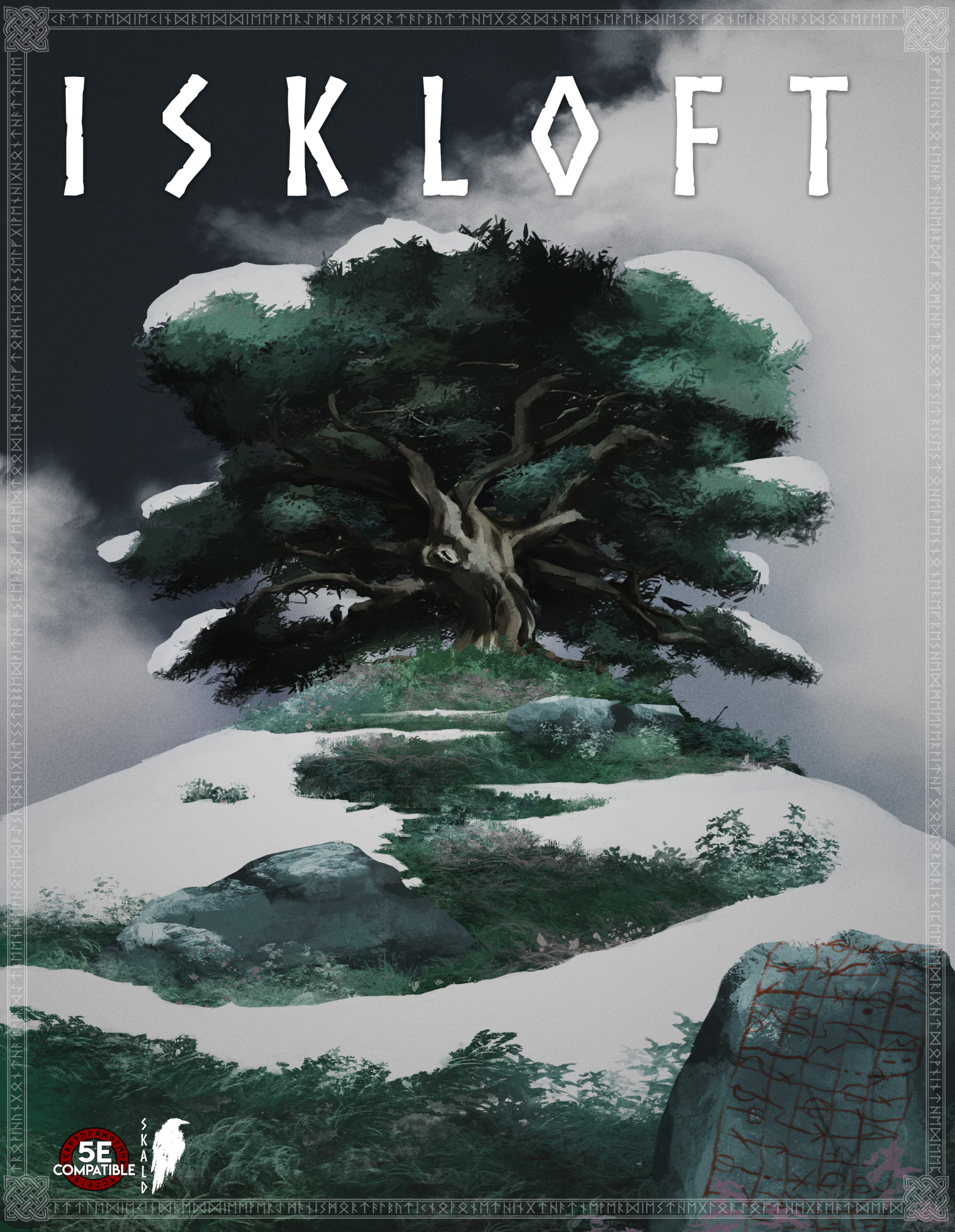
ISKLOFT



5E COMPATIBLE

SKALD

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There are too many playtesters to name here, but thank you to every person who has played in Iskloft and provided invaluable feedback.

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More to come. On time next time. Skal!

Recommended Media

Iskloft has many inspirations, here are just a few things you can read, watch, listen to or otherwise consume that can help you get a feel for the world.

Books: The Last Kingdom series (this series is really the closest any medium I've found comes to Iskloft) A Song of Ice and Fire (politics, a cruel world, mystical fantasy long faded), Havamal (Invaluable for quotes for characters, and give a good impression of the vocabulary of the time), The Prose Edda & Poetic Edda (the best way to learn about mythology), Beowulf (classic story of greed and power set in viking times), Northlanders (brutal, wonderful graphic novels)

TV: Last Kingdom (same reasons as above), Vikings (good for imagery, names, scenes), Sopranos (explores codes of honour, tribalism and masculinity), Game of Thrones (as above), Rome (morality, politics and duty in ancient times)

Movies: The 13th Warrior (explores viking culture as an outsider), Valhalla Rising (grim and brutal), Pilgrimage (aesthetically right on brand), The Ritual (strange, norse monster)

Video Games: The Banner Saga (a game about hard decisions and honour in a norse inspired world), Dead in Vinland (hard decisions and empire building in a norse world), Total War: Thrones of Britannia (manage an empire in the viking age)

RPGs: Ironsworn, Fate of the Norns, Lamentations of the Flame Princess (especially Frostbitten and Mutilated), Symbaroum

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THE WORLD OF ISKLOFT

SIX TRUTHS OF ISKLOFT

Iskloft is a world of brutality.
It is a place of violence, literally and figuratively. This is one of the key aspects of the setting and should shine through in every part of it. Each fight should be one that can end in tragedy. Adventurers in Iskloft shouldn't have 1d4 encounters per long rest, they should fight only when they have to, and pay for every single one.

Beyond that, brutality in Iskloft means there are no shining duels of skilled swordsmen shouting "En Garde!". Instead, a duel is a fight to the death, where headbutts, tricks and savagery often win the day.

Finally, this brutality manifests in the people themselves. A baby is born with a strange look? Leave it for the wolves. An ally falls and breaks their ankle far from civilization? We can't carry them. Iskloft is above all a place where players should consider what is pragmatic and profitable, and what will keep them alive.

Iskloft is about survival
It is a world where the strong, the quick, and the clever survive. The slow, the weak, and the kind often don't. A journey across Iskloft is fraught with danger - from the freezing cold, to packs of roaming wolves, to bandits, to stranger things still.

What if you're on such a journey and an ally is injured? Do you put everyone else at risk to save them, or do you simply leave them behind? There's never quite enough food, never enough firewood. It's a world of scarcity and want, where the characters should be pushed to their limits. In Iskloft, often the easy answer is to be cruel and take what you want.

Iskloft is a world of tradition
This is the reason that the cruel and cunning do not rule entirely. Ancient traditions run strong in Iskloft, many are woven into law. Even the most psychotic reaver understands their value. To strike an enemy under a branch of peace, to do violence against someone providing you guest rites, to lie, to break an oath - these are all grave crimes, and most people in Iskloft can be counted on to condemn them harshly.

That's not to say that people don't break these rules, or even use them to their advantage, but most are kept in check by obligation and honour. It is in everyone's benefit to adhere to these ancient customs - what if you need hospitality some day, or need to offer parley beneath a peace branch?

Iskloft is a world of superstition.
There are countless superstitions in Iskloft, ranging from mundane to strange. People fear magic and the things it can do, they are wary of strangers, they see omens in every flight of a bird, every birth and death, every sunrise and sunset. Superstitions are powerful things, and in Iskloft, they often shape the decisions of the weak and powerful alike.

A jarl will not go to war without first consulting the omens. There has always been a Gunnar ruling in Gunnland, and always must be. To see two ravens is good luck. Good things come in threes. A group of nine visitors is a blessing from the gods. Old men who wander are always welcome in the village, for they may be Odin in disguise.

Iskloft is a fallen culture.
Everything was greater before. Once, Iskloft was ruled by a single, mighty king, and society thrived. It was an age of great heroes, where countless sagas were written. Before that, Iskloft was ruled by the Jotun, who built towering castles and monuments. Once, runic stories were recorded everywhere, and their songs were sung by every man and woman. Now, almost none can read the runes.

In modern times, heroes don't exist in the way that they used to - perfect, crafty, honourable, bright and noble. Instead, they are conquerors and butchers. Now, jarls build castles of wood and muck, which cling to the ancient holdfasts of the Jotun like ticks to a great aurochs. Today, there is a king, but he has no control beyond his immediate borders. Iskloft is a feudal and desperate place, not a coherent and prosperous kingdom as it once was.

All of this is known to the denizens of Iskloft - that they are living in a cultural downturn, that things were better in times long passed, that their future is bleaker than their history.

Iskloft is a place of contradictions.
A raider may swear an oath to serve his jarl, to do as the gods bid, and to live by the code of warriors. That same raider may kick in a door and drag a girl out of her hut by her hair, to use and then sell her into thralldom.

A jarl may offer guest rites and hospitality to visitors, giving them all of the finest things that he has. He may have the local goði throw the runes and try to understand the future. That same jarl may discover that a witch dwells in the nearby woods and send a group of men to capture her, cut out her tongue, cut off her hands, and cast her back into the wilderness.

Powerful oaths hold people to their word, and most people strive to live by a code of honour. Yet when survival is on the line, when you and your family may starve in the winter, when you see the man who killed your brother - those codes often go out of the window.

This juxtaposition of living a just and honourable life with the hope of going to Valhol - versus the desperate need to survive - is the central tenet of Iskloft and games run within it. Players should be put into positions which test their greed and need against their honour and sense of what is right.

A FRIGID LAND

Even in the very south of Iskloft, every winter brings thick snow. It is a land that stretches near three thousand miles from north to south, filled with myriad dark forests, huge mountains, frozen tundras, grim fens, and high moors.

Though it is far too large and varied to be categorised properly, the continent is broadly divided into different regions. The borders of these regions tend to be vague - they are often contested and too vast to be properly enforced.

The most southerly point of Iskloft is called Soderfjord. It is a region of rolling hills, farming estates, and wealthy merchants. There are many jarldoms here boasting great warlords in bright mail, and the many traders of Soderfjord are famed throughout Iskloft for their fine goods.

On the northeastern tip of the Soderfjord landmass lies Valiland, named for the great jarl Vali, who in ancient days is said to have reclaimed the fens and dark forests of this region from the alfr and trolls who dwelt here. Now, Valiland is universally known as the most verdant part of Iskloft - but also as a place where strange occurrences are commonplace, where witchcraft is not only tolerated, but encouraged, and as a place of constant warfare between petty jarls seeking to reclaim Vali's might.

North of Valiland is Gunnland, an enormous island of great mountains, stunning cliffs, and rolling hills. Great reserves of iron, silver, and gold lay beneath these mountains, and this is where the wealth of the Gunnlanders comes from. The spectacular city of Vyrmhold, with its mountain fastness built by the Jotnar in the ancient days, sits on the northern coast of Gunnland.

By far the largest and most populous region of Iskloft is known as Asblóð, or "Aesir's Offering". It is over a thousand miles from east to west, and almost twice that long. Three great Jotun cities dot this region, from Muspelsborg in the very north, a city built by the fire Jotun that remains warm even in darkest winter, to Grimnirsvik in the south, built around a colossal runestone said to have been placed by the Allfather himself.

Finally, furthest north of all, is Iskloft itself, often named Iskolfinn for the people that live there. It encompasses all land north of the Hviturlina, the "White Line" or arctic circle. It is a land of near-constant winter, great tundras, herds of reindeer, and seas that teem with life and leviathans. It is a land of reavers and desperate survivors.

Iskloft is a rugged land, and there is much wealth to be had in its natural resources. Logging and mining are how many jarls came into their power, and while few will have the skalds sing about their success at trade and farming, it is those jarls who have mercantile wealth that tend to dominate. Trade is a major affair between the many islands of Iskloft, and to lands further afield. Raiding brings a great deal of wealth, and those willing to sail across the White Sea to the west, or the Lashing Sea to the east, always return with gold... if they do return.

Towns are few, and even villages are sparsely distributed. Most people live in scattered communities composed of a few farmsteads grouped around a central area which serves as both a marketplace and a meeting place for the local Thing. This helps to reinforce the independent nature of the people and encourages tight family bonds.

A HARDY PEOPLE

Iskloft is made up of two fundamental social classes – thralls and freemen (men and women).

As a freeman, a denizen of Iskloft has certain rights - they can own property, make oaths, vote and speak at the Thing. These rights are the same for any freeman, from the lowliest pig farmer to the mightiest jarl. Most people of Iskloft are freemen, and by tradition considered equal in rights and responsibilities.

Most people that live in Iskloft are simple farmers, loggers, and fishers. Most crafters pursue their professions as a side job when not farming. Most farmers in Iskloft barely make enough to put something away for the next year. Due to the harsh climate, constant farming is essential to keep the population fed.

The land is hard in most of the country, and requires hard work and constant oversight in order to be productive. Farming of grains, vegetables, goats, pigs, and dairy make up most of Iskloft's agriculture. Hunting and fishing, as well as whaling, makes up the balance.

It's a commonly held misconception that the people in Iskloft are born warriors who spend their days and nights fighting, rowing, and fucking. In reality, nearly everyone is involved in farming. To be a farmer is an honoured position, and to be able to provide for your own is something that every dweller of Iskloft dearly wishes.

While all freemen of Iskloft are ostensibly equal before the law, they can be broken up into four groups: bondi, karls, thegns and jarls.

BONDI

Making up the core of Iskloft's society, a bondi is a person who is able to provide for themselves. The vast majority of people in Iskloft fall into this class. From the farmer who owns a small plot of land and a few goats, to the fisherman with his old, inherited boat, to the trapper who sells furs in the village, bondi are largely self-sufficient.

They have no great wealth to speak of, and generally can support only themselves and their immediate family. Yet bondi have all the same rights as other freemen, can wear weapons, can speak and vote at the Thing, and can swear oaths.

Bondi can be called upon by a jarl to fight if necessary. They have no fine wargear nor bright mail, and so often come wearing simple tunics, a battered wooden shield and a spear or woodcutting axe.

If you're a raider, the bondi are the people you'll be stealing from in most cases. Karls, thegns and jarls can defend their wealth, and so it's often the case that the poorest people in Iskloft are the victims of raiding.

KARL

A karl is a person who has enough wealth to have dependents. Generally they are wealthier farmers who have servants, but a karl could also be a merchant who owns a ship, it could be a blacksmith in a jarl's town. Generally, highly skilled craftsmen like jewelers, anyone who can read and write, and most of the warrior class are karls.

Huskarls, or house warriors, are those who can afford to do nothing but be a warrior. While the impression many have of Iskloft's society is that there are warriors everywhere, a huskarl requires a whole village to support them, and so professional warriors are quite rare outside of large towns and cities.

THEGN

Thegns are powerful men and women who have sworn to a jarl, and have been given significant land and responsibility in return. They generally rule over several karls, and live in a fortified town which is the centre of commerce in their region. Only the jarl's own town or castle would be larger. In Iskloft's feudal system, the thegn acts as a sort of lieutenant for the jarl.

They are able to keep a stable of household warriors, and go to war with fine mail and weapons, though the everyday role of the thegn means that a great many of them are more merchant than warrior.

The thegn gathers tribute and sees that it is delivered to the jarl, adjudicates over local disputes, witnesses the swearing of oaths, oversees marriages, and countless other small duties. This tends to mean that the more effective thegns are those who can keep track of money, maintain good records, and have a mind for logistics - not those who shine brightly in the shield wall. This of course varies from place to place, and the thegn is generally expected to fight in the shield wall just like everyone else.

ÞSKÓLFINN
ÁSBLOÐ
GUNNLAND
KOENGKASTALIN
ÓDERFJORÐ
VALILAND

JARL

First among equals, jarls have enough wealth to support themselves and their families, as well as a large household of specialist crafters, thralls, and skilled warriors. Jarls rule over several thegns, and generally dwell in a heavily fortified town with many hundreds - or even thousands - of inhabitants.

Jarls are as varied as any people; they come in all shapes and sizes, from brutal warriors, to shrewd merchants, to wily schemers, and tactical geniuses. The power of a jarl varies massively, and there is no specific upper or lower limit to jarldom. In Gunnland, jarl Gunnar Gunnarsson rules over a metropolis, and reputedly has more warriors under his command than the king. In the far north, beyond the White Line, jarl Hengist One-Eye rules over a village with thirty people in it.

Yet there are some things all jarls have in common. Outside of his or her household, the jarl has no true authority. Individuals take oaths to obey a jarl and serve their needs, and it is up to the individual to fulfil this oath. A jarl attracts followers through the power of his their personality and through deeds. Additionally, the jarl is master in their own hall. This is one of the oldest rites; that the jarl has absolute authority within their own hall, and to this day visitors to a jarl come in supplication, no matter the jarl's station.

