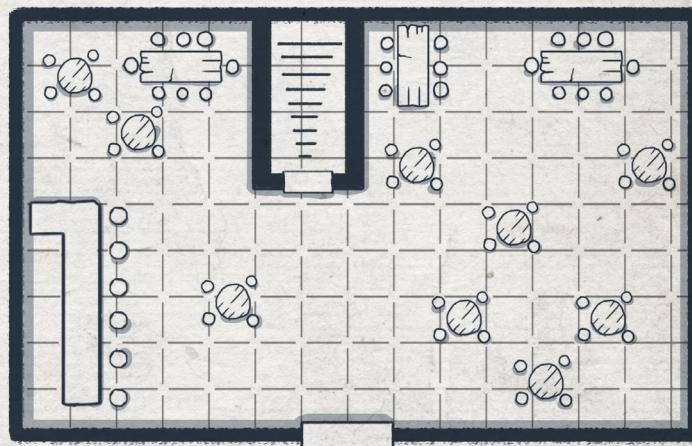
THE MISTY VESSEL INN

From the outside, the inn looks unwelcoming and crude. The outer structure is made of wood and the broken areas on the wall are patched with wood also. It has large windows but they are stained and do not show the inside. A metal door leads customers inside.

To the left, the bartender confronts people. To the right, there are

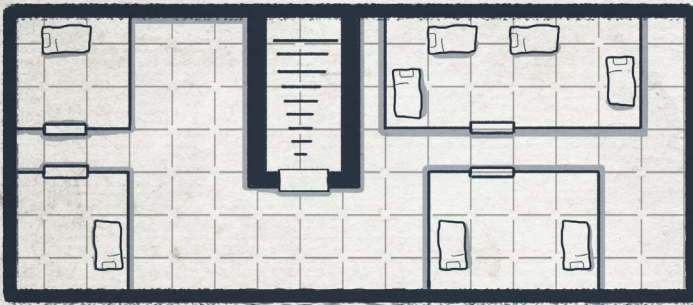
wooden tables and chairs. People are drinking and playing games. A bard is shouting a war song and people are accompanying her. By the look, it could be said that these people are adventurers and raiders. Across the big metal door, there is upstairs which leads to the tavern's chambers.

FIRST FLOOR



1 SQUARE = 5 FEET

SECOND FLOOR



Hagen bartender of the Misty Vessel Inn is generally a cheerful man. He likes to talk to his customers and wants to know them. He is a short and a little overweight man with a bald head and a bushy black beard. He is the inventor of a special beer, called Austri Stout, that is brewed with tundra flowers. It has a bitter taste to it but also is refreshing due to the flavors of the herbs.

Yrssa is the daughter of Hagen. She is tall in contrast to her father. She has long blonde hair which she does not like to tie up. She generally sings drinking songs and war songs as the general audience of the Misty Vessel Inn is consisting of adventurers, raiders, and guards who come to get drunk after a hard day's work. She is cheerful as her father but she does not get too close to anyone.

Elof is the local notable of this tavern. He is really old with nearly all of his teeth have fallen. He has long and thin hair and beard. He stays at the inn and has nowhere to go. He talks really slow and always talks about his *former profession as a guard*. He tells made up stories to strangers, such as how he single-handedly killed a wyrm, how he used to sit and drink mead with his fellow Aleson the Arisen, and similar things.

You can choose one of the following plot backgrounds for your party:

(Suggested background) The party is a group of former raiders who have been far from raids for a while but eager to raid again. Previously, they sailed away with their Captain Eidunn. They have good relations with her crew, especially with the old second captain, Sten the Wise.

The party is a group of adventurers who recently came to the Boundless Stronghold, knowing that here is famous for raids.

The party is a group of adventuring friends and they are from here. They want to raid to earn the title "vikings".

The party members are former raid crews. Their other crew members were killed during the last raid made to Alsvartr.

The party members are appointed by Harlon the Real King of Alsvartr himself to observe the raid campaign in disguise.

minding their own business. However, there are three separate people talking in a more excited manner than others. Locating and listening to them requires a DC 12 Wisdom (Perception) check.

The first man looks like a local fisherman. He is talking to the bartender. He says: *"I saw that, man. He was wounded and he was galloping to the castle. Such a visit from Alsvartr can't be a good luck mate."*

The second one is a woman with chainmail armor. She talks to her boyfriend across from her. *"Gudrick marches towards the north. There will be a war, a massive one. Hope we will take part in it, I wanna shed blood."* Her boyfriend replies: *"Yeah, Freja... But I don't get why we should interfere. Let them do what they should do."* She continues: *"Borders will be redistributed. We must get along with the winner of the war. Neighborhood... ..burps.. important."*

The third one looks angry. He is a town guard whose shift has ended and he came to get drunk. *"I was on my way here, saw a bastard riding his horse to death. Was carrying the North Assembly flag. The last time we helped them was the time I lost my comrades. I don't like 'em being here."*

After the interactions (if the characters have chosen to do so), an old man comes near the party. He wears a blue robe and chainmail armor inside it. He has long white hair and beard. He has put an eyepatch over his right eye. He greets the characters.

If you did choose the suggested plot background: *"Greetings, It's been a while, eh. An old man misses his old friends when he does not see them for a while."*

The characters recognize the voice, it is Sten's. He is the second captain of Eidunn's ship "the Rebirth". The characters and Sten know each other for a while and they have sailed together and fought side by side several times. He continues:

"This round is on me, then. HEY HAGEN! FILL OUR HORNS, LAD! Rumors say that there will be a raid, Eidunn will be pleased when she hears that you have returned."

Sten will continue to speak after the "Troubled Woman" encounter.

If you chose another plot background: *"Greetings, brave Svillanders. I am Sten, the second captain of the Rebirth. May I buy you a beer? There is a matter I seek to discuss."*

If the characters are interested, he will go and get beers, one for each and one for himself, then join them.

"There you go. Cheers! I saw you from a distance and thought these folks must be what we are looking for, eh?"

Sten will continue to speak after the "Troubled Woman" encounter.

RUMORS

The characters are sitting and drinking beer. There are people around them talking, shouting and whispering. Everyone is



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

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 weapon does."

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

TROUBLED WOMAN

While Sten and the party are in a conversation, a woman walks into the inn, a successful DC 13 Wisdom (Perception) check reveals that her face looks very worried. She goes to the innkeeper and starts to ask things.

A successful DC 13 Wisdom (Perception) check lets a character hear her words: "He is missing since he went to collect his rabbit traps from the woods last night. You sure he didn't come here for a drink afterward?" The innkeeper replies with his head moving left and right. She now seems more worried than before.

If the characters wish to ask the woman who she is and what is going on, she tells that her name is Ingunn, and continues: "My son Orri is missing. He is old enough to take care of himself. He would even come to the raids if he didn't need to hunt game for coins. He didn't come back after he went to the woods to collect his rabbit traps. It is probably nothing and perhaps he met with a lass afterward, but I'm worried nevertheless." Even though Ingunn talks about her son in confidence, the worry is clear on her face.

If the characters decide to help the woman by searching for her son. They can ask local folks about him and learn that he is a handsome man with a birthmark on the left of his face. He likes to hunt at night and flirt with the women around after a long night's work. Folks tell the characters that the last time they saw Orri was when he went to the woods.

If the characters decide to follow up, Sten, and then the guards at the settlement's closed gates prevent them from doing so, saying that getting in and out is temporarily prohibited as a security caution for the raid gathering. The guards also mention that the gates will be open again once the upcoming gathering is over.

GATHERING FOR THE RAID

Mighty horns coming from the castle stops Sten's words. Most of the people in the inn greets this horn sound with a momentary pause which quickly turns into battle cheers. Sten continues to speak.

If you did choose the suggested plot background: "Well, the rumors are true, then. Holla wants us to meet in front of the castle in the morning, let's hear where this raid will take us. Rumors say that the North Assembly needs our help. Probably want us to raid Alsvartr territory, we'll see. Eidunn still distributes the loot equally by the way. Nothing has changed since you've been gone. Only, crew misses you. Even Brandr has talked about you!" (Brandr loves the crew, loves to raid, loves to be on the sail. However, Blue Brandr doesn't reveal his emotions to anyone and he has the nickname "blue" because of his constantly melancholic state.) "I'll see you guys at the castle gates, then. Have a good night."

If you chose another plot background: "If you are not familiar, the horn sound means there will be a raid. Well, possibly... Holla wants us to meet in front of the castle in the morning. Anyhow, Eidunn, my captain, is looking for a new crew. I thought you looked like tough nuts. This raid horn happened to be spot on. Rumors say that the North Assembly needs our help. Probably want us to raid Alsvartr territory.

By the way, Eidunn is a fair lass, she distributes the loot equally. You'd return rich from the raid. If you are down raiding, after the decree of Holla, let us meet here. You will meet Eidunn too. I'll take my leave, gotta get prepared for the raid."

The vikingar of the Boundless Stronghold start to go to the Castle, jarls' longhouse after their drinks are finished.

CASTLE GATES

The castle is bigger than it needed to be. Cobblestones that form the castle are masterfully placed. The castle is protected with heavy iron gates. At the sides of the gate, there are two Boundless Stronghold banners. The banner is red, there is a black shield and white warhammer painted on the shield. People are gathering across the gate. A while later a soldier with square plates armor arrives at the balcony over the castle door.

The soldier discards his helmet and opens the scroll widely, starts to shout:

"Hear my words Svillanders as I speak for our leader Holla. As we all know, Gudrick marches towards North to end Hanlon the Real King's reign over the North Assembly lands.

Last night we had a visitor from the North Assembly. He claims if we do not help them, Hanlon may not hold his lands. He also states that Jarls who favor Gudrick have sent their troops north to join the war. It is time to organize a raid. When we hit the south, we will hit hard.

We will make Gudrick fallback and retreat. While his soldiers are away we will get what we can and bring back to our lands. Hanlon gave us the locations that are currently weak but significant for Gudrick. We will celebrate the victories to come with a feast in the dockyard. It will start when the sun reaches the top and sacrifices will be held by sunset. Prepare yourselves. WE WILL RAID AT DAWN."

Like Holla, his folk love raids. The news cheers everyone. People start to hit their axes to their shields and shout warcries. After a while cheering, the groups slowly begin to separate for inns and taverns. Sten tells the characters to come back to Misty Vessel Inn.

THE SHIP AND THE CREW

If you did choose the suggested plot background: Captain Eidunn the Protector and her crew are at the Misty Vessel Inn this time, when the characters head back to the tavern, they will have a chance to encounter with them.

All crew members know the characters. You could choose who is on board and introduce them to the characters, however, it is suggested that you should take every NPC on the list as crew members.

When Eidunn sees the characters, she raises her drink and says:

"I am very pleased to have you back. Let's drink until the feast, tell us about your adventures when you were missing. I am sure there are lots to hear."

Then each warband member starts to greet the characters. You could describe them one by one, now.

If you chose another plot background: You could either choose the crew members as the DM or you could follow the

story in which Eidunn has lost her crew and these NPCs are crew candidates.

After the decree of Holla has been spoken, the party heads back to the tavern. There, they meet with Eidunn. She sits behind a table, drinking wine. She wears a red robe, has long ginger hair and dark green eyes.

Sten sits to her right. He introduces the characters to Eidunn. She looks at the group and finds them worthy to be in the crew. If you chose the crew as the DM, Eidunn introduces each crew member to our party. If you chose to make the characters choose the rest of the crew Eidunn says:

"I am very pleased to have you in my warband. However, I am here to recruit the rest of the crew. You can declare your opinions as the candidates come and introduce themselves. I shall take your ideas into consideration. However, do not forget my word is the final one."

Then each crew candidate comes in order and introduces themselves and their intentions. After everyone has spoken, Eidunn asks for the opinions of the party. She seems to have the same opinion as to the majority. However, if the Bo the Kid is not chosen by the party, she will add him to the crew.

THE CREW

Here are 9 crew NPCs with their distinct characteristics. It is suggested you take everyone on board. However, you could choose amongst them accordingly to your number of characters, reaching a minimum of 10 people on board including the characters.

Eidunn the Protector should be in the warband as she is the captain on board. Sten the Wise must be on board as he is the second captain.

Sten the Wise (must)

He is the oldest of the crew. He has long white hair and a beard. Even though he is not blind, he wears an eyepatch on his right eye to feel closer to the All-father. He is a reliable person with excellent skills to sail. He is the second captain on board.

Sten's family has died of age, he does not have any known children. He has been working as a crew member since he was a teenager. He worked as their trader, raider, and fisherman. He saw every aspect of the sea and he is in love with the sea. Also, he bears a lot of respect to the wisdom of Odin. He is a loyal follower of the All-father.

Eidunn the Protector (must)

Being very protective of the ship and the crew, she is the captain of the vessel, Rebirth. Gets mad at those who'd possibly damage the board in any matter. She has the same attitude towards every member. She has long ginger hair and dark green eyes.

It is said that she and her husband were sailing together once, and he was killed during a raid. Therefore, Eidunn sails away every time to feel closer to him, and maybe one day, to be together with him again in the halls of Valhalla.

Ragnar the Fool (Half Mountain Jotunn)

He is the muscle force of the ship. He has a bear tattoo on his right head and long crimson hair on the other side. He does not speak until spoken to, and when spoken to, he only replies back with as few words as he could. He is in his mid 30's.

When it is asked about the bear tattoo on his head, he says that he is a warrior of best kinds and he killed a bear with his bare hands, and it was his first kill. He keeps a bear tattoo to remember the old days.

Olaf (Dvergr)

Olaf deals with the ship's general needs. He was a bard once; thus, when he does not work, he sings to cheer his band up. Olaf is generally a joyful person and cares about his grooming as much as a Svillander possibly can. He is no more than 50 with short black hair and blue eyes.

The main reason why he joined the crew was to get many great stories to tell in his songs. However, the raider lifestyle fascinated him. He wanted to be a part of this ship for the rest of his days.

Ari the Seer

Ari is the second youngest crew member on the ship. He has longish black hair and brown eyes with no beard. Though he is not a gothi, the crew depends on his spot as if he was a divine seer.

He wants glory and gold. Lots of gold... Even Eidunn does not like Ari's reasons for being on the board. Yet she trusts his eyes. Therefore, she lets Ari seek the glory and treasure that he dreams of.

Blue Brandr

Loves the crew, loves to raid, loves to be on the sail. However, Blue Brandr doesn't reveal his emotions to anyone and he has the nickname "blue" because of his constantly melancholic face. He generally looks grumpy when he is not doing the things he loves. Brandr is short and has medium brown hair with greenish eyes.

Brandr has no one. He does not talk about his past or his

future plans. When he is not working he sits at the deck and observes the sea. For him, the smell of the salty sea and the feeling of the cold wind whipping his face are just enough reasons to live.

Bo the Kid

He is the new recruit of the crew. He is fast, skinny, and tiny. Being the initiate and the youngest on the ship, he sometimes happens to be the focus of the crew's jokes. Especially Olaf loves to sing about him to cheer the lads up.

Bo's parents died of sickness years ago. Sten the Wise has taken care of him since. Bo thinks that he is in debt to Sten as a mentor and he should follow his path. This is why he is on board. He is also very excited as this will be his first raid.

Siv the Quickhands

He has long, curly chestnut hairs and a mustache. Though he looks slow, he is very proficient with sail ropes and swift to align them. He keeps himself away from Frigg the Brave, but no one knows why.

Rumors say that he once wanted to be with Frigg. When he revealed his intentions, he got kicked on the groins. Since then, the two do not get along very much even if they respect each other.

Frigg the Brave

She is eager to be a shieldmaiden of a jarl or frû one day. With her deep love to raid, she seeks to gain experience as a raider first. She has no hair on the sides, and the rest of her blonde hair is braided.

She is a believer of Ullr. She even thinks she is a chosen of him and she has visions from the Archer God of the Hunt when she dreams. However, normally -a successful DC 15 Intelligence (Religion) check reveals-, followers of Ullr only eat what they hunt. Frigg seems to eat just like every other person. If asked, she tells that she is getting indebted to Ullr. She will pay her debt as heads of her enemies, each will be killed in Ullr's name.



STEN THE WISE



BO THE KID



EIDUNN THE PROTECTOR

THE SHIP : THE REBIRTH

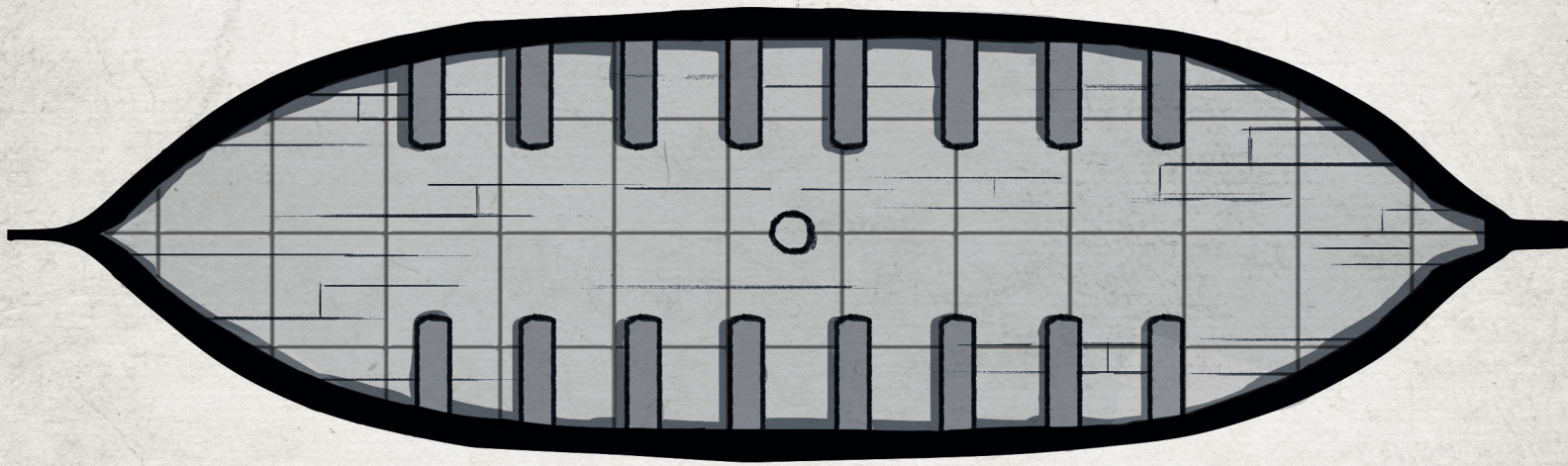
The Rebirth is made from hardwood and has a gigantic dragon figurehead at the front. As common, the right and left sides of the ship are protected with round shields. However, the Rebirth's shields are all white as opposed to the other ships which have shields of every color.

The vessel is painted dark brown. It makes a good looking contrast with its white square sails. There are eight oars each side and a steering oar at the bottom to control the route. Since it is a snekkja (small longship), there are no chambers.

It is said that after the death of Sbjorn, Eidunn's husband, she had quit sailing. One night, when she was having one of the darkest nights she had, she visited the ship at the docks, which was rotting.

At that time, she decided to devote her life to the seas. She painted the ship and shields of the ships resembling the contrast of life and death. This was her "rebirth" and so was the name of the vessel.

THE REBIRTH



1 SQUARE = 5 FEET



THE REBIRTH (SMALL LONGSHIP)

Gargantuan vehicle (60 ft. by 20 ft.)

Crew Maximum 20 (without addons)

Cargo Weight 8 tons max, 4 tons half, 2 tons safe

Travel Pace 7.8 miles per hour (185 miles per day)

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
20 (+5)	6 (-2)	17 (+3)	0	0	0

Damage Vulnerabilities fire

Damage Resistances cold, lightning, piercing from non-magical weapons

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Ship Space 1 Small (Crew Space +5)

Hull: Deck

Armor Class 18

Hit Points 215 (damage threshold 15)

Hull: Bow (Front)

Armor Class 15

Hit Points 250 (damage threshold 20)

Hull: Port Gunnel (Left)

Armor Class 15

Hit Points 175 (damage threshold 15)

Hull: Starboard Gunnel (Right)

Armor Class 15

Hit Points 175 (damage threshold 15)

Hull: Stern (Back)

Armor Class 15

Hit Points 250 (damage threshold 20)

Control: Steering Oars

Crew Required 1

Armor Class 16

Hit Points 50

Move up to the speed of one of its movement components, with one 90-degree turn. If the steering oars are destroyed, the ship's turning radius is halved with oars and it cannot turn with sails.

Movement: Sails

Crew Required 2

Armor Class 12

Hit Points 100; -10 ft. speed per 25 damage taken

Locomotion (water) sails, speed 70 ft.; 35 ft. while sailing into the wind; 110 ft. while sailing with the wind

Movement: Oars

Crew Required 8

Crew Maximum 12

Locomotion (water) soars, speed 20 ft. -5 ft. speed per 2 of the rowers missing, +5ft. speed per 2 crew added above required crew.

Combined Movement. Movement of oars and sails are added together when they are both deployed.

Shield Slots. The crew of Rebirth has half cover against ranged attacks within 30 feet coming from the port and starboard sides of the ship.

Addons

Small (1): Crew Space

Port: Shield Slots

Starboard: Shield Slots

ACTIONS

On its turn, the Rebirth can take multiple actions. It can make its movement, the crew members can shoot volleys, and the Rebirth can take any or all of the actions listed below, if possible.

Ram. The Rebirth crashes directly (with its bow or stern) to another vessel or creature using the steering crew's Dexterity (Water Vehicles) check as its attack roll (+6 for Eidunn, +4 for Sten, +2 for another crew member). It has advantage on the roll when crashing into a vessel, and disadvantage when crushing to a creature that is Huge or smaller.

On a successful hit, the crash deals 66 (12d10) bludgeoning damage to the vessel's part or creature that was hit, the ramming part of Rebirth takes half of that damage.

THE DOCKYARD

Although the sun is at the top, the dockyard is cold since fog is set. Cold carrying winds are slowly howling from the seaside. Loud drum beats indicate there is a feast where ale and mead flow like streams. Svillanders are drinking, singing and playing vikingr games in the open area in the middle of the dockyard.

Holla is there, drinking and partaking in the vikingr games. The sea is azure and wavy. Longships are gathered near the port to take part in the raid to come. People are loading crates from the dock barracks to their ships, preparing for the raid.

The dockyard is the extension of the stronghold's garden where the feasts and celebrations take place. It consists of three main parts: The port, the dock barracks, and an open field that provides an area to load or disembark cargo, and warbands to gather before raids.

The wooden port is huge, considering it belongs to a stronghold. It has a direct connection to the open square. The ground is made of cobblestones, and it has a stone altar dedicated to Aegir in the middle.

The dock barracks are used by workers, and it is a wooden hut. Nothing fancy... People are gathering their items which will be used during the raid. They are carrying them to their ships constantly. The dock barracks are at the far side of the port, so this hassle isn't disturbing the feast.

Holla, with his long reddish hair, his warhammer "vindicative" in his hands, and the vicious look on his deep blue eyes, is looking extraordinary. His gothi (cleric) Ingvar is with him in the middle of the dockyard.

Ingvar is an old man who saw numerous wars and lived enough to tell them. He has long, grey, tangled beards, and no hair. The blue robe with runes he wears is an indicator that he is a gothi of Aegir or pays significant respect for him.

Holla shouts with grave seriousness as he raises the "vindicative":

"Svillanders! Hanlon the Real King seeks our help. Gudrick is marching North. Leaving south open for us! TO RAID! Prepare your ships and crew. We will set sail at dawn to Sea Shield. Until then, Ingvar will be in charge of rituals and the feast." His seriousness then covertly turns into a fulfilled smile: "POUR ME SOME ALE!"

As servants bring Holla some ale, Ingvar starts to talk to the crowd of warbands, since they are still paying attention: "No one shall dare cross Aegir's seas without pouring blood in his name. I shall set the sacrifice rituals by sunset. Until then, celebrate our inevitable victory."

When his words end, a horn blow roars and celebrations with endless beer and drum beats start.

THE FEAST

Giant barrels of alcohol are put at the edge of the dockyard. Hundreds of people are filling their horns with various kinds of drinks. As the barrels are finished servants are renewing them. Long tables full of food are gathered in the middle of the dockyard so that people can eat as they want. The area of the dockyard close to the port has the most fun part. People are singing raid songs and playing games which the characters can take part in.

"We sail away at the crimson dawn.

To the raid we have gone.

To make foes drown in blood,

We shall never be withdrawn.

Aegir's wrath will be theirs.

Ran'll be their nightmares,

At time they taste our steel axe,

None will hear their prayers.

Shores will paint to crimson red,

Can't escape from the bloodshed,

We will be their horror,

In life, even in death."

GAMES OF VIKINGAR

The following are the details and rules of the games of vikingar if the characters wish to partake:

DROWNING GAME

This game's rules are simple. Two or more people fill their drinking horns and go to the sea. They sink themselves underwater where they will drink their beer. The last person who gets out of the sea without drowning wins the game and takes the bet.

ARROWHEAD

Opponents stand side by side, they shot their alcohol in one gulp and try to hit a common target. Every time they try to hit the target, they take a shot beforehand. The winner gets a reward. The target could be anything.

SHIELD

Two players stand face to face. They each go ten feet away. They start drinking at the same time. The first one to finish the drink gets to play first.

One player throws the axe towards the other's shield.

If the axe hits the shield (if the attack roll exceeds the AC of the opponent) the thrower does not drink this turn and throws another one until it cannot hit the other's shield.

After the third drink, they must succeed on a DC 10 Constitution check.

When failed DC rises by two, DC 12 after the first fail, DC 14 after the second fail.

After each fail, players throw their axes with disadvantage. The first player to fail three times loses the game.

As this is the most deadly drinking game, its winner is considered the most honorable raider amongst the others. Could be also played with bows instead; yet, in the common form, throwing axes are used.

EIDUNN'S DILEMMA

While the warband still drinks and celebrates the raid to come, Sten takes Eidunn aside and starts whispering. The characters see what is going on, and hear Sten's words:

"As you also know, we don't have a war captive. I have lived a long and honorable life, Eidunn. If my heart were to be split in half, one part beats for Odin, and the other for the seas; therefore, Aegir and Ran.

I have been on board since I was at the age of Bo. There is not much left for me to see. There is faith in me. Even if I am not to go to Valhalla, let the waters take me."

Eidunn seems to accept the willing sacrifice of Sten and announce the idea to the rest of the crew. If the characters listened to Sten's speech and intervene, they can try to renounce the acceptance of the sacrifice by talking to Eidunn before she announces.

If they choose not to intervene, they either can try to change Eidunn's mind when she announces the willing sacrifice, or they can accept Sten's will. If Sten's sacrifice is accepted, he will give some gifts to the party and have some words:

"Dear friends, not so much I have known you. Yet, I have drawn you into this raid. Take my belongings, they kept my company for good after all these years. May they protect you as well. Besides, I will not need them in the Halls of Valhalla."

Give each party member an item of your choosing from the list, or roll 1d6 and determine the result:

Armor (light or medium) +1

Shield +1

Amulet of Health

Ring of Protection

Two-Handed Weapon +1

One-Handed Weapon +1

IN THE NAME OF AEGIR AND RAN

People who are going to be sacrificed are gathered around the stone altar. Ingvar's apprentice gothis start to bless the people around them. The sound of drunken riders are shut, everything gets serious quickly. The only voices heard are the gothi's prayers and slow drum beats to contribute to the ritual.

While the sun has set, leaving a hot orange view on the Svilland horizon, Ingvar walks in the middle of the square,

near the port. He raises his hands and shows the runes he has carved into the ground, which were located around the stone altar.

"I have drawn the runes and prepared the altar of sacrifice. Get in line and hand me your humble presents to the god of the seas. I see some warbands are hesitating to make sacrifices. Do those who try to avoid giving a life think they could evade the wrath of Aegir? Such a pity."

By praying to Aegir, the high gothi of the Boundless Stronghold, Ingvar takes the life of the willings. During the rituals, he whispers, *"Oh, Aegir, the oldest amongst many, take this poor soul as s/he (according to who is sacrificed) humbly offered to you. Bless his/her related on the raids to come. May you never be forgotten, may your soul reach its rightful place."*

Blood of the sacrifices fills the runes carved to the ground one by one. Then, forming a straight line, blood on the runes flows slowly to the sea and the sea looks like it is hungry for the blood.

If Eidunn accepted the sacrifice of Sten the Wise: If Bo is on the crew, before Sten goes to the altar of sacrifice, he gives his eyepatch to the kid. He says: *"Never betray. Never turn your back on the gods. Live your life on the path of Odin. Respect the sea. Remember, it is your equal and leveler, if not more."*

ENCOUNTER TRAITORS' FORAY

Just before Sten dies in ritual, he takes an arrow to the head, which kills him instantly. If the party refused the sacrifice of Sten the Wise: A random member of the crew takes the arrow and is killed instantly. In either case, to see who has done this requires a successful DC 13 Wisdom (Perception) check, which reveals a shieldmaiden with bow at hand.

Holla, who was watching the ritual, shouts in fury, *"Kill the traitors! ATTACK!"*

Some crew members of various warbands start to attack the other members and the other crews. It seems that these attackers were the spies of the other Alvastr kingdom, namely Gudrick's followers.

Those who are attacked, of course, attack back. In the scene, people are turning into werewolves, arrows and axes are flying in the air. Everyone is attacking everyone, chaos is ruling the ritual site.

The characters see a suspicious shieldmaiden turning the corner of the dock barracks with haste and a bow at hand. Use the following encounter table according to the number of characters:

PCs Encounter

4

1 werevargr or lycanthropic vargr, 1 shieldmaiden (Hilda)

5 1 werevargr or lycanthropic vargr, 1 shieldmaiden (Hilda), 2 raiders, 2 wolves

6 1 werevargr or lycanthropic vargr, 1 shieldmaiden (Hilda), 5 raiders, 5 wolves

HILDA (SHIELDMAIDEN)

Medium humanoid (any), any alignment

Armor Class 16 (ringmail, round 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, Mithal

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.



WEREVARGR

Medium humanoid (shapechanger), chaotic evil

Armor Class 13 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	14 (+2)	16 (+3)	10 (0)	11 (0)	10(0)

Saving Throws Strength +5, Constitution +5

Skills Athletic +5, Perception +2, Stealth +5

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks that aren't silvered

Senses passive Perception 12

Languages Austris (common), Mithal

Challenge 3 (700 XP)

Shapechanger. The werevargr can use its action to polymorph into a were vargr, or back into its true form, which is humanoid.

Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The werevargr has an advantage on Wisdom (Perception) checks that rely on hearing or smell.

Lycanthropic Regeneration. The werevargr regains 1 hit points at the start of each one of its turns if it is not attacked by a spell, or by a weapon that is magical or silvered.

Howl (2/day). As a bonus action or reaction, the werevargr howls and provides its allies within 5 feet of it a 2 (1d4) bonus on their next saving throw.

ACTIONS

Multiattack. The werevargr makes two attacks with its Svillander javelin. Or it makes two attacks, one with its bite and one with its claws. .

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.*Hit:* 10 (2d6 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.*Hit:* 10 (2d6 + 3) slashing damage.

Svillander Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, or 8 (1d10 + 3) piercing damage if used with two hands to make a melee attack.

LYCANTHROPIC VARGR

Medium humanoid (shapechanger), chaotic evil

Armor Class 16 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	14 (+2)	14 (+2)	10 (0)	11 (0)	10(0)

Saving Throws Strength +5, Constitution +4

Skills Athletic +5, Perception +2, Stealth +4

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks that aren't silvered

Senses passive Perception 12

Languages Austris (common) and Mithal, but it can't speak in Lycanthropic vargr form

Challenge 3 (700 XP)

Shapechanger. The lycanthropic vargr can use its action to polymorph into a were vargr, or back into its true form, which is humanoid.

Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The lycanthropic vargr has an advantage on Wisdom (Perception) checks that rely on hearing or smell.

Lycanthropic Regeneration. The lycanthropic vargr regains 1 hit points at the start of each one of its turns if it is not attacked by a spell, or by a weapon that is magical or silvered.

Howl (2/day). As a bonus action or reaction, the lycanthropic vargr howls and provides its allies within 5 feet of it a 2 (1d4) bonus on their next saving throw.

ACTIONS

Multiattack. The lycanthropic vargr makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.*Hit:* 10 (2d6 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.*Hit:* 10 (2d6 + 3) slashing damage.

RAIDER

Medium humanoid (Vestri), chaotic neutral

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	12 (+1)	12 (+2)	10 (0)	10 (0)	10(0)

Senses passive Perception 10

Languages Austris (common), Mithal

Challenge 1/8 (25 XP)

ACTIONS

Saex. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Javelin. *Ranged Weapon Attack:* +3 to hit, thrown range 20 ft./60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

WOLF

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6(-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages --

Challenge 1/4 (50 XP)

Shapechanger. The lycanthropic vargr can use its action to polymorph into a were vargr, or back into its true form, which is humanoid.

Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The troop member has advantage on an attack roll against a creature if at least one of the allies is within 5 feet of the creature and the ally isn't incapacitated.

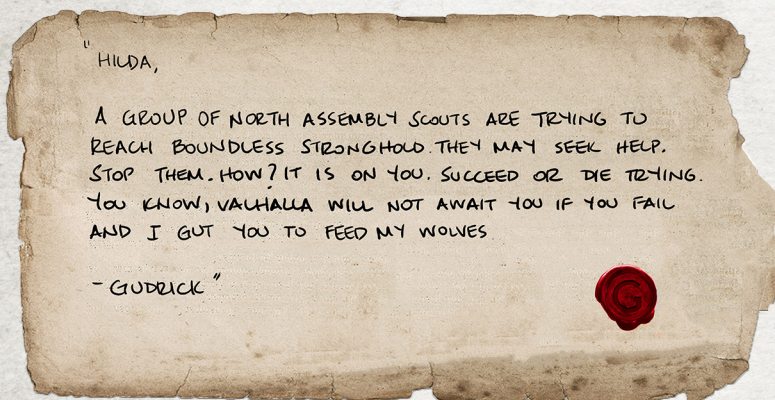
ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.



AFTERMATH

A successful DC 10 Intelligence (Investigation) check reveals a letter from the corpse of the shieldmaiden.



If the shieldmaiden is caught living, the characters can choose to force her to speak by trying the following:

- They try to intimidate Hilda, she will not reveal her secrets to intimidation.
- They capture her and give her to Holla to interrogate.

If she is killed, the characters can try to speak with her corpse. They can do so by convincing Ingvar to make her corpse speak, or casting speak with dead on the corpse themselves.

If they make her corpse talk, Hilda reveals the information given in *Hilda's Interrogation*, but also mentions a back entrance to the building, which can be used to ambush the raiders.

With a successful DC 13 Wisdom (Perception) check, it is possible to see from her quiver that the arrows Hilda shot are quite extraordinary. Some of them are made of frost, and the tip of the arrow is made from a unique bone. Ingvar shall take the last bone-frost arrow to investigate.

Just after the characters' encounter ends, the leader of the stronghold, Holla, kills the last traitor who turned into a werevargr. With blood all over his chainmail, Holla shouts and leaves the area to deal with the aftermath of the attack and investigate who is behind such treachery.

"Brave Svillanders stood by my side, as we slaughter those who cross us today, you will murder every single one who stands against you if they dare again. There emerged yet another reason to prevail in this raid. Forgive me, for I will not be with you as you sail. I have to deal with these scum. Ingvar, get on with sacrifices. Be agile, all of you! Rest tonight in the dock barracks if you want, we will set sail at dawn."

HILDA'S INTERROGATION

Later Holla or Ingvar interrogate Hilda with their way, they learn that Hilda is the mercenary chief hired by Gudrick through an anonymous contact. Somehow, Gudrick learned some North Assembly scouts were heading towards here and he ordered to stop any movements against them. They have a hideout which is located at the cove between Maerin and the Boundless Stronghold. There may be some vikingar waiting in an abandoned building at the cove.

On the other hand, Hilda says that she did this attack to go to Valhalla. Gudrick uses her almost like a slave, and this attack seemed to be a remedy to get rid of him.

After the combat (and after the interrogation if Hilda was interrogated) Holla comes to the party and asks them to find this hideout. She also tells them to look for a young man, Orri is his name, if they have time after their hunt for the traitors.

SACRIFICE TO AEGIR

If the characters kept Sten's life, they should travel to the traitors' hideout. If not, they should debate whether or not they'd consider Sten's death as a sacrifice before going.

Note to the DM: It is not. Whether the characters consider Sten's death as a sacrifice or not, it is not a sacrifice in Aegir or Ran's eyes.

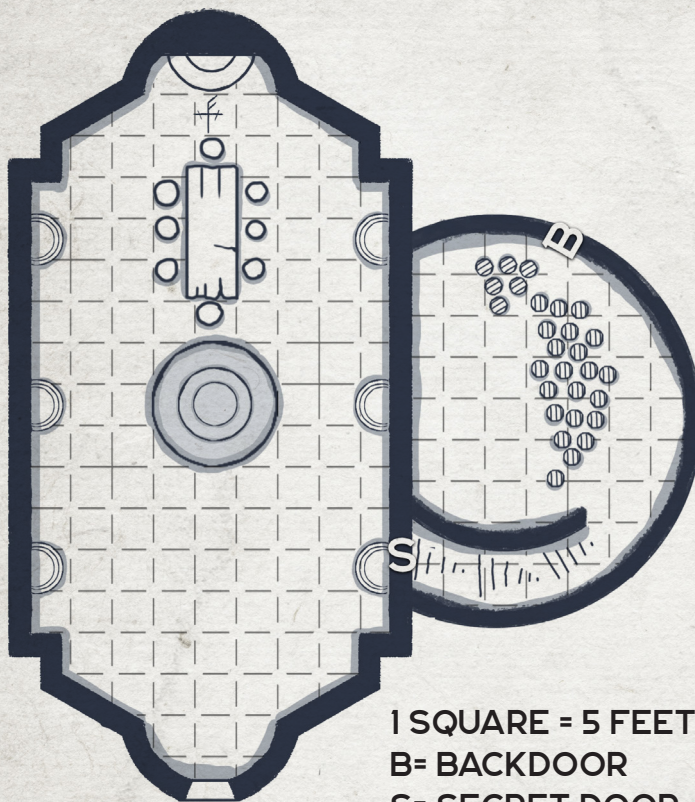
The characters may want to ask Ingvar whether Aegir accepted Sten's sacrifice or not. Ingvar asks for a couple of minutes to reach Aegir through his divine prayers. He returns a couple of minutes later and says: "I am sorry, friends, for Sten's soul did not reach the god of seas. He is dead, but will not be forgotten. It seems Aegir will test you."

Afterward, players could choose another crew member to sacrifice, or bring a raider from the hideout to be the sacrifice. At this point, someone in the crew could follow Sten's path, or the warband could debate. It is up to the characters.

ENCOUNTER TRAITORS' HIDEOUT

Traveling to the building takes three hours on foot. If the party chooses to attack the hideout, they have a chance to have a long rest before going there but they will need to make their rest afterward on the ship while sailing at dawn.

When they reach the building, they can bash in from the front entrance or go through from the back door if they learned about the back entrance. The back entrance is covered by an old, rotten door and the party can surprise the raiders when they go through from there.



1 SQUARE = 5 FEET
B= BACKDOOR
S= SECRET DOOR

When they are in, they see raiders talking nervously among each other. Their mission is to try to sabotage the ships if the initial raiders failed to intercept the messenger of the North Assembly. The characters can learn about this on a successful DC 13 Wisdom (Perception) check from what they hear of the heated arguments among the raiders.

KIDNAPPED SON

Within the building, the party also sees a corpse that is tied to one of the wooden columns of the building and is gutted. There are runes on the corpse, drawn with the victim's own blood.

If the characters focus on the corpse before or after the encounter, a successful DC 13 Wisdom (Perception) check or DC 10 Intelligence (Investigation) check reveals the birthmark that the Ingunn mentioned about her son: This is Orri, the kidnapped son, possibly sacrificed to Fenrir for a blessing before the assault on the dockyard.

PCs Encounter

4	1 Gudrick's gutter, 3 vikingar (p.52)
5	1 Gudrick's gutter, 5 vikingar (p.52)
6	1 Gudrick's gutter, 7 vikingar (p.52)

GUDRICK'S GUTTER

Medium humanoid (Mithal), chaotic evil

Armor Class 14 (studded leather)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	14(+2)	16(+3)	10(0)	11(0)	10(0)

Saving Throws Strength +4, Constitution +5

Skills Acrobatics +3, Athletics +4, Perception +2

Senses passive Perception 13

Languages Austris (common) and Mithal

Challenge 3 (700 XP)

Blood Feud. Gudrick's gutter can make an attack to a creature it took a critical hit from as a reaction. Additionally, if Gudrick's gutter is below 20 hit points, it adds 2 (1d4) to the damage of its attacks.

Discouraging Shout (2/day). When Gudrick's gutter makes a successful attack to a creature, it can make a discouraging shout as a bonus action and the creatures within 30 feet of it must succeed on a DC 13 Wisdom saving throw or become frightened until the end of their next turn.

Invigorate (1/day). Gudrick's gutter can use its bonus action to regain 13 (1d10 + 8) hit points.

ACTIONS

Multiattack. Gudrick's gutter makes three attacks with its dual-wielded gutting cleavers.

Gutting Cleaver. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

If Gudrick's gutter makes both of its attacks on the same target and succeeds, or if it makes a critical hit on a creature, that creature must succeed on a DC 13 Constitution saving throw or shiver in intense pain resulting from the wounds taken from this serrated, rusty cleaver. The creature can't take reactions until the start of its next turn.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) slashing damage.

When the encounter is over, at least one of the raiders can remain alive but unconscious. The party can tie that one up and bring it to Ingvar as their new sacrifice for the ritual.

On a successful DC 13 Wisdom (Perception) or DC 10 Intelligence (Investigation) check, a character can realize the barrels within the building are full of oil. These barrels were planned to be used for making arson on the dockyard, possibly burning as many ships as possible. The characters can choose to set the

barrels on fire to get rid of the sabotage material.

PREPARE TO SAIL

After the party returns. They can offer their captive as their sacrifice. Additionally, they can bring the corpse of Orri the

victim to Ingunn to let her make a proper farewell to her son. Ingunn is devastated as she lost her son just a year after she lost her husband: She tells the characters about this if they keep a conversation with her. She then gives the party a bracelet as an appreciation of their help.

After the ritual is complete, twenty ships of warbands with nearly 100 raiders set sail at dawn.

CHAPTER 2: AS FAST AS SLEIPNIR

It had been a few hours, everything looks fine. Moreover, ravens are flying over the crew. The singing of birds is creating a beautiful harmony with the sound of the waves hitting the ship. Svilland waters are cold, yet the flame of raid burning in the hearts of our warband prevents them from feeling it.

If **Sten lives**, he starts whining about the decency of the weather. For him, it is not right for the weather to be as excellent as such: It is the silence of the lambs.

If Sten is sacrificed, a random crew member (preferably Siv the Quickhands) says that:

"The sacrifice of the old man was unnecessary. Look at the weather. What could have gone wrong?"

Another one from the crew (preferably Frigg the Brave) replies:

"If the sea or skies does not punish us, it is because of the old man. You raven starver..."

Either way, the characters could join the discussions or choose to remain silent.

THE JOURNEY

Discussion ends with Eidunn's words:

"HEAR MY WORDS MY DEAR RAIDERS. I've been told that we are going to raid the village Norhufa. It is known that this village is wealthier than others as it provides both meat, vegetables, wheat, fish and most importantly beer. Yes we will drink a lot, believe me. HAAAAHA!"

Anyways, with our speed, I guess we should sail about 2 days and we will probably land in the evening. We will have a camp on the shores if we find a decent place. Then we will begin raiding in the morning. At least this is what I've been told. I am sure of your skills. We will celebrate our earnings together afterward. Now get back on your jobs, everyone."

VIKINGR CULTURE

Svillanders are masterful sailors. Many of the local rulers' or even monarchs' economies depend on occasional sea raids to each other. Those who prove themselves to be a competent raider gain the title "vikingr" meaning raider in every Svilland language.

Vikingar developed techniques that they use in naval warfare. They are able to communicate and coordinate between many longships through horn sounds and signal banners. Given below are some of the signals that they use, as the Dungeon Master, you can choose to teach them to the characters and use them while they are on the sea.

HORN SOUNDS

- **Three Short:** Careful ("friend" while navigating)
 - **Three Long:** Fall back
- **Long:** Attack (or something on the horizon)
 - **Two Short:** Board
- **One Long two Short:** Attack from flanks
 - **One Short:** A Swear Word

FLAG SIGNS

WARNING



SWEAR
WORD



TURN
BACK



FLANK



BOARD





SEA ENCOUNTERS

Here are some encounters to challenge the player charracters

d100 Encounter

- | | |
|--------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1-20 | A raven comes, perches one's shoulder. After a while, it flies somewhere over north. |
| 21-40 | The crew spots the remains of a shipwreck, and there is a wooden chest floating in the middle of the woods left from the board. (Beware, it is a mimic SRD p.332.) |
| 41-60 | The crew sees five people in a small boat rowing towards them, yelling for help. They say a group of sea harpies attacked them, and they barely could escape. As the DM, you may make this an encounter with 1d4 sea harpies. |
| 61-75 | The characters see a knarr (a merchant ship) far away that changed its route not to come across with the raiders. Then, it vanishes into the fog. |
| 76-85 | 1d4 sea hags (SRD p. 320) come out of nowhere and attack. |
| 86-95 | A large, well-protected merchant ship sailing to Mae-rin passes by over a little distance. |
| 96-100 | Blood rain* starts. |

*A very rare weather condition that leads the rain to turn 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.

SEA HARPY

Medium monstrosity, chaotic evil

Armor Class 13 (Natural Armor)

Hit Points 45 (7d8 + 18)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	15 (+2)	10 (0)	8 (-1)	10 (0)	15(+2)

Skills Stealth +8 (underwater)

Senses passive Perception 10

Languages Austris (common)

Challenge 2 (450 XP)

ACTIONS

Multiattack. The sea harpy makes two attacks: one with its claws and one with its bite.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 4 (1d8) acid damage.

Luring Song. The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 feet away from the harpy, the target must move on its turn toward the harpy by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this harpy's song for the next 24 hours.

Into the Depths. The harpy can use its move action to dive into the sea. While underwater, it gains a +4 bonus to stealth checks.

Birds flying over the sea are no more. Waves start to get huge, almost like they'd swallow the ships. The sea moves like it is boiling. A massive storm with heavy rain arrives, and black clouds do not let the sunshine to surface. The wind gets so powerful that it makes people move slower and they tear square sails apart. Some black shades start to circle around the ships. Then, greenish tentacles rise from the sea and smash some vessels.

Everyone's speed is decreased by 10 ft. Harrforaðs (huge, Kraken-like sea monsters) rise from the depths of the sea and attack some ships amongst the ones who didn't make a sacrifice to Aegir. When harrforaðs crush on those ships, Draugr of Depths arise from the sea climbed to decks through the waters and tentacles.

If the warband made the sacrifice, they are not attacked. Nonetheless, the party may choose to help one of the other warbands.

If the warband has chosen not to make the sacrifice, they will taste Aegir and Ran's wrath. Harrforað will attack them. It is going to be a hard encounter.

SAIL THROUGH

On the horizon, there are scout ships of the enemy visible, which can be seen with a successful DC 13 Wisdom (Perception) check. The crew makes this check along with the party (Perception +3) and a successful crew member declares what it saw to Eidunn and others.

At this point, the party can decide to chase the enemy ships instead of helping the allies for the sake of the raid. If they do so, move into *Encounter: Scout's Demise*.

During the battle, some raiders start to pray in the name of Aegir for mercy and Ran for not to be punished. However, such a sin is ought to be punished and Aegir won't show mercy to sinners.

PCs Encounter

4	4 Harrforað's tentacles and 4 draugr of depths
5	4 Harrforað's tentacles and 6 draugr of depths
6	4 Harrforað's tentacles and 8 draugr of depths

HARRFORAÐ

A faithful servant of Aegir and Ran, The Harrforað, is a huge, magical Kraken living in the depths of the sea. It is assigned to take down any trespasser who had the Wrath of Aegir. It makes ships sink into the sea by using its tentacles to crush and constrict them. Everyone knows that when it is seen, there will be trouble as it only comes to the surface to complete its divine order.

Harrforað does not come out of water. It sticks his body at the bottom of a vessel and uses its eight tentacles as weapons.

ENCOUNTER: AEGIR'S WRATH

Sure, the realm of Aegir and Ran is wonderous. Notwithstanding its beauty, seas shan't be crossed without divine permission. Regrettably, some ships had sailed without offering a sacrifice.

SUGGESTED COMBAT TACTICS

The Harrforađ prefers to remain unseen underwater at the bottom of the ship while having its eight tentacles attack the ship and the crew. It is suggested you to direct two of its tentacles to the crew, two of its attacks to the ship in order to sink it, and four of its tentacles to different characters.

During the combat, crew members are busy fighting with the tentacles that are on them. The tentacles have a reach of 10 feet on their attacks and they can attack the characters and crew from the water outside the ship, thus they won't occupy space within the ship.

Draugr of depths does not have to jump onto the deck all in a sudden. They swim from the depths and climb through the tentacles. As the Dungeon Master, you can choose to deploy them in parts within the first 3 rounds.

REBIRTH IS SUNK!

If the combat is over without the ship being sunk into the sea, choose one of the crew members to die. If the combat is not over and reaches the end of the 10th round, the ship gets torn and sinks into the sea. Then, the characters and some other crew members are saved by other ships. However, only four of the other crew members other than the characters can make it.

SUGGESTED NARRATIVE

The ship is in chaos, there are tentacles and draugar everywhere. The rest of the crew is fighting with invading draugar and the tentacles, where the characters are trying to cut down the four tentacles on their side. You can mention the situation of the rest of the crew parallel to the degree of success of the characters.

Additionally, you can use the following narrations in the encounter:

d4 Narration

- 1 A thundering crack is heard from far and a ship is seen sinking, with tentacles on it.
- 2 Warcries and cries of mercy or hopelessness are heard from far.
- 3 Rebirth makes unnerving sounds of crack and torment because of the tentacles.
- 4 A bass, thundering sound of a monster is heard, it seems like a ship slew a Harrforađ.

SUGGESTED BATTLE EVENTS

d4 Battle Event

- 1 A crew member falls into the water, if it is not reached within the end of the next round, it will be taken by Ran.
- 2 A draugr of depths will emerge from the water and try to grapple and pull a character into the water if the character is adjacent to the edge of the ship.
- 3 A tentacle that is fighting with the crew makes an attack to a character in reach.
- 4 A crew member throws a Svillander javelin to one of the tentacles dealing 7 (1d10 + 2) piercing damage.

HARRFORAĐ'S TENTACLE

Large limb of monstrosity, unaligned

Armor Class 13

Hit Points 32 (5d10 + 5)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	16(+3)	12(+1)	3(-4)	10(0)	5(-3)

Skills Stealth +5

Damage Vulnerabilities Lightning

Damage Resistances Fire

Damage Immunities Psychic, Necrotic, Poison

Condition Immunities Charmed, Frightened, Poisoned

Senses passive perception 10

Languages --

Challenge 1 (200 XP)

Flee. If four of the Harrforađ's tentacles are cut from its body (slain), the Harrforađ will disengage from the ship and swim away.

Harrforađ's Tentacles. Harrforađ's is a magical and mysterious creature with each of its tentacles able to develop their own traits, and attacks of each are magical. A Harrforađ's tentacle belongs to one of the following types:

Acidic: This tentacle has acid leaking from its palps. It deals an additional 2 (1d4) acid damage on a successful attack, and 2 (1d4) acid damage again at the end of the target creature's next turn.

Icy: This tentacle has ice spikes on it and looks slightly frozen, it deals an additional 3 (1d6) cold damage on a successful attack, which reduces the target creature's speed by 10 ft until the start of the tentacle's next turn.

Poisonous: This tentacle slightly resembles the arm of a jellyfish, it deals an additional 4 (1d8) poison damage on a successful attack if the target fails a DC 13 Constitution saving throw.

Rotten: This tentacle smells like rot and seems rotten, it deals an additional 3 (1d6) necrotic damage on a successful attack.

Underwater Camouflage. The Harrforađ's tentacle has advantage on Dexterity (Stealth) checks made to hide while underwater.

ACTIONS

Tentacle Bash. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage and an additional damage or effect according to the tentacle's type given above.

Constrain. The Harrforađ's tentacle can grapple a target using one of its tentacles (escape DC 16). Constrained target is considered restrained and take 8 (1d6 + 5) bludgeoning damage and an additional damage or effect according to the tentacle's type at the start of each one of the tentacle's turns. The tentacle cannot attack or grapple another creature until it lets the target go.

DRAUGR OF DEPTHS

Medium undead, neutral evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	14 (+2)	11 (0)	6 (-2)	10 (0)	5(-3)

Damage Immunities Poison

Condition Immunities Charmed, Exhausted, Poisoned

Senses darkvision 60ft., passive Perception 10

Languages understands the languages it knew in life but can't speak

Challenge 1 (200 XP)

Chant of Vikingr. While idle, the draugr of depths chants songs of vikingr that is audible within the sea (Perception check DC 10) in an area of 200 feet and sounds like a grumbling (Perception check DC 13) on the surface in an area of 100 feet. Any creature that hears the chant must succeed on a DC 15 Wisdom saving throw or start moving towards the source of the chant.

Mossy Bones. The draugr of depths has advantage on Dexterity (Stealth) checks made while underwater, and any creature that tries to grapple it has disadvantage on its grapple checks.

Undead Fortitude. If damage reduces the draugr to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the draugr drops to 1 hit point instead.

ACTIONS

Multiattack. The draugr of depths makes two attacks, one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 4 (1d6 + 1) piercing damage

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 6 (2d4 + 1) slashing damage

Shriek of the Depths (Recharge 5-6). The draugr of depths puts out an unbearable shriek of pain and denial left from its memories of being drowned in the vast blackness. It chooses a creature within 10 feet of it as an action. Target creature must succeed on a DC 13 Wisdom saving throw. On a failed save, it becomes stunned until the end of its next turn by the dread of the depths and drowning, taking 11 (2d10) psychic damage. On a successful save, a creature takes half as much damage and is not stunned.



As the monsters complete their missions given by Aegir and Ran, they go back to the depths of the sea, leaving vast destruction behind. Some ships are broken in the middle and are sinking. Dead bodies are floating over the sea, painting it red.

Suddenly, corpses on the water are taken into the depths by tentacles coming from underwater. The raiders who are protected by the sacrifices they made before, leave this terrifying view with haste.

While they flee from the area at last, they locate some scout ships going away from them towards the shores. Yet, they are far on the horizon, and it would be impossible to catch them before they make it on the shores. If the raiders did not face Aegir's wrath, perhaps they could have had a chance to chase them.

AFTERMATH

Warbands move further, leaving nearly half of the raiders behind. The sunset makes the view even more melancholic than it is. However, ships are getting closer to the shores. Captains who are afraid of mutinies from crews with low morale are giving loud speeches about the awaiting victories.

They mention that they did what Aegir and Ran were expecting; therefore, having a divine blessing, they cannot be defeated. Warbands seem to get their appetite for raiding back with the encouragement of their captains.

ENCOUNTER: SCOUT'S DEMISE

If the Rebirth was attacked or partook in the Encounter: Aegir's Wrath, skip this encounter. If not, proceed.

After deciding to move on to chase the scouts, the Rebirth under the command of Eidunn manages to catch one of the scout ships. The ship also looks like a snekkja, a longship similar to the Rebirth. Eidunn orders the crew to row faster with full sail. She seems planning to board the ship.

While Rebirth moves forth to board the enemy ship, the char-

acters have 3 rounds in which they can prepare themselves (you can roll for initiative during this moment if you wish). At this time, the enemy can also try to prepare themselves, even make ranged weapon or spell attacks if possible.

FIRE ON DECK!

Longships are vulnerable to fire if a fire spell that affects an area is cast, that area has a 50% chance to catch fire. If a ship catches fire, the other parts have a chance to catch fire as well with a 25% chance. If all parts are on fire, there is a 25% chance that the other ship catches fire. When a ship is on fire it takes 11 (2d10) fire damage on its part(s) that is burning. The flames can be extinguished by making a successful DC 15 Dexterity check or Wisdom (Survival) check as an action, by using water buckets or blankets. On the other hand, experienced vikingar fighting on the seas know the dangers of fire. Thus, Ari the Seer and Sorcerer of *Laugr* on the enemy snekkja has prepared *counterspell* spells to counter a fire spell that would come from an enemy ship.

When Rebirth comes to the side of the enemy ship, the crew throws boarding hooks and pulls the ship near. At this time, crews from both sides attack each other and the party rolls for initiative (if haven't before) to go for the enemy captain and its personal retinue.

PCs Encounter

4	1 sorcerer of laugr, 1 skipan captain
5	1 sorcerer of laugr, 1 skipan captain, 2 skipans
6	1 sorcerer of laugr, 1 skipan captain, 4 skipans

COMBAT TACTICS

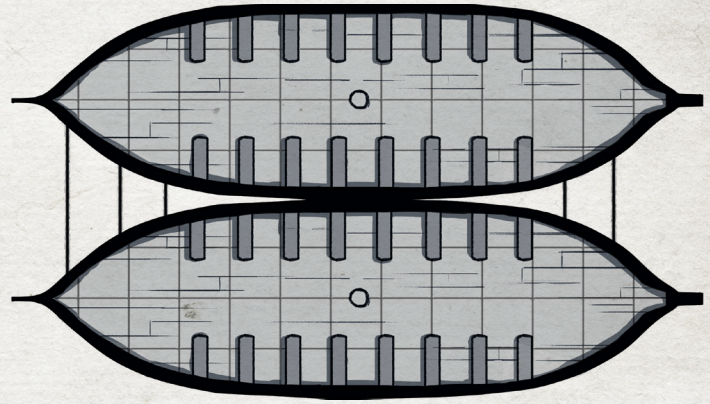
Longships are often embarked with skipans, warrior sea crew. Longships battle each other by crews boarding each other's ships and use the hooked ships as a battleground on the sea. They try to have an edge against their opponents by making ranged attacks right before the boarding.

Right before the Rebirth boards the ship and the warband attacks, skipans will try to hit them with Svillander javelins. You can treat this volley as an area of effect which deals 14 (4d6) piercing damage on a failed DC 13 Dexterity saving throw (the crew has half cover thanks to the shield slots of the Rebirth).

The crew has a chance to make a ranged attack against them at this moment as well, opponents in the characters' encounter must also make a Dexterity saving throw against the volley coming from Rebirth's crew, they too have shield slots.

When the crews get into melee, the rest of the crew will try to overcome enemy crew, which has equal numbers with the crew.

The party sees an opportunity to bring down the captain, the sorcerer, and a few skipan (if any) while the crew is busy with the bulk of the enemy.



SUGGESTED NARRATIVE

The warband and the enemy crew will fight in lines trying to push through. The characters will see an opening where they can hunt the captain and the sorcerer of the enemy. While the characters' encounter is going on, you can occasionally mention how the rest of the crew is doing on their battle line, parallel to the degree of success of the characters.

Additionally, you can use the following narrations:

d4 Narration

- A crew member is seen wounded and will need treatment after the encounter.
- A crew member from the warband is seen bashing a shield on an enemy crew member's head over and over while screaming wildly
- A thrown javelin hits an enemy is not a part of the party's encounter, making it fly and bump onto one of the edges or into the sea.
- A crew member (possibly Frigg) from the warband is seen beheading an opponent. If it is Frigg, she also shouts "For Ullr!".