Much like the thegn, they have a great many dependents and people they need to protect. When there is war, a jarl leads their warriors. It is absolutely expected that a jarl fights with their warriors on foot, in the shield wall. Not all jarls are great warriors, but all of them understand that their warriors won't go to war without them taking on the same risk.

Simply being the heir of the previous jarl does not mean that anyone will follow you; however, tradition does lead most people to make oaths of allegiance to their jarl's heirs, though there are always those who prefer to wait and see how the new jarl behaves before making these oaths. In return for an oath of service, a person expects that their jarl will protect them and reward them with gifts. It is of utmost importance that a jarl be known as a ring-giver, one who frequently gifts their followers with hacksilver, goods, and land.

THRALLS

A thrall is a slave. Generally enslaved as prisoners of war, incurring debt, or being born into the class via their parents, thralls have no rights, and their living conditions vary greatly depending on their master.

The thrall trade is a key part of Iskloft's economy, and in every part of the country they exist, unseen and unnoticed by many, doing all of the menial tasks the freemen don't want to do themselves.

A thrall can be freed by their master at any time, even after their master's death if decreed within a will; or they can even buy their own freedom if they somehow earn the necessary money. Once a thrall is freed, they become a freedman instead of a slave, but aren't quite a bondi, nor a full member of normal Iskloft society. They may vote at the Thing, but do so with owed allegiance to their former master.

A freed thrall and their offspring remain so until two generations have passed. In this way, the great grandchild will finally be a bondi. If the freedman dies before this, their lands will be inherited by their former master.

FAMILY

In Iskloft, families are large, with the eldest members governing and guiding, with mixed roles based on gender. While Iskloft is overtly a patriarchal society, it is the responsibility of women to take care of money, food, marriage alliances, births, and the general running of the household.

The family often consists of two or more generations, plus servants, thralls, and guests. It's not unusual for someone to spend a season with a cousin, uncle, aunt or even their grandparents. Some go so far as to move in and make permanent residence in a relative's household, especially when times are tough.

An example family in Iskloft might look like this:

- Rogvar (A warrior in the thegns employ, ostensibly head of the household)
- Greta (His wife, manages the household)
- Rognvald (Eldest son, currently off raiding)
- Neera (His wife, manages the kitchen)
- Rognulf (Middle son, learning a trade with the blacksmith)
- Eira (His wife, studying with the local healer)
- Rognaug (Youngest son, a child)
- Rognvald (Rogvar's father, retired warrior, has final say in decisions made for the household)
- Arnfled (Rogvar's mother, teaches the children, has final say in all matters of money, marriages, births etc.)
- Six thralls

All of these people live together on a farmstead, along with frequent guests, visitors, and various animals, from livestock to many dogs and cats.

Family connections are important to the people of Iskloft. One of the foulest crimes a person can commit is that of kinslaying, and it is said that a curse will follow for all time he who would do such a deed.

In a world where trust can be hard to find, family often brings a genuine safety and comfort. You can rely upon your family to take care of you, to feed you, to protect you. Even distant kin can be counted on for hospitality and kindness, and villages will often consist of large family groups, binding the denizens to one another.

BLOOD BROTHERS

While family is very important to people in Iskloft, there are some bonds that are considered even stronger than family. The tradition of blood mixing, or blood brotherhood, is an ancient one.

Often, warriors and reavers leave home and do not return. They are outside of the usual family structures of Iskloft, and most of the people they consider kin are from their crew. These are men and women who have saved each others' lives countless times, have been through wars and raids together, have seen monsters and strange things at one another's side.

In such circumstances, sometimes a declaration of friendship is not enough. This level of closeness and kinship will often lead to a blood brotherhood. It involves a ritual, whereby two people cut their hands, dripping blood into a horn of mead and then both drinking from the goblet. Thereafter, they clasp wounded hands, and their long hair is braided together. This ritual lasts for one night as they are bonded.

Thereafter they are family, a bond of brotherhood that cannot be broken. This is seen as the most serious of oaths, and a blood bond can allow someone to inherit from their blood brother. Before the law, and by tradition, they are kin.

GENDER ROLES IN ISKLOFT

Iskloft's society is, despite its brutality, surprisingly egalitarian, and women enjoy the same rights as men in every instance. A female character should have all of the same opportunities as a male one. However, Iskloft is based on the real world viking age. Although it's believed that viking culture was more egalitarian than most cultures of the time, it was, like nearly every culture on earth, a patriarchal society in which women's roles were often boiled down to securing alliances and providing heirs.

Female jarls are not unheard of, and women are found in every walk of life from smith, to merchant, to warrior. Married women are often expected to focus much of their attention on the household and any children produced from the marriage. Nonetheless, it's considered quite normal in many parts of Iskloft for unmarried women to go raiding, and girls receive the same martial training as boys from their parents, to ensure that when the warriors go raiding, the town is able to defend itself.

SEXUALITY IN ISKLOFT

Homosexuality was not regarded by the Viking peoples as being evil, perverted or innately against the laws of nature. However, some felt that a man who subjected himself to another in sexual affairs was more submissive and they would be treated as such.

While there is no question that every kind of sexuality existed in the Viking age, how they were tolerated is a different question. Calling someone 'unmanly' was enough reason to challenge to a duel, and failure to fight in such a duel or to answer the insult was grounds for outlawry.

Iskloft is a fantasy setting, and is in no way meant to be a vehicle to explore hatred and bigotry. While the world of Iskloft is a brutal place, those who play in the setting should feel welcome and confident playing a character of any sexuality, gender or shape they want to.

CURRENCY, BARTER AND ECONOMY

Iskloft is a huge place, and as such, coinage is not consistent. With no true central government to speak of, people make do however they can.

The most common way that trade occurs is simple barter. Farmers and the like will almost never trade goods like silver, instead making deals to trade goats for lumber, or chicken for wool. This is the way that the vast majority of trade and commerce happens in almost all of Iskloft.

However, when it comes to reavers, warriors and lords, it is often necessary to transfer a large amount of wealth without bringing 40 cattle with you. In this instance, people use hacksilver.

Hacksilver is a catch-all term that describes precious metals and stones that are used based on their value in weight. This means that frequently, warriors will take an arm ring made of silver and cut or hack it into smaller pieces, spending it based on weight. Merchants will almost always own a set of precise weighing scales for this reason.

Silver is by far the most common metal used for this purpose. Gold in Iskloft is very rare, so rare that many farmers will never see any. Gold is used exclusively by the very wealthy, and often only in the wealthier regions like Soderfjord or Valiland. There are rumours that the faraway land of Tuatha is rich with gold.

LAWS OF HOSPITALITY

Both a guest and a host are bound by the traditions of hospitality, called the Laws of Hosting. These ancient traditions are so ingrained in every culture in Iskloft, so much so that even the savage Ulf, and the monstrous Jotunaett observe them.

It begins with the giving of gifts. The host provides a piece of food, traditionally some salted meat, salted bread, or some other such thing. The host and guest then both partake of the same piece of food. Once that's complete, the guest gives a gift to their host, usually something that holds a high personal value. This worth doesn't need to be monetarily great, but must have some significance to the guest. In this way, a traveller who has almost nothing may give some tinder to the host, which while not worth anything monetarily, is very valuable to the guest seeking hospitality.

Once the ritual is complete, both the host and the guest are bound by certain laws. These are traditions, and the breaking of Guest Rites from either party is a grievous form of oath breaking, and can lead to a person being outlawed.

The guest is bound to obey their host, to defend their house in the event of an attack, to graciously receive whatever food and lodging is available, to give at least one night's entertainment through song, story, or poem, and to behave in an honourable and sober manner. They are not to abuse their position and overindulge in the best of the host's food, drink, shelter, gifts, or thralls.

The host also has several rights and responsibilities, for they are to provide for the guest the best of their household and, if lacking in anything, to make good the discrepancy even at great personal loss or risk.

They are to defend and protect their guest, treat them as an honoured member of the household, and to provide for their entertainment. Guests are allowed to stay for, at most, six weeks or the length of one winter, after which they are quickly overstaying their welcome and thus negate the Laws of Hosting.

This is a really central tenet to Iskloft. This ancient law of hospitality is held sacred by everyone, and it can lead to very interesting situations. A messenger from an enemy jarl, a wandering berserker, a strange one-eyed old man - any and all of these may arrive at your door and expect guest rites.

THE PEACE BRANCH

The Laws of Hospitality bleed into many facets of Iskloft's culture, but one of the most well known and universally accepted is the branch of peace.

Enemies can meet and speak freely beneath the branch. Ideally, it will be a leafy branch from an ash tree, but in practice it is often any leafy branch that can be found. In Valiland, it is the branch of an oak that is used, while in Gunnland the needles of a fir branch signify peace. Whatever the branch may be, the effect is the same.

Two parties approach the middle ground between them. The parties must be of equal size, and cannot approach with weapons drawn. Once they meet in the centre, everyone who attends the parley is entitled to speak freely, but bound to commit no violence while at the meeting.

Often these parleys are simple; sometimes terms of surrender are given, other times a holmgang, a ritualised duel, is offered so that warriors' lives might be spared, and sometimes it is simply a way for enemies to trade insults.

The breaking of peace beneath a branch is considered a terrible form of oathbreaking, and it is said that the gods curse those who would break such a peace. It is said that in the time of Gunnar Gunnarsson, the first king, he once broke such a peace and attacked an unsuspecting enemy. In response, Tyr the god of law and war, withdrew his blessing from Gunnar for the rest of his days.

As a player, the peace branch allows you to interact with your worst enemies, to speak with them and get to know them, to try and pry some information from them, or to simply sling insults. It's a great opportunity to roleplay how your character interacts with their enemies, beyond simply chopping them up with an axe.

As a GM, the peace branch allows you to have the players meet the villain, to interact with them and learn something of them, to hate the villain. It's a great way to inspire fear, revulsion, hatred, or even admiration.

OATHKEEPING

To keep one's word is the cornerstone of Iskloft tradition. The glue that holds almost all of Iskloft together - oathkeeping - is perhaps the most important factor that exists in Isklander society.

An oath is either a statement of fact or a promise, with wording relating to something considered sacred as a sign of verity and truth. Most oaths are sworn to a god, and oaths related to the law are most often sworn to Tyr.

An oath is a sacred bond, and to break one's oath is to destroy the power of one's word. In a society in which so much is based on the sanctity of keeping your word, an oathbreaker is one of the worst kinds of criminal.

Society is held together by oaths. Bondi swear oaths to karls, karls swear oaths to thegns, and thegns swear oaths to jarls. In this way, everyone is bonded to someone. It keeps order, and because each oath is sworn personally it tends to have significant meaning to the person who swears it.

Oathbreakers are despised, even when they have a just cause. Likewise, lying especially to one's companions, jarl, or during a Thing - is seen as an abomination. Being honest in all of your dealings, and sticking to your word, are vital qualities of an honourable person.

GOVERNMENT

'Government' is not a word used on Iskloft. No institutions are capable of enforcing laws beyond the reach of a ruler's own household, nor is there any bureaucracy. Instead, it is governed by a combination of tradition, force, democratic assemblies, and charismatic personalities.

The people in Iskloft view themselves as free men and women, fundamentally different from their own thralls and the enthralled peoples of other lands. Every person has the right to self-determination, and if the local Thing or jarl seeks to encroach upon someone's freedom, they'd best have a convincing case or be ready to fight.

Tradition is the main force keeping the people here together, and even a weak jarl can rely on the force of tradition to maintain some semblance of order in their lands. It is because of the traditional obedience to jarls that most people treat the commands of their local jarl as orders to be obeyed. A person could decide, at least in theory, that their jarl is unworthy of their allegiance and swear oaths to a different jarl. This is rare, as it requires the breaking of an oath, and oaths are some of the most sacred undertakings a denizen of Iskloft can have.

THE THING

The Thing is the assembly of the freemen (men and women) of Iskloft. It is a meeting of all of the freemen in an area, starting as small as a karl and the bondi beneath them, and going all the way up to the Althing that happens in the king's castle.

Important matters arising at a local Thing are passed along and represented at the jarl's Thing, where each jarl brings the matters of their own jarldom to the provincial meeting of rulers.

At the Thing, disputes are resolved and decisions are made. A Thing is a great gathering, and so it often coincides with religious rites, and is a time for great commerce. The Thing meets at regular (usually bi-monthly) intervals, almost always on feast days.

The Thing votes on a great many matters. It decides on laws and legislation, arbitrates disputes, elects jarls and kings, and addresses countless other matters which need arbitration.

A figure known as the lawspeaker oversees the thing, a rune-wise galdr who has memorised the laws of the land. The lawspeaker's role is to represent the law in all arguments, and to be objective.

While each person has a vote in the Thing, it tends to be the case that a jarl has a great many votes, with those beneath them voting as they do.

Each person is free to speak as they wish at the Thing. A lowly bondi can speak to the jarl, or even the king as an equal during the assembly. Each voice should be given time and should be allowed to speak.

Though the Thing can make decisions and pass laws, the assembly itself has no power to enforce them. For example, a Thing may agree to undertake a large public works project - such as the construction of a wall or canal - and take up a collection to fund it. Who sees that the hacksilver is spent where it should be? Justice is often in the hands of those who wish to seek it, but the ruling of the Thing in determining the legality of such justice is paramount in avoiding revenge feuds.

WAR

Iskloft has a well deserved reputation as a land of superb warriors. They array themselves in chainmail, with throwing spears, axes and shields. Cavalry is mostly unheard of in Iskloft, and all people from thrall to jarl fight on foot.

When battle is imminent, warriors form up into a shieldwall. This involves overlapping their shields together, creating an intimidating and near impenetrable wall of force. The best armed and armoured warriors are in the front row (this includes the jarl), with the rest of the warriors grading down from there, all the way to the freedmen who have nothing but a light shield and a spear.

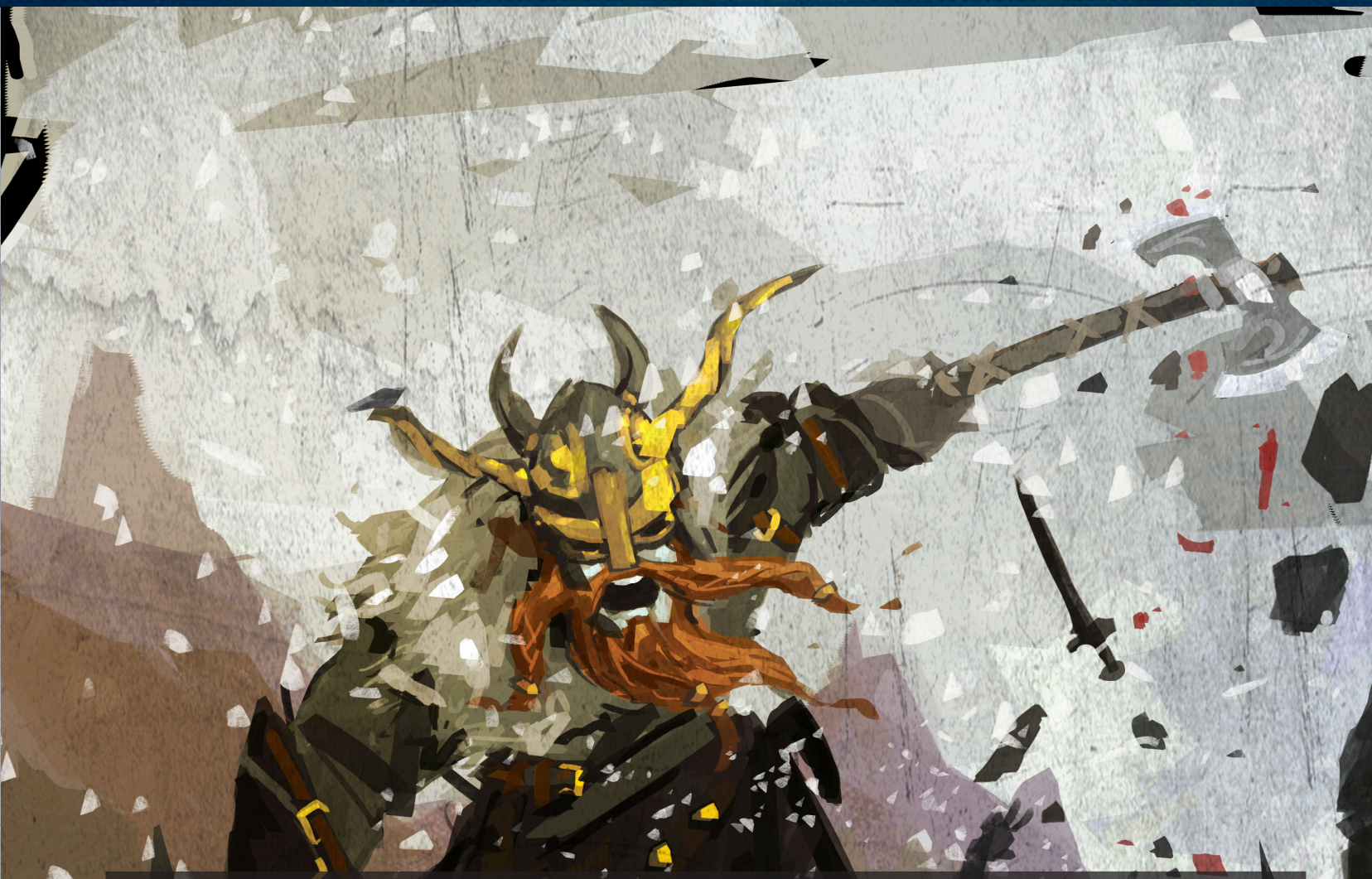
Archers are usually youths or old men, too frail to be in the maelstrom of the shield wall itself. If either side is blessed with Berserkers, these usually meet between the assembled warriors and fight duels, or initiate the charge by hurling themselves at the enemy formation.