SUGGESTED BATTLE EVENTS

d6 Battle Event

- A rogue wave washes over the ships. Everyone must succeed on a DC 15 Strength saving throw or fall prone, if a creature is adjacent to one of the edges, it also must succeed on a DC 13 Dexterity saving throw or fall into the sea.
- A sudden wave makes two ships bump into each other. Everyone must make a DC 13 Strength saving throw or fall prone.
- Enemy captain makes a warcry, the skipan captain and the skipan(s) the party is fighting with have advantage on their attack rolls until the end of their next turns.
- The tack of one of the ships' sail swings wildly, anyone adjacent to it must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) bludgeoning damage and fall prone.
- A random javelin flies towards one of the characters at random (see Skipan).

6

Eidunn makes a warcry, all the party members have advantage on their attack rolls until the end of their next turns.

SKIPAN CAPTAIN

Medium humanoid (Mithal), any alignment

Armor Class 16 (Light Hide and Shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	14 (+2)	14 (+2)	10 (0)	12 (+1)	10(0)

Skills Acrobatics +4, Athletics +6, Perception +3

Senses passive Perception 13

Languages Austris (common), Mithal

Challenge 3 (700 XP)

Skipan Tactics. The skipan captain deals an additional 2 (1d4) of its weapon's damage against a creature if at least one of the skipan's allies is within 5 feet of it and the ally isn't incapacitated.

ACTIONS

Multiattack. The skipan captain makes two attacks with its battleaxe.

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

SKIPAN

Medium humanoid (Mithal), any alignment

Armor Class 14 (Studded Leather)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	14 (+2)	12 (+1)	10 (0)	12 (+1)	10(0)

Skills Acrobatics +5, Athletics +4

Senses passive Perception 11

Languages Austris (common), Mithal

Challenge 1 (200 XP)

Skipan Tactics. The skipan deals an additional 2 (1d4) of its weapon's damage against a creature if at least one of the skipan's allies is within 5 feet of it and the ally isn't incapacitated.

ACTIONS

Multiattack. The skipan makes two attacks with its spear.

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Svilland Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., range 30/120, one target. *Hit:* 7 (1d10 + 2) piercing damage.

SORCERER OF LAUGR

Medium humanoid (Mithal), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft., Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	15 (+2)	14 (+2)	10 (0)	12 (+1)	16(+3)

Skills Arcana +3, Acrobatics +4

Senses passive Perception 11

Languages Austris (common), Mithal

Challenge 3 (700 XP)

Spellcasting. The sorcerer is a 5th-level spellcaster. Its spell-

casting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The sorcerer has the following sorcerer spells prepared:

Cantrips (at will): *acid splash*, *fire bolt*, *light*, *ray of frost*, *shocking grasp*

1st level (3 slots*): *mage armor*, *thunderwave*

2nd level (3 slots): *gust of wind*, *scorching ray*

3rd level (2 slots): *counterspell*, *mass healing word*

* The sorcerer starts the encounter with mage armor cast.

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

AFTERMATH

As it is tradition with vikingar ships, the crew of the enemy ship has their sea chests on the ship. The party can search them for valuables and roll for treasure.

Although the crew manages to bring down one scout ship, at least one other still makes it to the horizon and vanishes. At this point, it is obvious that scouts will inform any warbands on the shore about the coming of raiders.

Luckily, the party members can have their own intelligence as well: After the encounter, one of the enemy crew members remains alive but unconscious. If the party interrogates it or casts *Speak with Dead* to a dead foe, although the scouts don't know the numbers, they can hint at the party that there will be arrow salvos while they disembark from their ship and assault along the shore.

COAST PAINTED RED

The moon behind the clouds is lighting the night. The lookout locates an almighty mountain, which was a mentioned indicator of getting closer to the shores. As ships get closer, raiders see rocky shores of the Sea Shield region. The waves are swashing on the rocks and no movement beside some crows could be seen.

Some ships from the rest of the raid are already seen landing on the shores, their warbands fighting in beaches far. There are glimpses of crimson red on the sands, accompanied by shouts and warcries which all hint to a bloody melee.

ENCOUNTER: ASSAULT ON THE SHORE

At this point, a successful DC 15 Wisdom (Perception) check makes the characters see there are some unnatural movements on the coast they are about to disembark. When they get near, with a DC 13 Wisdom (Perception) check, they can see soldiers hiding behind the giant rocks on the shore.

It seems that Alsvartr soldiers have obtained the information of an upcoming raid through scout boats (that managed to escape) and have just enough time to set some troops on the shores.

SHIELDS UP!

While the warband is disembarking on the shore, Eidunn asks them to take shields from the shield slots.

When they are on the shore, she asks them to raise shields to a shield wall. All the crew gathers together, protecting the front with the shields. If a character does not have a shield ready, it won't benefit from the shield wall.

The warband moves forward for 3 rounds with a speed of 15 feet on each round. On each round, they take a salvo of arrows and javelins. Against these salvos, a character must succeed on a DC 13 Dexterity saving throw or take 14 (4d6) piercing damage. Those under the shield wall have advantage on their saving throws against this salvo.

At the end of the 3rd round, Eidunn shouts the shield wall to open, ordering the party to charge on the left flank and the rest of the crew to charge to the right.



PCs Encounter

4	4 Alsvatr soldiers, 1 Alsvatr captain
5	6 Alsvatr soldiers, 1 Alsvatr captain
6	8 Alsvatr soldiers, 1 Alsvatr captain

COMBAT TACTICS

As they are trained, the soldiers will try to hold a line, benefiting from their troop tactics. They will also try to flank the characters.

If they take a hit from an area of effect, they may get separated to prevent casualties. If a soldier has the initiative before the characters and is not already in melee, the soldier would throw javelins.

They can also use the rocks to their advantage, possibly having a portion of cover against ranged attacks from the characters.

SUGGESTED NARRATIVE

During the assault, the rest of the crew is fighting with Alsvatr soldiers on the other flank which are roughly equal in numbers. While the characters are overcoming the soldiers in their encounter, you can mention that the crew is being victorious in their flank as well. Additionally, you can use the following narrations:

d4 Narration

- 1 Shouts and cries are heard from a nearby shore. It seems that one of the warbands is taking a hit from the enemy.
- 2 A member of the crew takes a hit from the enemy and is wounded.
- 3 A member of the crew kills an enemy heroically or brutally.
- 4 Shouts and cheers are heard from a nearby shore. It seems that one of the other warbands routed the enemy.

SUGGESTED BATTLE EVENTS

d6 Battle Event

- 1 A wounded Alsvatr soldier with 18 (4d8) hit points runs towards the encounter and unwillingly becomes a part of it.
- 2 A javelin from a random location shoots towards a character (see Alsvatr soldier).
- 3 A dying Alsvatr soldier stumbles toward the encounter, attempts one last attack to a character and then gives its last breath.
- 4 A crew member comes to the aid of a dying character (if any) and stabilizes it, or it tosses a healing decoction that makes a character regain 2d4 hit points if consumed.
- 5 A javelin from a random location shoots towards a soldier the party is fighting against.
- 6 A wounded Alsvatr soldier with less than 20 hit points runs away from the encounter.



ALSVARTR CAPTAIN

Medium humanoid (Mithal), any alignment

Armor Class 16 (chain hauberk)

Hit Points 52 (8d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	12 (+1)	16 (+3)	11(0)	14 (+2)	12(+1)

Saving Throws Strength +5, Dexterity +3

Skills Athletics +4

Senses passive perception 12

Languages Austris (common), Mithal

Challenge 2 (450 XP)

Furious Swings. If the Alsvatr captain makes two successful melee weapon attacks to a creature, it adds 2 (1d4) to its second attack's damage.

ACTIONS

Multiattack. The Alsvatr captain makes two melee attacks with its Svillander axe. Or the Alsvatr captain makes two ranged attacks with its longbow.

Svillander Axe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage and the Alsvatr captain can choose to attack recklessly before making its attack roll, subtracting 2 (1d4) from its attack roll and adding 2 (1d4) to its weapon's damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

ALSVARTR SOLDIER

Medium humanoid (Mithal), any alignment

Armor Class 14 (Studded Leather)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	14 (+2)	12 (+1)	10 (0)	11 (0)	10(0)

Saving Throws Strength +3, Dexterity +4

Skills Athletics +3

Senses passive perception 10

Languages Austris (common), Mithal

Challenge 1 (200 XP)

Troop Tactics. The Alsvatr soldier adds 1 to its AC if at least one of the allies is within 5 feet of the soldier and the ally isn't incapacitated.

ACTIONS

Multiattack. The Alsvatr soldier makes two melee attacks with its Svillander javelin.

Svillander Javelin. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

AFTERMATH

As raiders assault the coast, Alsvatr troops are slaughtered. Normally, it would not take long; however, the fight made warbands tired since they lost numerous friends on the way to Sea Shield.

The night is on, creatures of darkness are howling. Raiders decide to carry the deceased to the seas. Aegir and Ran would be pleased. There is a woody area near the hillside, not so far from the coast. Being tired and wounded, raiders decide to set a camp in a suitable place within it, preferably where the old camps of the Alsvatr coast guard are.

Warbands set tents and take care of the wounded: The characters regain 7 (2d4 + 2) hit points as well.

The raiders set a campfire as they thought it would not be seen by wild animals and other threats. Some crew members start to cook using the campfire. The smell of the stew is almost refreshing. Olaf stands up and sings a mourning song quietly.

Then he slowly changes the pace of his songs to reassure his friends and other raiders. Crew members listen to him while they are eating. Some of them even sing along with Olaf. Hours have passed and the wounded are taken care of. Some of the

raiders were willing to stay awake for the night's watch.

NOTE FOR DM

It is advisable for the upcoming encounter that the characters do not have enough time for a short or long rest. This is because they have to be caught unprepared and off-guard.

ENCOUNTER: SLAUGHTER IN THE NIGHT

After everyone falls asleep, a group of **Frost Arrow** (p. 53) assassins who are covered in white-furred armors sneaks into the hillside. A DC 20 Wisdom (Perception) check would reveal their whereabouts if anyone were willing to stay awake for the night watch.

If assassins perceive that they are exposed, they fire frost arrows immediately; if not, they will try and sneak into the tents and kill those who are asleep and helpless, sneak attacking the characters.

NOTE FOR DM

This encounter should inflict dread and hopelessness to the warband and the characters: It is a battle of attrition that will eventually be won by the cultists, but the characters will be saved by an outside force.

It would be ideal if the number of cultists fighting with the party is equal to the number of characters. Also, You can make additional cultists appear on the later rounds if the characters are not challenged enough, in order to maintain the mood of hopelessness.

As the encounter is planned to be lethal for the sake of the story, it would be best to move onto the climax given below if a character has failed a second death save and on its way to the third.

Even after the characters fall and are saved, you can award the XP of the cultists they have eliminated until then.

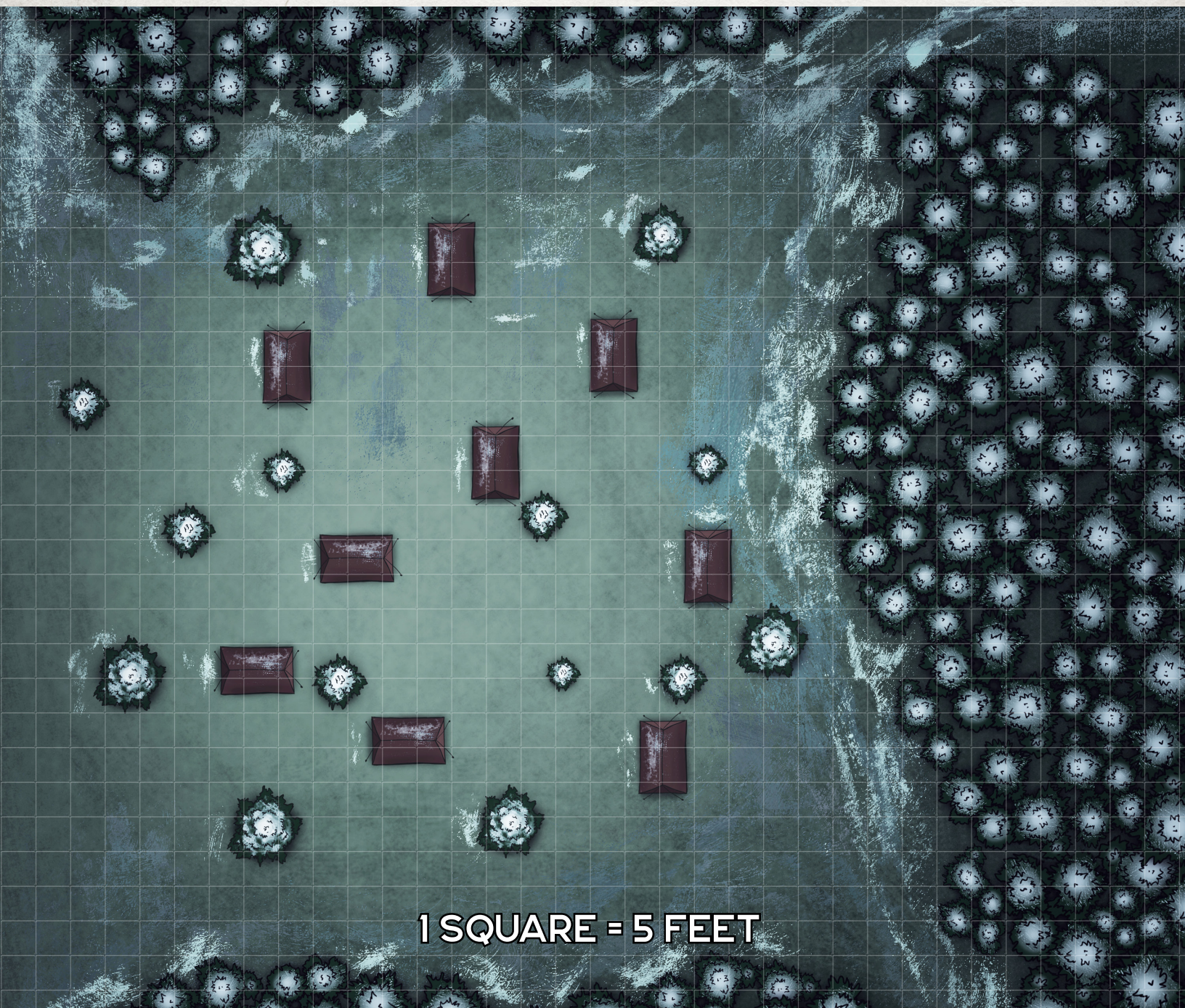
If anyone in the party does not perceive this ambush, they will realize what is going on with others' cries for help but the encounter will start as the characters being surprised.

COMBAT TACTICS

The Frost Arrow cultists will hide whenever they can to catch a target by surprise, some may even start the encounter hidden.

They will sneak through and make a sneak attack with their shortwords if possible, otherwise, they will rely on their longbows and Arrow of Fangs to bring down the characters from a distance. If they can, two cultists may also flank a character in pairs rather than each facing another character, in order to ensure their kill.

These are fanatic cultists, so they don't fear death. They will try to inflict as much harm as possible before they are slain.



1 SQUARE = 5 FEET

SUGGESTED NARRATIVE

It is dark and cultists are everywhere. The rest of the crew is in a bad condition and they are not always seen due to chaos. The crew is fighting a losing battle. You can narrate the environment with the following:

d4 Narration

- 1 A member of the warband is slaughtered like a hopeless prey.
- 2 A member of the warband is killed dramatically.
- 3 A member of the warband dies heroically.
- 4 Cries of raiders and laughter of cultists from somewhere can be heard.

SUGGESTED BATTLE EVENTS

d6 Battle Event

- 1 A random frost arrow flies to a PC from somewhere.
- 2 A tree falls on top of a PC, it must succeed on a DC 13 Dexterity saving throw or is struck, taking 11 (2d10) bludgeoning damage and falling prone.
- 3 A tree falls on top of a cultist, it must succeed on a DC 13 Dexterity saving throw or is struck, taking 11 (2d10) bludgeoning damage and falling prone.
- 4 A warband member or a cultist bumps into a character while running by, the character must succeed on a contested Strength check or shoved 5 feet and falls prone.
- 5 A warband member shouts for aid, a PC can decide to help.
- 6 A staggered and wounded cultist with 10 (3d6) hit points comes within reach into the encounter, a character nearby can decide to make an opportunity attack against it.

THE CLIMAX

It seems that Frost Arrow cultists are using the same arrows with the traitors who attacked during the sacrifice rituals; they are made of frost and fang. The fight is brutal, each and every member of the raiders are doomed.

During the most desperate moment of the battle, when everyone around the party is slowly fading, there shines a bright, purple and blue light from the other side of the hill. A moment later, phantom arrows adorn the black sky, turning it into the most beautiful tones of blue and purple.

While arrows are flying over the woods, cavalry with phantom steeds and phantom blades at hand charge towards the battlefield. Riders are wearing fine light blue robes, and their weapons are glowing with the same colors as their arrows.

AFTERMATH

A number of riders take our party members and flee the scene, bringing them into the woods. It is suggested that you move on to this scene when the party members are fighting with frost arrow cultists and when they are near death.

There is no one from the warband left as other crew members were murdered during the ambush. If someone asks where they are taken, riders will reply, "*Helga will answer all of your questions, be patient, please.*"

If some party members have fallen unconscious during the combat, they will wake up with 1 HP when they reach the sacred woods of the Oath of the Phantom Queen.

CHAPTER 3: FANG OF FENRIR

Phantom cavalry are riding faster than any common horse can gallop. After a while, phantom horses stop at the side of a small lake and an ancient tree near it. The place is illuminated by torch lights. There are people who have formed a circle around the tree.

These strange folk are wearing the same colors with the Phantom cavalry and are praying with closed eyes. One woman senses the presence of the newcomers and turns behind to look. The lady has chestnut hair that comes to her shoulder, green eyes that resemble the woods they are in. Her distinct cheekbone and jawline makes her face quite characteristic. It is hard to tell that she is beautiful, but she looks elegant in her silver-colored robe.

The lady greets the party with her head in a suitable manner with a look on her face indicating that she really wants to meet our party.

"I am Helga. Welcome to our humble, sacred woods. We were in the middle of a prayer for lost and alone ones. Allow me to finish it. Meanwhile, please take a seat and let my friends look at your wounds, you seem a bit... faint, I suppose." and goes back to her previous place.



While Helga continues on her ritual, some people around the lake come to tend the characters. They can heal the characters, making them regain 14 (2d8 +5) hit points. While cult members continue the healing process Helga continues:

"Oh, my dear lady, we salute thee with our most sincere and desperate thoughts.

I cry for the lost and alone. May you bless them and give them a path. Shine through them as you once did for me. Put them under your protection for thou are the keeper of the wanderers of this woods.

Make the destiny of your forest's visitors shiny and bright as you showed me what awaits them. Give your blessing to them. They are your guests since everything in this sacred temple is yours.

When it comes to our foes... Well, make our blades phantom and keen, so that we shall honor you. May thy name be the last thing we hear and take us, your humble followers, to thee."

After Helga is finished, she turns to our party, she has an air like she knows everything but behaves as if she still has too much to learn. She sits with them, and softly speaks:

"I see you are feeling better. Welcome again, friends. I sense you have so many questions yet to be answered. Allow me to share my visions that our beloved spirit-lady, Phantom Queen, showed me. After that, I would answer any further questions if my little knowledge comprehends them.

"In my visions, there was some evil lurking beneath the mountains. A cult, if you will. They mine a fang, yet it is not a fang of a mortal. It belongs to He Who Dwells in the Marshes, who will break his chain when Ragnarök comes.

"These wolf-spawns forge weapons from Fenrir's teeth and share them with the Frost Arrows. I suppose you have encountered along the way several times with their arrows. The lady showed me that you were in grave danger. She commanded me to save your lives, which I did.

"Now she asks you to destroy this fang of evil, with her help. Or, we, Svillanders, will face a massive calamity. She added that you will be granted a treasure worthy for your initial quest. I will give you detailed information early in the morning."

Helga approaches the party as much as friendly as she can, but she is aware of the importance of the task at hand. Therefore, she will reply to the questions coming from the characters with a serious attitude.

If the help which will be coming from the Phantom Queen is asked, Helga will answer as: *"She will grant her light into you and bless your blade and strengthen them."*

Helga will not answer questions related to the upcoming quest because she said she will give detailed information later on.

After the questions are answered, and the party took their newest quest, Helga will lead them to several tents prepared for them as if it was known that they were coming. She wishes them good night: *"Good night, dear travelers. Rest well, for tomorrow will be a long day for us all. Also, may our lady be seen to you in your very dreams."*

PLEASANT DREAMS

The characters have beautiful dreams that they cannot remember upon wake, however, they will feel most peaceful in the morning. A member of the Oath of the Phantom Queen wakes the characters up and invites them for breakfast.

Some groups of people are eating and talking to each other. Helga confronts the party, and she mentions that she will mention the details while they eat. As soon as the characters have something to eat, Helga starts talking:

"I do not know why you were here to raid. However, I trust my visions that my lady sent. I believe we have a quest in common. If you believe so, let me give you further details."

If the warband is willing to cooperate she continues.

"There is a cave called Treacherous Burrows. I'll give you a map which points to the cave. It is a hiding spot for criminals. Lady informed me that there is a passage in the burrow, and it leads to a series of caves, eventually leading to the artifact we seek to abolish.

The den happens to be at the mountainside looking at this woods. It is the opposite side of the place where my riders first met you. You are expected to go there, reach the caves, and destroy the evil remnant. As for the most enjoyable part, our lady has granted you the ability which our worthy initiates possess. Allow me to illustrate."

She grabs her dagger and whispers a command word. All of a sudden, the steel becomes a magical force glowing with Phantom Queen's colors.

"You shall be able to do the same; yet, beware, you could use this blessing once a sunset. My lady showed me that you will destroy "the fang" using phantom weapons. It may be essential that you destroy the relic with phantom weapons, otherwise it might not get injured, I am afraid. You are not alone in your quest, remember that. Please give me your weapons so that I can enchant them."

PHANTOM WEAPON

Activating Time: 1 bonus action

Components: V

Duration: 1 minute

Your weapon at hand glows blue and purple with pure magic and the blessing of the Phantom Queen. Your attacks with the chosen weapon deal an additional 1d8 force damage.

This ability can be used once before renewing at dusk.

Helga takes the character's weapons and gives them to a runewalker. After the runewalker carved some runes on the weapons, she takes the weapons again and goes near the sacred lake. She whispers some words. If the characters choose to listen, the characters hear the words: the Phantom Queen, bless and light...

Then she slowly sinks the weapons to the lake, she holds it underwater for some time until the water near the weapons blooms with light. She takes them back to whom they belong.

While giving their weapons back, Helga will continue to speak with the characters adding what to expect:

"Fenrir's most revered cultists are werevargr, beasts that are tougher than us mortals. Yet they have a weakness against silver. I can also provide you weapons that are forged from silver to fight against them effectively."

Helga then replaces any weapons the characters offer with a silvered version. She cannot replace magical weapons with silvered magical weapons.

If the party asks for the aid of the Oath, Helga could only provide the weapons but no warriors. She says:

"The cultists of Fenrir know our smell from miles, they know when we are near and thus can call for reinforcements. I can provide you these weapons to overcome them, but you must do this by yourself. In the meanwhile, I will search the coast and the woods for any more of your raiders and try to rescue them. Apart from Svilland's future, I believe this can fulfill my part of the deal?"

Then, the party will continue their journey through the forest to the cold of Svilland, until the Treacherous Burrows. When they come near their destination, there will be an unpleasant surprise waiting for them.

ENCOUNTER: AMBUSH IN THE WOOD

Some Frost Arrow cultists (p. 53, equal to the number of characters) lay an ambush on the road to the Burrow so that they could ensure that no one could prevent Fangs of Fenrir from its purpose. The ambush can be located with a successful DC 18 Wisdom (Perception) check. If the characters see the trap, roll initiative. If not, there will be a surprise attack made by the cultists first.

COMBAT TACTICS

The Frost Arrow cultists, as usual, will try to use the trees for hiding and covering while shooting arrows from a distance or sneaking close for sneak attacks if possible. Rather than getting on the characters one by one, they will try to flank those who stray far from the party, benefiting from their sneak attack while doing so.

You can use the battle map on the next page (p. 33).

AFTERMATH

Frost Arrow cultists are known for their fanaticism and fearlessness for death (probably because their fate can be much worse than a quick death if they fail and go back). If the characters try to stabilize a dying cultist, or try to cast speak with dead spell on one, the cultist rots instantly, preventing them from gaining any information.

Things are calm after the ambush, and the characters see no more resistance on their way to Treacherous Burrows. A successful DC 13 Wisdom (Survival) check reveals that the

only tracks around the vicinity belonged to these cultists, so it is now safe. A successful DC 15 Wisdom (Perception) check reveals no sounds of possible hostiles in the wood are present afterward: The wood is a calm resting place after the encounter.

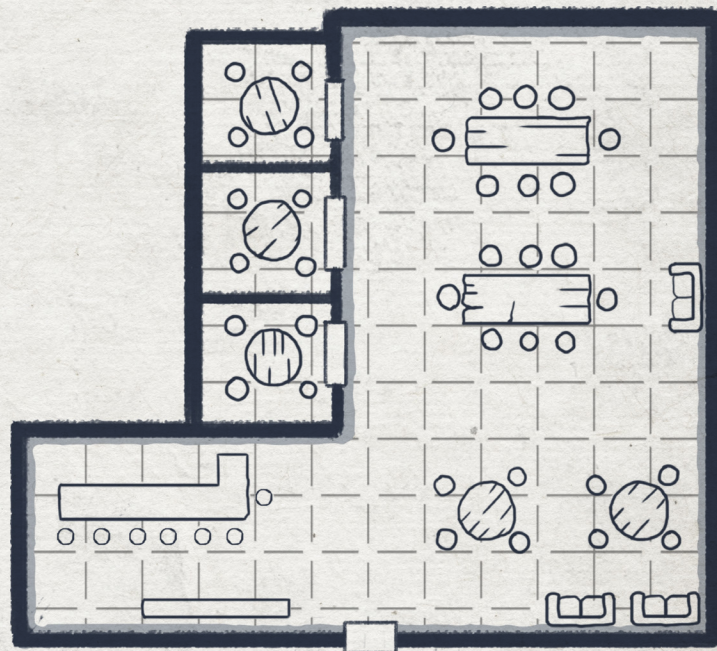
After the wood, the road takes three hours or so until the cliff, where the characters will find the waterfall that shrouds the entrance of Treacherous Burrows.

TREACHEROUS BURROWS

The entrance to the Burrow is behind a waterfall near a cliff; therefore, the characters need to succeed on a DC 15 Wisdom (Perception) or a DC 13 Intelligence (Investigation) check when they arrive at the spotted location on their map to locate it.

When they locate the entrance, they can enter without any interference. However, when they come to the Treacherous Burrow, they will be the focus of many scorning eyes.

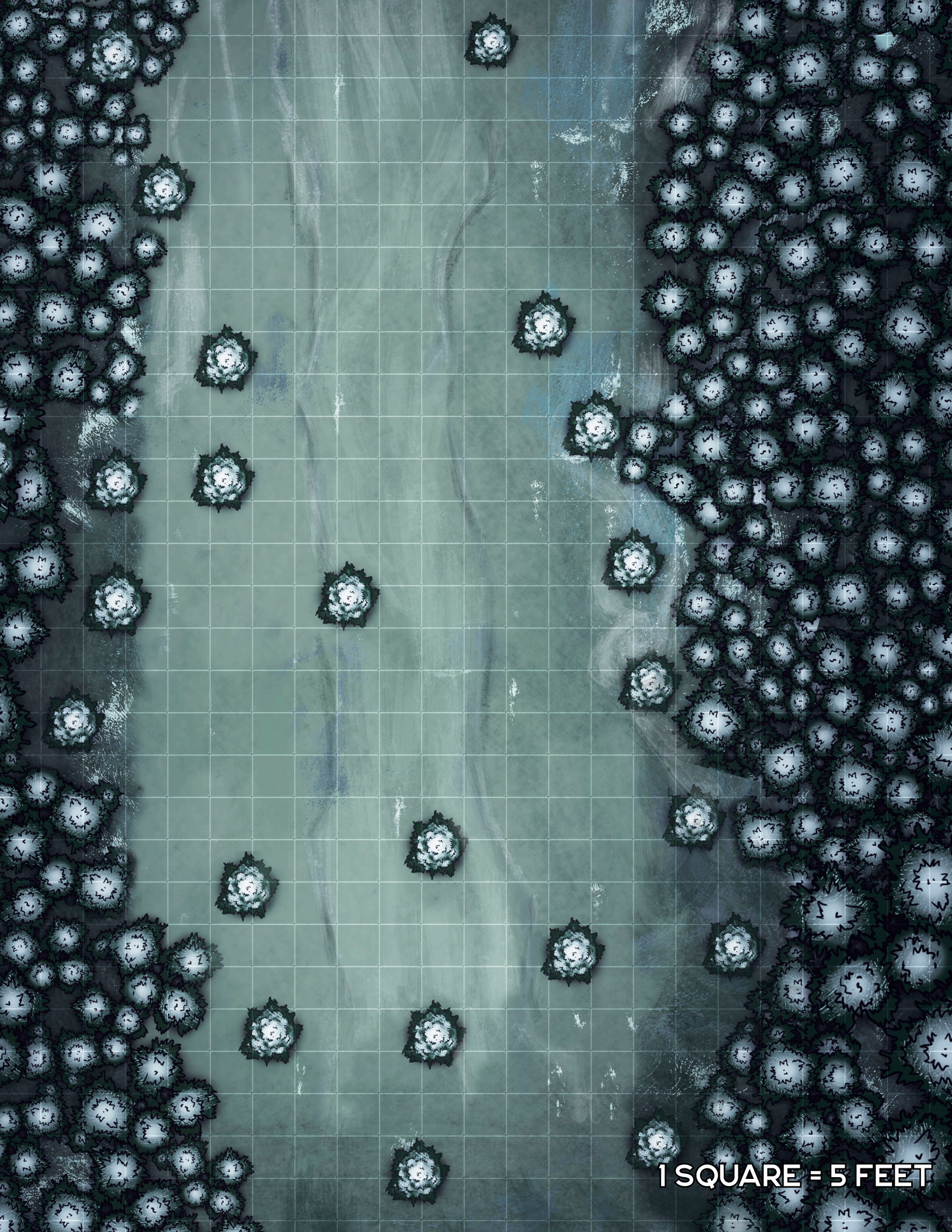
There are some heads of local gangs with their retinue. It seems that the entrance is decorated as a tavern. There is an innkeeper behind the bar, and there are some tables full of filthy customers.