Spears are thrust over the shields, with the front rank either keeping both hands on their shields, or otherwise wielding short axes and stabbing blades. The main goal of the shieldwall is to overlap the other formation's wall and attack it from the flanks.

Another option is to break the enemy's front line, although this is notoriously difficult. The front ranks attempt to stab each other over, under, and between the shield-walls, while the back ranks push forward to stop those in front of them from falling over, and shove blades through gaps in the shieldwall into the foe, or fling axes, daggers, rocks and spears. It is a hellish place that reeks of blood and piss. It can take hours to resolve, as each formation attempts to exhaust the other and execute a flanking maneuver or breach. During this entire time, both sides are busy flinging insults and jibes at each other, while others are looking for the opportunity to gain personal glory, or resolve vendettas or blood feuds.

At sea, the people of Iskloft attempt to turn the fight into a land battle by ramming the enemy ships, linking vessels together with boards and chains, or otherwise counteracting the unstable nature of the sea and the general lack of effective ranged weapons in society.

More often than not, sea battles devolve into fierce single combats as warriors board each other's vessels and attempt to slaughter all on board.



Say there's fifty of you. Karls, solid warriors who have done a lifetime of hard fighting. Dressed in dull mail and grey weapons. That's how you know they're not some soft southern boys dressed up for a fight, but proper huskarls. Their mail isn't shiny, their weapons aren't bright. They're used. And dull.
Say there's fifty of you, and you're in the woods, squatting in the rain, waiting for the enemy to come. Your legs hurt from squatting, and you've got your axe in hand. You can smell the men all around you, and hear em hissing and breathing. You need a piss. You're thirsty.

Say there's thirty of them. They're walking up the hill, barely thirty feet from you. They're tired, and miserable in the rain, and they've been tramping up hill for an hour. Their scouts aren't thorough, they're not ready. You can see that they have bright weapons though, swords and all. Probably means they're not fucking around. And when fifty fight thirty, some of your men die.

Always. And it could always be you.

And then there's the signal, someone screams Odin, and you're running, and there's a crash, and your axe swings up and down, up and down, and your lungs feel like they're going to explode, and there's blood, so much blood, and that feels right, and good. You're killing, and killing, and your axe is gone, and you smash the rim of your shield into some poor lad's face and his teeth go flying, and you feel a knife in your leg, and an elbow smashes your face, and it's a slaughter.

Say you feel thunder, but there's no lighting. Say you feel the ground shake, and you pull yourself up out of the melee for long enough to get a look. Say you shit yourself. There's a Jotunaett coming. He's 15 feet tall, with two great horns, and an axe in hand. He's running up the hill towards the fight, and he's moving faster than a horse. The thunder gets louder.

You're not a coward, you've never been called a coward. You've been called a lot of things, but never a coward. But say you see this thing running up toward you, and it grabs Old Rugga Blackhair like a child grabs a doll, and it throws him twenty feet, and he crumples against a tree. It swings its axe like a farmer swinging a scythe, and men go flying. Bits of men, actually. And you're not a coward, but you're not stupid, and you start to run.

You're not the only one. It's chaos now, and everyone is running. Men you know aren't cowards, but they're afraid now, terrified for their lives. And this thing, this monster lets out a roar, and it's so deep you feel it in your chest, and you see it throw Njal Two-Axes up the hill, and he lands with a broken leg, and he screams at you to give him his axe, cause it fell out of his hand in the air, because he doesn't want to go to Hel. And you see him, but feel the breath of the thing behind you, and you don't stop, and he curses your name as you run as fast as you can.

Say you make it home. You tell them the story of this thing, this Jotunaett, this giant-blooded. They don't believe you, no one does. They say nothing so big exists. The jarl and his advisors laugh at you when you tell them you saw a giant.

They call you a coward, since you're the only one made it home. But you're not a coward, you're just not stupid. And you know that thing is coming here next, so you take your wife and your kids, and you leave.

RELIGION

The people of Iskloft do not follow an organized or hierarchical religion. They have their gods and heroes, and the worship of them is up to the individual. There are priests, but these are part-time positions that do not produce wealth in any appreciable amount.

Instead, priests, called goði, are afforded a great deal of respect, but due to their closeness to the gods, these men and women generally live outside of the community. They are wild people, living in small huts at the edges of woods.

The goði are guides, seers, augurs, and they will take care of major religious duties like sacrifices, weddings, and funerals. The goði is brought in for such occasions, and is treated as an honoured guest and given the best the village has to offer. Other than that, they are mostly left alone.

Goði seek to commune with the gods, and often drink mushroom tea to get closer to them. This practice, over a lifetime, can lead to many of these priests being strange. They often speak in cryptic phrases and riddles, or nonsensical ramblings.

Other religious figures include the völva, a seeress and priestess of Odin, who knows some of the sacred songs of the Allfather. The völva will often take over the goði's duties in towns lucky enough to have one of these priestesses. While magic is reviled and feared, the songs of Odin are known to be safe, and so the völva can practice her magic mostly without fear of hatred.

Religion is a major part of every person's life. The gods are real, destiny is a certain thing, the skeins of our fate are woven, and we are bound to them. These are beliefs that almost every person in Iskloft has. This certainty of belief gives weight to oaths, and to the traditions that bind Iskloft together.

WYRD

Wyrd, or urðr, is a concept that translates loosely into fate or destiny. The three Norns weave the skeins of every person's fate. They determine where your life will go, and what you will achieve.

This is a commonly held belief in Iskloft, that fate is decided by the Norns and the gods, and that mortals are powerless against it. Phrases like "Fate is wholly inexorable", or "Fate goes ever as she shall!" are common responses when some terrible thing suddenly befalls a family, or when unexpected wealth or success comes along.

RITUALS AND FESTIVALS

Rituals and sacrifices are a major part of day to day life, to ensure a good harvest, to give thanks to the gods for their works, amongst many other things. Most people wear an amulet representing Thor's hammer Mjölnir around their neck, but give thanks to all of the gods at different times.

Blood sacrifices, or blót, are a common religious practice across all societies of Iskloft. From Northern skags to Southern goði - animals, or sometimes even human sacrifices, are offered up by religious practitioners to the Aesir that they might be pleased and bless a marriage, season, or union; or lift a curse, hard times, or ease a conflict.

Through ancient, revered ceremonies, godsworn folk perform this sacred, bloody duty on pre-ordained times of the lunar and/or seasonal calendar, or as the need arises.

The most common blót in Iskloft is likely Blótmonath, the Blood Month, which is held at the end of autumn. Herein, surplus animals are butchered and stored for the hard times ahead, while the prize bulls, rams, stallions, roosters and other male animals are offered to the Aesir to bless the charnel harvest and ensure a kinder winter.

Other religious festivals include:

Dísablót is a spring ritual, usually performed by women to honour female spirits and deities and to ensure a prosperous spring, and easy births for mothers via bloody offerings to nourish the earth and appease the Aesir. A Dísablót can also be performed to ensure a prosperous harvest, or increase the fertility of a particular woman. Common sacrifices include captured fawns, pregnant ewes, and healthy cows who have previously successfully calved.

Haustblót is an autumnal sacrifice, usually of a herd animal, the purpose of which is to bring about a swift end to winter. A cow or ewe might be sacrificed and then the goði might take choice parts from the carcass, burn them over holy flames, and scatter the charred flesh into the wintry wind with the hopes of placating winter spirits, the Vanir gods, and (for those who remember, or believe in) the Alfr.

Völsiblót is a rite undertaken at dawn during the autumnal butchering (Blótmonaþ) wherein the penis of a sacrificed stallion is stored by a prominent woman, usually a seiðkona or a jarl's wife, in an oak or ash box lined with white linen and fresh leeks.

That evening before midnight, the 'mistress' passes the severed penis between the faithful as they chant till morning whereupon the bloody handed chanters hand-paint a hrodr (phallic stone) with the horse blood and bury the hewn member in fallow ground before the coming dawn.

The rite is meant to bring fertility and good health to any children conceived in the winter to come.

Alfablót is an older, lesser known rite shrouded in secrecy and superstition, now only practised in the wilder places of Valiland and beyond the White Line in the lands of the Skrael. Usually practised at the end of autumn and led by a prominent woman, no stranger can be present during the time of this ritual wherein the participants invoke their ancestors by reciting their lineage as far back as it is known.

Then, the orison speaks to a 'family' Alfr (considered a sort of patron to the family or jarldom) for whom beer and milk is left nearby to the homestead by the master of the house, called Ölvir for the purposes of this ritual blót.

Yuleblót is an ancient sacrificial ritual held during the last month of winter, wherein the community would sacrifice animals including pigs and horses before a sanctified oak tree, and then feast together on the boiled sacrificial meat, slaking their wintry thirsts with ale and warming themselves by the burning logs of the ritual oak.

A goði would collect blood from each sacrifice in a ritual beaker and then smear the contents across the faces of the faithful with sprigs of mistletoe and bog rosemary.

At the pinnacle of the Yuleblót, a jarl or appropriate dignitary would give three grand toasts; The first toast was to be drunk to Odin by intoning the words "for victory and power to the king", the second to the gods Njörðr and Freyr "for good harvests and for peace", and thirdly a horn of ale was to be drunk to the king himself. In Gunnland and Koenkastlin, toasts would also be given to memory of departed kinsfolk and the glorious dead.

These are some of the many religious rites that take place in Iskloft, but they vary wildly from place to place. Generally speaking, people sacrifice what they can. It is known that sacrificing generously to the gods leads to them looking upon you favourably, while being miserly with sacrifices can infuriate them.

The gods are said to speak through these rituals and sacrifices, and if they are pleased with an offering, all goes as planned. However, if the gods are displeased, or other powers interfere, there can be dire, horrifying results to such a sacrifice.

BLOT MISHAPS

When the gods are displeased, or some other power (like the alfr, the undead, a troll, or some other strange being) interferes with a blót, the sacrifices often show strange signs and omens.

As a GM, a blót that goes poorly is an excellent way to get the player characters interested and invested in what is happening in a region, especially if the player characters are involved in the blót somehow. Here is a table you can use for strange effects if you want a blót to go poorly.

1D8	MISHAP
1	The sacrificed animal kicks and bucks wildly, doesn't die for 1d4 rounds, and charges from the sacrificial station into the crowd, killing at least one bystander.
2	When the throat of the animal is cut, instead of blood, fingernails and toenails spill forth from the animal. (The ship that brings Ragnarök, Naglfar, is made of the toenails and fingernails of the dead.)
3	When the animal is killed, and the blade drawn across its throat, another person in the village suffers the same wound.
4	Drinking water in the surrounding area turns putrid, and milk comes from animals curdled.
5	All births, from animals to people, are stillborn.
6	Iron becomes brittle and rusts at unusual speed.
7	A blight comes over the various farms, killing most of the crops.
8	Something awakens and its attention turns toward the village. This could be a troll, a risen dead, or even an alfr.

RAGNARÖK

"Brothers will fight
and kill each other,
sisters' children will defile kinship.
It is harsh in the world,
whoredom rife
an axe age, a sword age,
shields are riven,
a wind age, a wolf age,
before the world goes headlong.
No man will have
mercy on another."
- Völuspá

Ragnarök is the fated end of the world. It is a final battle in which all life, all gods, all monsters will be destroyed, except for two people, who will repopulate the world. The Aesir, the Vanir, the Jotun - all of them work according to the fate that has been woven for them by the Norns who weave the strands of fate.

There are four ages of Ragnarök, where a great winter will set in, the sun will vanish, and endless night will follow. People will turn on one another, and war will spread all over the world. Crops will fail, and ice will cover everything. In the end, the Jotun Surtr will take his burning blade and thrust it into the earth, destroying all life.

Each person's wyrd, or doom, or destiny, is tied to Ragnarök. All of the gods, all of the Jotun, all of the monsters, and all of the dead shall battle there. The idea of the Final Battle is central to understanding the culture of Iskloft, and how people view death.

AFTERLIFE

Isklanders are motivated by many things, but every man, woman, and child knows that after this life, their true purpose awaits. The afterlife, and the superstitions around it, are a vital part of Iskloft and understanding the motivations of its people.

The valiant dead go to one of two places (see The Valiant Dead below). To be one of these souls, there are several things that you must do.

The most important of these is that you must die with a weapon in hand. The gods need warriors to fight in Ragnarök, and you cannot join those warriors (called Einherjar) without a weapon. Warriors will often tie their weapons to their hands before a battle, to ensure that they die holding it. Old men and women will sleep with a weapon in hand, so that if they die peacefully in the night, they can still go to Asgard. There is one exception to this rule: Women who die in childbirth are always taken to Valhalla, even if they are not holding a weapon.

You must also live a good life. What exactly does that mean in Iskloft? A noble life; one worth remembering. The people of Iskloft are not troubled by concepts such as good and evil, but they do believe in a set of virtues that one should live by, known as Drengskapr. However, it is believed that there is a balance. The gods are mostly reasonable, and they love the strong, the clever, the industrious, and the victorious, regardless of how they came to be those things.

Funerals are a major affair, and require a religious official. For a normal person, it often consists of being buried in the family burial mound with a weapon and an item that was precious to them. For a jarl, it may involve a complex ceremony, with thralls being sacrificed to go with him, a great amount of wealth and weaponry all piled onto a ship, which is then set alight. At a funeral, the friends and family of the deceased will speak of them, and it is said that the more people who speak highly of you, the better your seat will be in Valhalla.

THE VALIANT DEAD

Valhalla, or Valhol - the Corpse Hall and Odin's House - is a golden hall where the valiant dead who are chosen by Odin sit. There the goat Heiðrun is milked, and produces enough mead for all of the Einherjar to drink. Each day they eat of the boar Sæhrímnir, who is slaughtered, and returns to life each night.

The hall's ceiling is thatched with golden shields, and the benches are filled with heroes and glorious dead. There is no animosity there, and it is known that the one who killed you shall be as your brother or sister in the Allfather's hall, and so you should make a place ready for them. Those warriors specifically chosen by Odin and his Valkyries go to Valhalla. They are often selected because they have lived a life of Drengskapr, or have lived a particularly glorious life of conquest and honour.

The other half of the valiant dead go to Fólkvangr, also called the Field of the Host. This is Freyja's domain, and it is a verdant, beautiful meadow. Here the stag Eikthyrnir roams, and the dead can hunt, ride and roam until their time comes. They too will fight in the final battle, joining their kin from Valhalla when the end comes.

The Einherjar await Ragnarök, the Final Battle, during which the world will end. In that battle they will fight on the side of the gods.

THE INGLORIOUS DEAD

Those who die with no weapons, who die of sickness or old age, or simply are not chosen by the Valkyries, go to a different place. Beneath the roots of the World Tree is a world of cold and darkness. This world is full of shadows, longing, and loneliness. This world is called Hel. While it is not a punishment, Hel is a less bright, less warm version of Midgard.

Yet for those who commit the worst crimes, there is punishment that awaits. It is said that down there in the dark the great serpent Niðhoggr, called Malice-Striker and Corpse-Ripper, chews the corpses of those unfortunate souls, when he is not gnawing at the roots of the World Tree.

To go to this part of Hel is the worst fear of many Isklanders, and even the most depraved reaver will try to stick to a code and live a life that balances enough to get himself to Valhalla.

MAGIC

Magic exists in Iskloft. The very bones of the earth are magical, formed from the body of the giant Ymir. There is magic in oaths, in promises, there is magic in the hunt, in the smithing of weapons. Yet magic that is brought into being by people is feared and reviled throughout most of Iskloft.