THE INNKEEPER: SHADY ASGER

He is skinny, tall, and has greasy black hair with dark eyes. He owns the tavern, and he is the reason this burrow is a hideout for criminals. For him, anyone could come and be served here; yet, he would not give the secrets of regular customers at any cost. That is why criminals tend to like Shady and trust him.

Therefore, the characters will be served if they want anything, but they cannot learn the passage to the cave from Shady. If the characters push too hard, Shady Asger could want them to leave the place.



1 SQUARE = 5 FEET

BOUNCER: BJÖRN

He has long brown hair and a long beard. There is a greataxe on his back, he looks like he could use it without sweating a single drop. Also, he seems willing to use it at any time. Björn is aggressive and not very willing to talk to strangers.

BJÖRN

Medium humanoid, chaotic neutral

Armor Class 15 (heavy hide)

Hit Points 76 (9d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	12 (+1)	18 (+4)	9(-1)	11 (0)	9(-1)

Saving Throws Strength +7, Constitution +6

Senses passive Perception 10

Languages Austris (common), Mithal

Challenge 4 (1,100 XP)

Reckless. At the start of his turn, Björn can choose to gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

ACTIONS

Multiattack. Björn makes two melee attacks with his great-axe.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage.

Constrict. Björn attempts to grapple a creature by making a Strength (Athletics) check. If successful, the creature is restrained and takes 23 (4d8 + 5) bludgeoning damage at the start of each one of Björn's turns it remains grappled. While constricting someone, Björn cannot attack another creature.

SLAVER HARALD

Medium humanoid, chaotic evil

Armor Class 16 (studded leather)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(0)	18 (+4)	14 (+2)	10(0)	14 (+2)	12(+1)

Saving Throws Dexterity +6, Wisdom +4

Skills Deception +3, Perception +4, Stealth +6

Senses passive Perception 10

Languages Austris (common), Mithal

Challenge 4 (1,100 XP)

Improved Initiative. Harald relies on his wits and element of surprise. He adds 4 to its initiative rolls.

Surprise Attacks. Harald is quick to act once he has the initiative. At the first round of combat on his turn, Harald makes a weapon attack to up to 4 creatures within 30 feet of him who haven't yet played their turns. He has advantage on these attacks.

Sneak Attack. Once per turn, Harald can deal an extra 10 (3d6) damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or a ranged weapon.

ACTIONS

Multiattack. Harald makes three attacks in any combination with its saex and handaxe.

Saex. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage

Handaxe. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

SLAVER HARALD

Harald wears fine leather armor with silver embroideries. He is bald and has no beard. He distributes slaves for the usage of the Fangs of Fenrir. He knows the location of the secret tunnels.

He sits at the very corner of the tavern, seems like playing a card game with his gang, who are two vikingar. If being asked, at first, he will deny that he knows such events. He will not tolerate being questioned by strangers insistently. Then, he will act to his swords quickly, and the guard Björn will join the combat.

If he is defeated, but not dead, the characters could learn the location from himself. If he is gone, the innkeeper will tell the location just to make sure that no more damage will be done to his tavern.

CUTTHROAT ASTRID

She sits at the very center of the tavern and plays liar's dice with some of her friends. She is a little short. She wears black robes, has short brown hair and blue eyes. She's a fine smuggler. She does not get along with Harald as she, too, wanted to sell slaves to the cult. The characters will not learn this motive, at least from herself.

She offers a game of liar's dice* in which she'll put the knowledge of the secret cave system's whereabouts to the table. She will want something valuable for exchange. If the characters choose to attack her, Björn sides with Astrid as well.

* You can compare the results of 1d100s rolled by the characters and Astrid if you do not want to play the game. Otherwise, the game rules are explained in the Handouts section.

CUTTHROAT ASTRID

Medium humanoid (Kuning), neutral evil

Armor Class 13 (16 With Barkskin)

Hit Points 37 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(0)	16 (+3)	16 (+3)	12(+1)	18 (+4)	12(+1)

Saving Throws Constitution +5, Wisdom +6

Skills Nature +3, Perception +6, Survival +6, Sleight of Hand +5

Senses passive Perception 16

Languages Austris (common), Kun, Mithal

Challenge 3 (700 XP)

Spellcasting. Astrid is a 5th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She has the following seidr spells prepared:

Cantrips (at will): *animal friendship, guidance, poison spray*

1st level (4 slots): *charm person, cure wounds, entangle, faerie fire*

2nd level (3 slots): *scorching ray, moonbeam, owner of the spirits*

3rd level (2 slots): *gaseous form, word of Surtr*

ACTIONS

Saex. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) piercing damage

SIGVID

Medium humanoid (Vestri), lawful neutral

Armor Class 14 (ringmail)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	11 (0)	14 (+2)	11(0)	11(0)	15(+2)

Saving Throws Wisdom +2, Constitution +4

Skills Athletics +5, Intimidation +4

Senses passive Perception 10

Languages Austris (common), Mithal

Challenge 3 (700 XP)

Brave. Sigvid has advantage on saving throws against being frightened.

ACTIONS

Multiattack. Sigvid makes two melee attacks with his greatsword.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Armor Spikes. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage. On a successful attack, Sigvid can also try to grapple the target creature by making a Strength (Athletics) check. While a creature is grappled, it takes 5 (1d4 + 3) piercing damage at the start of each one of Sigvid's turns.

REACTIONS

Parry. Sigvid adds 2 to its AC against one melee attack that would hit it. To do so, he must see the attacker and be wielding a melee weapon.

SIGVID THE MERCENARY

He is tall and looking vicious with his big beards and long blonde hair. He wears a black spiked ringmail armor. He owns a mercenary group. Sigvid is currently drinking beer with two of his fellow mercenaries which are vikingar.

If the characters ask him about the location of the fang. He will say that he rather prefers not to be a part of this. He can be bribed, 20 gold pieces would suffice, a successful DC 13 Charisma (Persuasion) check can bring the price down to 10 gold pieces through a bargain.

However, if the characters bribe him while whispering, Slaver Harald will roll a DC 20 Wisdom (Perception) check. If the characters do not bother whispering while asking about the place they seek, Slaver Harald will roll a DC 13 Wisdom (Perception) check.

If he hears the conversation, Slaver Harald attacks with his gang members. There will be a fight between two sides: Sigvid, his mercenaries and the characters versus Harald, his gang and Björn.

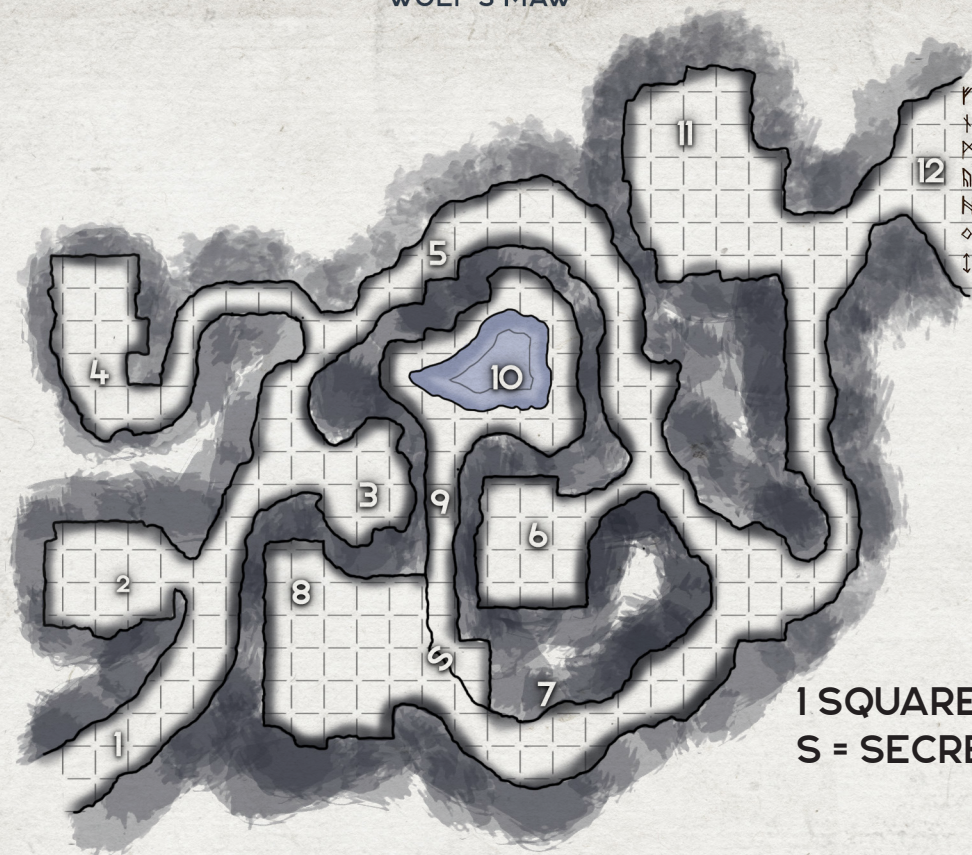
If Harald is defeated, but not dead, the characters could learn the location from himself. If he is dead, Sigvid takes the bribe and gives the information.

UNDER THE MOUNTAIN

It is a half-day walk through Treacherous Burrows from the tavern, after that, the burrow opens to a mountain path. From this path, it takes 1.5 days to reach the entrance of the cave complex where the cult is located. As a dungeon Master, you can create encounters for your PCs by using Svilland Campaign Setting for those 2 days long journey.

The entrance to the cave complex is from the trap door located in the south-east cave-room. The trap door is hidden beneath a bedroll (optional: You can put a trap that could be disarmed with a DC 15 Dexterity check).

There is a ladder entering the tunnel. It is a natural one with steps carved into the stone. There is not enough light at its end. The surrounding rocks are moist and it makes the air harder to breathe. The tunnel feels like it goes on however the ahead is in total darkness.



1 SQUARE = 5 FEET
S = SECRET PATH

As a Dungeon Master, you should know the following details about the cave complex;

Dark Corridors. The complex's rooms and corridors are created through the mountain soil and the caves are supported by amateur wooden beams. The cultists of Fenrir in the dungeon carry torches as the caves are dark and there is no other light source.

Support Beams. The 5 and 10-foot-wide corridors throughout the dungeon have 6-foot-high ceilings, while the rooms have 8-foot-high ceilings, often supported with wooden beams. There are generally 4 beams in a room. Each beam is a large object with AC 14, 12 hit points, and immunity to poison and psychic damage. Destroying all the beams in an area can make the roof collapse by a 50 percent chance. In such a case, the creatures under the roof must succeed on a DC 15 Dexterity saving throw. A creature takes 26 (4d12) bludgeoning damage on a failed save, or half as much damage on a successful one. After collapsing, the area becomes a difficult terrain.

Foul Stench. The cave complex carries a foul stench of rotten blood and bodies.

1. END OF THE DARK TUNNEL

At the end of the dark tunnel, two claws of Fenrir guard the gate of the cave complex all the time. If characters succeed on a DC 13 Wisdom (Perception) check, they can hear the dialogues of these two claws. The characters may hear dialogues like, "I felt the rage in me in the last full moon. I will make masters know of this." or "I am waiting for the day I will become a werevargr impatiently".

4 more claws of Fenrir and a fang of Fenrir (p.54) rest in area 2. If engaged, the claws in area 1 will call for help. However, there are constant screams coming from the deeper parts of

the cave complex. So, the cultists in area 2 have to succeed on a DC 19 Wisdom (Perception) check to hear the call and move to area 1.

Important Possessions: Other than its weapon, the fang in area 2 carries a key made of iron and bone by which the door at area 5 can be opened.

CLAW OF FENRIR

Medium humanoid, chaotic evil

Armor Class 13 (leather armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	12 (+1)	16 (+3)	11(0)	11(0)	10(0)

Skills Athletics +4, Religion +2

Senses passive Perception 10

Languages Austris (common), Mithal

Challenge 1/2 (100 XP)

Dark Devotion. The claw of Fenrir has advantage on saving throws against being charmed or frightened.

ACTIONS

Greatsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

2. GUARD BARRACKS & ARMORY

This place is the living room of the cult members. When the characters reach the complex, four claws of Fenrir and one fang of Fenrir are present here. There are bedrolls, wooden bowls, a table, six chairs, adventuring bags and an armory.

Adventuring bags contain 3 gold, 54 silver, and 67 copper pieces as well as 4 *potions of healing*. Also, 3 nonmagical weapons and 4 nonmagical armor can be found in the armory.

3. FOOD STORAGE

This room is the place where the cult stocks their food. Although the smell in the cave complex is rotten, there is very little fresh air circulation in this room supplied through very little cracks in the walls. The characters can obtain food and water here which will be enough for three weeks.

4. PRISON

This is the place where the cultists torture people and hold them as prisoners. Right now, the place is empty except for the stench of blood, bone pieces and chains. If the characters succeed on a DC 15 Wisdom (Perception) or DC 13 Intelligence (Investigation) check to search the place, they can find the fresh footsteps going to the area 5.

5. THE LOCKED DOOR

This door is an old wooden door that can be opened by a successful DC 15 Strength check, or a DC 15 Dexterity (Thieves' Tools) check, by dealing 15 damage (it has 14 AC and immunity to poison and psychic damage), or opened with the key carried by the fang of Fenrir in area 2.

Right after the characters open the door, they witness a bruised slave in bloody and rugged clothes being attacked by 3 wolves. The wolves should be eliminated in a very very little time in which only reactions can be made.

Otherwise, the slave is killed by the wolves before the characters can take actions. If it dies, the slave screams in pain before its death, "*Save my friend! Save him before he is fed to the monster!*". If the slave lives, it says the same and runs away, praying to the gods and goddesses.

If the characters rush towards the area 11 to rescue the other slave after this encounter, they will hear screams on the way. However, if they don't, the screams will end after a while.

6. SLAVER'S ROOM

This cave is the personal room of the slaver of this complex. It is a fang of Fenrir (p.54) and is responsible for punishing the slaves, especially the ones who tried to escape. However, the fang of Fenrir is in area 11 to feed the beast.

There is a bedroll, a table, a chair, and a chest placed in the room. There is no lock on the chest and the characters can find 12 gold pieces, two *potions of healing*, and a manacle in it.

7. WEB COVERED TUNNEL

This tunnel is completely covered with webs and the characters have disadvantage on their Wisdom (Perception) checks they make to see through it. Unless they use their actions to open a clear path (by slashing or burning the webs) before them each turn, the terrain is counted as difficult terrain.

There is a secret passage that can be seen with a successful DC 15 Wisdom (Perception) check. This secret passage leads to the areas 9 and 10.

If the characters choose to destroy the webs, three swarms of spiders attack them.

8. CAVE OF THE GREAT SPIDER

Two giant spiders reside in this cave. The cultists in this cave complex tried to clear the areas 7 and 8 but they have given up after they lost some cultists and slaves during the process. The cave is completely covered with webs and the area is difficult terrain. Also, the giant spiders attack any intruders immediately.

There are items in the cave left of the dead cultists and slaves. The characters can find one dagger, one shortsword, one silver longsword, a silver Sviillander axe, and three *potions of healing*.

9. COLLAPSED TUNNE

This part of this secret passage has been collapsed through time but it seems like the path can be cleared with some effort. If the characters spend half an hour clearing the path, they can reach area 10.

10. SECRET LAKE

This cave's air is completely rid of the foul stench of the rest of the complex. There is a secret underground lake with purely freshwater blessed by a small Freyja shrine present in the cave. If a character drinks a flask of this water, it is refreshed just as it completed a short rest. Drinking a whole flask takes two turns.

Also, if the characters choose to rest in this cave, no one will disturb them.

11. BEAST OF FENRIR

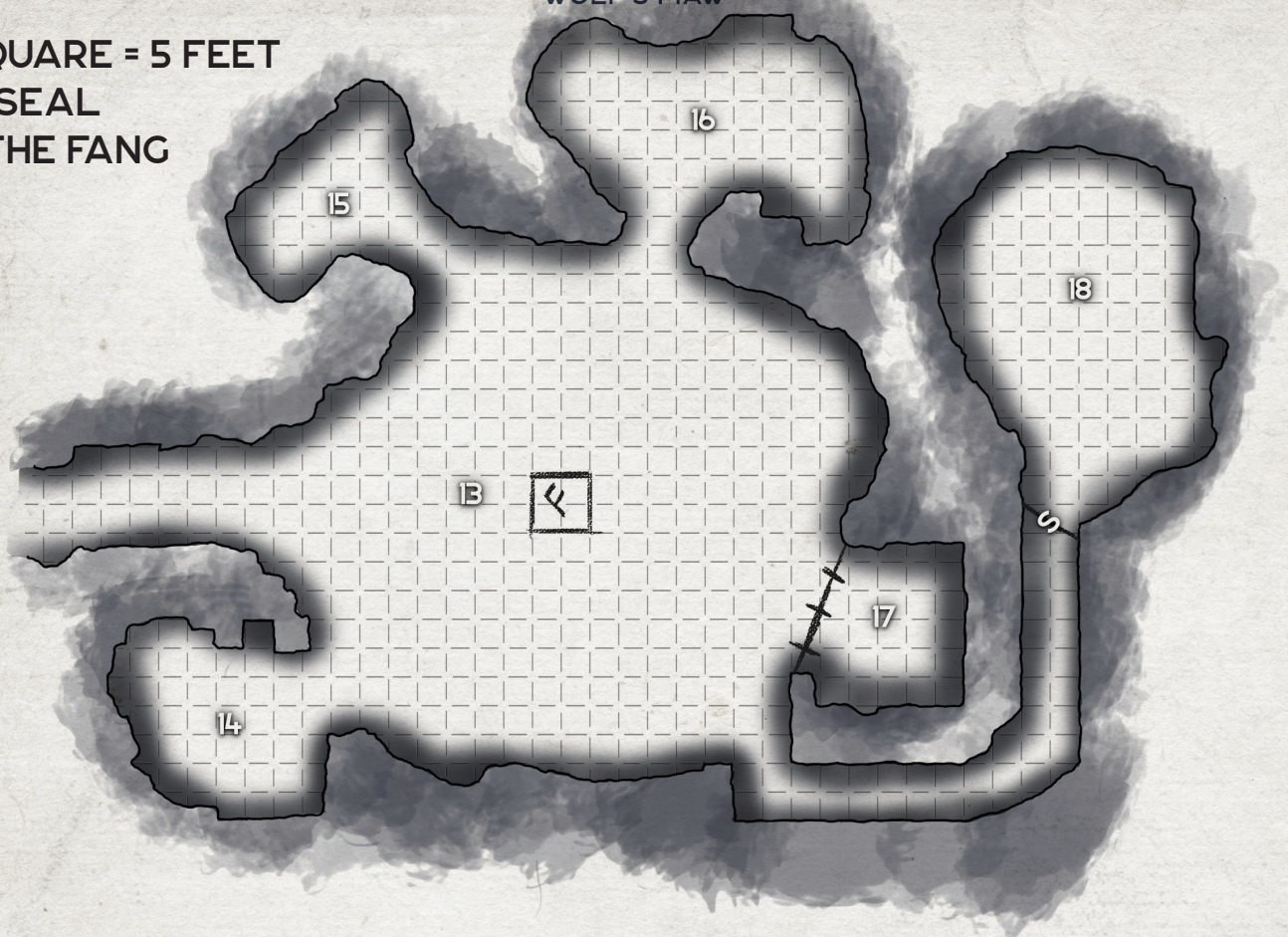
This cave is the place of the beast of Fenrir. It is a large wolf gifted with the rage of Fenrir. The beast has the ability to turn this rage into a consuming fire. There are burnt bodies and bone pieces around.

If the characters come here just after their encounter at area 5, they will see a werevargr slaver who is just about to throw a slave between the fangs of a beast of Fenrir. In other cases, they will see the slaver petting the beast while the beast is playing with the remains of the slave.

1 SQUARE = 5 FEET

S = SEAL

F= THE FANG



Both the slaver and the beast will attack any intruders without hesitation.

BEAST OF FENRIR

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	14 (+2)	16 (+3)	6(-2)	12 (+1)	5(-3)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Challenge 3 (700 XP)

Keen Hearing and Smell. The beast of Fenrir has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The beast of Fenrir has advantage on an attack roll against a creature if at least one of its allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Bite (Magical +1). *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 4 (1d8) fire damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

12. WOLVES' PASSAGE

This passage is a round, stone door that is 15 feet in diameter. It resides on the ground and is covered with both blood and carvings depicting the might of Fenrir. It is written "Only the blood of a true wolf can open the door." on it in runic language.

If the characters let the blood of a werevargr or beast of Fenrir touch the door, it is opened and a tunnel leads downside.

13. THE FANG

This is the biggest cave in the complex. It has a radius of 30 feet and its height is 90 feet long. In the middle of it, stands a fang of 10 feet radius stretching out from bottom to top. It has a divine presence as it belongs to Fenrir himself. Due to this presence, the characters feel a rage building inside them.

There are slaves around the cave, mining the fang and bringing pieces of the fang to the forge. Halfdan is the blacksmith working at the forge and stops working if and only if a battle starts.

Randolf the leader, and Stigr sit at a table, discussing the cult's activities. Randolf, Halfdan and Stigr are constantly in hybrid vargr form as they want to respect Fenrir while staying near a part of The Beast God.

When the characters show up, Randolf says, "Behold, strangers. You are standing right in front of Fenrir's Fang. You have defeated the rest which means you are worthy of Fenrir's might! I offer you

the blood of Fenrir, and I will not offer it again! Accept it and be a member of this bloodthirsty pack. Refuse it and your flesh will feed the Fenrir's pack."

If the characters accept Randolph's offer, they will be asked to leave any symbols of their former deities behind. Randolph indicates the gift of transforming into a werevargr with "the blood of Fenrir", but, there is a little problem that should be solved before bestowing the gift.

Randolf will call the characters to the table and will explain the problem, "*There is a path sealed with strange magic. It makes the spawn of Fenrir unable to enter. We believe something is hidden inside. Destroy it and disable the seal. Then you will be rewarded.*"

Although the cultists do not know what is inside, they indicate area 18 in which The Phantom Queen awaits. She was trapped because of the divine presence of the Fang.

If the characters ask if they could use weapons made from the fang, Halfdan will say that, "*We cannot give you weapons forged of the fang as the barrier also prevents their wielders. You should deal with the issue on your own.*"

If the characters ask about the reward, Stigr will say, "It is the gift of the Wolf. It makes you so mighty that even the moun-

tains tremble before you". Then, they will leave to discover what is inside area 18.

If the characters refuse the offer, there will be a battle. In this case, Randolph will call for the Alpha Vargr in area 17.

PCs Encounter

4	Randolf, Halfdan, Stigr, 2 alpha vargar, 1 wolf
5	Randolf, Halfdan, Stigr, 2 alpha vargar, 1 dire wolf
6	Randolf, Halfdan, Stigr, 2 alpha vargar, 2 dire wolves, 1 wolf

However, the slaves will help the characters as much as they can. There are 7 slaves that are *commoners*.

If the characters kill all the cultists, they will hear a calm, peaceful and noble voice of a woman, "*Come, children. I wish to speak and thank you*". This is The Phantom Queen, calling the characters to area 18.

Halfdan

He is the one who smiths the weapons. As the forge is too hot, he does not wear armor. He is bald and beardless. He is as muscular as a blacksmith could possibly be. He seems not to care about strangers and minds his business until one side starts a fight.

HALFDAN

Medium humanoid (dvergr, shapechanger), chaotic evil

Armor Class 12 (15 in werevargr form)

Hit Points 45 (6d8 + 18)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	14(+2)	17 (+3)	8(-1)	11(0)	14(+2)

Saving Throws Strength +4, Dexterity +4

Senses passive Perception 10

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons that aren't silvered

Languages Austris (common), Dvergmer, Mithal

Challenge 3 (700 XP)

Dark Devotion. Halfdan has advantage on saving throws against being charmed or frightened.

Fenrir Spawn. Halfdan's bite and claw attacks deal an additional 1d6 necrotic damage (included in the attacks).

Keen Hearing and Smell. Halfdan has an advantage on Wisdom (Perception) checks that rely on hearing or smell.

Lycanthropic Regeneration. Halfdan regains 1 hit points at the start of each one of his turns if he is not attacked by a spell, or by a weapon that is magical or silvered.

Pounce. If Halfdan 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 15 Strength saving throw or be knocked prone.

Shapechanger. Halfdan can use its action to polymorph into a werevargr (which is currently his form), or back into his true form, which is humanoid.

His statistics, other than his AC, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

ACTIONS

Multiattack. Halfdan makes two melee attacks with his greatsword of Fangs. Or he makes two attacks, one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage plus an additional 3 (1d6) necrotic damage.

Greatsword of Fangs. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage plus an additional 2 (1d4) necrotic damage as the sides of the sword are strengthened by the ancient fang.

REACTIONS

Howl of the Wolf (1/Day). Halfdan howls like a wolf, healing half of the damage he has taken by an attack (maximum 15). Also, the creatures that heard the Howl of the Wolf should succeed on a DC 13 Wisdom saving throw or be frightened for 1d6 rounds.

Randolf

Head of the cultists dealing with the mining of the artifact. He is tall, mighty, and a little aged. He's got black hair and a tangled beard. Wears a leather armor made with wolf fur and runes carved into. (If Randolf is killed, a piece of torn blue clothing is found in his pocket. The texture resembles that of Helga's robe and it has a magical feeling to it.)



RANDOLF

RANDOLF

Medium humanoid (Austri, shapechanger), chaotic evil

Armor Class 14 (17 in werevargr form)

Hit Points 75 (10d8 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	18(+4)	16 (+3)	12(+1)	14(+2)	17(+3)

Saving Throws Strength +6, Dexterity +6

Senses passive Perception 12

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons that aren't silvered

Languages Austris (common), Mithal

Challenge 4 (1,100 XP)

Dark Devotion. Randolf has advantage on saving throws against being charmed or frightened.

Fenrir Spawn. Randolf's bite and claw attacks deal an additional 1d6 necrotic damage (included in the attacks).

Keen Hearing and Smell. Randolf has an advantage on Wisdom (Perception) checks that rely on hearing or smell.

Lycanthropic Regeneration. Randolf regains 1 hit points at the start of each one of his turns if he is not attacked by a spell, or by a weapon that is magical or silvered.

Pounce. If Randolf 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 15 Strength saving throw or be knocked prone.

Shapechanger. Randolf can use its action to polymorph into

a werevargr (which is currently his form), or back into his true form, which is humanoid.

His statistics, other than his AC, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

ACTIONS

Multiattack. Randolf makes three melee attacks, two with his saex of Fangs and one with his saex. Or he makes two melee attacks, one with his bite and one with his claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 4) piercing damage plus an additional 3 (1d6) necrotic damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 4) slashing damage plus an additional 3 (1d6) necrotic damage.

Saex of Fangs. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus an additional 2 (1d4) necrotic damage as the pointy end of the saex is strengthened by the ancient fang.

Saex. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

REACTIONS

Howl of the Wolf (1/Day). Randolf howls like a wolf, healing half of the damage he has taken by an attack (maximum 20). Also, the creatures that heard the Howl of the Wolf should succeed on a DC 14 Wisdom saving throw or be frightened for 1d6 rounds.

Stigr

She has ginger and very long hair along with brown eyes and a gigantic scar on her face. She wears a cloak made of wolf fur. She is not that talkative and likes to make her spells talk instead of her. She has a special gift called *Wolf's Fury*, which creates wolf fangs out of thin air.



STIGR

Medium humanoid (Vestri, shapechanger), chaotic evil

Armor Class 13 (16 with barkskin)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(0)	16(+3)	14 (+2)	14(+2)	19(+4)	11(0)

Saving Throws Dexterity +5, Wisdom +6

Senses passive Perception 14

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons that aren't silvered

Languages Austris (common), Mithal, Vestri

Challenge 2 (450 XP)

Dark Devotion. Stigr has advantage on saving throws against being charmed or frightened.

Fenrir Spawn. Stigr's bite and claw attacks deal an additional 1d6 necrotic damage (already calculated in the attacks).

Pounce (Hybrid Form Only). If Stigr 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 15 Strength saving throw or be knocked prone.

Lycanthropic Regeneration. Randolph regains 1 hit points at the start of each one of his turns if he is not attacked by a spell, or by a weapon that is magical or silvered.

Spellcasting. Stigr is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell

attacks). Stigr has the following seidr spells prepared:

Cantrips (at will): *acid splash*, *light*, *poison spray*

1st level (4 slots): *crippling spirits*, *cure wounds*, *enlarge/reduce*, *entangle*

2nd level (2 slots): *hold person*, *barkskin*, *blindness deafness*, *ray of enfeeblement*

3rd level (2 slots): *dispel magic*

* Stigr has barkskin spell already cast before the encounter.

ACTIONS

Multiattack. Stigr can make two ranged spell attacks with *Wolf's Fury*.

Wolf's Fury. Ranged Spell Attack: +6 to hit, range 90 ft., one target. Hit: 8 (2d4 + 4) necrotic damage.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 3) piercing damage plus an additional 3 (1d6) necrotic damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 3) slashing damage plus an additional 3 (1d6) necrotic damage.

REACTIONS

Howl of the Wolf (1/Day). Halfdan howls like a wolf, healing half of the damage he has taken by an attack (maximum 15). Also, the creatures that heard the Howl of the Wolf should succeed on a DC 13 Wisdom saving throw or be frightened for 1d6 rounds.



ALPHA VARGR

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 59

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	17(+3)	16 (+3)	5(-3)	12 (+1)	7(-2)

Skills Perception +3, Stealth +5

Senses passive Perception 13

Languages --

Challenge 2 (450 XP)

Pack Tactics. The alpha vargr has advantage on an attack roll against a creature if at least one of the alpha vargr's allies is within 5 feet of the creature and the ally isn't incapacitated.

Keen Hearing and Smell. The alpha vargr has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pounce. If the alpha vargr moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the alpha vargr can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

14. THE ALTAR ROOM

This room contains an altar dedicated to Fenrir. It is totally covered with blood and decorated with bones and body parts.

15. LIVING CHAMBERS

This is the chamber of Randolph, Halfdan and Stigr. There are bedrolls, a partially golden wolf figure whose worth is 30 gold pieces and a diary of Randolph. According to it, Randolph sees himself as a gifted follower of Fenrir as he was the one who discovered the Fang.

16. STORAGE

This is a dead-end that is used as storage by the cult. It is lighted with torches. Here, the characters will find crates full of food supplies, firewood, and charcoal; just enough to maintain a living under a mountain.

A DC 13 Wisdom (Perception) or DC 10 Intelligence (Investigation) check will enable the characters to see a chest behind the crates. The chest is decorated with shiny gems and worth 10 gold pieces by itself. It was probably to be served to higher-ranked cultists. The characters can find 1500 gold pieces, three *Armors of The Fang* and three *Blades of Fenrir*.



Blade of Fenrir

Weapon (any sword or axe), very rare

This weapon is forged by the finest blacksmith of the cult members presented in this dungeon, Halfdan and it is surely a masterpiece. The entire weapon is made of the Fang and its handle is pitch black. Additionally, it is decorated with runes of rage.

The weapon deals an additional 14 (4d6) fire damage because of the raging fire within it.

Curse. While wielding the weapon, you must worship Fenrir and accept its supremacy. Otherwise, you take 4d6 fire damage

at the end of each of your turns and gain a level of exhaustion at the end of each long rest.

Armor of the Fang

Armor (plated leather), rare

This armor is made from the Fang of Fenrir by cutting it as plates and forging them together.

While wearing the armor, you gain +1 bonus to your AC and you have advantage on saving throws against being frightened.

Curse. While wearing the armor, you must worship Fenrir and accept its supremacy. Otherwise, you take 4d6 fire damage at the end of each of your turns and gain a level of exhaustion at the end of each long rest.

17. ALPHA VARGR PENS

This tunnel is used as a cage for alpha vargr by the cult. The cage is made of crude iron and is lit with torches.

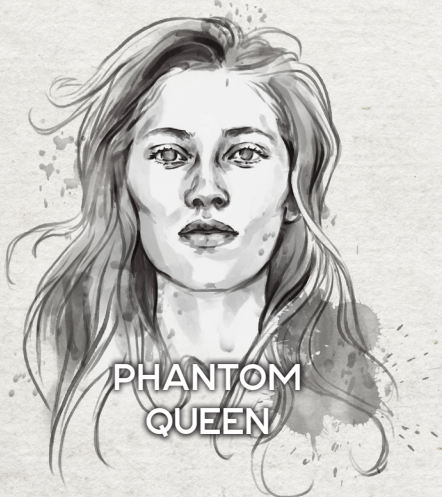
If the characters slew alpha vargar in their encounter with the cultists, the pens are empty. If not, there are 2 alpha vargar within the pens, looking and barking at the characters.

If not, the cage is locked, which can be opened by a DC 15 Dexterity check or with the key found in Randolph's corpse.

18. CHAMBER OF THE PHANTOM QUEEN

The path to the cave is dark. The characters should have a light source to see properly. At the end of the path, a phantasmal wall of magic blocks the way. Yet, it dissipates as the characters approach.

The cave is an empty place except the spirit floating around. As The Phantom Queen floats around, a warm breeze carrying sweet tastes fills the air and it leaves a trace behind resembling the characters' phantom weapons.



If the characters kill the cultists and come here by heeding The Phantom Queen's call:

"I see you have passed the seal. That means you have my blessings

on you. I take it you are the ones I commanded Helga to save. Ah, such a humble prophet she is, isn't she? Splendid... You have saved Svilland from considerable danger. With these weapons, cults of Fenrir and Gudrick himself would kill many and eventually unchain Fenrir, starting the Ragnarök early. With your deeds here, now they cannot.

For that, I thank you. You have saved me from a life-time long imprisonment, yet you did not know that. As for that, you have my eternal gratitude. I was killed by a queen once. However, my spirit has fled since I had many to accomplish. I have wandered in Svilland for many many years. The woods you have seen, for example... Quite a scene...

"Anyways, I have discovered this place not so much ago. You might not have realized, but the thing spreads divine energy, which makes me feel alive after all these years. I was not aware that it was Fenrir's Fang. One day, I was not able to sense its energy from the woods. I came here to check what was happening.

"These foul beasts were mining it. We had a short fight, and I had to seal the path to here and locked myself here to be able to sense it.

She finishes her speech with a last request: *"Now, one last thing remains. You should destroy the Fang with your phantom weapons and end this threat, forever."*

The Fang takes approximately 1 minute to break and collapse fully. As the characters' each blow, the phantom weapons aura darkens slowly and slowly, indicating the corruption in it. After the characters break it, The Phantom Queen enters area 13 and says, *"I have summoned you, and you have completed the task giveth. Well done, children. May I want you to raise your weapons for me, to cleanse the corruption?"*

As the weapons are raised, divine essence flows from steel to the spirit-lady. The blessing of the Phantom Queen (phantom weapon ability) makes a fragment of Fenrir's divine essence located in its Fang occupied by the weapon. Now that the divine essence passed to the spirit-lady, she reshapes in flesh and bone, creating the most gorgeous woman the warband has ever seen.

However, the evil essence of Fenrir corrupts the living, making the newly-formed flesh start to rot. Phantom Queen's body shape becomes deformed. Her flesh becomes blackened as if she was burned. She cannot stand upright as if her spine has been bent. Her hair is whitened as if she had lived a thousand lifetimes. She looks like an ugly hag.

The more she tries to hold it, the more she is going to be rotten. She shouts in agony and releases the essence in a panic which causes a trembling blast.



DIVINE BLAST

The release of Fenrir's essence from the weapons causes a massive blast. All characters wielding an imbued weapon must succeed on a DC 15 Strength saving throw or they fly back 10 feet and fall prone. The characters' ears ring and eyes get blind by a flash, which slowly fades in 1 minute.



After she lets it go, she turns into her former form, a spirit-lady. The divine essence of Fenrir is released and mixed in the air to wander into the land of Svilland.

If the characters do not raise their weapons as The Phantom Queen asked of them, The Queen siphons the essence within the weapons in anyway as “raising the weapons” was just a courtesy she offered as a queen. Also, if the characters somehow prevent The Phantom Queen from absorbing the essence within weapons, the weapons will be broken after half an hour in a Divine Blast: The essence of a god even if they were enchanted by The Phantom Queen and the essence is released and mixed in the air to wander into the land of Svilland.

Conclusion

The Phantom Queen is exhausted and retreat to have a rest. Before doing so, she casts a spell that opens a blue and purple portal to the lake where her believers reside. When the characters go through the portal, Helga receives them and provides them a night's rest with a good meal.

If the party has entered the cave to destroy the cause of the seal as Rundolf requested;

When they reach the wide area in the cave, they'll see a spirit floating still. The silhouette has the shape of a tall, beautiful woman, and she is glowing, which lights the cave a little bit. The spirit speaks softly but with an angry overtone.

“I see you have passed the seal. That means you have my blessings

on you. I take it you are the ones I commanded Helga to save. I have saved your petty lives, yet you have come here to destroy me. Such ignorance...

“However, I still see the light inside you. Therefore, I will tell you a story. I was killed by a queen once... but my spirit has fled since I had many to accomplish. I have wandered in Svilland for many many years. The woods you have seen, for example... Quite a scene...

“Anyways, I have discovered this place not so much ago. You might not have realized, but the thing spreads divine energy, which makes me feel alive after all these years. I was not aware that it was Fenrir's Teeth. One day, I was not able to sense its energy from the woods. I came here to check what was happening. These foul beasts were mining it. We had a short fight, and I had to seal the path to here and locked myself here to be able to sense it.

“Fangs of Fenrir will continue to forge weapons if they are not to be stopped. The arms will be distributed all over the Svilland. Although he is chained, Fenrir will continue to take lives. That will eventually strengthen the beast, allowing him to break free from his chains.

“When that beast lays foot on Svilland, Ragnarök will not be far. If you have a bit of wisdom, hear my words. Go back, kill them, and return to me. Hear my final words. If you are so persistent, we shall fight. Yet know this, I will not let you unleash this doom.”

After her words, the party must choose what to do.

If they are to go back and fight the cultists and come back proceed with the first option (**if the characters kill the cultists and come here by heeding The Phantom Queen's call**) but skip the the lady's speech and come to the lady's last request.

WANDERING SPIRITS OF SEIDRS

THE PHANTOM QUEEN WAS ONCE A MEMBER OF THE KUNING RACE. THEY ARE SPIRITUAL NOMADS OF SVILLAND, BELIEVED TO BE LEFT FROM THE TIME OF THE VANIR. KUNINGS HAVE DIFFERENT BELIEFS OF THE AFTERLIFE COMPARED TO SVILLANDERS. RATHER THAN BEING TAKEN BY HEL TO HELHEIM OR BY VALKYRIES TO VALHALLA, THEY BELIEVE THEIR SOUL CAN REINCARNATE INTO A NEWBORN SOMETIME AFTER THEIR PASSING. FURTHERMORE, THEY BELIEVE THE SOUL CAN WANDER ON THE REALM AS A SPIRIT.

SEIDRS, THE SPIRIT SAGES WHO ARE MOST OFTEN SEEN AMONG KUNINGS, CARRY THIS THOUGHT TO A FURTHER LEVEL. THEY BELIEVE THAT IF THEY DIE, ESPECIALLY STRONG SEIDRS CAN CHOOSE TO ACT AS SPIRITS IN THE REALM, INFLUENCING THE MATTERS FROM BEYOND. SOME SEIDRS MAY EVEN BECOME GREATER SPIRITS WITH DEMI-DIVINE POWER, SUCH AS THE PHANTOM QUEEN.

ENCOUNTER: SLAY THE QUEEN

If the characters insist on fighting the Phantom Queen, she is eager to fight. If the party has more than 4 people, she instantly summons will-o'-wisp to her aid (1 wisp if 5 characters, 3 wisps if 6).

THE PHANTOM QUEEN

Once an experienced seidr, now a spirit trapped in Svilland... She was killed by a queen, yet her soul resisted to be gone since she had made an oath to take her revenge and be a queen herself. Most of her powers were gone with her body; however, she is stronger than most of the mortals. In her lifetime, she had gorgeous deep blue eyes and curly blonde hairs which she misses a lot.

THE PHANTOM QUEEN

Medium undead, true neutral

Armor Class 14

Hit Points 90 (20d8)

Speed fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10(0)	18(+4)	10 (0)	15(+2)	20(+5)	19(+4)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non-magical attacks.

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60ft., passive Perception 15

Languages Austris (common), Mithal, Vanaris

Challenge 7 (2,900 XP)

Ethereal Sight. The Phantom Queen can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The Phantom Queen 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.

Refreshing Possession. For each turn the Phantom Queen is inside the vessel she possessed, she is healed for 2 (1d4) hit points. This damage also heals the body she has possessed.

Spellcasting. The Phantom Queen is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The Phantom Queen has the following seidr spells prepared:

Cantrips (at will): *fire bolt, light, mage hand*

1st level (4 slots): *crippling spirits, sleep, enlarge/reduce, silent image*

2nd level (3 slots): *hold person, reveal the dreams, weeping spirit, soul scream*

3rd level (3 slots): *fear, major image*

4th level (1 slot): *ice storm, spirit storm*

ACTIONS

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one

creature. *Hit:* 26 (6d6 + 5) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness. The Phantom Queen 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.

Horrifying Visage. Each non-undead creature within 60 feet of the Phantom Queen that can see it must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the Phantom Queen's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the Phantom Queen can see within 5 feet of it must succeed on a DC 17 Charisma saving throw or be possessed by the Phantom Queen; she then disappears, and the target is incapacitated and loses control of its body. The Phantom Queen now controls the body but doesn't deprive the target of awareness. The Phantom Queen can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the Phantom Queen ends it as a bonus action, or the Phantom Queen is turned or forced out by an effect like the *dispel evil and good spell*. When the possession ends, the Phantom Queen reappears in an unoccupied space within 5 geet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Conclusion

If the characters slay the Phantom Queen, the seal is broken shortly afterward. Randolph will rush into the cave and congratulate the warband. He gives them weapons forged by Halfdan. Then, Stigr prepares *The Bestial Metamorphosis of Wolver Soul* ritual to bestow the gift of lycanthropy upon the characters.

Randolf enters from the sealed door as it is no longer sealed. He congratulates the party and offers them a drink while Stigr is preparing the "gift".

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 Fenrir 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.

ODIN'S VARGR

There is also another werevargr cult that work againsts Fenrir. Legends say that there are two vargrs (wolves) loyal to Odin; Geri and Freki. They sit beside Odin's throne and they sometimes run through Svilland. It is believed that they are the ones who created werevargr who roam 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, werevargr 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.

The cult 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.

EPILOQUE

This adventure has several endings according to the characters' choices.

If adventurers have destroyed the fang and decide to return to the Boundless Stronghold;

When the morning comes, Helga bids farewell to them if they decide to leave, stating how grateful she, her lady, and all of Svilland is, although unknowingly. After all, they saved Svilland from the early coming of Ragnarok.

With the help of some cult members the characters sail back to the Boundless Stronghold. They can choose to sacrifice a stray Fenrir cultist the Phantom Queen's followers have recently captured to Aegir for a safe journey.

When they reach the Boundless Stronghold, they are welcomed as true heroes. They learn that Gudrick still had to retreat his troops because of the raid and his partnership with the Fangs of Fenrir is exposed because of our party. Now, it is time for Hanlon the Real king to unite all of the Svilland against the corrupted leader as the rule of a Fenrir cultist cannot be overlooked by faithful Svillanders.

One day, the characters will receive a letter from Hanlon the Real King himself.

"Brave heroes of Alsvatr,

It is a great honor to write to you. If it wasn't you and your friends, we would be wiped out in the bloody hands of this traitor named Gudrick, may he will be rust in Hel. Allow me to thank you in person, since you did not only fight for Svilland and for me, too. I am grateful for your troubles and sorry for your loss along the way. I cannot offer you much, except my lifelong gratitude and friendship. Also, the lands taken from the Gudrick when this war is all over... Come to the Northern

Assembly during the new moon, If you please... And, let us speak further.

Hanlon the Real King."

When our party goes to the North Assembly, Hanlon will greet them with a feast. Later, he will offer them the rulership of a small land that they captured with Gudrick's retreat. If a character rules this land, the title is jarl or frû. They can also rule it as the party, which would make the land a union.

If adventurers have destroyed the Phantom Queen;

Randolf says that at the full moon, the warband members will complete their initiation as Fenrir's devoted. Randolph accepts them as initiates of the Fangs of Fenrir and takes them to cult's base. Here they will receive their new quests, a possible assassination of significant commanders of Hanlon the Real King with the help of the Frost Arrow cult.

If adventurers have decided to join to the Oath of the Phantom Queen;

When they reach the lake, the characters may want to join the ranks of the Oath of the Phantom Queen. Helga would gladly accept their desire to join her oath and greet them as if they were part of the oath for a long time.

Since she is a fair lady, she would want the characters to start not as recruit initiates but as worthy initiates that had been gifted with Phantom Weapons. The characters will swear their oath of allegiance to the phantom lady and acknowledge her as a divine deity.

They will reside at the sacred woods for a while until the characters feel like they are home. Then, Helga would want the characters to investigate whether there are any secret cults in Alsvatr that Frost Arrows have made an alliance, such as the Fangs of Fenrir.



VARIANT: WARBAND MECHANICS

Warbands are groups who do many things together throughout their lives. More importantly, they are often blood-soaked comrades: They know each other very well from the brutal tests of survival, and they learn how to lean onto each other.

In this variant rule, Warband Traits are provided. These traits affect the whole party and grant them some boons according to expertise and situation.

WARBAND TRAITS

Since the members of the warband have known each other for a long time, they have a specific trait they have developed while fighting side by side. As a party, you may choose one of the following traits.

Any of these traits can be initiated by any member of the party, but once used, the party must make a long rest before using it again.

LAST STAND

At the most desperate moment of the fight, a warcry encourages the crew to stand and fight. When a member of the party is unconscious or dead, another member of the party may make a warcry as an action.

When it does so, all the members of the warband gain a number of temporary hit points equal to level x3.

This temporary hit points remain for 10 minutes, after that, they are gone and the members of the warband suffer from 1 level of exhaustion.

VICTORY OR VALHALLA

As a bonus action, one of the warband members declares this trait by shouting. The warband starts to attack with determined ferocity. Each member of the warband gains advantage on its attack rolls and deals 2 additional of their weapon or spell's damage type for 1 minute.

However, attacks made against the characters also have advantage. When one minute ends, characters get an exhaustion level.

DEVOTED

As a reaction or bonus action, a character shouts a battle cry that provides the characters advantage on saving throws against fear and charm effects. This trait lasts for 1 minute or until the source of the fear condition is eliminated.

THUNDER CRY

As a bonus action or reaction, the warband shouts a thunder-like war cry, any hostile creature within 30 feet of a character must succeed on a DC 15 Wisdom saving throw or is frightened.

However, the warband cries so loud that they become deafened for 1d3 rounds afterward.

VINDICATING ATTACK

This crew special trait enables crew members to add half of the damage (maximum level x 3) they have taken in the previous round into their next damage roll. This trait can be used once per long rest and it can be used separately from each warband member.

CREW RANKS

Each party member should have a crew rank between -1 and +1. For a negative relation you get -2 party member ranks, for each partnership you get +1 rank, for a companionship relation you get +2 ranks. The sum of these ranks should be between -1 to +1.

Warband members can have the following attitudes about their fellow crew members:

NEGATIVE (-2 RANK)

Not everyone in a party of characters may get along. Although it doesn't always mean they are unfriendly, some members may find it hard to work together. On the other hand, a character may also in fact be unfriendly to another one, but respecting the one for the sake of the warband as a whole.

You can have only one relation that is Negative as a mechanic trait. Negative relation traits are passive and applicable all the time.

NEGATIVE PARTY MEMBER TRAITS

POOR COORDINATION

You cannot *flank* a creature with the character that you are negative.

HELP REJECTED

You cannot aid for the skill checks of the character that you are negative, nor you can be aided by that character.

TORN BANDAGE

You have disadvantage on your Intelligence (Medicine) checks made for the character you are negative.

RESTLESS

The character you are negative towards makes you uncomfortable and thus disturb your rest. The character's snore may keep you awake while sleeping, or you may not trust the character while the character takes its turn for the night's watch. In any case, you must spend 2 additional hours in order to complete a rest while the character you are negative towards is present.

NEUTRAL (0 RANK)

Warband members who are neutral towards each other are just regular friends or people who know each other. You do not have any extreme ideas or feelings about such a warband member. You can choose to have multiple neutral relations or none at all.

PARTNERSHIP (+1 RANK)

You have a positive feeling or a tendency to behave in good manners to that specific warband member. If the character is on the state of death saves or dies, you roll ability checks with disadvantage, but make your attack rolls with advantage. You can have many partnership relations.

PARTNERSHIP TRAITS

IMPROVED AID

When you lend your aid to a skill check of your “partner”s both you and your partner have an advantage. This trait can be used once per short rest.

RELAXING HAND

On a successful DC 15 Intelligence (Medicine) check, you decrease an exhaustion level of a character who has a partnership relation with you. This trait can be used once per short rest.

LIBERATING ATTACK

When your partner is hit by an attack, you have advantage on your next attack roll against that attacker. This trait can be used once per short rest.

TAUNT

If a creature targets your partner with an attack or spell, you can shout at the creature to draw its attention. The creature must succeed on a DC 15 Intelligence saving throw or is distracted. A creature distracted this way has disadvantage on its weapon or spell attack against your partner, unless it diverts the attack to you instead.

COMPANIONSHIP (+2 RANK)

You and that specific warband member are comrades for life.

You will have certain traits for you to watch each other's backs. If one of you dies, the other rolls has advantage on its ability checks and attack rolls as it seeks to avenge. You can have only one companionship relation. You can only have one trait.

COMPANION TRAITS

NOT ON MY WATCH!

Whenever your companion within 5 feet of you takes damage from a melee or ranged attack that targets a single creature, you can use your reaction to get in front of the attack and take the damage on yourself. This trait can be used once per short rest.

AVENGER

Whenever your companion takes damage from an attack, you can use your reaction to make a weapon attack to the attacker if it is in the range of your attack. This trait can be used once per short rest.

BACK TO BACK

You and your comrade fight back to back. You add 1 to both of your AC as you trust that no strikes from behind can come to you as long as you are within 5 feet of each other and are back to back.

FLANK SHANK

If you and your companion flank an opponent, you deal an additional 1d6 damage of your weapon's damage type on your attacks.

EMERGENCY SPELL

If your comrade's hit points are reduced to half of its maximum, you deal an additional die of the spell's damage type on the next damage-dealing spell you cast. If your companion's hit points are reduced to a quarter of its maximum, you deal the maximum damage possible for that spell. This trait can be used once per short rest.

GRAB'N'HIT

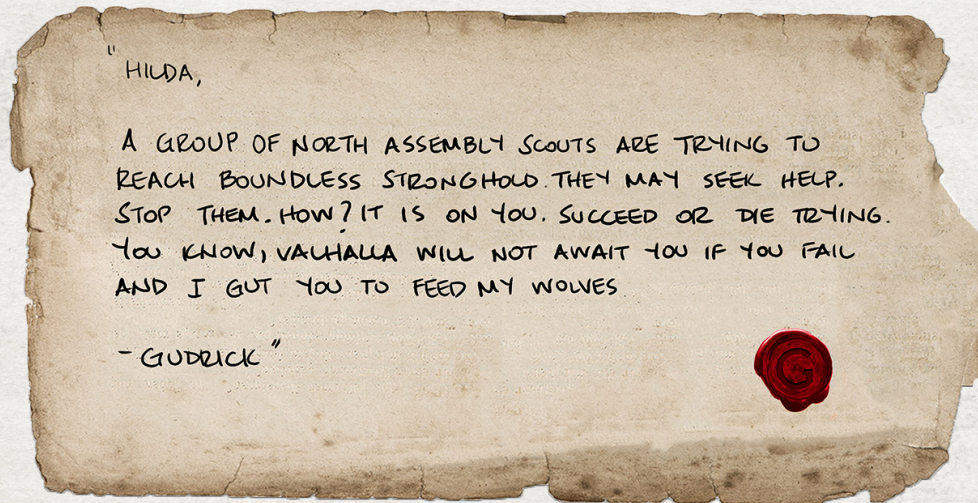
This trait must be taken by both of the companions. When one of you successfully grapples an opponent, the other's attack is considered a critical hit if successful. This trait could be used once per short rest.



HANDOUTS AND EXTRAS

Here are the handouts and additional content that can be used in the adventure listed.

GUDRICK'S LETTER TO HILDA



LIAR'S DICE

This is a game of multiple turns. Each player will need 5d6's. Note that rolling a six sided dice five times will not work.

To find out who will start first, each player should roll 2d6 and the player with highest value starts first. Game proceeds clockwise.

Each round players roll their dice at the same time without showing anyone except themselves.

The first player states a bid. Bids include quantity and value. For example, "two fives" means that player states there are at least two fives rolled by all the players including the character itself.

The other players must make a higher bid of the same quantity, such as "two sixes" or they should make a higher bid of

the same value, such as "three fives", or challenge the previous bid.

If the player challenges the bid on the player's own turn, all players reveal their dice. If the quantities and values are matching the bid, the challenger loses one die. If not, the challenged player loses one die.

The player who lost a dice starts the next turn. The game proceeds clockwise until one player is left with dice.

As a variant rule, you can count "the value 1" as the joker and applicable for all of the values.

Note that this is a game with too many varieties of rules. The one provided here is a relatively simpler way of playing the liar's dice.

CHARACTER RELATIONS TABLE

In D&D games, playable characters are sometimes friends, relatives or have something in common. However, when one starts to play in a campaign, there is nothing to make the characters feel the connection with other characters because of their backgrounds.

We challenged this lack of depth of characters by providing a warband traits and character relations system. You can use the table below for character relations.

You can try this system in your other campaigns and adventures as well!

CHARACTERS	1	2	3	4	5	6
1						
2						
3						
4						
5						
6						

You can see the example in the page of 61

REPETITIVE MONSTERS

VIKINGR

Medium humanoid (any race), any alignment

Armor Class 14 (leather and shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	12(+1)	12 (+1)	10(0)	12 (+1)	10(0)

Skills Acrobatics +3, Athletics +5, Perception +3,

Senses passive Perception 13

Languages Austris (common), Mithal

Challenge 1 (200 XP)

Discouraging Shout (2/day). When the vikingr makes a successful attack to a creature, it can make a discouraging shout as a bonus action and the creatures within 30 feet of it must succeed on a DC 13 Wisdom saving throw or become frightened until the end of their next turn.

Invigorate (1/day). The vikingr can use its bonus action to regain 10 (1d10 + 5) hit points.

Shielded Defense. The vikingr can use its shield to add 2 to its saving throw against an area of effect that requires a Dexterity saving throw.

ACTIONS

Batteaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Shield Wall. The vikingr forms a shield wall with at least one other creature with the same feature adjacent to it. When they do so, they add 1 to their AC against melee weapon or spell attacks and half cover against ranged attacks. This feature does not stack additional times.





FROST ARROW CULTIST

Medium humanoid, chaotic evil

Armor Class 14 (Studded Leather)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(0)	14(+2)	12 (+1)	13(+1)	11 (0)	10(0)

Saving Throws Dexterity +4, Intelligence +3

Skills Perception +2, Stealth +4

Senses passive Perception 10

Languages Austris (common), Mithal

Challenge 2 (450 XP)

Archery. The frost arrow cultist has +2 bonus on attack rolls it makes with ranged weapons (included in the attack).

Evasion. If the frost arrow cultist is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the frost arrow cultist instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The frost arrow cultist deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the cultist that isn't incapacitated and the frost arrow cultist doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The Frost Arrow cultist makes two melee attacks with its shortsword. Or the cultist makes two ranged attacks with its yew longbow which can be an *Arrow of Fangs* attack.

Saex. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 2 (1d4) cold damage on a failed save, or half as much damage on a successful one.

Yew Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 2 (1d4) cold damage on a failed save, or half as much damage on a successful one.

Arrow of Fangs (3/day). *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 5 (2d4) necrotic damage and the target must make a DC 13 Constitution saving throw, taking 2 (1d4) cold damage on a failed save, or half as much damage on a successful one.

FANG OF FENRIR

Medium humanoid (shapechanger), chaotic evil

Armor Class 14 (15 in werevargr form)

Hit Points 60 (8d8 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	18(+4)	12 (+1)	16(+3)	10 (0)	10(0)

Saving Throws Constitution +4, Wisdom +2

Skills Athletics +4, Religion +2

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons that aren't silvered

Senses passive Perception 10

Languages Austris (common), Mithal

Challenge 3 (700 XP)

Dark Devotion. The fang of Fenrir has advantage on saving throws against being charmed or frightened.

Howl (2/day). As a bonus action or reaction, the fang of Fenrir howls and provides its allies within 5 feet of it a 2 (1d4) bonus on their next saving throw.

Keen Hearing and Smell. The fang of Fenrir has an advantage on Wisdom (Perception) checks that rely on hearing or smell.

Lycanthropic Regeneration. The fang of Fenrir regains 1 hit points at the start of each one of its turns if it is not attacked by a spell, or by a weapon that is magical or silvered.

Shapechanger. The fang of Fenrir can use its action to polymorph into a werevargr (which is currently its form), or back into its true form, which is humanoid.

Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Multiattack. The fang of Fenrir makes two attacks: one with its bite and one with its claws. In its true form, it makes two attacks with its greatsword.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) slashing damage.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) slashing damage.



PREMADE CHARACTERS

SOD (M.)/SOLVI (F.)

Sod/Solvi is a mountain half jotunn born to slavery in Alsvartr. As it is a descendant of jotnar, it was not accepted to the community in the country, especially because of Gudrick's radicalism. It freed itself with a bunch of other slaves in a bloody escape, in which it took its revenge from its slavers in a brutal manner.

Sod/Solvi embarked on a longship and moved to Nionaem afterward. Here, it proved its worth as a capable and respected warrior. It was not late before Vestri found out about such a talent and invited it to raids against Alsvartr. As Sod/Solvi still feels sour about the Mithal and Gudrick, it sees raids as an opportunity to unleash its rage against slavery.

BACKGROUND: THRALL

Sod/Solvi was a slave before it moved onto Vestri and then to the Boundless Stronghold.

Feature: Solidarity of Aggrieved. Sod/Solvi knows the manners of the streets and wilds: It knows how it is to live poor or as a slave. If it meets a person in the wilds or a poor person on the streets, it can ask for a shelter it can reside in. Because of the solidarity among these people, most of such people are positive about this request.

Personality. Sod/Solvi is intolerant to slavery and thrall masters.

Ideal. As it got free from its chains once, nothing can bind or chain Sod/Solvi in life. It knows true freedom (Chaotic).

Bond. Sod/Solvi dedicated itself to unleash its rage to thrall masters and save other thralls from slavery.

Flaw. Sod/Solvi despises authority.

POSSESSIONS

Common clothes, a belt pouch containing 4 gp.

SOD/SOLVI

Medium humanoid (Mountain Half Jotunn), Chaotic Neutral

Class Levels Barbarian 5 (Berserkr-Bearskin)

Armor Class 17

Hit Points 55 (5d12 + 15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	14(+2)	16(+3)	8(-1)	11(+1)	10(0)

Saving Throws Strength +6, Constitution +6

Skills Athletic +5, Perception +4, Sleight of Hand +6, Survival +4

Tools Cook's utensils +2

Damage Resistances bludgeoning, piercing and slashing while raging

Senses passive Perception 14

Languages Austris (common) and Mithal

Blue Blood Rush (1/short rest). Sod/Solvi gain advantage on a Strength (Athletics) check.