It was not always so. In elder days, seith, or women's magic, was deeply respected, and the study of runes was encouraged and seen as the highest level of scholarly pursuits one could ascribe to. Yet during the rule of the second king, Dagrun Gunnarsson, the king was attacked by a witch named Skaga, and an ulf named Orn Bear Eater. The king was killed in the attack, and during the time of the steward Beobrand, it was decreed that all witches, galdr and any who practice the foul arts of magic were to be outlawed, and were no longer welcome in loyal, gods worshipping settlements. Ever since, the word 'skag' has become a curse and derogatory term that can be used to describe anyone who practices magic.

(In reality, Skaga and Orn had discovered that the King was alfr-touched, and was not a godly man at all. They attacked him, but were defeated, and in the king's absence, the loyal huskarl Beobrand did what he thought was right and outlawed magic.)

Today in Iskloft, there are many kinds of magic, but they can broadly be broken down into four categories.

Songs of Odin

There are eighteen songs of Odin, which he tells of in the Runatal of Havamal. They are varied in their use, and there are many more spells that Odin does not speak of. However, there are practitioners of this magic, who learn the songs of Odin. The volva, and some berserkers, learn of his songs. Of all of the kinds of magic, this one is the most accepted, as the songs of Odin are holy and they do no evil. Even so, the Iskolfinn fear all kinds of magic, and would call the women who practice this art witches.

Runecasting

Knowledge of runes is an ancient and complex art. Iskloft's written langauge uses the Elder Futhark alphabet, and many jarls, and most advisors, can read and write them. Yet within each rune are layers of meaning, that can be explored and delved into. Those who delve deep into these meanings can learn powerful magic. These men are called galdr, and they learn the secrets of the runes through endless study and experimentation. Runecasters are greatly respected in the lands of the Iron-Eyes, but feared as witches and skags in most of Iskloft.

Seið

Seith is the powerful, frightening magic that only women can access. It involves borrowing power from spirits and other beings that exist in worlds beyond our own. Those who practice this magic are called seithkona, and are universally feared. They allow spirits to possess their bodies and speak through them, and know ancient, complex rituals of binding, as well as ways to speak with the dead, transform their body and many other abilities.

Songs

The song of the singer is not mere music. Though a true singer is a master of music and song, there is a power woven into those songs that cannot be explained. A singer can terrify the enemy or bolster their allies, they can sing to calm emotions or to still the weather, or can sing to heal the sick.

PANTHEON

Iskloft has a pantheistic religion, with a great many figures worshipped. There are gods, jotun, and even heroes, as well as older things that are still worshipped in the more faraway corners of the world.

A small village might venerate a mighty oak that grows nearby and the spirits of that tree. Others may worship the sea and give it a name. The gods of Iskloft are many and varied, but the main proponents of the pantheon can be broken down into three groups: the aesir, the vanir and the jotnar.

The Aesir

The Aesir are a family of gods, led by Odin, the High One. The Aesir represent many of the more complicated aspects that govern human life, and have a special tendency towards war. Odin is god of magic, war, wisdom and much more, his son Thor is god of thunder, battle and strength. The Aesir are the most commonly and widely worshipped, and there's nary a single Isklander that doesn't give thanks and offerings to the Allfather, or to Tyr. The Aesir live in Asgard, a golden, shining realm where the valiant dead go when the Valkyries take them from the battlefield.

The Vanir

The Vanir are another family of gods. In ancient days, they were at war with the Aesir, but an alliance was struck. They are associated with some of the more natural concepts, and have a special tendency towards fertility and wisdom. Among their number are Freyr, Freyja, Njordr and others, who govern the sea, the sky, fertility and other such concepts. They live in Vanaheim, a verdant, welcoming world.

The Jotnar

The Jotnar are giants, and the ancient enemy of the gods. Odin and Thor have waged great wars against them. The Jotnar often are associated with nature concepts, like the sea, the sky or the earth. Among their number are Surtr, who will end the world, Mimir, who is the wisest of all beings, and Thrymr, who is the king of the frost giants.

When Iskloft was young, it was ruled by the Jotun. They enslaved humanity, and built great cities and castle and monuments, many of which can still be seen around Iskloft today. However, the prayers of the humans brought the Aesir to the world, and in a great war, the Jotun were banished from the world.

WORSHIP

Most people worship in very simple ways. A fisherman may always return the first fish he catches each day to the sea in thanks to Njordr, a smith might commit to making a Mjolnir amulet every nine items he creates. The ways of worship are very varied, and it's difficult to pin down a specific thing that all people do.

Since there are a great many gods and Jotnar, a person might on the same day spill some mead to the valiant dead in Valhalla, burn the first rabbit she catches to Ullr, god of the hunt, give a small offering of blood from a pricked finger to a carving of Freyr before having sex to ask for fertility, among many other small practices that day.

Blots and sacrifices are large rituals in which most people don't actively participate. They might give what they can to the blot, or go along and sing the song of prayer. Yet most religious practice is quiet, personal and just a part of every day life.

The Pantheon

Iskloft's pantheon is the same as the historical Norse pantheon from mythology. Almost all people give praise and sacrifice to Odin, but beyond that, people tend to worship whatever god is most useful for them at the time. This extends to the Jotun, and even to spirits beyond that. There are many gods and Jotun in the Norse pantheon, but they are well represented and explained in various sources both online and in the recommended media I mentioned at the start of the book.

COSMOLOGY

The continent of Iskloft sits in Midgard, one of nine worlds that are connected through the World Tree, Yggdrasil.

Asgard
Asgard is the realm of the Aesir gods. It is a verdant place of great trees, mighty halls and flowing rivers, where the valiant dead go to await Ragnarok. Odin's hall, Valhalla, and Freyja's meadow, Folkvangr, are in Asgard. Golden leafed trees line the place, and the great halls loom in all direction. The Bifrost, a rainbow bridge which connects to Midgard, is also here, guarded by Heimdallr.

Vanaheim
Vanaheim is home to the Vanir gods, and their world is one of great bounty and nature. Great mountains spawn crystal clear meltwater rivers, and great beasts, noble in their bearing, roam the forests and valleys of this world. Here the Vanir make their homes.

Alfheim
Alfheim is a bright land of shining sun, of green so intense it seems impossible. A world of dreams made real, of pacts and truth, and of twisted words. Alfheim is the world of the twisted alfr, godlike beings of ancient and malign intellect. They work against the plans of gods and men, and in their beautiful world, engage in great hunts for sport, practice their strange magics, and cackle at the fate of men.

Midgard
Midgard is the world of men. It is connected by wells and roots to the other worlds. Midgard is where the great continent of Iskloft is, as well as lands further afield. Once the world of the Jotun, they were banished when the Aesir and Vanir came, and now Midgard is a world only for humanity, and the myriad beasts and monsters that live alongside them.

Jotunheim
Jotunheim is a gigantic land of endless mountains, stunning vistas, towering waterfalls and snowy meadows. It is the home of the rime jotun, a rugged land where great beasts dwell. Many sagas find heroes going to Jotunheim, and it is supposed that one could sail here from Midgard.

Svartalfheim
Svartalfheim is an underworld, a place of smoke and shadows. It is home to the svartalfr, the dark elves, who are lords among the elves and known for their dread songs and their untold cruelty.

Muspelheim
Muspelheim is a world of fire, of molten rock, of endless rivers of lava. Great smoking castles erected by the fire jotun stand between mountains a hundred times taller than those in Midgard. This is the domain of the fire jotun, and at the centre of Muspelheim, the jotun Surtr waits for his chance to bring ruin to all.

Nidavellir
Niðavellir is home to the dwarves above all. In their caves and mountain holds they create the most wondrous artifacts. The world itself is a dark one, also called Myrkheim (Dark-home), where the moon shines more than the sun.

Niflheim
A world of primordial cold and darkness, Niflheim is a world infinite in size. It is the opposite to primordial Muspelheim, and in days before time, they connected. This is where the domain of Hel is, a shadow reflection of Midgard, where those who die inglorious deaths go. The roots of Yggdrassil end here, and the great serpent Niðoggr chews the roots, and the bodies of those who committed the worst crimes in life.

CREATURES OF ISKLOFT

Humans are the dominating force in Iskloft. It is a land for humans, and ruled entirely by them, but there are other things that exist in the world, beyond the beasts and monsters that lurk in the dark forests and high mountains. Iskloft has three 'humanoids' that exist. Though all are rare in the extreme, to the point where most people never see one, they do exist.

JOTUNAETT

The Jotunaett are a race of humanoid giants that were created thousands of years ago. When the Jotun, the god-like giants, ruled over this world, they created the Jotunaett as their footsoldiers and enforcers.

The Jotunaett stand somewhere between 12 and 15 feet tall, and each sport a set of horns. Some have curved horns like a ram, others antlers like a stag, but most commonly they have wide horns like a bull. Their proportions are not the same as humans, and they tend to have long arms that reach their knees, and shorter legs.

They are all male in appearance, though they lack reproductive organs. They do not die of old age, and so many of the Jotunaett that exist today are hundreds, or even thousands of years old.

When a Jotunaett dies, it is taken to either Jotunheim or Muspelheim, the two worlds inhabited by their Jotun masters. Each Jotunaett is given a mission, an oath-promise that it must complete. If the Jotunaett dies without succeeding, their masters will often send them back to Iskloft, creating them from clay once again and returning them.

They were once very common, but Gunnar the First King waged a war against them, and drove them up into the mountains at the very North of the world. Today, a great many of them stay there, living quiet lives away from humans and their prying eyes.

Yet others mingle with humans. There is a colony of them in the city of Drotbaenum, and the jarl of that great city is a Jotunaett named Olveg Ice-Eye. Another famous Jotunaett is Ogvai Three-Names, a terrifying warrior who runs the most famous mercenary company in Iskloft, the Bastards.

A Jotunaett is death made manifest on the battlefield. Their huge size and strength make them a match for twenty men, and they can smash down the walls of settlements with ease. A Jotunaett who throws spears or fires a bow is a mobile siege engine, and the presence of even one Jotunaett has won battles before they begin.

Their culture is old, and has a lot in common with the Iskolfinn. They value the old ways, guest rites and oathkeeping, and tend to avoid violence unless it's necessary. Often the mere presence of these giants is enough to dissuade whole crews from violence.

TROLLS

"Troll I am called,
kin of the earth-brawlers,
sucker of giant's wealth,
storm-sun's bane,
friend to weavers of skeins,
guardian of corpse-mounds,
sun-fearing and moon-loving
what is a troll other than that?"
- Hrugni, troll of the fens

The troll is a strange creature. Related to the Jotun, they are at once nature spirits and physical beings. Living in hidden places, and keepers of old magic and old traditions, they can be of great help to those who are polite, but a catastrophe of destruction to those who cross them.

Trolls tend to be very large, but hunched. They have long noses, and droopy ears like a donkey, with mismatched teeth and tusks, a long tail like a cow, among many other strange features.

When fully upright, they can be up to twenty feet tall, though they rarely stand so large.

Trolls are social creatures, and tend to dwell in small groups in the hidden places. They often live in the deepest parts of giant forests, or on secluded mountain peaks. it is very unlikely that a person would simply stumble upon a troll. They are shy and secretive creatures, and don't like humans.

A troll is a keeper of old magic. It is said they can remove any curse, that they can read the skeins of fate, that they can shape-change, that they can heal the sick, and even bring back the dead. Yet they are both protective and sparing with their magic.

Trolls love things that glitter, and often will seek shining, glittering things as tribute. They will often adorn themselves in garish, glittering chains, rings and coins.

Trolls watch over sacred places, especially burial mounds and resting places of the dead. They ensure that no sacrilege is done to the dead, and will use their magic to scare off any would be tomb raiders.

Manners and politeness are extremely important to trolls, and they will expect courteous speech and an exchange of gifts when they do deal with people. They often speak in strange riddles and cryptic mysteries, but there is never a lie in their words.

ALFR

"What face? What face has the wind that rustles through the forest? What face has the fear of prey? What face has a twisted word? The alfr have no form but what they choose. They appear as your greatest desire, or your worst fear. They are every hope you've ever had made manifest. They are the girl you loved when you are young, they are your cruel father telling you he loves you, they are the reaver that burned your town."
- The Witch of the Vestmeira

Most terrifying of all of the creatures of Iskloft are the alfr. From the worlds of Alfheim, Svartalfheim and Nidavellir, they come. They bleed into our world, seeking to corrupt and change, seeking to break the certain fate of the world. They fear Ragnarok above all, as they do not wish for the ending of the world.

An alfr is more a spirit than a being. They often appear to people as beautiful, unearthly creatures, slender and unsettlingly perfect, with pointed ears, pale skin and bright eyes. They are closer to gods than humans, and the oldest of them can and do grant wishes.

They do this not out of altruism, but to advance their labyrinthine plans and schemes, moving countless pieces on a hnefetafl board only they can see. They wish to halt the coming of Ragnarok, and to do so they promise power, love, fealty, immortality - whatever it is you want. All they want in return is a small thing, a trifling thing. Maybe they want you to name your child a specific name, or maybe they want you to kill a jarl half way across the world, or to change the path you're on. Their schemes are impossible to understand, and no mortal mind can comprehend them.

They do have some rules to adhere to. They cannot lie, though they often twist words and omit pieces of information. They are weak to cold, unforged iron, which burns their skin. They can be bound by rituals, or summoned even. Yet these secrets are known only to the most powerful witches.

When they do appear in physical form, they are nigh unstoppable. They move as quick as lightning, with a strength that belies their slender frames. They kill as easily as they breathe, and stumbling upon the site of an alfr attack is enough to terrify most men.

You can find more information on these creatures in the Foes chapter.

AETTIR

Your aett is your people, your home, your culture. There are more cultures and differences in Iskloft than could possibly fit in a book, but over the next few pages you'll find some of the most common cultures that exist in Iskloft.

Every Isklander belongs to a particular aett. This is a set of traditions, lineage, customs and tendencies that define them as belonging to a particular group. It is somewhat like a modern nationality. These groups are mostly geographic in nature, based on the great provinces of Iskloft. For example, the Gunnlanders are the people that come from Gunnland, and the Soderfjorders come from Soderfjord.

When choosing an aett, players should read through the description and ask themselves what kind of character they want to play. While some aetts excel at certain roles and class options, players should consider the kind of character they want to play - do you want to play a pragmatic, tight lipped viking? Then maybe Iskolfinn is the culture for you. Do you want to play a savvy trader from a wealthy family? Soderfjorder fits there. Do you want to play a foreigner, who is mysterious and has different gods? Tuathan is the way to go.

The aett descriptions are detailed in the following pages, in the format below.

Introduction
Information about the land this aett calls home, as well as information on how they live and how they are perceived, some of their history, and some traits that define the average person from this aett.

Description
Some details that typically distinguish the appearance of people from this aett, from different hairstyles, to dress styles, to how they adorn their armour and their heraldry.

Traits
Cultures give different ability score modifiers and special abilities, which come from their upbringing, their surroundings as a member of their aett, and any innate strengths or weaknesses.

Wealth
A culture's wealth is an approximation of how much wealth the average person from this aett has. Of course this varies widely, but the four levels of wealth are - Poor, Austere, Comfortable, Prosperous, Wealthy.

It is used to gauge the approximate economic background of a character, and his ability to make out-of-pocket expenses. Since most people in Iskloft don't carry money but trade in barter instead, the player character will be somewhat unusual in that they have a large amount of portable wealth compared to the average Isklander.

LANGUAGES AND NAMING IN ISKLOFT

There are a great many languages and dialects in Iskloft, and modes of speaking vary widely from place to place. Each village likely has it's own accent, and there are countless different ways to pronounce the same word.

However, there is a commonality. The languages of Iskloft are derived from a mother tongue, and while the words have changed, and their pronunciation has changed from place to place, the names have mostly stayed the same.

In most of Iskloft, names are constructed simply and passed down from parent to child. You can find a table of common names on the next page. These names often relate to traits that a heroic ancestor had - for example a family that claims the favour of Thor may use the name Thorgeirr (Thor's Spear) frequently. These names are common in Iskolf, Gunnland, Asbloð, Valiland and in the lands of the Iron-eyes.

Naming conventions here are typically Norse, and the table on the next page is in no way exhaustive. If you're stuck for ideas for names that fit the setting, names used in real life sagas like Beowulf are excellent sources.

However, in the South, in the realms of Koenkastalin and Soderfjord, naming conventions have changed. Names are less likely to relate to the traits and characteristics of a person. These names are derived from Anglo-Saxon names. There are name lists in each aett that will help you get started.

ASBLOÐR

HARDY - GENEROUS - WARY - DEFENSIVE - STUBBORN

Asblóð (Awes-bloath), or Aesir's Offering, is the largest region in Iskloft. A huge swathe of land that stretches for almost a thousand miles from top to bottom, and eight hundred across, it is by far the most populous region in Iskloft. Filled with countless villages, towns, and even cities, it is a place that is known for its trade, its crops, and its tremendous scale.

Most of Asblóð is rolling countryside; hills and forests, meltwater rivers, swamps and bogs, mountains and cliffs. The vast majority of people who live in Asblóð do so in villages. Tens of thousands of small communities, some only populated by a few families, others sprawling into towns. The people of Asblóð are, above all else, farmers. The lands are rugged and it takes a lot of work to feed a family here. Thus, although there are cities, and jarldoms, and warriors, the average citizen of Asblóð is a farmer.

Yet Asblóð is also home to the greatest cities in the world. Three great cities dot the landscape, filled with thousands. From the heated stones of Muspelstattr, to the gigantic statue of Odin in Grinvik, to the teeming Drotbaenum - the cities of Asblóð are home to a great many people, and even the mighty Jotunaett.

HARDY

The country in Asblóð is hard in every respect. Farming here is not easy and requires constant work in order to be productive. Walking in Asblóð can be very hard work, with brutal rain and sleet, soft muck beneath your feet, and a wind that howls. Yet the people handle this adversity with surprising grace and calm.

GENEROUS

Though the people of Asblóð do not have much, they are generous by nature. Hardship and scarcity have created a people who enjoy the simple things, who share what little they have, and give generously when a guest comes to call. Their generosity is famed throughout Iskloft, and it is said that even in darkest winter, you'll never go hungry in Asblóð.

WARY

"Hope for peace, but sleep with your axe."
- Asblóðr proverb

Asblóð suffers from raids all along its endless coasts. It is a natural target for reavers from Iskolfinn and Gunnland, and the many villages on the coast are small and relatively undefended. The people of Asblóð have become very wary, and very vigilant against these raids. They share a watchfulness and often give sacrifice to Heimdallr, the Watchman of Asgard.

DEFENSIVE

The constant raiding into their lands, and the many squabbles of the thegns and karls in their enormous province has led the Asblóðr to develop a careful, considered approach to life. They tend to fight defensively, favouring the spear and shield, and take this mindset into every part of their lives. Their homes are built on hills, and their camps are always orderly with a sensible watch posted.

STUBBORN

"I was born here, and my father was born here. Just because some slavering Northman comes and threatens me, doesn't mean I'm leaving!"
- Heggo Norrisson, Asbloðr farmer

Another defining trait of the Asblóðr is their stubbornness. An Asblóðr villager suffers raids again and again, yet never moves away; an Asblóðr farmer's land is hard and yields almost nothing, yet still they hack at the sod with a hoe; an Asblóðr warrior refuses to take a single step backwards - this is the stubbornness of the Asblóðr.

Description
The people of Asblóð are very numerous, and so they vary greatly in their appearance, but some common features are a tendency toward dark hair, green eyes and long moustaches as opposed to beards. They like to adorn their simple, practical clothing with fine brooches and torcs.

Wealth
Asblóð is a varied place, with people living all manner of lives, from the warm comfort of Muspelstattr to those living in small villages in the snow. Your starting wealth will depend upon if you're a City-Dweller or a Village-Dweller (detailed below).

Bonus Equipment
A fur travelling cloak, decent travelling gear for the current season, a bedroll, a backpack or saddlebags, an old riding horse, old boots, 4d6 hacksilver, and choose any two of the following:

A good quality fishing net, a Jotunaett coin, your father's woodcutting axe, a simple high quality knife, a tent, high quality flint and tinder.

Names
Asblóð follows traditional naming conventions in Iskloft, and so you can easily create names using the Name Generator at the end of this chapter.

Traits
Ability Score Increase
You may increase one of your ability scores by 2.

Size
Most Asblóðr stand between 5 and 6 feet tall. Your size is medium.

Speed
Your walking speed is 30 feet.

Wary
You have proficiency in the Perception skill.

Craftsmen
You gain proficiency with the artisan's tools of your choice: mason's tools, miner's tools, smith's tools, or woodcarver's tools. You also gain proficiency in one musical instrument of your choice.

Starting Trait
You gain one Asblóðr Hefðir of your choice, and choose either City-dweller or Village-dweller below.

Languages
You can speak Asr and Trade Tongue.

City-Dweller
You are one of the Asblóð who dwell in the great cities that dot the landscape of that vast land. You are much more used to strangers, and have a notably different skill set to the bumpkins and farmers that make up much of your region's population.

Choose which of the three great cities you hail from:

Drotbaenum is the largest city in the known world. Once a Jotun metropolis, it still has the huge walls, 100 feet tall, that the Jotun once built. Enormous buildings are now inhabited by the humans that dwell there, and Drotbaenum has a small Jotunaett community, the only such community in human lands.

Grinvik is a city on the Western coast of Asblóð, just south of the White Line, where there is always snow. It is built around an ancient stone statue to Odin Allfather, a huge stone 200 feet tall. Around this Odinstone, the city thrives with a huge port.

Muspelstattr was built with the power of the fire Jotun, and has a year-long warmth to it. Hot water flows through the streets and the homes of the people, and public baths are common. A city that is often a destination for the rich, it produces obsidian, glass and other rare items.

Cosmopolitan
You may increase your Wisdom or Charisma by 1.

Centre of Commerce
You speak another two languages of your choice, and know how to read.

Wealth
Coming from one of the great cities, you have greater access to most things, especially money and good quality equipment. City-Dwellers are considered a Prosperous culture.

Village-Dweller
Like most of the people that dwell in Asblóð, you are one of the so-called village-dwellers. You live in a village or town, maybe on the coast, maybe in the plains, maybe in the mountains. From wherever you hail, your way of life, and your skills are different to those who live cozy lives in the cities.

Hardy
You may increase your Constitution by 1.

Farmers
You have proficiency in the Animal Handling or Tradition skills.

Wealth
You have no great wealth, as a simple person from a village. You make do, you share and share alike, but your personal wealth is nothing to brag about. Village-Dwellers are considered a Frugal culture.

Notable Things in Asblod
Jarl Skjalmod of Haedborg is a renowned jarl in the south of Asblóð, who rules over the great fens and the castle of Haedborg. Granted lands by King Sigurd, Skjalmod quickly brought law to the lawless fens, cemented alliances, and now carefully keeps order on Asblóð's southern coast. His power grows with each day.

Olveg Ice Eye is the jarl of Drotbaenum. He is a Jotunaett of great age, with a blue-white beard and great horns like an aurochs. He rules over the city with wisdom and an even hand.

The Myrr is a great swamp in the Southwest of Asblóð. It stretches for a great distance, and though it is now ruled from the town of Skjalvik, they say that within those swamps, ancient creatures are unhappy with the progress man makes into their domain.

Rumours
All along the Western coast of Asblóð, raids become ever more frequent. These are more than just simple raids, rather a concerted effort by Jarl Uthil Kohlbrandr to mount a full scale invasion. Crews raid cruelly, and then oathmen of the jarl come and offer safety and protection, and much of the northwest coast is under Kohlbrandr's control.

There are rumours of Loki worshippers. Not the small pleas when trying to light a fire that usually accompany his worship, or a prayer uttered as baby teeth are thrown into a fire in his name as a thing left behind is freely given, but something altogether stranger. Odd rites being practiced in the quiet, hidden places.

It is said that in Drotbaenum, Olveg and his Jotunaett seek to expand. Tensions are high, as the city already controls a great deal of land. To expand in any direction would mean war, and no jarl wishes to go to war with the giants.

GUNNLANDER

WARLIKE - WEALTHY - ELITE - INHERITORS - GREGARIOUS

Gunnland is the largest island in Iskloft, and dominates the eastern side of the continent. It is an island of beautiful scenery, of towering mountain peaks, of stunning cliffs and rolling hills.

Gunnland is named for Gunnar Gunnarsson I, the first human king of Iskloft. In ancient days, he came to the island and conquered it, and then marched on the rest of the continent, uniting all of it beneath his banner but for the harsh tundra of Iskolfinn.

The people of Gunnland are known for a number of things. They are known to be the best soldiers in Iskloft, peerless swordsmen and excellent sailors. They are known for their ancient heritage, and the fact that they never seem to shut up about it.

Gunnland has a proud martial tradition, and the great mercenary companies of Iskloft all have their home in Gunnland's capital. Their main export is war - through mercenaries, raids and conquest, jarls will pay a handsome price for even a small number of Gunnland soldiers.

WARLIKE

The average Gunnlander is, like most people in Iskloft, a farmer. However, much more common in Gunnland than most other places, is the warrior. Not a mere seasonal raider, nor some wiry, desperate reaver, the Gunnlanders are famed for their disciplined, well equipped warriors.

The people of Gunnland are often blessed with war. Their jarls seek conquest and glory, and so the island is frequently tearing itself apart. This makes an excellent training ground for the most professional warriors in the world.

WEALTHY

Gunnland sits atop mountains and hills, and within those hills is the source of Gunnland's great wealth. Mining is one of the main occupations in Gunnland, and from within the deeps they bring coal, silver, nickel, copper, platinum - but most important of all - iron.

Gunnland sits on great stores of metal, and one of the only good sources of iron in all of Iskloft. This near monopoly has allowed them to become extremely wealthy over the centuries.

While not every Gunnlander wears silver arm rings, the jarls certainly do, even wearing gold at times, and the average Gunnlander is a lot better off than your average denizen of Iskloft.

ELITE

It's not often that you see a sword in Iskloft. Finding enough good quality metal, finding a smith with the skill to forge it, and finding the money to pay for both are no small feat. The axe is by a wide margin the most common weapon in Iskloft.

Yet Gunnland has a proud tradition. King Gunnar I wielded a great, two handed blade, and was famously skilled with it. His people have taken after him in this respect.

With the great reserves of metal on their island, the Gunnlanders are renowned as swordmasters. Far more than merely hacking and chopping, the sword-skilled men and women of Gunnland have created complex techniques and forms, and are a beautiful, deadly sight on the battlefield.

INHERITORS

Gunnland is the home of Gunnar Gunnarsson I, the First King. His legacy lives on in every Gunnlander. There has been a Gunnar Gunnarsson in Gunnland ever since the First King, and it is well known that Jarl Gunnarsson has more troops and more wealth than even the king. From the city of Vyrmhold - a Jotun castle built between two mountain peaks - Jarl Gunnarsson rules.

Gunnlanders are proud of their lineage, and it is very common for male children to be named Gunnar here. So much so that it is often joked about by non-Gunnlanders, that every son of Gunnland is named Gunnar.

The First King's blood is strong in the people of Gunnland, however, and they have a natural tendency towards leadership and bold, charismatic personalities. Many famous hersir and drengr are Gunnlanders, and some of the most famous heroes in Iskloft's history come from this island.

GREGARIOUS

It is popular to hate Gunnlanders. They're rich, they've got fancy names, they've got some great lineage, and they're the best at fighting. There are lots of reasons to hate them. And yet?

There's something charming about Gunnlanders. They tend towards red hair, which is good luck. They usually have powerful voices, interesting features, sharp cheekbones - but more than all of that, they are charming.

The captain of a Gunnlander ship will win you over with a wry smile, the shrewd iron merchant will say something insightful about your predicament, the boastful jarl will show unusual generosity. There is something innately likeable about Gunnlanders. With so many reasons to hate them, it almost seems unnatural.

Description
Gunnlander men tend towards tall and statuesque, as do their women. Red hair is common in Gunnland, which is seen as a blessing from Thor. They style their hair and beards in elaborate plaits, and tend towards finery with a particular love for gold.

Wealth
Gunnland is unusually bountiful considering how far north it is, and there are deep mines beneath the mountains of Vyrmhold. The people of Gunnland have a proud martial tradition and are famed soldiers. These two things combined mean that Gunnlanders are considered a Rich folk.

Bonus Equipment
A red travelling cloak, excellent travelling gear for the current season, a riding horse, a bedroll, a backpack, good quality boots, 6d6 hacksilver, and choose any two of the following: A hunting horn, a golden arm ring, a whetstone, a helm with intricate face plate, a Mjölnir necklace, a finely made knife, an extra 6d6 hacksilver, a link from the First King's chainmail.

Names
Gunnar is a very common first name in Gunnland, as the name is passed down from those who claim descendancy from the First King. Other cultures joke that every man in Gunnland is called Gunnar. The prefix 'Gunn' is also very common. Beyond that, Gunnland follows traditional naming conventions in Iskloft, so you can easily create names using the Name Generator at the end of this chapter.

Traits

Ability Score Increase
Your Strength score increases by 2, and you may increase one additional ability score by 1.

Size
Most Gunnlanders stand between 6 and 7 feet tall. Your size is medium.

Speed
Your walking speed is 30 feet.

Born Leader
You have proficiency in your choice of the Intimidation or Persuasion skill.

Gunnar's Legacy
When speaking to a group of people for at least 1 minute, you can make a Charisma (Intimidation) or Charisma (Persuasion) check, the difficulty of which is set by the GM. On a success, all warriors that could see and hear you gain +2 to damage for 1 minute.

Starting Trait
You gain one Gunnlander hefðir of your choice.

Languages
You can speak Gunnsk, Asr and Trade Tongue.

Notable Things in Gunnland

Current Jarl Gunnar Gunnarsson is the direct descendant of the legendary unifier and First King of Iskloft with the same name. He commands the finest military forces in the country, and stories suggest that he is mighty himself, although he is reclusive, and rarely appears to leave his castle of Vyrmhold.

Aela Ormsdottir. Gunnar is always accompanied by a fiery woman covered in strange symbols and tattoos, no one knows what power she truly wields. Some say she is a witch, others that she simply has the greatest of jarls wrapped around her little finger. It is clear that there are few people in Iskloft that wield as much power.

Vyrmhold is one of the largest cities in Iskloft. Built partially into a cliff face, and partially into the great stone columns, tall as mountains, that were placed by the Jotun aeons ago, the city is said to be impenetrable. Within its walls, the great mercenary companies of Iskloft ply their trade, while in the shadow of the cliff, gangs and merchants swindle those unfamiliar with the hustle and bustle of the place.

Rumours
An ancient barrow was discovered and opened by some seeking treasure, instead they found elongated animal bones and a horse skull with human teeth. They brought the skull out with them as well as a strange rock polished like glass. The seekers all died soon after. Some say they went mad and refused to eat, some say they withered away covered in sores. What happened to the skull and the stone is unknown, though many suspect agents of the king spirited them away.

On one of the many islands off the eastern coast, it is said that a man can find immortality. When the mist becomes so thick that he cannot see his hand before his face, he must let go of the rudder, and let the waves - and the gods - steer his ship. He will come to an island filled with life. All he need do is woo the witch who dwells there and sleep with her, and she will make it so no blade can harm him, no arrow pierce him.

On a cold night, people often hear the rattling of coins, the jingle-jangle of gold and silver, before they see her, a ragged old woman, who makes sounds like she's weighed down by money. Yet to see her, she is gaunt and shrivelled, and wears nothing but rags. It is always best to give her a gift, for they say that this destitute spirit will curse those who are miserly.

IRONEYE

MAKERS - HONOURABLE - PATIENT - PIOUS - WATCHFUL

The Ironeyes are a people who dwell across a mountain range in Soderfjord. Though their lands are within Soderfjord, the Ironeyes have not taken on the ways of their southern cousins. Their land is called Jarnaugr.

Named for Brynjolf 'Ironeye' Agnarsson, the Ironeyes are descended from a legendary huskarl, and best friend of the first king Gunnar Gunnarsson. At least that's how most of the world thinks of them. The Ironeyes know the true story of Gunnar.

As a people, they revere the smith as a sacred and essential part of life in Iskloft, and give great respect to those who create. Their jarls are always craftsmen, usually smiths, and follow a tradition of self mutilation. Many Ironeye jarls and warriors will pluck out their right eye to emulate Odin, and replace it with a metal one, just like the legendary Brynjolf did.

Their lands are rich and generous, their people are pious and patient, and their warriors are careful and considered.

MAKERS

The Ironeyes have rich traditions of crafting. Their Jarl-smiths are known throughout the lands as some of the finest armourers and weaponsmiths in the whole world. The smith is given sacred position in Ironeye lands, but more than that, anyone who makes, who creates, is afforded a good deal of respect.

This translates to the Ironeyes having excellent craftsmen of all kinds, and the goods that are produced within their lands are second to none.

HONOURABLE

It is said that Brynjolf, the legendary father of the Ironeyes, never told a lie, never broke an oath, and lived a true life of drengskapr.