Danger Sense. Sod/Solvi has advantage on Dexterity saving throws against effects that it can see, such as traps and spells. To gain this benefit, it can't be blinded, deafened, or incapacitated.

Rage (2/long rest). On its turn, Sod/Solvi can enter into a rage as a bonus action. While raging, it gains the following benefits if it is not wearing heavy armor:

- It has advantage on Strength checks and Strength saving throws.
- When it makes a melee weapon attack using Strength, it gains +2 bonus to the damage roll.
- It has resistance to bludgeoning, piercing, and slashing dam-

age.

Sod/Solvi can't cast spells while raging. The rage lasts for 1 minute and it ends early if Sod/Solvi is knocked unconscious or if its turn ends and it hasn't attacked a hostile creature since its last turn.

Reckless Attack. Sod/Solvi can decide to attack recklessly on its first attack during its turn. It has advantage on its melee weapon attack rolls using Strength during this turn, but attack rolls against it have advantage until its next turn.

Rockwalk. Rocky terrain is not difficult terrain for Sod/Solvi.

Unarmored Defense. Sod/Solvi's adds its Constitution modifier to its Armor Class (included in the AC).

Wearing the Bear's Skin. Sod/Solvi wears a mundane bear fur that carries the essence of a bear, adding 1 to its AC (included in its AC).

ACTIONS

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d12 + 3 slashing damage.

Giant Side. *Ranged Weapon Attack:* +6 to hit, range 10/20 ft., one target. Sod/Solvi throws Small sized or smaller rocks to a target without Disadvantage on its attack roll, dealing 1d8 + 3 bludgeoning damage for Small rocks, and 1d6 + 3 bludgeoning damage for Tiny rocks.

Extra Attack. Sod/Solvi makes an additional weapon attack.

HALVOR (M.)/HERTHA (F.)

Halvor/Hertha is the child of a merchant in Vestri. Its family is doing well thanks to the sea trade of Nionaem. However, counting goods and coins was not enough for Halvor/Hertha. It wishes to earn fame and reputation as a warrior. So it left home and got into training to be a shieldmaiden/shieldman.

Halvor/Hertha is planning to earn respect with raids. When the time is right, it believes it can carry both itself and its family to a title of status by becoming a monarch's huskarl.

BACKGROUND: KARL

Halvor/Hertha's family is decent merchants and they have connections with the nobility. Halvor/Hertha knows how to handle money.

Feature: Barter and Bargain. Halvor/Hertha can easily bargain and realize a hoax in trade. Additionally, it can find contacts to purchase or sell specific items, and information regarding whereabouts of places and people.

Personality. Halvor/Hertha likes to sell the goods it loots from raids, describing to buyers from which raid it took the ware.

Ideal. Becoming a huskarl is the goal of Halvor/Hertha.

Bond. Halvor/Hertha is actually strictly attached to its family.

Flaw. Halvor/Hertha is sometimes jealous of people with titles and status.

POSSESSIONS

Traveler's clothes, explorer's pack, a belt pouch containing 25 gp

HALVOR/HERTHA

Medium humanoid (Vestri), Lawful Neutral

Class Levels Fighter 5 (Shieldmaiden/Shieldman)

Armor Class 18 (chain hauberk and shield)

Hit Points 49 (5d10 + 15)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	14(+2)	16 (+3)	10(0)	10 (0)	11(0)

Saving Throws Strength +6, Constitution +6

Skills Athletics +6, Intimidation +3, Persuasion +3, Religion +3

Senses passive Perception 10

Languages Austris (common), Mithal, and Vestris

Fighting Style: Two-Weapon Fighting. Halvor/Hertha adds its Strength modifier to the damage of its second attack (Shield Bash).

Second Wind(1/short rest). As a bonus action, Halvor/Hertha regains 1d10 + 5 hit points.

Survive. Halvor/Hertha has advantage on its Wisdom (Survival) checks.

Too Stubborn to Die. Halvor/Hertha dies after failing 4 saving throws instead of 3.

ACTIONS

Multiattack. Halvor/Hertha makes a melee weapon attack with its longsword. It can also make a Shield Bash attack as a bonus action.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d8 + 3 slashing damage.

Shield Bash. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 1d6 + 3 slashing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or fall prone.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 1d8 + 2 piercing damage.

Extra Attack. Halvor/Hertha makes an additional weapon attack.

Action Surge(1/short rest). Halvor/Hertha takes one additional action and a possible bonus action.

REACTIONS

Shield Your Ally. When an ally within 5 feet of Halvor/Hertha is targeted by an attack, Halvor/Hertha can use its reaction to pull its shield between its ally and the attack. This adds its shield bonus to the ally's AC.

However, doing so leaves Halvor/Hertha in the open. It loses its shield bonus on itself and weapon attacks against Halvor/Hertha has advantage until its next turn.

ASGER (M.)/ASLAUG (F.)

Asger/Aslaug is an alle (paladin) from Tyr's Judge, a religious organization that aims to maintain justice in Svilland. It is a true believer of Tyr and a paragon of good in a realm that is soaked in blood.

As its role, Asger/Aslaug supervises the islands of Nionaem and attends to the raids of Nionaem to Alsvartr. It has two objectives in the raids against Gudrick: Firstly, it wants to bring an end to Gudrick's heresy. Secondly, it wants to make sure the raiders of Nionaem don't break the laws against civilians and innocents.

BACKGROUND: REVEREND

Asger/Aslaug devotes its life to ways and teachings of Tyr. In doing so, Asger/Aslaug may become an idol for some people.

Feature: Visage from Within. Once Asger/Aslaug starts to talk about Tyr, people tend to listen. As a Try's Judge, it finds it

easier to have an ear of the authorities about matters.

Personality. Asger/Aslaug finds actions to be much more important than words.

Ideal. Asger/Aslaug thinks that gold and wealth is nothing compared to the blessings of gods. It aims to distribute its spoils from the raid to commoners.

Bond. Asger/Aslaug always carries teachings of Tyr with it all the time and it aims to preach Tyr's words as much as possible.

Flaw. Asger/Aslaug fears losing face and credibility in the eyes of people.

POSSESSIONS

Texts of Tyr's teachings, a lute, calligrapher's supplies, priest's pack, Tyr's rune necklace (holy symbol, spellcasting focus) a belt pouch containing 20 gp

ASGER/ASLAUG

Medium humanoid (Austri), Lawful Good

Class Levels Alle 5 (Oath to Tyr)

Armor Class 16 (chain hauberk)

Hit Points 44 (5d10 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	10(0)	15 (+2)	10(0)	12 (+1)	14(+2)

Saving Throws Wisdom +4, Charisma +5

Skills Insight +4, Persuasion +5, Religion +3

Damage Resistances bludgeoning, piercing and slashing while raging

Senses passive Perception 11

Languages Austris (common), Asgardian, Mithal, and Vestris

Civilized. Asger/Aslaug has advantage on Charisma (Persuasion) checks.

Divine Sense (4/long rest). As an action, Asger/Aslaug can open its awareness and learn the location of any celestial, fiend, or undead within 60 feet of it that is not in total cover. It also detects any place or object that is consecrated or desecrated.

Fighting Style: Great Weapon Fighting. When Asger/Aslaug roll a 1 or 2 on a damage die for an attack it makes with a melee weapon that it is wielding with two hands, Asger/Aslaug can reroll the die

and must use the new roll.

Quick Thinking. Asger/Aslaug has a +1 bonus on initiative rolls.

Spellcasting. Asger/Aslaug is a 5th level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Asger/Aslaug has the following paladin spells prepared:

1st level (4 slots): *compelled duel*, *cure wounds*, *detect evil and good*
2nd level (2 slots): *magic weapon*

ACTIONS

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 2d6 + 3 slashing damage.

Javelin (x5). *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target.
Hit: 1d6 + 3 piercing damage.

Lay on Hands. Asger/Aslaug has a pool of healing power equal to 25. It can touch a creature to make it regain hit points up to a maximum of that pool. Additionally, it can also choose to expend 5 from the pool to cure the target of one disease or neutralize one poison affecting it. It can cure multiple effects with a single Lay on Hands.

Extra Attack. Asger/Aslaug makes an additional weapon attack.

KALF (M.)/KALI (F.)

Kalf/Kali is an Austri born in Thorath. It was a Thor gothi and an honorable soldier until the day that it fell on the battlefield. When it opened its eyes it realized that it was taken as a slave. However, when the master warlord found out that it was a gothi, he separated them from other slaves. Made Kalf/Kali work under his authority for a while.

After some time spent as a thrall, Kalf/Kali has won its freedom. It tried to find a meaning for its life. It decided that it should work as a raider to have some fun and glory, and earn some gold. Being closer to the Boundless Stronghold, Kalf/Kali wanted to take its change here.

BACKGROUND: THRALL

Working as a thrall for many years made Kalf/Kali a tough and pessimist person slowly.

Feature: Solidarity of Aggrieved. Kalf/Kali knows the manners

of the streets and wilds: It knows how it is to live poor or as a slave. If it meets a person in the wilds or a poor person on the streets, it can ask for a shelter it can reside in. Because of the solidarity among these people, most of such people are positive about this request.

Personality. Kalf/Kali is pessimistic about the future. It thinks it will probably be someone's thrall again.

Ideal. For Kalf/Kali, life is chaos and prosperity comes to those who embrace the chaos (Chaotic).

Bond. Kalf/Kali is in love with a member of its former master's family.

Flaw. Kalf/Kali despises all authorities.

POSSESSIONS

A set of common clothes, an explorer's pack, a holy symbol of Thor, a release order from its master, a belt pouch containing 4 gp.

KALF/KALI

Medium humanoid (Austri), Chaotic Good

Class Levels Gothi 5 (Execution domain) (cleric)

Armor Class 16 (Chain Hauberk) or 18 (Chain Hauberk, Shield)

Hit Points 38 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	10(0)	14 (+2)	10(0)	17 (+3)	15(+3)

Saving Throws Wisdom +6, Charisma +4

Skills Animal Handling +6, Deception +5, Insight +6, Medicine +6, Persuasion +5, Religion +3

Senses passive Perception 13

Damage Resistances bludgeoning, piercing and slashing while raging

Languages Austris (common) and Mithal

Blue Blood Rush (1/short rest). Sod/Solvi gain advantage on a Strength (Athletics) check.

Accusation (divine domain feature). As a bonus action, Kalf/Kali can accuse an intellectual creature of crimes and heresy that it knows of (at the Dungeon Master's discretion). Kalf/Kali makes its first attack against that creature with advantage until the beginning of its next turn.

The creature stays accused until the beginning of its next turn. Kalf/Kali can use this feature a number of times equal to its Wisdom modifier (a minimum of once). It regains all expended uses when it finishes a long rest.

Channel Divinity: Turn Undead or Folk's Judgement (1/rest).

Turn Undead. As an action, Kalf/Kali presents its holy symbol and speaks a prayer censuring the undead. Each undead that can see or hear it within 30 feet of Kalf/Kali must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 min-

ute or until it takes any 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 to a space within 30 feet of Kalf/Kali. It also can't take reactions. For its action, it can use only the dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the dodge action.

Folks Judgement. Kalf/Kali can use its Channel Divinity to deem a creature that is under the effect of its accusation, guilty. Friendly creatures within 30 feet of Kalf/Kali can choose to have advantage on one of their attacks to that creature

Destroy Undead (CR 1/2). When an undead fails its saving throw against Kalf/Kali's Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below ½.

Quick Thinking. Kalf/Kali has a +1 bonus on its initiative rolls.

Civilized. Kalf/Kali knows how things work in a civilized society. It has advantage on its Charisma (Deception) or Charisma (Persuasion) checks.

Spellcasting. Kalf/Kali is a 5th-level divine spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *light, sacred flame, spare the dying, thaumaturgy*
1st level (4 slots): *cure wounds, detect evil and good, detect magic*
2nd level (3 slots): *prayer of healing, hold person, spiritual weapon*
3rd level (2 slots): *mass healing word, spirit guardians*

ACTIONS

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d8 + 1 slashing damage.

Javelin. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 1d6 + 1 piercing damage.

STEIN (M.)/STIEN (F.)

Stein/Stien is a Mithal born in a small village in Alsvartr. Its father had a life debt for a runewalker who worships the All-Father, Odin. He wanted his child to be just like him. Therefore, he sent Stein/Stien to study the mystery of the runes which was a gift from Odin himself.

Stein/Stien had become a decent runewalker. When the time came, its mentor mentioned that Stein/Stien was born with a destiny and a holy purpose. Its mentor also mentioned that Stein/Stien's quest will be near the waters. Hence, Stein/Stien took its leave and wandered into the land of Svilland. It founded a raiding party at the Boundless Stronghold, it was eager to raid as it would make Stein/Stien closer to the sea.

BACKGROUND: THRALL

Stein/Stien's mentor believed that Stein/Stien's destiny has something to do with seas. Therefore, it wandered onto Svilland and then moved to the Boundless Stronghold.

Feature: Aura of Gods. Stein/Stien has an aura around it that blessed by the gods. When it says it is following a path that

showed by gods or when people realize it represents a god, they can provide Stein/Stien and its 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 Stein/Stien will have a good first impression of it.

Personality. Stein/Stien thinks its faith is its shield. It should not fear from leaping in the middle of danger

Ideal. If this journey is a question, Stein/Stien thinks it will find its answers (Unknown).

Bond. Stein/Stien dedicated itself to complete its quest or die trying.

Flaw. Stein/Stien is obsessed with its quest.

POSSESSIONS

A set of winter clothes, a wolf's fur, a scroll written by someone important to Stein/Stien that explains Stein/Stien is destined to do something, a belt pouch containing 10 gp.

STEIN/STIEN

Medium humanoid (Mithal), True Neutral

Class Levels Runewalker 5 (Runescribe)

Armor Class 12 or 15 (with Mage Armor)

Hit Points 32 (5d6 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8(-1)	14(+2)	14 (+2)	16(+3)	13 (+1)	10(0)

Saving Throws Intelligence +6 Wisdom +4

Skills Arcana +6, History +6, Religion +6, Survival 4

Senses passive Perception 11

Damage Resistances bludgeoning, piercing and slashing while raging

Languages Austris (common), Kun, and Mithal

Runic Magic. Stein/Stien can cast wizard spells and more by using runes, both by invoking the power within them and by scribing them. Stein/Stien does 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. Stein/Stien 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, Stein/Stien can sense an aura indicating the existence of a rune within a 30 ft. radius. Then, it can make an Intelligence (Arcana) check, and comprehend the rune on a successful check. DC is 10+spell level of the rune.

Rune Path (Path of Elements). Stein/Stien walks on the path of the primal forces of nature and chooses one of the following elements as the path you walk on; cold, fire or thunder & lightning. Its spells dealing damage of the chosen type deals 1d6 more damage. Also, Stein/Stien 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 Stein/Stien uses this feature, it needs to take a long rest to use it again.

Runic Purge. Stein/Stien can spoil runes by purging them with her own power. By expanding an equal spell slot from itself, it can purge the rune and make it useless by leaving only a trace behind.

Runic Tradition (Runescribe): Memory of Gods. Stein/Stien gains one additional spell slot to every spell level below 6th it can use as a runewalker. It cannot cast spells from spell levels that it is not already able to use.

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.

Spellcasting. Stein/Stien is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *light*, *mage hand*, *mage hand*, *true strike*

1st level (5 slots): *burning hands*, *mage armor*, *shield*

2nd level (4 slots): *rune of elemental burst*, *hold person*, *scorching ray*

3rd level (3 slots): *fireball*, *rune of ruin dweller*

ACTIONS

Handaxe. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1d8 - 1 slashing damage.

EITRI (M.)/DURRI (F.)

Eitri/Durri is the only child of a merchant Dvergar family. It was born in Maerin, Nionaem. Eitri/Durri was always forced by its family to further their profession and be a merchant itself. Yet, Eitri/Durri had the spirit of a warrior.

One day, Eitri/Durri abandoned its family and tried to survive in the wilderness. It was good on what it is doing. Eitri/Durri learned the ways of a Vikingr all by itself during its adventures as a raider.

BACKGROUND: KARL

With the oppression of its family, Eitri/Durri has learned the basics of being a merchant. Yet, this was not what it wanted and it abandoned the easier way of life, according to Eitri/Durri, of course.

EITRI/DURRI

Medium humanoid (Dvergr), Chaotic Neutral

Class Levels Fighter 5 (Vikigr)

Armor Class 17 (Chain Mail) or 19 (Chain Mail, Round Shield)

Hit Points 49 (5d10 + 15)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	12(+1)	17 (+3)	8(-1)	9 (-1)	12(+1)

Saving Throws Strength +6, Constitution +6

Skills Athletics +6, Intimidation +4, Perception +2, Survival +2

Senses passive Perception 19

Languages Austris (common), Dvergmer and Mithal,

Darkvision. Living underground can alter Eitri/Durri's vision. It can see within 60 feet in dim light as if it were bright light, and it can see in the darkness as if it were dim light. It cannot see colors in the night, only shades of grey.

Runic Sense. Svartalfheim is a realm full of magic and Dvergar are used to it. Eitri/Durri can sense the presence of a rune in 30 feet radius, but cannot identify which rune is it.

Black Ice Immunity. Normally touching black ice burns skins but Eitri/Durri have developed an immunity to it. Black ice does not harm it unless it is refined and worked into a weapon.

Fighting Style (Dueling). When Eitri/Durri is wielding a melee

Feature: Aura of Gods. Eitri/Durri can easily bargain and realize a hoax in trade. Additionally, it can find contacts to purchase or sell specific items, and information regarding whereabouts of places and people.

Personality. Raiding, stealing or crafting... If the item is valuable, the way of acquiring is not important for Eitri/Durri.

Ideal. Eitri/Durri has a goal and it has been working to reach it (Any).

Bond. Eitri/Durri thinks it has to prepare for Ragnarok. It work for the gods.

Flaw. Eitri/Durri is always hungry for more.

POSSESSIONS

A set of traveler's clothes, a dungeoneer's pack, a belt pouch containing 25 gp.

weapon in one hand and no other weapons, it gains a +2 bonus to damage rolls with that weapon.

Second Wind. Eitri/Durri has a limited well of stamina that it can draw on to protect itself from harm. On its turn, it can use a bonus action to regain hit points equal to 1d10 + 5. Once Eitri/Durri uses this feature, it must finish a short or long rest before it can use it again.

Action Surge. Eitri/Durri can push itself beyond its normal limits for a moment. On its turn, Eitri/Durri can take one additional action on top of its regular action and a possible bonus action. Once Eitri/Durri uses this feature it must finish a short or long rest before it can use it again.

Agitation of Battle. Once per short rest, when Eitri/Durri is rolling initiative for an encounter, it adds its Constitution modifier (+3) as temporary hit points. These hit points go away when the encounter ends.







ACTIONS

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d8 + 3 slashing damage, or *Hit:* 1d8 + 5 slashing damage when it uses a weapon and a shield.

Svillander Javelin. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 1d10 + 3 piercing damage.

Extra Attack. Eitri/Durri makes an additional weapon attack.

PREMADE RELATIONS TABLE

CHARACTERS	¹ Sod/Solvi	² Halvor/Hertha	³ Stein/Stien	⁴ Kalf/Kal	⁵ Asger/Aslaug	⁶ Eitri/Durri
¹ Sod/Solvi		Negative (Restless)	Partnership (Relaxing Hand)	Companion (Not on My Watch)	Neutral	Neutral
² Halvor/Hertha	Negative (Restless)		Partnership (Improved Aid)	Neutral	Neutral	Companion (Back to Back)
³ Stein/Stien	Partnership (Relaxing Hand)	Partnership (Improved Aid)		Negative (Help Rejected)	Partnership (Liberating Attack)	Neutral
⁴ Kalf/Kal	Companion (Not on My Watch)	Neutral	Negative (Help Rejected)		Neutral	Neutral
⁵ Asger/Aslaug	Neutral	Neutral	Partnership (Liberating Attack)	Neutral		Negative (Torn Bandage)
⁶ Eitri/Durri	Neutral	Companion (Back to Back)	Neutral	Neutral	Negative (Torn Bandage)	

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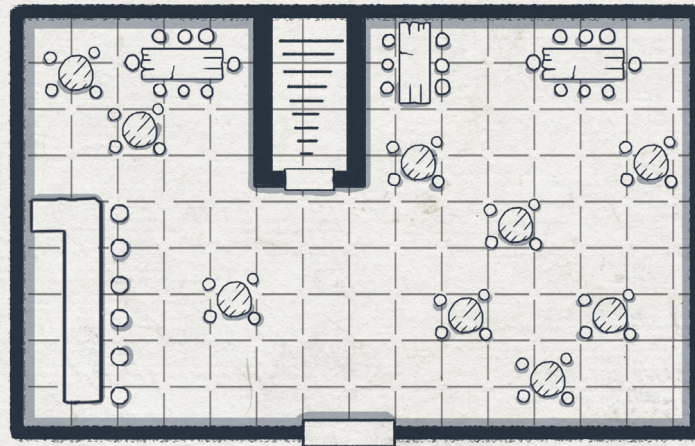
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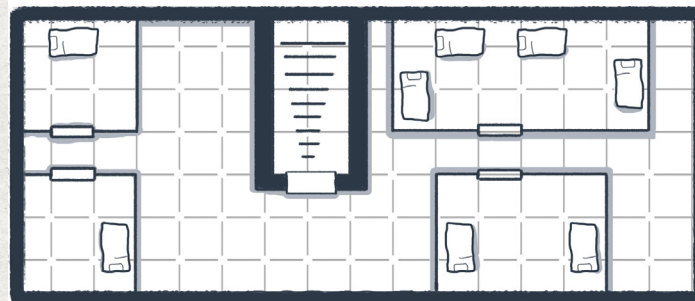
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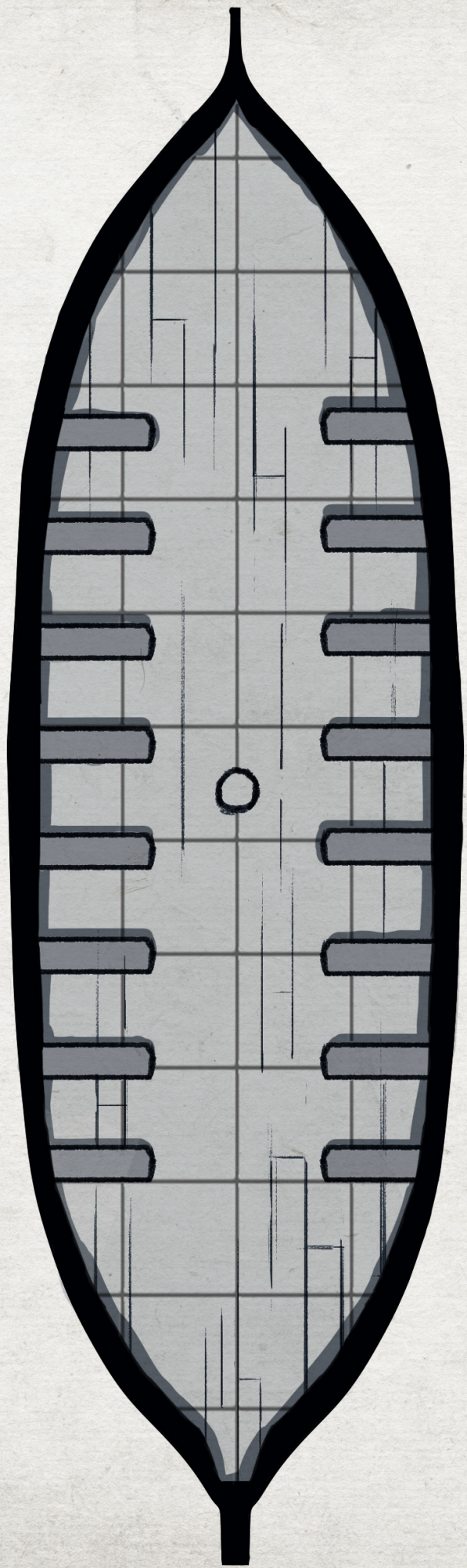
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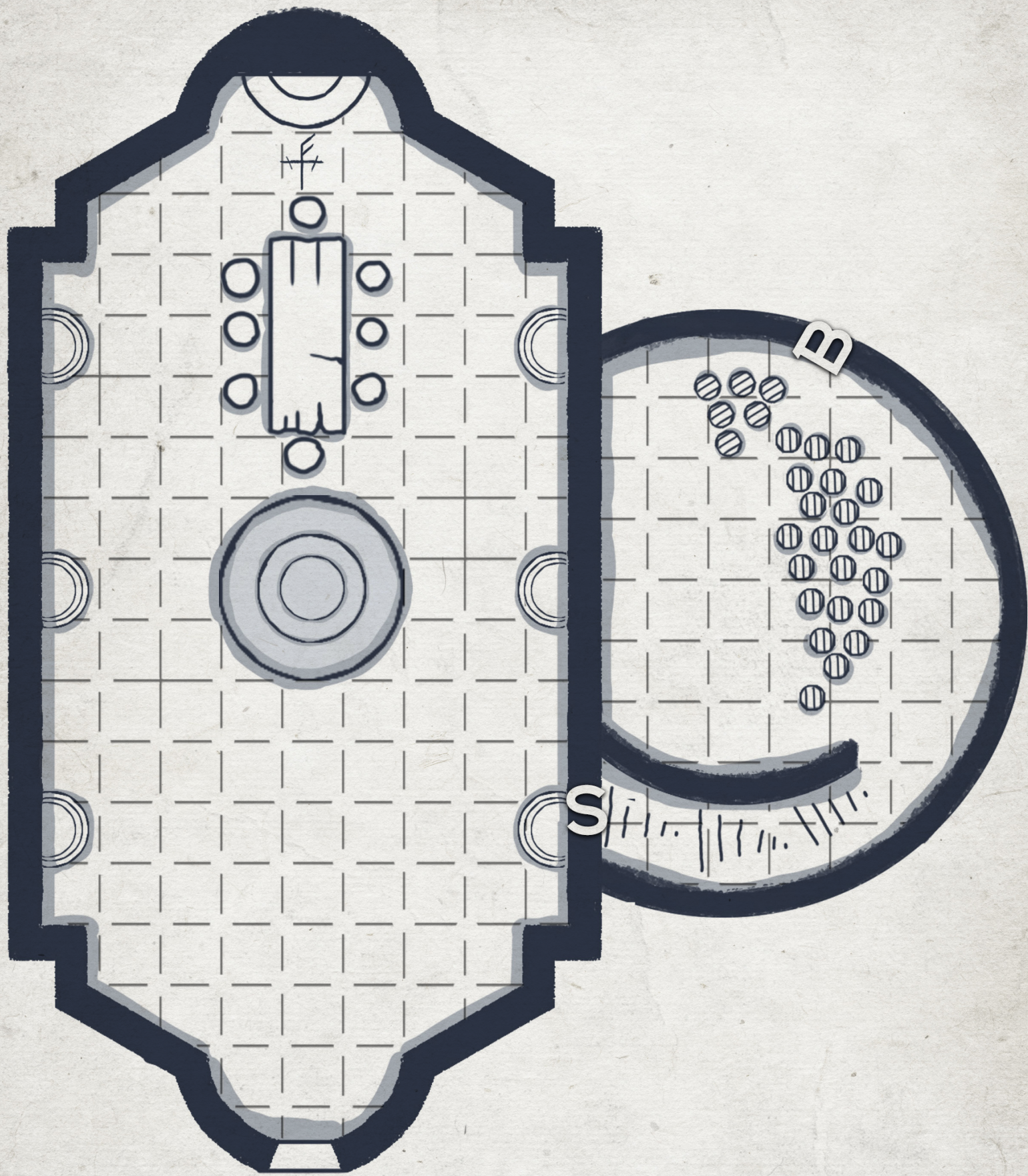
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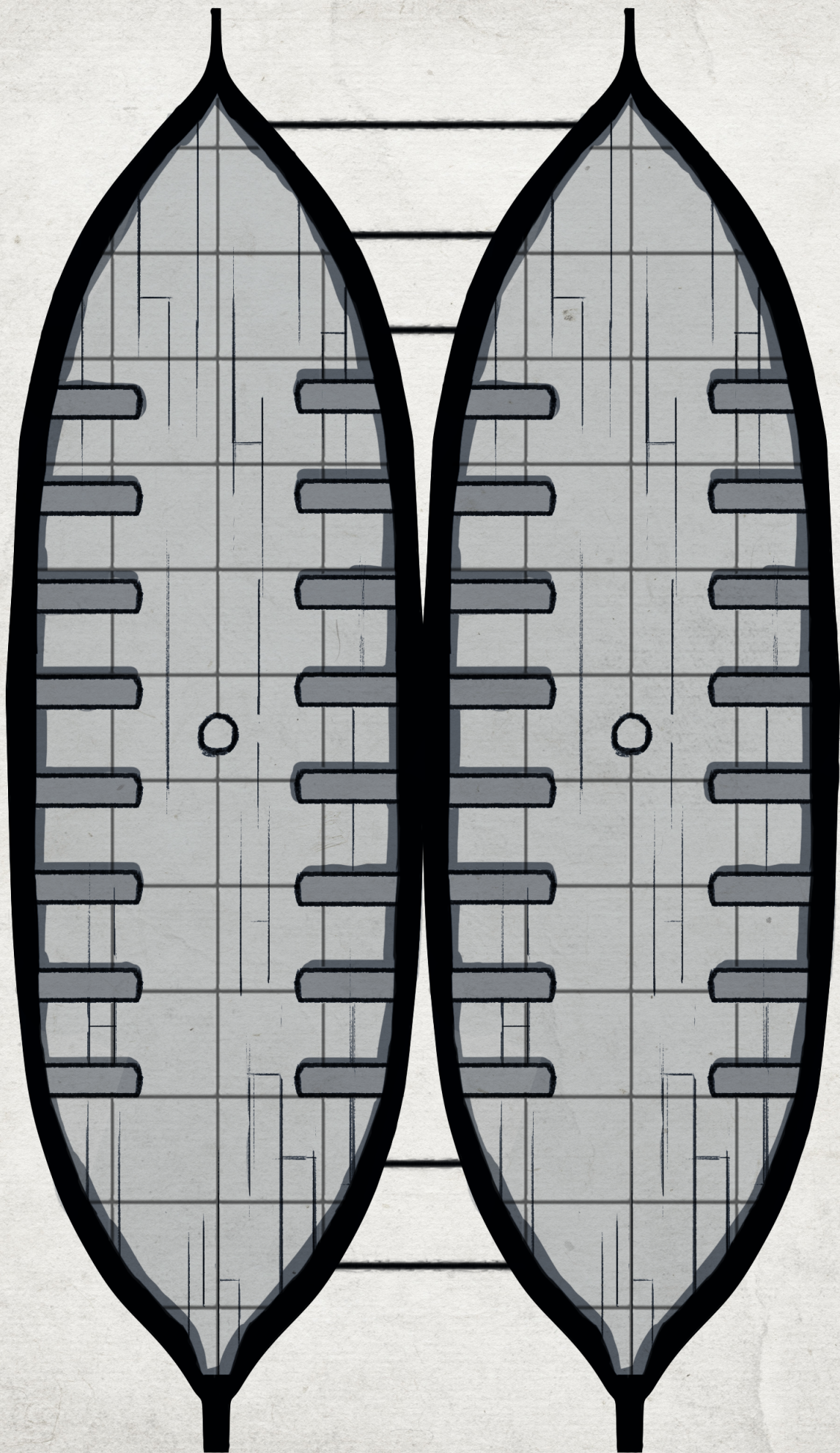
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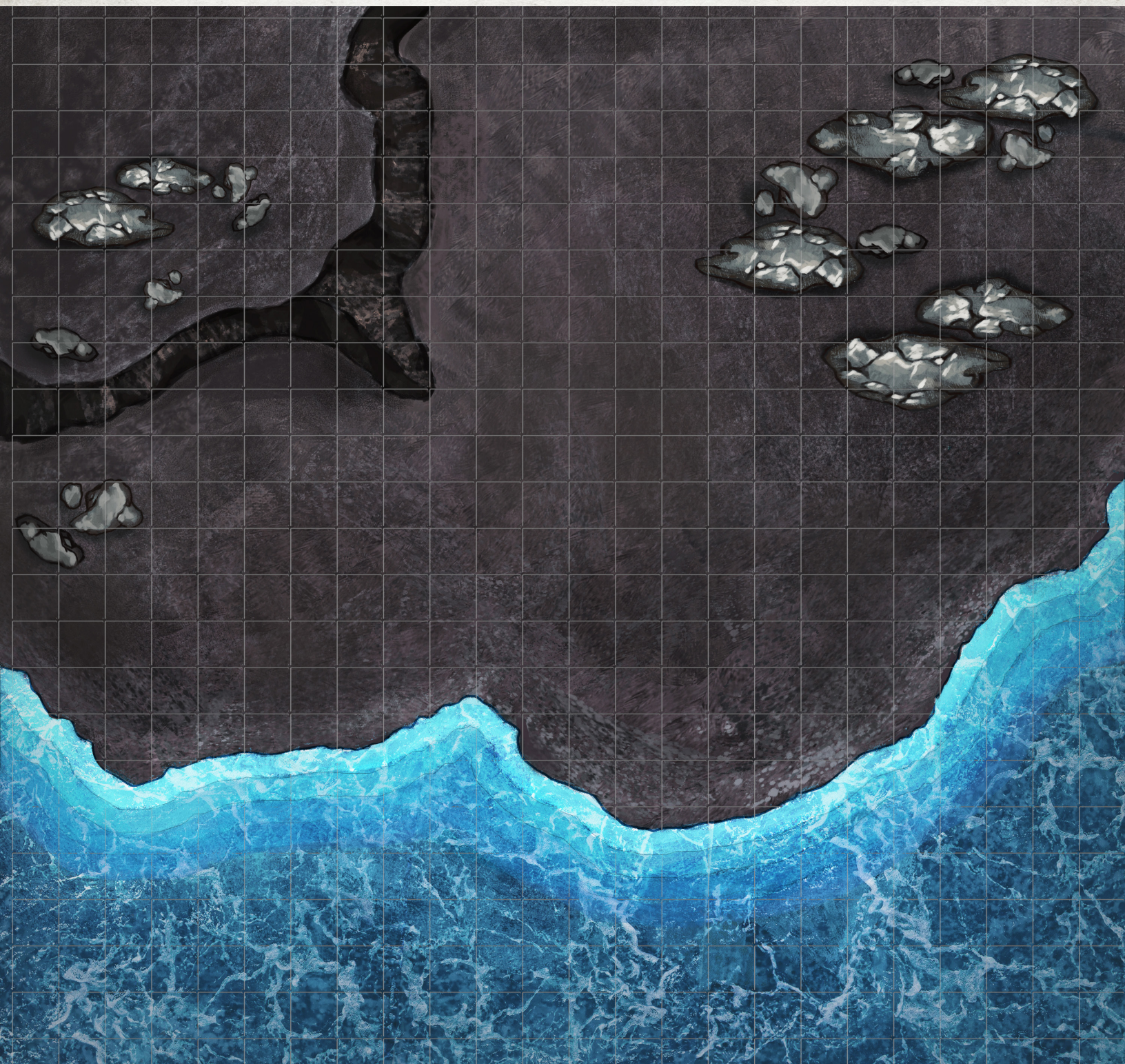
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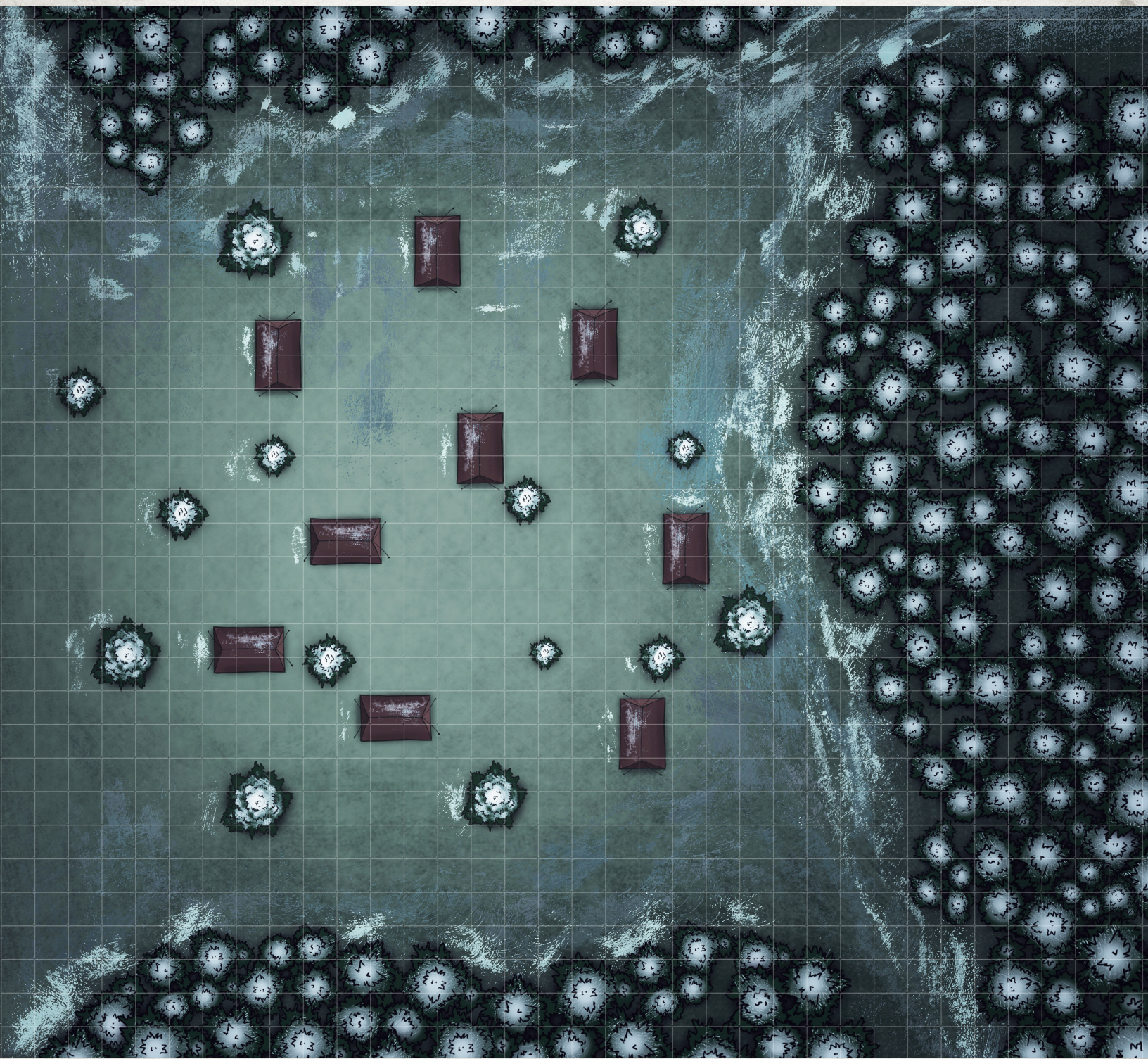