He is held up as an example of what people should strive towards, and the Ironeyes put great stock in the code of drengskapr, and the Nine Noble Virtues. Outlaws are given particularly harsh treatment in Ironeye lands, and those who break oaths are almost always put to death.

PATIENT

Strike an iron enough times with a hammer, watch metal heat in the forge, shave wood, weave baskets - a good maker is a patient one, who doesn't rush the process. This tendency for patient and considered thought permeates into all parts of Ironeye culture.

Rushing headlong into battle against a prepared shield wall screaming oaths may be glorious, but it's no way to win a battle. The ironeyes are patient, and will take time to formulate a sound strategy. They rarely react passionately or emotionally, instead taking time to think and consider before they act.

They are known to be slow conversationalists, always listening carefully, then pausing and reflecting on what was said before responding. This patience and thoughtfulness makes Ironeye jarls excellent diplomats.

This trait can make them seem cold and unfeeling, or dispassionate, but nothing could be further from the truth. They are emotional people like any other, they simply think before they act.

PIOUS

Odin is the god of the Ironeyes, above all others. Their ritualistic self mutilation - the plucking out of an eye - seems insane and wasteful to the Iskolfinn, and barbaric to the citizens of Koenkastalin, but to the Ironeyes it is a true sacrifice.

Odin gave his eye for wisdom, and those Ironeyes that go through with the ritual say they are often granted visions by the Allfather. People say that there is dark magic involved, that it is not Odin that grants these visions, but the insidious alfr. Either way, there can be no denying that it is a powerful sacrifice and a grand gesture of someone's piety and dedication to the Allfather.

WATCHFUL

The story that is told in most of Iskloft is that the great King Gunnar I was betrayed by Brynjolf after the conquest, when Brynjolf joined forces with the witch Skarpeiður and invaded Gunnland. Though he was repelled and forced to retreat to his own lands, the attack was never forgotten.

Yet the Ironeyes know different. It was Gunnar that betrayed his companions. He sought power at any cost, and made a deal with one of the perfidious alfr. His conquest was too bloody, too cruel, too easy. Brynjolf saw what would happen if he succeeded, and though it broke his heart, he chose to break his oath and attack his best friend and king.

This knowledge is kept by the Ironeyes, passed down among their jarls, and it is for this reason that the Ironeyes tend toward watchfulness. They watch their companions carefully for strange behaviour, and ensure that they stay on the path of honour.

Description
The men of the Ironeye jarldoms are not of noble origins. Indeed, Brynjolf himself was once a simple blacksmith, and this trait runs strongly through his descendants. They tend towards shorter and stockier builds than the other aettir. They grow their hair long and do not style it, and beards are similarly kept. This is in emulation of the Allfather. Ironeye women tend to be pale and dark of hair, and have a reputation as great warriors. Ironeye warriors are often recognisable, as they tend to carry the best equipment. The forges of the Ironeye Jarldoms are second to none, and their steel shines brightly.

Wealth
Thanks to the rich iron veins in their lands, as well as the many talented smiths they possess, the Ironeyes thrive. Smiths and merchants are common among them, but craftsmen of any kind will find themselves successful in the Ironeye lands. The Ironeyes are considered a Prosperous folk.

Bonus Equipment
A fur lined travelling cloak, travelling gear for the current season, a bedroll, a saddle bag or backpack, comfortable boots, 10d6 hacksilver, plus any two of the following:

A cold iron dagger, a fine rope, an amulet of Odin's eye, a riding or draft horse, a bone comb, a smith's hammer, decorative filigree on your armour or weapon, a wooden carving of a toy, a fine necklace

Names
The prefix Bryn is very common in Ironeye lands, as are names that relate to the craft of smithing and crafting in general. Beyond that, the Ironeyes follows traditional naming conventions in Iskloft, so you can easily create names using the Name Generator at the end of this chapter.

Traits
Ability Score Increase
Your Wisdom score increases by 2, and you may increase an additional ability score by 1.

Size
Most Ironeyes stand between 5 and 6 feet tall. Your size is medium.

Speed
Your walking speed is 30 feet.

Piety
You have proficiency in the Tradition skill.

Odin's Eye
You have proficiency in the Insight skill.

Master Craftsmen
You have proficiency in Smith's Tools, and if you're creating on Wodenstag (Wednesday), you can make one of your crafting rolls with advantage.

Starting Trait
You gain one Ironeye hefðir of your choice.

Languages
You can speak Sudska and Trade Tongue.

Notable Things in Jarnaugr
Svenja Jarnaug is the direct descendant of the legendary leader Brynjolf Agnarsson. She shares her ancestor's honesty, tenacity, and reverence for the Allfather, and ostensibly rules over the Ironeye peoples from her castle of Smidvik.

Bolverkr is a mysterious figure. He is a goði, a galdr, and perhaps even a seiðkarl. Powerful in the ways of magic, of telling stories, and singing, he wanders the Ironeye lands, always appearing when he is most needed to tip the scales in favour of the Ironeyes; yet sometimes after he leaves, many of the women find themselves with child.

Ongrim Skaparri is regarded as perhaps the greatest smith in all of Iskloft. A man in his late forties, powerfully muscled with salt and pepper hair, he has created things of beauty and grace, given fine crafts as gifts to rich jarls, and fine weapons to practical ones.

Rumours
Tales are told of the great workshop in the Mallmrfell mountains, where the dwarf Járni toils. It is said that he can make anything in his forge, and will do so for the right price, or for his pride. Finding the smithy is said to be near impossible, but legends tell that the axe of Ogvai Three names, the sword of the First King, and even the harness that keeps Fenrir bound, were made by this dwarf.

Deep in the southern Stalskog, the great forest in the south of the Ironeye lands, lies the Loki Stone. This unassuming stone can wreak devastating destruction when used by those who understand its runes.

Within the Stalskog, there is a large swathe of land that belongs to the Witch of the Fjord, called Skarpheiður. They say she knew the First King, and that she can change shapes into any beast of land, sea, or sky. Somewhere within the lands of the Ironeyes, it is said she keeps a sacred grove to Freyja. No trees are felled there, and no animals are hunted within. Occasionally she will appear in a jarldom with seemingly strange requests. Jarls have learned that ignoring these requests lead to failed crops and famine in their lands. Those who cross her often pay a terrible price, and many a hunter who strayed too far into her lands never returned.

ISKOLFINN

RAIDERS - SUPERSTITIOUS - PRAGMATIC - TRADITIONAL - EGALITARIAN

You hail from the great northern tundra, somewhere beyond the Hviturlina, or White Line. Iskloft is named for this region, for the great icebergs and ravines, the endless ice in all directions once you go far enough north.

Not many people live beyond a few hundred miles of the White Line. Most of the people in Iskloft live clustered around population centres. There are a few large settlements clinging to the coast along the south of the Hviturlina.

Your people are a hardy, and often desperate group. The land yields almost nothing this far north, and so those who do not live in fishing and whaling villages live in nomadic groups, following herds of reindeer, much like the Skraeling tribes of the Uttermost North.

The Iskolfinn are known, and feared, through all of Iskloft. All along the coasts of the world, the sights of sails and dragon-headed ships strike fear into the heart of even the most valiant warrior.

RAIDERS

Almost nothing grows north of the White Line. Villages cling to the coast and live off fish, seals, and whaling. Other villages hunt the great migratory herds of reindeer, or even mammoths, which roam the north.

For this reason, the men and women of these unforgiving lands often set sail to take what they cannot grow. The sails of Iskolfinn ships truly do strike fear into the hearts of anyone who sees them, and the reaver crews can be expected in regions south of the White Line every spring when the ice thaws.

SUPERSTITIOUS

The superstitions of Iskloft are numerous and varied, and there are few people in the world who take them more seriously than the Iskolfinn. Never travel in a group of thirteen; see two ravens and know good fortune is coming; never sail without giving sacrifice to the goddess Ran; and many more beliefs are a central part of the Iskolfinn way, and influence their decisions.

It is common for them to sacrifice an animal before a battle, to check what the runes say before any decision, and to be very careful not to anger the fates by ignoring these superstitions.

PRAGMATIC

There is no time for frivolity or sentiment when life is on the line. The harsh lands of the north breed a people used to hard decisions. This trait may be the one thing that is universal amongst the Iskolfinn - an understanding that for the good of the many, or the survival of the group, hard decisions must be made.

How this manifests is varied of course, but you can expect that if you're making a journey across snowy plains and someone becomes so injured that they cannot walk, that the Iskolfinn will leave them behind. You can expect that if the Iskolfinn are besieged, that the old and sick will be killed to preserve food for the fighting men and women. You can expect that when raiders come, they will take the healthy as thralls, and kill those who give resistance in a brutal manner to quell ideas of revolt.

Yet more than harsh decisions, the Iskolfinn pragmatism manifests in the way they approach problems. Iskolfinn tend to cut the knot rather than untie it, and tend to be very direct in their problem solving.

TRADITIONAL

The lands north of the White Line were never conquered by Gunnar, the First King. This means that many of the 'modern' ideas of Iskloft never made it to this part of the world.

The Iskolfinn revere and honour the traditions of Iskloft more than anyone. Guest rites are absolutely sacred, and breaking them is a great crime. The swearing of an oath is no small thing, and they expect that any oath will be kept for all time. The Thing is the way that the many make the best decisions, and all are free and welcome to speak at it.

Yet the biggest change from other cultures in Iskloft is the way the Iskolfinn look at magic. Since these lands weren't conquered by Gunnar, when Beobrand the Steward decreed that the magic of witches was to be outlawed, and practitioners of it culled, the Iskolfinn scoffed. They know that the witch is central to their lives. So it is that in their lands, the seiðkona, or witch, is given great respect, for she is your midwife, your healer, your seer, your advisor and your priestess.

EGALITARIAN

"I don't give a wet fart if you've got a cock or a cunt, as long as you can pull and oar and kill foemen."
- Rangluf Ormsaug, Iskolfinn jarl

Southern ideas of gender roles do not exist in the North. Life is too hard, and every able bodied person is needed. So despite the brutality of Iskolfinn culture and their propensity toward violence and raiding, they are some of the most egalitarian people in Iskloft.

While women and men fill the same roles they do in most of the world, with women managing the household once they have children, it is not uncommon for Iskolfinn women to raid and reave, to be thegns and jarls, and there are even rumours that in this part of the world, there are female berserkers.

DESCRIPTION

Iskolfinn are rugged men with wiry frames and long arms and legs, and fierce women with undaunted eyes. Both genders have long, wild and thick hair, while the men grow thick beards also. They tend to wear furs and animals skins, and are not concerned with finery or jewelry. They love their freedom, and have a distaste for the southern lands, where they bow and call one another lord. Their poor diets and lives of hardship mean that they tend to be wiry and gangly rather than heavily muscled, yet they do tend to be tall. Some believe that they have Jotun blood in their ancestry.

WEALTH

The Iskolfinn land provides little to its inhabitants beyond snow, ice, and furs. Every day is a struggle, and though villages exist in the shadow of ancient Jotun walls, humans cannot truly thrive this far north. Due to this, Iskolfinn are considered a Poor folk.

BONUS EQUIPMENT

Thick bearskin cloak, excellent quality winter clothing, a backpack or saddlebags, two flint daggers, thick boots, 3d6 hacksilver, plus choose any one of the following: A spear tipped with a bear's claw, a set of bone runes, a broken fragment of a Jotunaett knife, a set of snowshoes, a simple amulet of Mjölnir, intricate tattoos

NAMES

The Iskolfinn have a tradition of nicknames. It is very common that by the time you come to adulthood, that you will have a name that most people know you by. These come in different flavours, sometimes based upon a skill or action that the character does well (Horse-breaker, Shield-biter), sometimes based on a physical trait (Blacktooth, the Red, Noseless), or sometimes based upon tendencies they have (the Ganger, the Biter).

Beyond that, the Iskolfinn follow traditional naming conventions in Iskloft, so you can easily create names using the Name Generator at the end of this chapter.

TRAITS

Ability Score Increase

Your Constitution score increases by 2, and you may increase an additional ability score by 1.

Size

Most Iskolfinn stand between 6 and 7 feet tall. Your size is medium.

Speed

Your walking speed is 35 feet.

Reaver

You have proficiency in the Intimidation skill.

Survivor

You have proficiency in the Grit skill.

Survivor

Your constant scavenging and harsh diet has inured you to sickness. You make saving throws against being poisoned at advantage, and can reroll a failed Grit check once per short or long rest.

Starting Trait

You gain one Iskolfinn hefðir of your choice.

Languages

You can speak Norsk and Trade Tongue.

NOTABLE THINGS IN ISKOLFINN LANDS

Uthil Kolbrandr is a well known, and well feared Iskolfinn reaver captain, and jarl of the Painted Cliffs. His crew of bloodthirsty lunatics have raided up and down the soft southern coasts for decades. Many villages keep 'The Kolbrandr's Share', a collection of silver and other goods that they can offer to Uthil, rather than have to fight him and his crew. Now he expands his jarldom, waging war on the western borders of Asblóð.

Ogvai Threenames is a Jotunaett. He has lived since the elder days, and has died many times, but always returns. Enormous, with the bright red hair and beard of a fire jotun, he is the lord of Ogvai's Bastards, a mercenary band with a brutal reputation.

The Witch of the Vestmeira is a seiðkona who lives in a fertile valley. Some say that she is an old woman, hooded and cloaked, with a crooked nose, who will cure what ails you for a fell price. Others have described her as one half the form of a maiden fair, with a jet black mare's body. Others still say that she's just a talented woman of the wilds. Whoever she is, she is known to possess mighty healing magics, and many sickly jarls have made the journey north to find her.

RUMOURS

Far to the north, across trackless tundra wastes, lies the ancient castle of Raseri. There, it is said, a true Jotun slumbers, in the ruins of what was once an impenetrable fortress. Some say that the man who reclaims that castle will become great, and that he will conquer and unite the lands once more.

Past the Painted Cliffs, due north, are the lands of the Skrael. These people are strange, with unusual customs and an incomprehensible language. They hunt the great whales and leviathans of the ice seas, and make for lucrative raiding targets.

It is said that past the great mountains, past the ice fields, there is a warm, welcoming meadow hidden in a mountain valley. Fat bees buzz there and make the most delicious honey, and the dwarven smiths dwell and create the finest works in the world.

KASTALINER

INNOVATIVE - COSMOPOLITAN - SAVVY - UNORTHODOX - ALOOF

You hail from the broken islands of Koengkastalin, or 'The King's Castle'. In elder days, these islands were one large island, with a sprawling, gigantic Jotun castle perched atop it. It is said that when the Aesir came to save humanity from their Jotun enslavers, Thor landed upon these islands and smashed them to pieces with his hammer, Mjölnir.

Now the islands are a broken chain, with remnants of the once great Jotun palace clinging to dramatic cliffs. Bridges span the towering chasms between islands, and great towers built for Jotun, with staircase that have steps that are 6 feet high.

This is where the High King of Iskloft dwells. It is a position that is voted for at the Althing, a great gathering of the powerful jarls. Yet the same family, the Sigurdssons, have been kings for the past 150 years; the current High King is Sigurd Sigurdsson. They maintain this power through shrewd manipulation, alliances, and heavy bribes.

Koenkastalin is the centre of governance in Iskloft - or so they say. In reality, the jarls owe little true allegiance to the king. Yet the people who live in Koengkastalin feel superior. They live in the king's land, and live in safety. Wars do not reach their lands, instead they are greeted with rich trade, the finest merchants and craftsmen, and a level of sophistication and culture that is truly rare in Iskloft.

INNOVATIVE

The lands of the king are filled with some of the best and brightest, brought here to do the king's bidding. It is a place of progress and innovation, where new ideas can flourish. Since it is mostly free from war and invasion, and immune to raiding due to the high cliffs and well defended harbours, the people here have time to think, and to create.

Here, people can read and write. Here, people tinker with new inventions, like the newly created flatbow. Here, the arts - poetry, music, song, and painting among many others - are explored and pursued as creative frontiers.

COSMOPOLITAN

The king gathers to himself the best and brightest, the most talented, regardless of their aett. This means that Koenkastalin is filled with people from every culture, from grim faced Iskolfinn and proud Gunnlanders, to snarling Ulf and mystical Tuathans.

This means that the King's Castle is filled with people from all walks of life. The citizens of this place rub shoulders with all manner of people, and so tend to have a good understanding of Iskloft as a whole, the different cultures, languages and traditions that make up the continent.

SAVVY

Koenkastalin is kept alive by tribute. Shipments of grain and other foodstuffs, tribute of silver and iron, and countless others are brought in daily from all across the breadth of Iskloft. Without these tributes, there would be no King's Castle.

All of these shipments, and the trade that goes along with it, needs people to organise it, and there are no finer bureaucrats in Iskloft than the Kastaliners. They have a reputation for being good with numbers and logistics, and are well known for being hard negotiators.

UNORTHODOX

"In the North? They eat their young up there, and let any peasant speak at their assemblies!"
- Leofric Bebbansson, Kastaliner Merchant

The aettir in Iskloft have more commonalities than they have differences. A set of shared traditions that happen anywhere in Iskloft. Yet nowhere are those traditions questioned more than in the King's Castle. Great thinkers examine these traditions, and ask questions about them. Why must you offer guest rites to your enemies? Why does a person with no influence get to speak at the Thing? These questions and examinations of tradition invariably help those in power, those with wealth, but in Koenkastalin, many traditions are no longer accepted simply because they are traditions.

ALOOF

"...and then he told me that he once gave a man the blood eagle, some barbaric punishment involving mutliation. I simply rolled my eyes at him."
- Aethelhelm Thorgeirsson, Kastaliner huskarl

The people of Koenkastalin feel superior. They have the finest things, the most beautiful clothes, the newest innovations. They are cultured, and give time to art and deep thinking.

They are not savage raiders who kill and steal, they are not archaic witches who cling to an ancient time long past. No, they are people of progress, of a modern age.

At least that's what they think. It often leads them to look down upon the other aettir as less civilised, and this sense of superiority tends to travel with them wherever they go.

Description
The people of the King's Isle are generally less rugged than others in Iskloft. Since the Kastaliners tend to be merchants and craftsmen as opposed to warriors, both genders lean towards finery. It is trendy to be fat, something that only the very wealthy can afford. Gold, silver, and jewels are common in brooches, torcs and rings.

Wealth
Being the centre of trade in Iskloft and the seat of the king leads to people who are well supplied and equipped. Kastaliner rank as a Rich culture.

Bonus Equipment
A red travelling cloak, excellent travelling gear for the current season, a bedroll, a backpack or saddlebags, a riding horse, good quality boots, 10d6 hacksilver, and choose any two of the following:

Artisan's tools, an extra 6d6 hacksilver, a musical instrument, a golden ring, a set of exquisite clothes, a set of exquisite boots, a finely inlaid warseax.

Names
Kastaliner tend towards 'modern' names. In practice this means that they tend to avoid the descriptive nicknames that are common in much of Iskloft, instead taking names based on their father, or their trade.

You can find a list of common southern Iskloft names at the end of this chapter.

Traits

Ability Score Increase
You may increase your Wisdom, Intelligence or Charisma by 2, and another ability score by 1.

Size
Most Kastaliner stand between 5 and 6 feet tall. Your size is medium.

Speed
Your walking speed is 30 feet.

Silver-Tongued
You have proficiency in your choice of either the Deception or Persuasion skills.

Cosmopolitan Craft
You gain proficiency with the artisan's tools of your choice: jeweller's tools, mason's tools, miner's tools, smith's tools, or woodcarver's tools. You also gain proficiency in one musical instrument of your choice, and can read and write.

The World Before
You have proficiency in Lore-Wise. Whenever you make an Intelligence (Lore-wise) ability check related to the origin of an ancient ruin, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Starting Trait
You gain one Kastaliner hefðir of your choice.

Languages
You can speak Asr, Trade Tongue and Sudska.

Notable Things in Koenkastalin

High King Sigurd Sigurdsson is the king of Iskloft. So they say. In reality, he is a very wealthy jarl with a hereditary title, respected by perhaps one in every ten jarls. From his mighty fortress he grows his power through wealth, not conquest.

Fiacra is the notorious bodyguard of the king. A Tuathan warrior of few words, he has been known to vanish from sight. Those who have seen him fight say he moves like a shadow.

Jorg The Speaker is a goði, and the one who conducts the important official ceremonies for the king and other important jarls. When two powerful families are having a wedding, when a great hero must be sent to the afterlife, it is Jorg who presides over the ceremony.

The Althing is a marvel of the world. Ten Jotun longships, each one over 200 feet long, are poised around a great crater. It is said that this is where Thor's hammer fell, when he smashed the Jotun's capital. All of the great jarls meet here, and discuss the important decisions that require their attention. It is also where a new king is voted in.

Rumours

The ruins of the Jotun castle are all around. Yet much of them remains unexplored. Deep beneath the city that people have built, there are unexplored ruins. Like roots beneath a massive tree, they extend for miles, and while some brave souls do delve into the depths, so much more of it remains unexplored. What treasures await in those echoing halls?

Political change is happening in Koenkastalin. More and more, the king finds that it is the merchants who are the real power here, and that they provide much more to him than the huskarls under his command. They seek new rights, while bondi and labourers too seek a different way, better rewards for their work, and safety provided by the king.

Many wonder what was lost beneath the waves when Mjölnir smashed the great holdfast of the Jotnar. What treasures were lost to the sea in those elder days?

SODERFJORDER

PROSPEROUS - HORSEMEN - KNEELERS - EXPLORERS - TRADERS

Soderfjord is the great southern landmass of Iskloft. It is a verdant and bountiful land, compared to the harsh climes of Asblóð and further north, and its people prosper and thrive.

The people of Soderfjord pride themselves on their trade. It is a part of Iskloft in which there are a great many traders, craftsmen, and hirðmen. Great farms and estates are ruled over by jarls wealthier than most in the north could dream of.

The people of Soderfjord believe themselves to be forward thinking, and their society is a lot more feudal than other parts of Iskloft. They call their jarls 'lord', they bow and kneel and swear to serve, and they expect women to stay in the home.

To the people of Soderfjord, this is progress. For countless hundreds of years, Iskloft has not changed. They see these customs and traditions as the natural change that a society must go through.

PROSPEROUS

Soderfjord is verdant and generous. The rolling hills and meadows, the plains and valleys make for excellent country, and even simple subsistence farmers here tend to do quite well. On top of that, the mountains, forests and sea provides everything they need. Soderfjord is the bread basket of Iskloft

HORSEMEN

"They can call us whatever they like. When they hear the hoof-thunder, they will understand."
- Aethel Horse-Breaker, Soderfjorder huskarl

Warriors fight on foot. That is a maxim that is carried in almost all of Iskloft. Even with fine horses available, and good, open country to ride in, jarls will ride to battle, and then dismount to fight on foot in the shield wall. While this is still the case in Soderfjord, they have another tradition. The tradition of cavalry.

Since their lands breed excellent horses, their warriors have produced excellent, reliable cavalry for centuries. The power and maneuverability this provides on the battlefield cannot be ignored, even if northerners sneer that it is cowardly.

KNEELERS

Why should every man be given the same respect? Why should a peasant farmer be able to speak how he likes to a jarl, who is clearly his better?

These questions have led to a change in Soderfjord. An oath sworn to a jarl is sworn to his family as well. Instead of giving an arm ring in return for the oath, the jarl gives land and responsibilities. Instead of standing and nodding, Soderfjorders kneel and swear.

These changes seem minor, but they change the whole way that people approach society in Soderfjord. Jarldoms are hereditary here, and there is a much greater divide between jarl and bondi. Other cultures, especially the Iskolfinn, look down on this as servile and weak, but Soderfjord is a mighty region.

EXPLORERS

"Sail for four days due West, you will come to a chain of small islands. Only seals and gulls dwell there. Turn North for two days, and then another four days West, and you'll see the misty shores of Tuatha."
- Ergil Whitebeard, Soderfjorder sailor

The Soderfjorders are some of the furthest travelling people in Iskloft. Their great ships set sail from their many ports in search of new trade opportunities, and they have the most contact with lands outside of Iskloft.

To the west, the misty isle of Tuatha, with its strange, tattooed people and chariot riding warriors awaits. To the south, the ever shifting shores of Fjara and its people give lucrative trade. Other Soderfjorders travel even further afield, to lands unknown.

TRADERS

"When you shake hands with a Soderfjorder, check you're still wearing your rings."
- Iskolfinn proverb

Being the breadbasket of Iskloft, Soderfjord makes a fortune in trade. They export food to those regions that have trouble growing their own. A great many Soderfjorders make an excellent living travelling back and forth from their home to a distant jarldom and selling grain, pork, beef, and even apples at a huge markup.

This is so common here that it has permeated the way most Soderfjorders think and act. There are no shrewder negotiators in all of Iskloft, and no matter how good you bargain, you always feel like you've gotten the worse end of the deal when dealing with one of the men of the south.

Description
As a place of bounty and temperate weather, Soderfjordr tend to be a little huskier than other people, and it's one of the few places in Iskloft that you might see a fat person. Legends tell of a great jarl, Floki the Fat, who once ruled over Soderfjord.

Soderfjorders tend to wear a lot of finery, and the men prefer to keep their beards long, but cut their hair short. Women in Soderfjord tend to dwell in the household.

Wealth
The Soderfjordr are blessed with trade, good weather, and a bountiful land, and so they are considered a Prosperous folk

Bonus Equipment
A fur travelling cloak, excellent travelling gear for the current season, a bedroll, a backpack or saddlebags, a riding horse, good quality boots, 6d6 hacksilver, and choose any two of the following:

A golden arm ring, a bag of fresh delicious apples, a fine seax inlaid with your family's crest, an axe given to you by your jarl, a tent, high quality flint and tinder, a pack horse

Names
Soderfjorders tend towards 'modern' names. In practice this means that they tend to avoid the descriptive nicknames that are common in much of Iskloft, instead taking names based on their father, or their trade. You can find a list of common Southern names in Iskloft, at the end of this chapter.

Traits

Ability Score Increase
You may increase your Charisma by 2, and another ability score by 1.

Size
Most Soderfjorders stand between 5 and 6 feet tall. Your size is medium.

Speed
Your walking speed is 30 feet.

Gifted Haggler
You have proficiency in your choice of the Persuasion or Deception skills.

Trader's Eye
You know your way around a deal, and can assess the value of a thing remarkably well. This translates to many parts of your life. When you take 1 minute to examine an item, a building or a settlement, you can make an Intelligence or Wisdom check (your choice). If successful, the GM will tell you what your appraisal of the value of the thing or place is. In addition, you have advantage on rolls made to see if a person if trying to swindle you in a deal.

Horseman
You have proficiency in Animal Handling checks when dealing with horses, and have advantage on saves against being knocked off your horse.

Starting Trait
You gain one Soderfjorder hefðir of your choice.

Languages
You can speak Sudska and Trade Tongue.

Notable Things in Soderfjord

Jarl Egil of Dorna is the most powerful jarl in Soderfjord. Descended from a jarl who was killed by the First King Gunnar Gunnarson, Egil is a shrewd and manipulative man, wealthy beyond the dreams of most jarls. He uses his wealth to fight proxy wars, funding hungry jarls to take down established ones, and keep them all below himself.

The Nysa are a group of explorers, based in the town of Kanna in the southwest tip of Soderfjord. They sail far and wide, with the intent of bringing trade deals to Soderfjord, though they always need warriors with them.

Rumours

Many locals refuse to sail as the mist rises from the water. For most this would just be a hindrance to navigation but many here see it as a bad omen. They tell of a ship made of bones with sails of skin and a rotten laughing figurehead of a witch that glides through the inexplicably calm waters.

Wild horses roam the lands of Soderfjord. Rumour has it that during Yule, sometimes people see horses with extra legs leading great herds of them, as they gallop across the hills and plains. The finest horses in all the world roam in these herds, and great would be the Isklander who could break one.

In the Suðbjarg mountains, howls are frequently heard miles away. Some say that the highest peaks are home to the spawn of Fenrir, the Great Wolf, and that the Ulf worship these beasts in profane rites at the peaks of these mountains.

TUATHAN

FOREIGNERS - SINGERS - MYSTICAL - PROUD - WOAD AND GOLD

Across the waves of the western ocean lies an island that is shrouded in mystery. Those Isklanders who have ventured there with hostile intent rarely return, and those traders who do go stay close to their ships.

The island is called Tuatha, and its people are called the same. They are a culture apart. They do not worship the same gods, they do not fight in the same way, and they do not have the same traditions. They are foreigners to Iskloft.

And yet they have much in common. They also use oathkeeping as a way to keep their society together, they also sacrifice to a pantheon of gods, they also fight duels of honour.

Tuatha itself is a misty island, and the Isklanders have only reached its eastern shore. Its size is a mystery even to them. To the people who live there, it doesn't matter. It is an island covered in thick, dark forests, rolling green hills, crystal clear rivers, and strange swamps and bogs.

Tuatha has a vast wealth of natural resources, notably a large amount of gold and iron. The Tuathans create things of beauty from these metals, and most Tuathans own something of gold, which is a metal Isklanders rarely see.

FOREIGNERS

The Tuathans are not from Iskloft. They are foreigners to this land, and as such seem strange to Isklanders. With their strange tattoos, unusual fighting style, and musical language, they are definitely noticed wherever they go.

This means a lot of things. Tuathans are not bound by the same customs and traditions as Isklanders, as they worship different gods and have their own traditions. Intelligent Tuathans often use the Isklanders traditions and hangups against them, while others seek to integrate properly into Isklander society.

SINGERS

The Tuathan language is a lyrical, musical one, with a lilting, songlike quality to it. Songs and music are a central part of Tuathan life, and all learn to sing as part of a group at a young age.

Tuathan warriors often sing in harmony before a battle begins, a haunting war chant that has been known to strike fear into the heart of even veteran Isklanders. Their mournful dirges at funerals, or their ribald drinking songs are beloved in much of Iskloft.

MYSTICAL

Different gods means different beliefs, and while Isklanders tend to fear and dislike those who dabble in magic, in Tuathan lands those people are in charge. 'Na Draoithe', or the druids, are the frightening leaders of the Tuathan people. These mystics, scholars, priests, and warriors speak to the gods and guide their people where they need to go.

More than that, the gods of the Tuathans have different values to the Aesir, Vanir, and Jotun. Tuathan warriors often adorn themselves in tattoos, and apply sacred war paint called woad. It is said that there is magic in every Tuathan, and that even their songs are spells.

PROUD

Some of the finest warriors in the world are Tuathan champions, and the tradition of duels among champions, 'the old manner' as the Tuathan's call it, is how they do war. Two armies meet, but the battle is often settled by a duel. To be such a champion is the dream of many Tuathans. Yet they are alone in Iskloft.

The Tuathans have a culture and heritage all their own. They often have to stand and listen as Isklanders mock their culture as primitive, or savage, or being profane and witch-infested. Most Tuathans in Iskloft are on their own, away from their people, and so despite their pride in their abilities, they usually just weather the storm, and nod. Some will hum one of their war songs, and those Isklanders who know the tune will soon be silent.

WOAD AND GOLD

"Fat as a Tuathan purse."
- Common phrase

Gold is a rarity in Iskloft, even in the wealthy realms of Soderfjord and Gunnland. Most people use silver, or simply barter. Yet in the lands of the Tuatha, gold is much more plentiful. Arm rings, chains, rings, fake teeth, ornamentation on weapons - the Tuathans use gold all the time. Not only the super wealthy, but even the average Tuathan warrior likely has some gold to her name. This means that Tuathans who come to Iskloft are often immediately wealthy.

The other valuable import that they bring is woad. Woad is a special warpaint created by the Tuathan druids, which acts as a sort of spiritual and magical armour. Some say it simply drugs the wearer and inures them to pain, but the Tuathans maintain that it is magical, and that the gods bless those who wear it.

TUATHA

Tuatha is an island that lies far off the Western shore. None in Iskloft know of it's shape, nor does it exist on any map, and so it cannot be shown to you here.

Description
The people of the Tuatha tend towards very pale skin, and red or black hair with green eyes. The men grow long moustaches and grow their hair long and flowing. They tend to wear golden torcs around their necks, and cover their bodies in swirling, spiral tattoos.

Wealth
The Tuatha sit on rich stores of gold and iron, and have fine smiths and crafters. They are considered a Rich folk.

Bonus Equipment
A fur travelling cloak, good travelling gear for the current season, a bedroll, a backpack or saddlebags, a riding horse, good quality boots, 5d6 hacksilver, and choose any two of the following:

A golden arm ring, three doses of mushroom tea, a fine flint knife, a collection of quicklime for dying the hair, a golden torc blessed by a druid, a tent, high quality flint and tinder

Names
Tuathan names are very different to those used in the rest of Iskloft. They have a different language, and thus have very different names. Their names are generally old Irish names.

Male Names
Aodh, Ardgal, Bran, Cathair, Cathbhar, Conall, Conchobhar, Cormac, Diarmuid, Domhnall, Donncha, Eochaidh, Feargal, Ruadhrige, Tadhg

Female Names
Aine, Brighid, Finnghuala, Flidias, Meadhbh, Mor, Sadhbh

Traits

Ability Score Increase
You may increase your Dexterity by 2, and another ability score by 1.