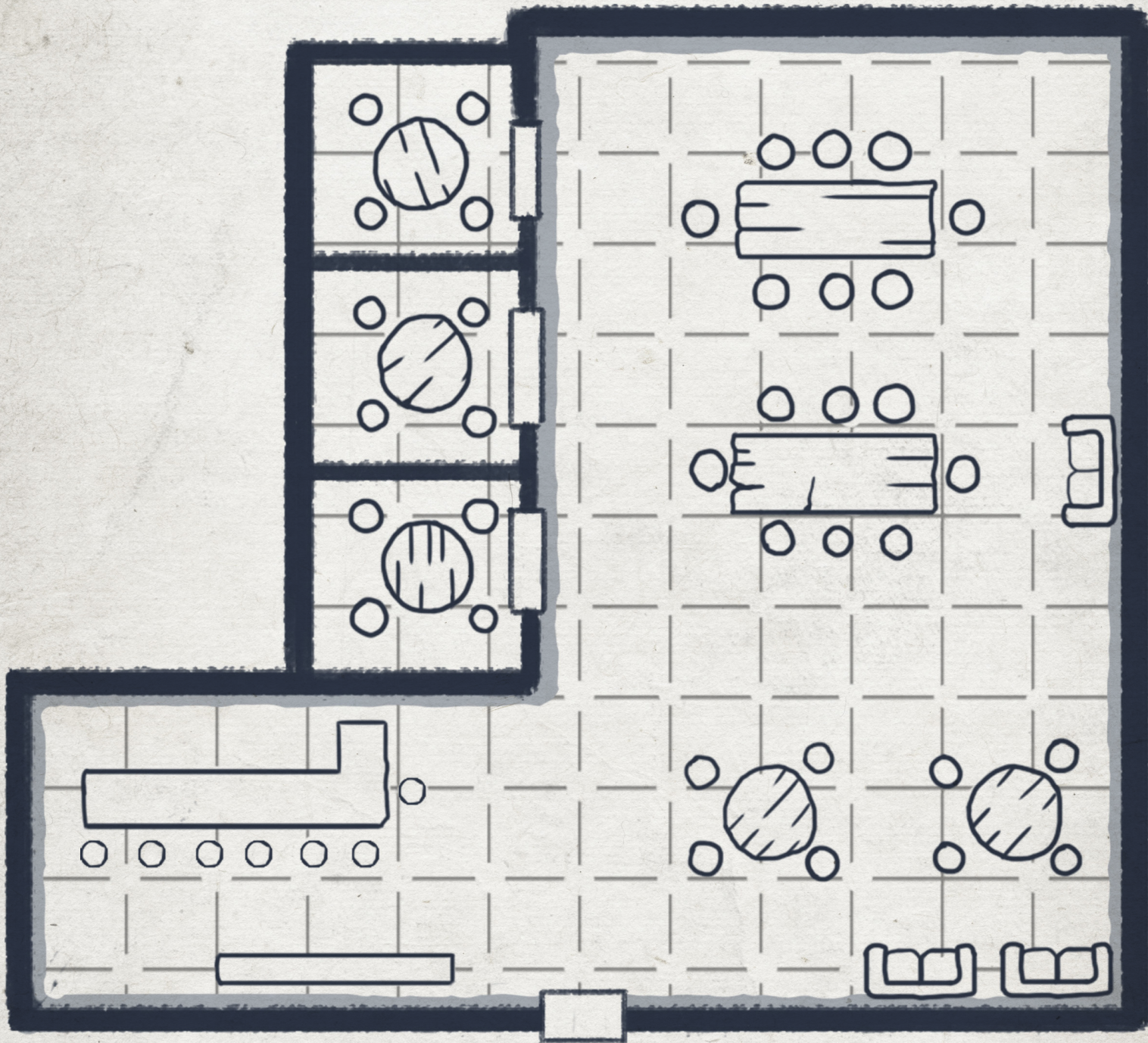


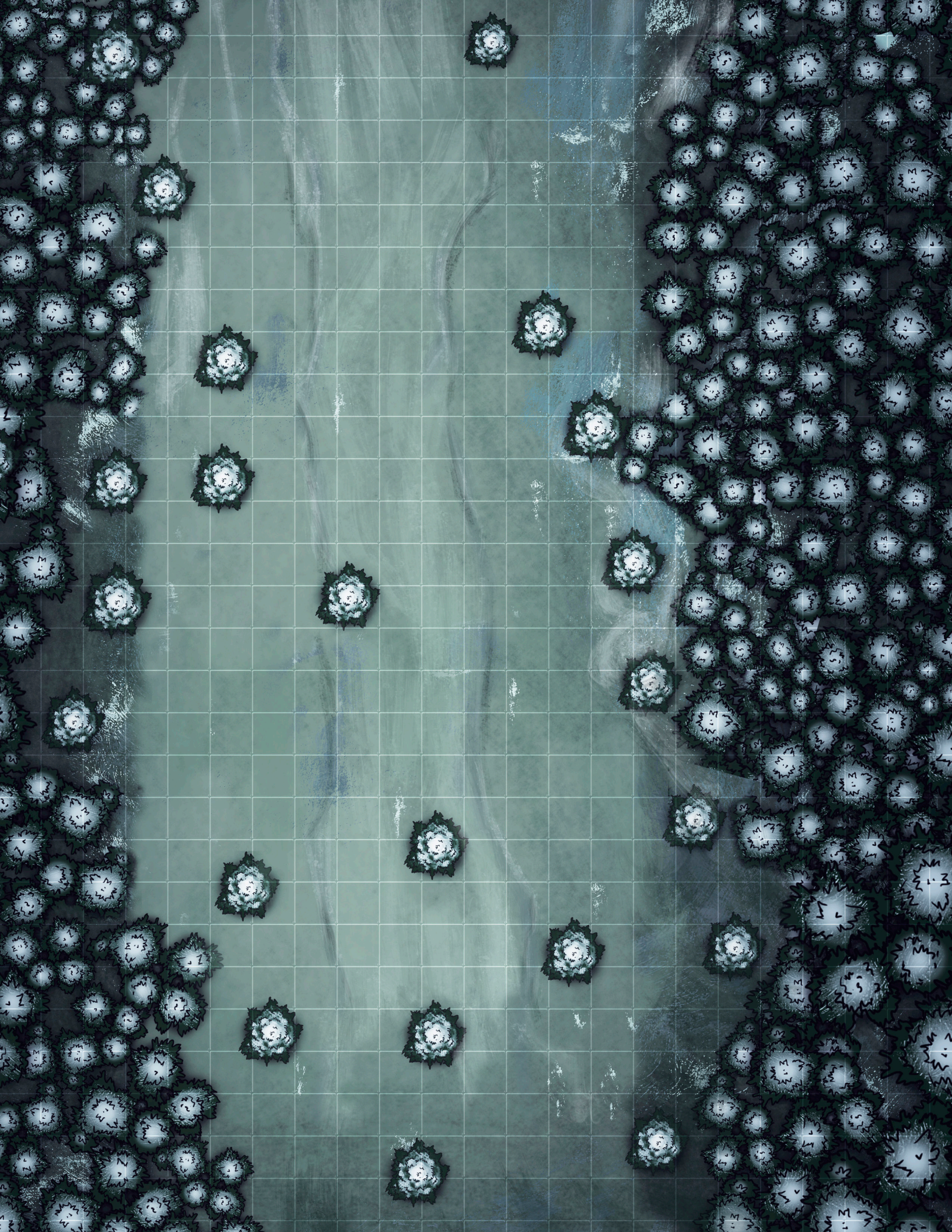


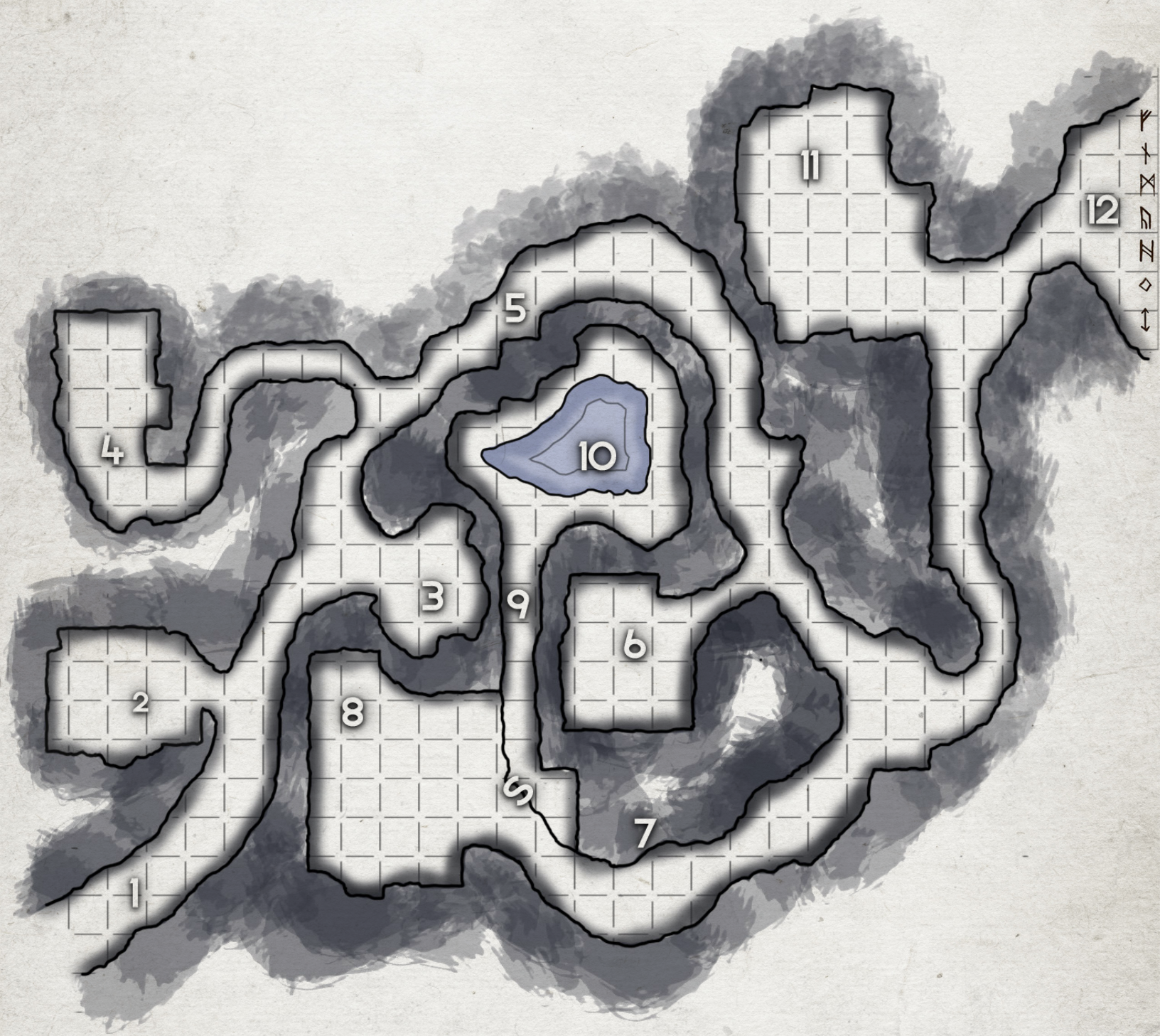


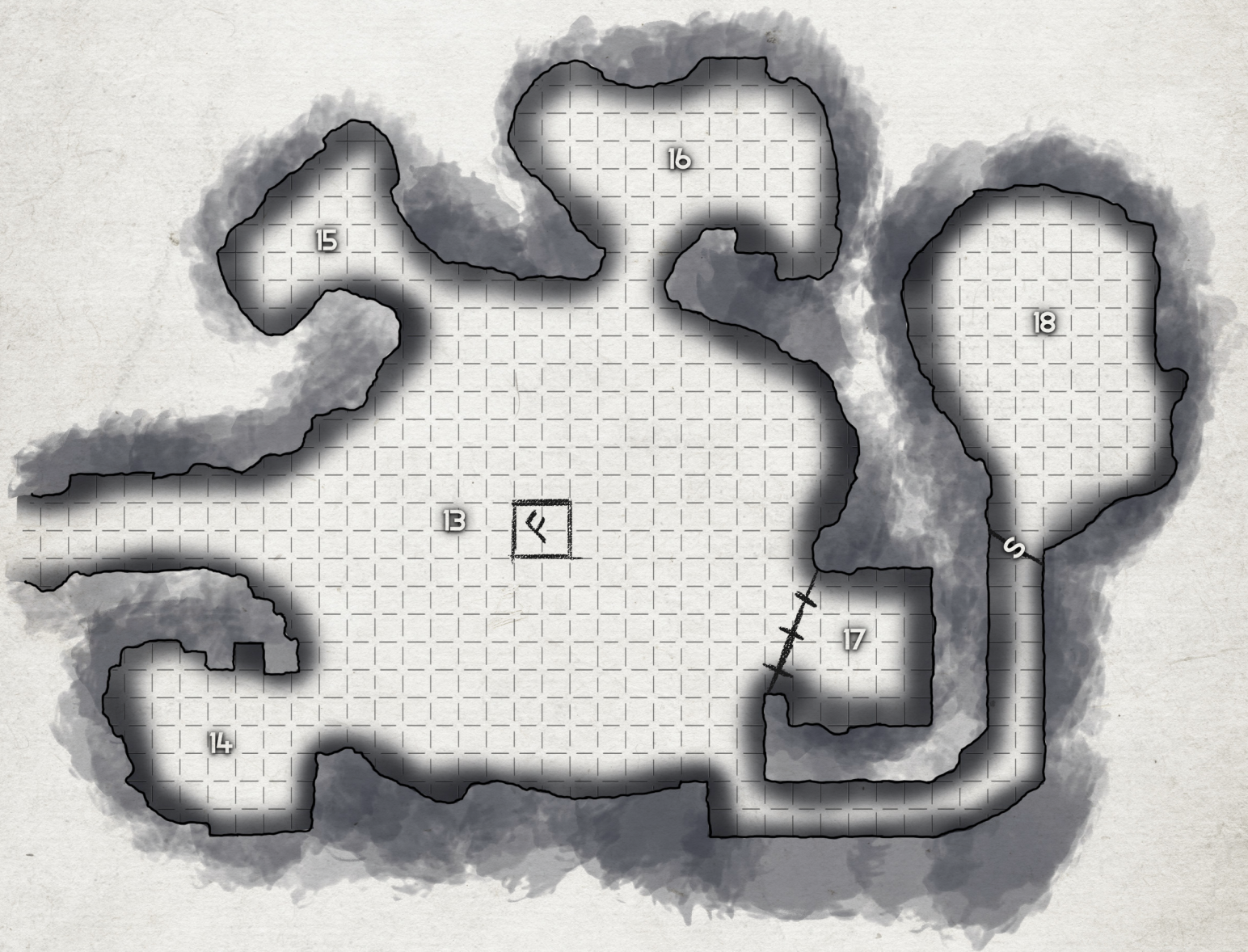


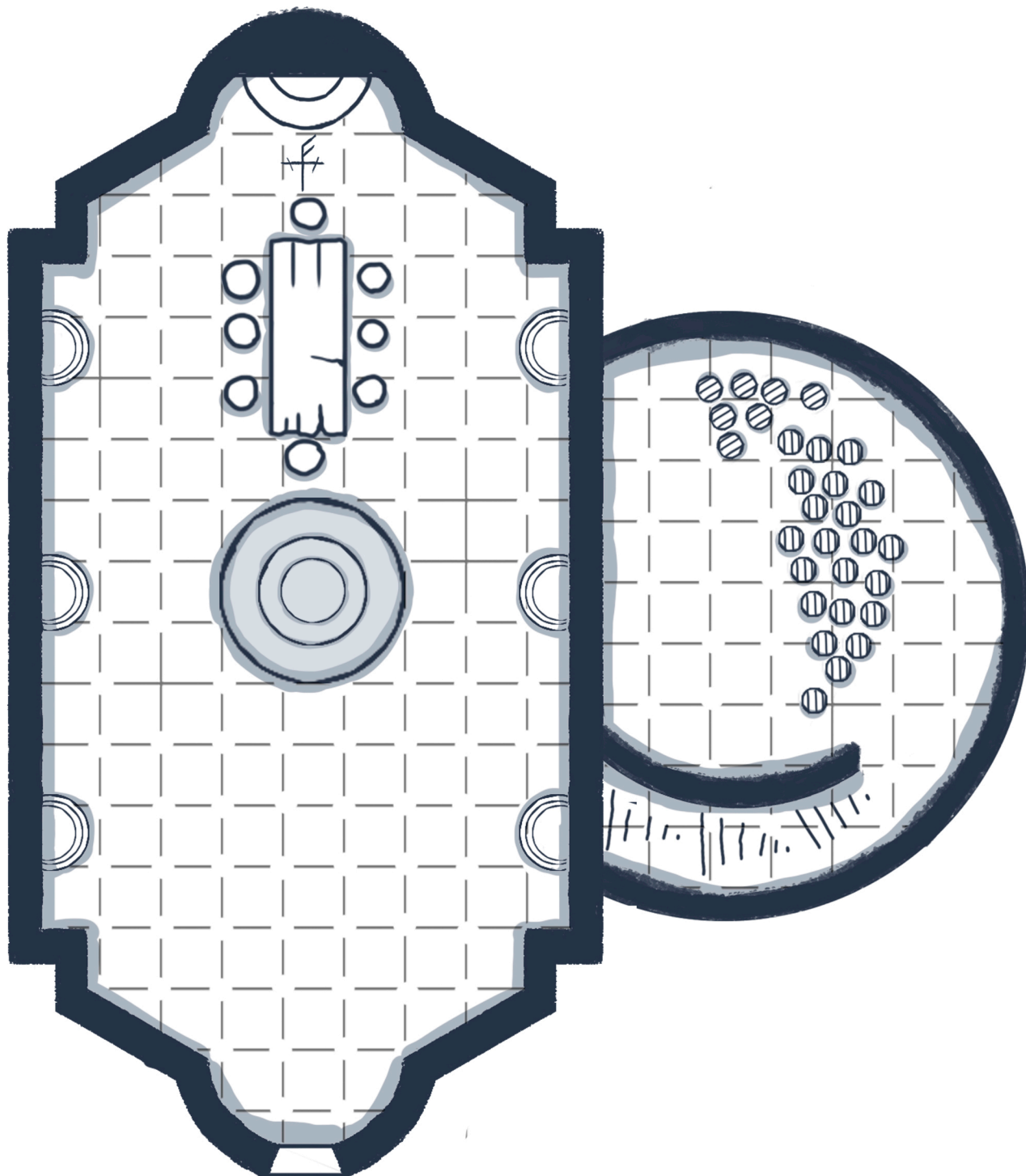


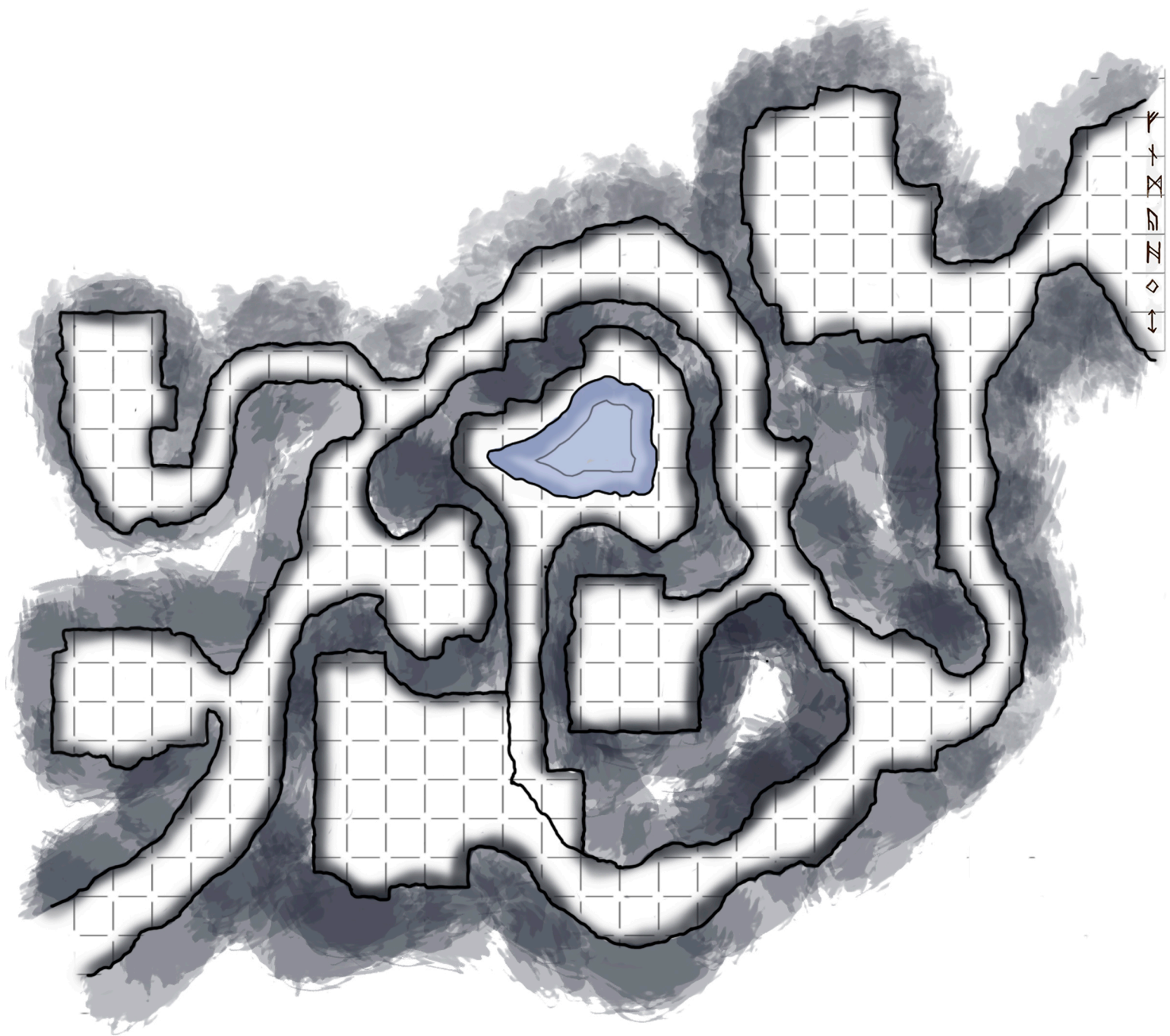


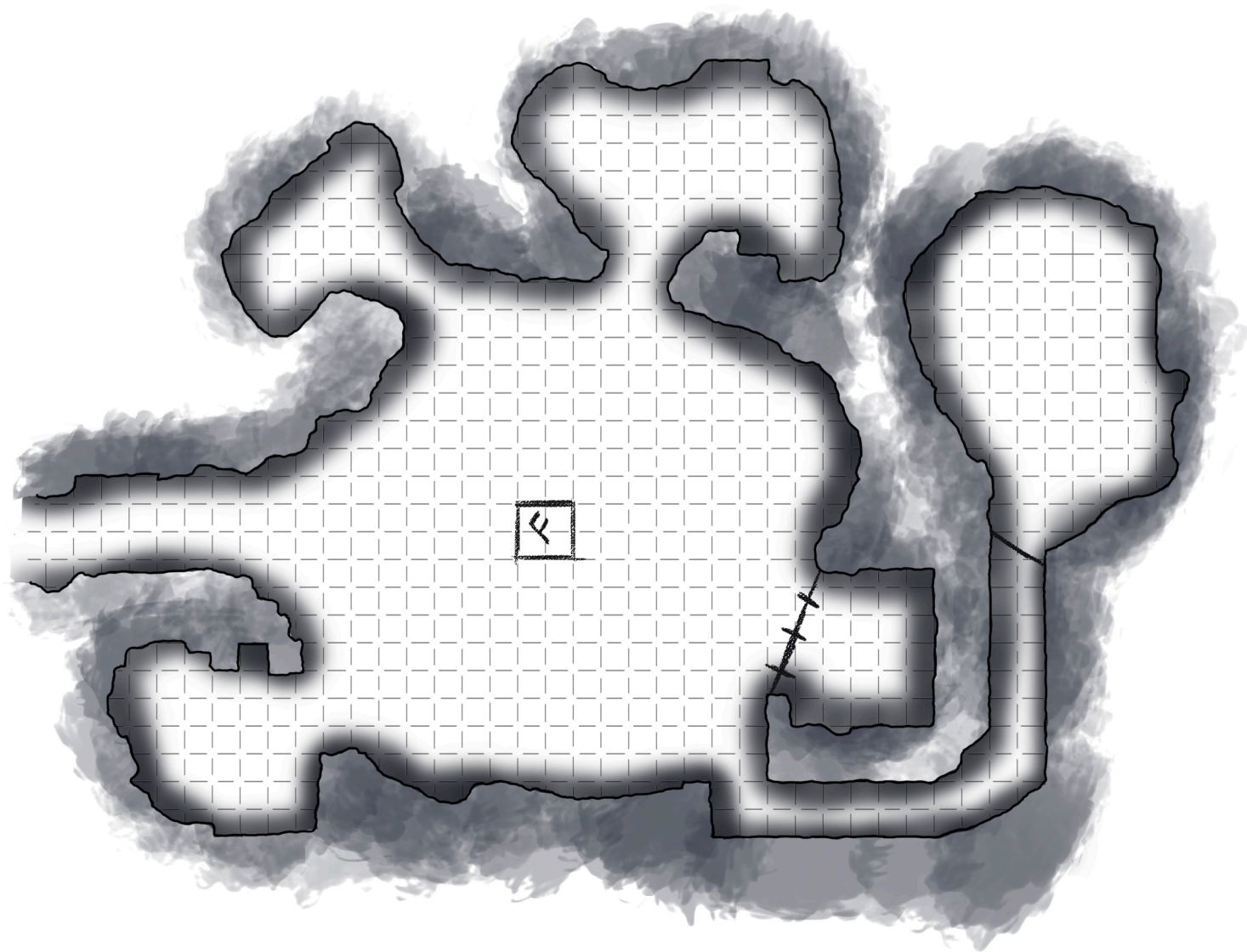












HILDA (SHIELDMAIDEN)

Medium humanoid (any), any alignment

Armor Class 16 (ringmail, round 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, Mithal

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.

WEREVARGR

Medium humanoid (shapechanger), chaotic evil

Armor Class 13 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	14 (+2)	16 (+3)	10 (0)	11 (0)	10(0)

Saving Throws Strength +5, Constitution +5

Skills Athletic +5, Perception +2, Stealth +5

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks that aren't silvered

Senses passive Perception 12

Languages Austris (common), Mithal

Challenge 3 (700 XP)

Shapechanger. The werevargr can use its action to polymorph into a were vargr, or back into its true form, which is humanoid.

Its statistics, other than its AC, are the same in each form.

Any equipment it is wearing or carrying isn't transformed.

It reverts to its true form if it dies.

Keen Hearing and Smell. The werevargr has an advantage on Wisdom (Perception) checks that rely on hearing or smell.

Lycanthropic Regeneration. The werevargr regains 1 hit points at the start of each one of its turns if it is not attacked by a spell, or by a weapon that is magical or silvered.

Howl (2/day). As a bonus action or reaction, the werevargr howls and provides its allies within 5 feet of it a 2 (1d4) bonus on their next saving throw.

ACTIONS

Multiattack. The werevargr makes two attacks with its Svillander javelin. Or it makes two attacks, one with its bite and one with its claws. .

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.*Hit:* 10 (2d6 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.*Hit:* 10 (2d6 + 3) slashing damage.

Svillander Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, or 8 (1d10 + 3) piercing damage if used with two hands to make a melee attack.

LYCANTHROPIC VARGR

Medium humanoid (shapechanger), chaotic evil

Armor Class 16 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	14 (+2)	14 (+2)	10 (0)	11 (0)	10(0)

Saving Throws Strength +5, Constitution +4

Skills Athletic +5, Perception +2, Stealth +4

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks that aren't silvered

Senses passive Perception 12

Languages Austris (common) and Mithal, but it can't speak in Lycanthropic vargr form

Challenge 3 (700 XP)

Shapechanger. The lycanthropic vargr can use its action to polymorph into a were vargr, or back into its true form, which is humanoid.

Its statistics, other than its AC, are the same in each form.

Any equipment it is wearing or carrying isn't transformed.

It reverts to its true form if it dies.

Keen Hearing and Smell. The lycanthropic vargr has an advantage on Wisdom (Perception) checks that rely on hearing or smell.

Lycanthropic Regeneration. The lycanthropic vargr regains 1 hit points at the start of each one of its turns if it is not attacked by a spell, or by a weapon that is magical or silvered.

Howl (2/day). As a bonus action or reaction, the lycanthropic vargr howls and provides its allies within 5 feet of it a 2 (1d4) bonus on their next saving throw.

ACTIONS

Multiattack. The lycanthropic vargr makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.*Hit:* 10 (2d6 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.*Hit:* 10 (2d6 + 3) slashing damage.

RAIDER

Medium humanoid (Vestri), chaotic neutral

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	12 (+1)	12 (+2)	10 (0)	10 (0)	10(0)

Senses passive Perception 10

Languages Austris (common), Mithal

Challenge 1/8 (25 XP)

ACTIONS

Saex. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Javelin. *Ranged Weapon Attack:* +3 to hit, thrown range 20 ft./60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

WOLF

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6(-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages --

Challenge 1/4 (50 XP)

Shapechanger. The lycanthropic vargr can use its action to polymorph into a were vargr, or back into its true form, which is humanoid.

Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The troop member has advantage on an attack roll against a creature if at least one of the allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

GUDRICK'S GUTTER

Medium humanoid (Mithal), chaotic evil

Armor Class 14 (studded leather)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	14 (+2)	16 (+3)	10 (0)	11 (0)	10(0)

Saving Throws Strength +4, Constitution +5

Skills Acrobatics +3, Athletics +4, Perception +2

Senses passive Perception 13

Languages Austris (common) and Mithal

Challenge 3 (700 XP)

Blood Feud. Gudrick's gutter can make an attack to a creature it took a critical hit from as a reaction. Additionally, if Gudrick's gutter is below 20 hit points, it adds 2 (1d4) to the damage of its attacks.

Discouraging Shout (2/day). When Gudrick's gutter makes a successful attack to a creature, it can make a discouraging shout as a bonus action and the creatures within 30 feet of it must succeed on a DC 13 Wisdom saving throw or become frightened until the end of their next turn.

Invigorate (1/day). Gudrick's gutter can use its bonus action to regain 13 (1d10 + 8) hit points.

ACTIONS

Multiattack. Gudrick's gutter makes three attacks with its dual-wielded gutting cleavers.

Gutting Cleaver. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

If Gudrick's gutter makes both of its attacks on the same target and succeeds, or if it makes a critical hit on a creature, that creature must succeed on a DC 13 Constitution saving throw or shiver in intense pain resulting from the wounds taken from this serrated, rusty cleaver. The creature can't take reactions until the start of its next turn.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) slashing damage.

SEA HARPY

Medium monstrosity, chaotic evil

Armor Class 13 (Natural Armor)

Hit Points 45 (7d8 + 18)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	15 (+2)	10 (0)	8 (-1)	10 (0)	15(+2)

Skills Stealth +8 (underwater)

Senses passive Perception 10

Languages Austris (common)

Challenge 2 (450 XP)

ACTIONS

Multiattack. The sea harpy makes two attacks: one with its claws and one with its bite.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 7 (2d4 + 2) slashing damage.

Bite. *Melee Weapon Attack :*+4 to hit, reach 5 ft., one target.
Hit: 6 (1d8 + 2) piercing damage plus 4 (1d8) acid damage.

Luring Song. The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 feet away from the harpy, the target must move on its turn toward the harpy by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this harpy's song for the next 24 hours.

Into the Depths. The harpy can use its move action to dive into the sea. While underwater, it gains a +4 bonus to stealth checks.

HARRFORAÐ'S TENTACLE

Large limb of monstrosity, unaligned

Armor Class 13

Hit Points 32 (5d10 + 5)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	16 (+3)	12 (+1)	3 (-4)	10 (0)	5(-3)

Skills Stealth +5

Damage Vulnerabilities Lightning

Damage Resistances Fire

Damage Immunities Psychic, Necrotic, Poison

Condition Immunities Charmed, Frightened, Poisoned

Senses passive perception 10

Languages --

Challenge 1 (200 XP)

Flee. If four of the Harrforað's tentacles are cut from its body (slain), the Harrforað will disengage from the ship and swim away.

Harrforað's Tentacles. Harrforað's is a magical and mysterious creature with each of its tentacles able to develop their own traits, and attacks of each are magical. A Harrforað's tentacle belongs to one of the following types:

Acidic: This tentacle has acid leaking from its palps. It deals an additional 2 (1d4) acid damage on a successful attack, and 2 (1d4) acid damage again at the end of the target creature's next turn.

Icy: This tentacle has ice spikes on it and looks slightly frozen, it deals an additional 3 (1d6) cold damage on a successful attack, which reduces the target creature's speed by 10 ft until the start of the tentacle's next turn.

Poisonous: This tentacle slightly resembles the arm of a jellyfish, it deals an additional 4 (1d8) poison damage on a successful attack if the target fails a DC 13 Constitution saving throw.

Rotten: This tentacle smells like rot and seems rotten, it deals an additional 3 (1d6) necrotic damage on a successful attack.

Underwater Camouflage. The Harrforað's tentacle has advantage on Dexterity (Stealth) checks made to hide while underwater.

ACTIONS

Tentacle Bash. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage and an additional damage or effect according to the tentacle's type given above.

Constrain. The Harrforað's tentacle can grapple a target using one of its tentacles (escape DC 16). Constrained target is considered restrained and take 8 (1d6 + 5) bludgeoning damage and an additional damage or effect according to the tentacle's type at the start of each one of the tentacle's turns. The tentacle cannot attack or grapple another creature until it lets the target go.

DRAUGR OF DEPTHS

Medium undead, neutral evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	14 (+2)	11 (0)	6 (-2)	10 (0)	5(-3)

Damage Immunities Poison

Condition Immunities Charmed, Exhausted, Poisoned

Senses darkvision 60ft., passive Perception 10

Languages understands the languages it knew in life but can't speak

Challenge 1 (200 XP)

Chant of Vikingr. While idle, the draugr of depths chants songs of vikingr that is audible within the sea (Perception check DC 10) in an area of 200 feet and sounds like a grumbling (Perception check DC 13) on the surface in an area of 100 feet. Any creature that hears the chant must succeed on a DC 15 Wisdom saving throw or start moving towards the source of the chant.

Mossy Bones. The draugr of depths has advantage on Dexterity (Stealth) checks made while underwater, and any creature that tries to grapple it has disadvantage on its grapple checks.

Undead Fortitude. If damage reduces the draugr to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the draugr drops to 1 hit point instead.

ACTIONS

Multiattack. The draugr of depths makes two attacks, one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 4 (1d6 + 1) piercing damage

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 6 (2d4 + 1) slashing damage

Shriek of the Depths (Recharge 5-6). The draugr of depths puts out an unbearable shriek of pain and denial left from its memories of being drowned in the vast blackness. It chooses a creature within 10 feet of it as an action. Target creature must succeed on a DC 13 Wisdom saving throw. On a failed save, it becomes stunned until the end of its next turn by the dread of the depths and drowning, taking 11 (2d10) psychic damage. On a successful save, a creature takes half as much damage and is not stunned.

SKIPAN CAPTAIN

Medium humanoid (Mithal), any alignment

Armor Class 16 (Light Hide and Shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	14 (+2)	14 (+2)	10 (0)	12 (+1)	10(0)

Skills Acrobatics +4, Athletics +6, Perception +3

Senses passive Perception 13

Languages Austris (common), Mithal

Challenge 3 (700 XP)

Skipan Tactics. The skipan captain deals an additional 2 (1d4) of its weapon's damage against a creature if at least one of the skipan's allies is within 5 feet of it and the ally isn't incapacitated.

ACTIONS

Multiattack. The skipan captain makes two attacks with its battleaxe.

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

SORCERER OF LAUGR

Medium humanoid (Mithal), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft., Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	15 (+2)	14 (+2)	10 (0)	12 (+1)	16(+3)

Skills Arcana +3, Acrobatics +4

Senses passive Perception 11

Languages Austris (common), Mithal

Challenge 3 (700 XP)

Spellcasting. The sorcerer is a 5th-level spellcaster. Its spell-

SKIPAN

Medium humanoid (Mithal), any alignment

Armor Class 14 (Studded Leather)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	14 (+2)	12 (+1)	10 (0)	12 (+1)	10(0)

Skills Acrobatics +5, Athletics +4

Senses passive Perception 11

Languages Austris (common), Mithal

Challenge 1 (200 XP)

Skipan Tactics. The skipan deals an additional 2 (1d4) of its weapon's damage against a creature if at least one of the skipan's allies is within 5 feet of it and the ally isn't incapacitated.

ACTIONS

Multiattack. The skipan makes two attacks with its spear.

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Svilland Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., range 30/120, one target. *Hit:* 7 (1d10 + 2) piercing damage.

casting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The sorcerer has the following sorcerer spells prepared:

Cantrips (at will): *acid splash, fire bolt, light, ray of frost, shocking grasp*

1st level (3 slots*): *mage armor, thunderwave*

2nd level (3 slots): *gust of wind, scorching ray*

3rd level (2 slots): *counterspell, mass healing word*

* The sorcerer starts the encounter with mage armor cast.

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

ALSVARTR CAPTAIN

Medium humanoid (Mithal), any alignment

Armor Class 16 (chain hauberk)

Hit Points 52 (8d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	12 (+1)	16 (+3)	11(0)	14 (+2)	12(+1)

Saving Throws Strength +5, Dexterity +3

Skills Athletics +4

Senses passive perception 12

Languages Austris (common), Mithal

Challenge 2 (450 XP)

Furious Swings. If the Alsvatr captain makes two successful melee weapon attacks to a creature, it adds 2 (1d4) to its second attack's damage.

ACTIONS

Multiattack. The Alsvatr captain makes two melee attacks with its Svillander axe. Or the Alsvatr captain makes two ranged attacks with its longbow.

Svillander Axe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage and the Alsvatr captain can choose to attack recklessly before making its attack roll, subtracting 2 (1d4) from its attack roll and adding 2 (1d4) to its weapon's damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

ALSVARTR SOLDIER

Medium humanoid (Mithal), any alignment

Armor Class 14 (Studded Leather)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	14 (+2)	12 (+1)	10 (0)	11 (0)	10(0)

Saving Throws Strength +3, Dexterity +4

Skills Athletics +3

Senses passive perception 10

Languages Austris (common), Mithal

Challenge 1 (200 XP)

Troop Tactics. The Alsvatr soldier adds 1 to its AC if at least one of the allies is within 5 feet of the soldier and the ally isn't incapacitated.

ACTIONS

Multiattack. The Alsvatr soldier makes two melee attacks with its Svillander javelin.

Svillander Javelin. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Björn

Medium humanoid, chaotic neutral

Armor Class 15 (heavy hide)

Hit Points 76 (9d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	12 (+1)	18 (+4)	9(-1)	11 (0)	9(-1)

Saving Throws Strength +7, Constitution +6

Senses passive Perception 10

Languages Austris (common), Mithal

Challenge 4 (1,100 XP)

Reckless. At the start of his turn, Björn can choose to gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

ACTIONS

Multiattack. Björn makes two melee attacks with his great-axe.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage.

Constrict. Björn attempts to grapple a creature by making a Strength (Athletics) check. If successful, the creature is restrained and takes 23 (4d8 + 5) bludgeoning damage at the start of each one of Björn's turns it remains grappled. While constricting someone, Björn cannot attack another creature.

SLAVER HARALD

Medium humanoid, chaotic evil

Armor Class 16 (studded leather)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(0)	18 (+4)	14 (+2)	10(0)	14 (+2)	12(+1)

Saving Throws Dexterity +6, Wisdom +4

Skills Deception +3, Perception +4, Stealth +6

Senses passive Perception 10

Languages Austris (common), Mithal

Challenge 4 (1,100 XP)

Improved Initiative. Harald relies on his wits and element of surprise. He adds 4 to its initiative rolls.

Surprise Attacks. Harald is quick to act once he has the initiative. At the first round of combat on his turn, Harald makes a weapon attack to up to 4 creatures within 30 feet of him who haven't yet played their turns. He has advantage on these attacks.

Sneak Attack. Once per turn, Harald can deal an extra 10 (3d6) damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or a ranged weapon.

ACTIONS

Multiattack. Harald makes three attacks in any combination with its saex and handaxe.

Saex. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage

Handaxe. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

CUTTHROAT ASTRID

Medium humanoid (Kuning), neutral evil

Armor Class 13 (16 With Barkskin)

Hit Points 37 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(0)	16 (+3)	16 (+3)	12(+1)	18 (+4)	12(+1)

Saving Throws Constitution +5, Wisdom +6

Skills Nature +3, Perception +6, Survival +6, Sleight of Hand +5

Senses passive Perception 16

Languages Austris (common), Kun, Mithal

Challenge 3 (700 XP)

Spellcasting. Astrid is a 5th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She has the following seidr spells prepared:

Cantrips (at will): *animal friendship, guidance, poison spray*

1st level (4 slots): *charm person, cure wounds, entangle, faerie fire*

2nd level (3 slots): *scorching ray, moonbeam, owner of the spirits*

3rd level (2 slots): *gaseous form, word of Surtr*

ACTIONS

Saex. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) piercing damage

SIGVID

Medium humanoid (Vestri), lawful neutral

Armor Class 14 (ringmail)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	11 (0)	14 (+2)	11(0)	11(0)	15(+2)

Saving Throws Wisdom +2, Constitution +4

Skills Athletics +5, Intimidation +4

Senses passive Perception 10

Languages Austris (common), Mithal

Challenge 3 (700 XP)

Brave. Sigvid has advantage on saving throws against being frightened.

ACTIONS

Multiattack. Sigvid makes two melee attacks with his greatsword.

Greatsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) slashing damage.

Armor Spikes. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. **Hit:** 5 (1d4 + 3) piercing damage. On a successful attack, Sigvid can also try to grapple the target creature by making a Strength (Athletics) check. While a creature is grappled, it takes 5 (1d4 + 3) piercing damage at the start of each one of Sigvid's turns.

REACTIONS

Parry. Sigvid adds 2 to its AC against one melee attack that would hit it. To do so, he must see the attacker and be wielding a melee weapon.

CLAW OF FENRIR

Medium humanoid, chaotic evil

Armor Class 13 (leather armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	12 (+1)	16 (+3)	11(0)	11(0)	10(0)

Skills Athletics +4, Religion +2

Senses passive Perception 10

Languages Austris (common), Mithal

Challenge 1/2 (100 XP)

Dark Devotion. The claw of Fenrir has advantage on saving throws against being charmed or frightened.

ACTIONS

Greatsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

BEAST OF FENRIR

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	14 (+2)	16 (+3)	6(-2)	12 (+1)	5(-3)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Challenge 3 (700 XP)

Keen Hearing and Smell. The beast of Fenrir has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The beast of Fenrir has advantage on an attack roll against a creature if at least one of its allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Bite (Magical +1). Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 12 (2d8 + 3) piercing damage plus 4 (1d8) fire damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

HALFDAN

Medium humanoid (*dvergr*, *shapechanger*), chaotic evil

Armor Class 12 (15 in werevargr form)

Hit Points 45 (6d8 + 18)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	14(+2)	17(+3)	8(-1)	11(0)	14(+2)

Saving Throws Strength +4, Dexterity +4

Senses passive Perception 10

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons that aren't silvered

Languages Austris (common), Dvergmer, Mithal

Challenge 3 (700 XP)

Dark Devotion. Halfdan has advantage on saving throws against being charmed or frightened.

Fenrir Spawn. Halfdan's bite and claw attacks deal an additional 1d6 necrotic damage (included in the attacks).

Keen Hearing and Smell. Halfdan has an advantage on Wisdom (Perception) checks that rely on hearing or smell.

Lycanthropic Regeneration. Halfdan regains 1 hit points at the start of each one of his turns if he is not attacked by a spell, or by a weapon that is magical or silvered.

Pounce. If Halfdan 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 15 Strength saving throw or be knocked prone.

Shapechanger. Halfdan can use its action to polymorph into a werevargr (which is currently his form), or back into his true form, which is humanoid.

His statistics, other than his AC, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

ACTIONS

Multiattack. Halfdan makes two melee attacks with his greatsword of Fangs. Or he makes two attacks, one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage plus an additional 3 (1d6) necrotic damage.

Greatsword of Fangs. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage plus an additional 2 (1d4) necrotic damage as the sides of the sword are strengthened by the ancient fang.

REACTIONS

Howl of the Wolf (1/Day). Halfdan howls like a wolf, healing half of the damage he has taken by an attack (maximum 15). Also, the creatures that heard the Howl of the Wolf should succeed on a DC 13 Wisdom saving throw or be frightened for 1d6 rounds.

RANDOLF

Medium humanoid (Austri, shapechanger), chaotic evil

Armor Class 14 (17 in werevargr form)

Hit Points 75 (10d8 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	18(+4)	16 (+3)	12(+1)	14(+2)	17(+3)

Saving Throws Strength +6, Dexterity +6

Senses passive Perception 12

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons that aren't silvered

Languages Austris (common), Mithal

Challenge 4 (1,100 XP)

Dark Devotion. Randolph has advantage on saving throws against being charmed or frightened.

Fenrir Spawn. Randolph's bite and claw attacks deal an additional 1d6 necrotic damage (included in the attacks).

Keen Hearing and Smell. Randolph has an advantage on Wisdom (Perception) checks that rely on hearing or smell.

Lycanthropic Regeneration. Randolph regains 1 hit points at the start of each one of his turns if he is not attacked by a spell, or by a weapon that is magical or silvered.

Pounce. If Randolph 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 15 Strength saving throw or be knocked prone.

Shapechanger. Randolph can use its action to polymorph into

a werevargr (which is currently his form), or back into his true form, which is humanoid.

His statistics, other than his AC, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

ACTIONS

Multiattack. Randolph makes three melee attacks, two with his saex of Fangs and one with his saex. Or he makes two melee attacks, one with his bite and one with his claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 4) piercing damage plus an additional 3 (1d6) necrotic damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 4) slashing damage plus an additional 3 (1d6) necrotic damage.

Saex of Fangs. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus an additional 2 (1d4) necrotic damage as the pointy end of the saex is strengthened by the ancient fang.

Saex. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

REACTIONS

Howl of the Wolf (1/Day). Randolph howls like a wolf, healing half of the damage he has taken by an attack (maximum 20). Also, the creatures that heard the Howl of the Wolf should succeed on a DC 14 Wisdom saving throw or be frightened for 1d6 rounds.

STIGR

Medium humanoid (Vestri, shapechanger), chaotic evil

Armor Class 13 (16 with barkskin)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(0)	16(+3)	14 (+2)	14(+2)	19(+4)	11(0)

Saving Throws Dexterity +5, Wisdom +6

Senses passive Perception 14

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons that aren't silvered

Languages Austris (common), Mithal, Vestri

Challenge 2 (450 XP)

Dark Devotion. Stigr has advantage on saving throws against being charmed or frightened.

Fenrir Spawn. Stigr's bite and claw attacks deal an additional 1d6 necrotic damage (already calculated in the attacks).

Pounce (Hybrid Form Only). If Stigr 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 15 Strength saving throw or be knocked prone.

Lycanthropic Regeneration. Randolph regains 1 hit points at the start of each one of his turns if he is not attacked by a spell, or by a weapon that is magical or silvered.

Spellcasting. Stigr is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell

attacks). Stigr has the following seidr spells prepared:

Cantrips (at will): *acid splash*, *light*, *poison spray*

1st level (4 slots): *crippling spirits*, *cure wounds*, *enlarge/reduce*, *entangle*

2nd level (2 slots): *hold person*, *barkskin*, *blindness deafness*, *ray of enfeeblement*

3rd level (2 slots): *dispel magic*

* Stigr has barkskin spell already cast before the encounter.

ACTIONS

Multiattack. Stigr can make two ranged spell attacks with *Wolf's Fury*.

Wolf's Fury. Ranged Spell Attack: +6 to hit, range 90 ft., one target. Hit: 8 (2d4 + 4) necrotic damage.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 3) piercing damage plus an additional 3 (1d6) necrotic damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 3) slashing damage plus an additional 3 (1d6) necrotic damage.

REACTIONS

Howl of the Wolf (1/Day). Halfdan howls like a wolf, healing half of the damage he has taken by an attack (maximum 15). Also, the creatures that heard the Howl of the Wolf should succeed on a DC 13 Wisdom saving throw or be frightened for 1d6 rounds.

ALPHA VARGR

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 59

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	17(+3)	16 (+3)	5(-3)	12 (+1)	7(-2)

Skills Perception +3, Stealth +5

Senses passive Perception 13

Languages --

Challenge 2 (450 XP)

Pack Tactics. The alpha vargr has advantage on an attack roll against a creature if at least one of the alpha vargr's allies is within 5 feet of the creature and the ally isn't incapacitated.

Keen Hearing and Smell. The alpha vargr has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pounce. If the alpha vargr moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the alpha vargr can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

THE PHANTOM QUEEN

Medium undead, true neutral

Armor Class 14

Hit Points 90 (20d8)

Speed fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10(0)	18(+4)	10 (0)	15(+2)	20(+5)	19(+4)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non-magical attacks.

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60ft., passive Perception 15

Languages Austris (common), Mithal, Vanaris

Challenge 7 (2,900 XP)

Ethereal Sight. The Phantom Queen can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The Phantom Queen 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.

Refreshing Possession. For each turn the Phantom Queen is inside the vessel she possessed, she is healed for 2 (1d4) hit points. This damage also heals the body she has possessed.

Spellcasting. The Phantom Queen is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The Phantom Queen has the following *seidr* spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*

1st level (4 slots): *crippling spirits*, *sleep*, *enlarge/reduce*, *silent image*

2nd level (3 slots): *hold person*, *reveal the dreams*, *weeping spirit*, *soul scream*

3rd level (3 slots): *fear*, *major image*

4th level (1 slot): *ice storm*, *spirit storm*

ACTIONS

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one

creature. *Hit:* 26 (6d6 + 5) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness. The Phantom Queen 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.

Horrifying Visage. Each non-undead creature within 60 feet of the Phantom Queen that can see it must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the Phantom Queen's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the Phantom Queen can see within 5 feet of it must succeed on a DC 17 Charisma saving throw or be possessed by the Phantom Queen; she then disappears, and the target is incapacitated and loses control of its body. The Phantom Queen now controls the body but doesn't deprive the target of awareness. The Phantom Queen can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the Phantom Queen ends it as a bonus action, or the Phantom Queen is turned or forced out by an effect like the *dispel evil and good spell*. When the possession ends, the Phantom Queen reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

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