Size
Most Tuathans stand between 5 and 6 feet tall. Your size is medium.

Speed
Your walking speed is 30 feet.

Laochra
You have proficiency in the Performance and Seith-wise skills.

Battle-Song
You gain proficiency with an instrument of your choice, and you make performance checks while using it at advantage. You also have the unnerving ability to sing loudly and clearly while in battle, emboldening your allies and frightening your enemies. You and allies within 10 feet of you can reroll saves against being frightened while you're singing. You can activate your battle hymn as a bonus action, once per short or long rest.

Starting Trait
You gain one Tuatha hefðir of your choice.

Languages
You can speak Tuathan and Trade Tongue.

Notable Things in Tuathan Lands

The Raven is an enigmatic woman, who was once the captain of the Frystmaer, a legendary ship of reaving women. They say that the Raven died, but she has since been seen back in her home, gathering followers for her dark designs.

Donncha Mac An Ri is a king of the Táin, known to be a great warrior. While there are many kings in Táin, there are few who fight their battles on the front lines, and fewer still who fight duels of honour.

Darragh the Old is a druid, the most ancient and venerable of the druid order in Táin. Known to be a very tall, gaunt man with a long, white beard, rumours say that he has been leader of the druid order for over a hundred years.

Rumours

Tuathan lands are shrouded in mystery, and few indeed have ever visited and returned. Those who have speak of the endless mists and rain that shroud the place, the crashing waves that make approach so difficult, and the myriad leviathans that teem in the wide open ocean that leads to the island.

It is said that there are lands beyond Tuatha. On the island, traders have reported seeing men in long robes, with strange symbols painted on the front of them. They had shaven heads, and carried books.

ÚLFHÉÐNAR

SAVAGE - NOMADIC - HUNTERS - TRIBAL - LOYAL

The Úlfhéðnar are not like most people in Iskloft. Known by most simply as 'Ulf', or 'wolves', they are a people made up of religious extremists who have taken to worshipping the predatory wolf, which is present in many parts of Iskloft's religion.

Odin has many aspects. Among them, the Ulf have chosen one, Hildolfr, the Battle-Wolf. Odin's wolves, Freki and Geri, being ravenous, represent greed, but also other lupine aspects - loyalty, perseverance, and ferocity. Fenrir, the great wolf who bit off the hand of the god Tyr, represents freedom and being unfettered. This too, the Úlf worship.

In emulating the wolf, the Úlf moved into the wild parts of Iskloft - the dark forests, the rolling hills, the clear streams and high mountains. Here they live in secluded groups, worshipping the Allfather in their own zealous way.

They live in the wilderness, sleeping in caves or beneath the shelter of trees, or simply beneath the stars. They are most often naked but for a large wolf pelt. They have a special connection with hounds, and even wolves, and often travel with packs of them.

The Úlf do not have their own lands, they are present in most of the regions of Iskloft, but do not have permanent settlements or villages, nor do they lay claim to any particular place. The forests, the mountains, the wide plains - these are the home of the Úlfhéðnar.

SAVAGE

"You do not want to lose to the wolves boy. You'll go to Corpse Hall missing an ear."
- Vogn Nokkisson, Asbloðr outlaw

The Úlf fight with a raw ferocity that few in Iskloft can live up to. They often fight with their bare hands, their teeth, their knees, their elbows, their foreheads - whatever works. They do not have smiths or even villages in which to live, and they tend to fight without weapons.

The Úlf fight in packs, separating out the largest threat and keeping them occupied while the rest of the pack take out the weakest enemies. It is said that the Ulf eat raw meat, and whispers are common that they even eat the meat of humans.

NOMADIC

With no villages or homesteads, the Úlf follow their food. Much like wolves, they wander across Iskloft, sometimes following migratory herd animals, other times laying claim to a territory and roaming around it.

They do not often set down permanent roots, and there is a wanderlust in them. Skalds say that the Ulf have seen the true beauty of Iskloft - the dancing lights of the aurora on a winter's night, the stunning sunrises from atop a mountain - that most people never see.

HUNTERS

The wolf represents a great many things - loyalty, ferocity, greed, endurance - but to most people, it represents one thing: a hunter.

The Úlf are excellent hunters and trackers, with superlative tactics and nonverbal communication. They will find their prey and hunt it to exhaustion, or break up a herd and take one of the weaker members.

In combat, this mentality stays with them. They work exceptionally well as a pack, communicating with grunts, breaths, clicks, and other non-verbal cues. It is said that an Ulf can track you anywhere, and some of the most famous bounty hunters and trackers are Úlfhéðnar.

It is said that an ulf can track you anywhere, and some of the most famous bounty hunters and trackers are ulf.

TRIBAL

The Úlf do not subscribe to the normal society of Iskloft. They do not have the same social classes, nor do they swear oaths to their leader. They understand these concepts of course, and are able to fit into normal society, but the Ulf themselves live in a tribal system.

A couple - usually the fittest, strongest mated couple - will lead, with the woman making the decisions, strategising, keeping track of supplies, generally running the tribe, while the man leads the pack in hunting and war. Beneath them, the rest are broken down into small family units. Challenges to leadership are violent and usually involve a fight to exile or death.

While most Úlf are born into a tribe and raised as part of it, others come into tribes later in life. A person who has a profound religious experience may have an awakening and wander until they find a tribe to join.

LOYAL

"Make an enemy of an Úlf, and you'll be hunted to the end of your days. Make a friend of an Úlf, and you'll never be alone."
- Iskolfinn proverb

The Úlfhéðnar mate for life. This seems a simplification, as they are people, with real human motivations. Yet to the Úlf, bonds are not made lightly. Their familial bonds are unbreakable, and they will protect those they love with everything they have.

This comes from their tribal nature, but also the seriousness with which they make their bonds or swear oaths. They are a private people, and are often loners (when not part of a pack), and so the friends they do make quickly become like family to them.

LANDS

The Úlf do not have their own lands, they are present in most of the regions of Iskloft, but do not have permanent settlements or villages, nor do they lay claim to any particular place. The forests, the mountains, the wide plains - these are the home of the Úlfhéðnar.

Description
The Úlf are human, but barely. They grow their hair and beards long and matted, they paint their skin black and blue with strange paints. They wear only what furs they need to stay alive in the icy north, and do not carry many possessions.

As far as decoration is concerned, they keep little, and care little for how they look. Those Úlf who integrate into society are often unkempt and dirty. Yet for their appearance, they tend to carry a certain gravitas about them.

Wealth
The Úlf hunt for their meat and keep some possessions that are important to them, but they do not care for comforts. This makes the Úlfhéðnar a Poor folk.

Bonus Equipment
A thick wolfskin cloak, travelling gear for the current season, a bedroll, a backpack, 2d6 hacksilver and choose any one of the following:

The tooth of a donarulf, a hunting hound, a bottle of fermented fruit alcohol, an arm ring from another life.

Names
The Úlf have simple, often monosyllabic names. Amongst their tribes they will simply use titles like mother, father, brother, etc. However, in greater society, they often use just the prefix of a name. Ulf is of course, a very common name that they use.

Traits

Ability Score Increase
You may increase your Constitution by 2, and another ability score by 1.

Size
Most Ulf stand between 5 and 6 feet tall. Your size is medium.

Speed
A lifetime of walking, running and hunting has made you quick. Your walking speed is 35 feet.

The Wolf
You have proficiency in the Grit skill.

The Stars are my Roof
You're used to sleeping under the great canopy of the sky. You have advantage on checks and saves against cold weather, or when resting outside without a fire.

Rend! Tear!
When you score a critical hit with a melee attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Old Ways
Whenever you encounter a creature that is associated with the Old Gods, you can make an Intelligence (Lore-Wise) check to determine if you have heard of this thing, and what its weakness might be.

Starting Trait
You gain one Ulf hefðir of your choice.

Languages
You can speak Ulfr and Trade Tongue. You also have an innate ability to make canine creatures understand you. It is not magical, simply an affinity for dealing with such animals.

Notable Things in Úlfhéðnar Lands

Orn Bear-Eater is one of the most famous Úlfhéðnar. He attacked King Dagrun, son of Gunnar the First King. Due to his action, the Ulf became hated and feared, and were outlawed by Beobrand the Steward's decree, along with those who practiced magic. Though he died centuries ago, the Ulf believe that in times of trouble, Orn's spirit returns to guide them.

Though they have no permanent lands to speak of, the Úlf do tend to congregate in certain places. One such place is the great stone that marks where Fenrir was first bound. Tribes from all over Iskloft will gather once a year in the tundra north of the Hviturlina, and share tales, give praise to their gods, find new allies, and settle old scores.

Rumours

People swear that they have seen the Ulf riding on the back of the legendary Donarulfr, the great wolves as big as a horse, in the great forest in eastern Asblóð. The howls echo and keep whole villages awake at night, but jarls are worried that this tribe is becoming too big, and that soon they will strike out.

VALILANDER

OLD WAYS - SQUABBLING - SEIÐR - WISE - CHALLENGING

On the eastern end of the Soderfjord peninsula, above the Jormunhal Mountains lies the misty land of Vali the Great, the legendary hero. In days of old, it is said that Vali wandered the world having countless adventures, before marrying a beautiful giantess and settling down in this land, now named after him.

Valiland is a small region of thick forests, verdant marshland, and flowing rivers. It is said that the root of the World Tree connects to Valiland, giving the land unusual fertility. Within this region there are a great many jarls, each with a jarldom so small it wouldn't even be considered a thegn's land in the north.

The sons of Vali, as they call themselves, are the many, many jarls that claim to be descended from the legendary hero, and therefore believe they have a claim to rulership over the whole region. Yet there's nary a family in Valiland that doesn't claim this heritage, and so war in Valiland is near constant.

Thankfully, the land itself is generous. Some say that there is magic in the ground which keeps the crops bountiful and healthy, keeps the deer and boar so fat, keeps the fish so plentiful. Maybe it's simply good luck, maybe blood is good for the soil, or maybe, just maybe, they're right.

OLD WAYS

Valiland has always been a land of magic. In the ancient forests and marshes, ageless things dwell. Trolls and even alfr call Valiland home, and its people have a healthy respect for the old ways of Iskloft.

Though the decree of Beobrand the Steward was heard here, it was ignored. Valilander jarls know the value of having a seiðr in your counsel, and here those who practice magic are given high status, along with the traditional pillars of the community - the warrior, the smith, the hunter.

Here, the festival of Alfabloð is common, and some villages revere the alfr as benevolent spirits like the vaettir or even the gods. People in Valiland know that things exist beyond our understanding, and not only know it, but seek these things out.

SQUABBLING

"Quarrelsome as a Valilander"
- Common phrase

They say that every man in Gunnland is named Gunnar. It is an insult, a well known jape at the expense of Gunnlanders who name their son in reverence of the First King.

In Valiland, every jarl is a son of Vali, or so they claim. A great many jarls in this part of the world claim that they are descended from the legendary Vali, and this causes endless strife. The rulership of Valiland should go to the true descendant, and so the jarls are constantly squabbling, constantly at war.

SEIÐR

Magic is a powerful force, but one that is feared and reviled in almost all of Iskloft. In Valiland however, those who practice the arts of seeing, of prophecy, of runecasting, of singing - these people are welcome here, celebrated even. It is common that any jarl worth her salt would have a seiðr in her counsel, and almost every village knows of a local wise woman, or a runesmith who can cure sickness, ensure fertility and help with the birthing of children.

WISE

They say that there are no wiser people than the Valilanders. They give great thought to the world, their place in it, and the gods - Valilanders ask the big questions.

Many jarls will gather wise men and women to them, and encourage them to discuss the matters of the day. A common practice in Valiland is to have one of these wise people act as a naysmith - a person whose duty it is to always disagree with the jarl's plan, to poke holes in it, and to play devil's advocate. This is just one of the many ways in which the jarls of Valiland try to be even handed and just.

Valiland is a place of learning, and thanks to the good country, many people know how to read. It is said that there are even schools here, places of learning that those who seek to better understand the world can go. This trickles down into the people, and Valiland is filled with people who give due consideration to their decisions, who ponder the big questions, and who love to learn.

CHALLENGING

Valilanders take little at face value. They are known to be difficult to deceive, and they say that those with the blood of Vali can always tell when someone lies to them.

For the average Valilander, however, this is more of a state of mind. While they respect the traditions, they are not likely to be tricked by them. A peace branch is a peace branch, but those who come bristling with weapons likely have bad intentions.

Beyond that, Valilanders are likely to argue. They rarely accept a plan at face value, and even when ordered by their jarl, they will generally ask questions before accepting.

Description
The people of Valiland are much like the people of Soderfjord in general. They tend to be tall, with blonde and brown hair, which they usually keep in utilitarian braids. While there is wealth in Valiland, the people are humble, and prefer not to adorn themselves with much finery.

Since Valiland gives a lot of credence to the old ways, they often wear kohl around their eyes, or wear paint upon their faces. Their warriors are likely to paint designs upon their helmets, or even attach antlers or horns to them.

Wealth
Although Valiland is wealthy, and the average denizen is better off here than in many other parts of the land, the humility of the people means that the Vali are a Prosperous folk.

Bonus Equipment
A red travelling cloak, excellent travelling gear for the current season, a bedroll, a backpack or saddlebags, a riding horse, good quality boots, 6d6 hacksilver, and choose any one of the following:

An ancient coin with a strange rune carved on it, a helmet with antlers, a curved blade, a bottle of Coldrun Mead.

Names
Valiland follows traditional naming conventions in Iskloft, and so you can easily create names using the Name Generator at the end of this chapter.

Traits

Ability Score Increase
Your Wisdom or Intelligence increases by 2, and you may increase another ability score by 1.

Size
Most Valilanders stand between 5 and 6 feet tall. Your size is medium.

Speed
Your walking speed is 30 feet.

Truth-Seer
You have proficiency in the Insight skill.

The Old Ways
You have proficiency in the Lore-wise skill. Whenever you encounter a creature that is associated with the Old Gods, you can make an Intelligence (Lore-Wise) check to determine if you have heard of this thing, and what its weakness might be. You also have advantage on Wisdom (Insight) checks when dealing with creatures like this.

Starting Trait
You gain one Valilander hefðir of your choice.

Languages
You can speak Sudska and Trade Tongue.

Notable Things in Valiland

Jarl Aelflaed the Blind is the jarl of Ullrstoft. There are many questions as to how a blind girl barely older than twenty became the ruler of the largest jarldom of Valiland. There are few answers forthcoming.

Jarl Bragi Berkthgarsson is the jarl of Valisvik, the ancient hold of the legendary Vali. A conqueror, he has been trying to unify the disparate jarls of Valiland for two decades. He claims to be a direct descendant of the legendary Vali, and currently has the best claim, as he has the largest force to answer any doubts people may have.

Logimaðr is a berserker who has turned from Odin and worships the Jotnar instead. They say that he has allied himself with a Jotunaett, and that together they bide their time, with intent to conquer all of Valiland.

Rumours

In the mountains to the south of Valiland, they say that a wyrm sleeps. Some years ago, a group of famous warriors wandered up to the mountain to discern the truth of the matter, but only one returned. He was badly burned, and rather than speak of what he saw, he gave golden coins to those who asked questions.

Reavers often say that Valiland is hard to raid. The people always seem to be expecting them, awaiting their arrival. The Valilanders give thanks to Verndageitur, the black goat. This goat will come and bleat and scream in the night, keeping villagers awake, until they adapt and sleep during the day. Once they get used to this, a raid is never far behind, but the people are awake and ready when it comes.

Gunnar the First King did not wear a crown of gold, or even of steel. He wore a crown of wood and flowers. It is said that he lost that crown in Valiland, and that the person who finds it will inherit his will, his dominance, his power, and his need for conquest.

NAMING IN ISKLOFT

Names are an important part of getting the feel of any setting right, and Iskloft is no different. Wherever possible, I have used techniques to create names for characters, places and things that feel authentic.

I don't speak Icelandic, or Old Norse, and am not a scholar of those languages, so take what follows, as with all historical elements in this book, with a pinch of salt.

Surnames are patronymic, where the father's name is a possessive prefix, followed by 'son' or 'dottir', for example Bjornsson, or Bjornsdottir.

TRADITIONAL ISKLOFT NAMING CONVENTIONS

The names I've made, and the name generator that follows, are lists of prefixes and suffixes that often show up in Norse names. Of course there are many, many more names than these, and all you need do to discover them is read some of the recommended literature mentioned at the start of this book.

These names are inspired by as many historical sources as I could manage to find, and those who use 'traditional' naming conventions as far as Iskloft is concerned can be considered to be using Icelandic and Old Norse names. Names in these regions are often interchangeable between men and women, and so there is a lot of overlap in the tables beneath. Feel free to use a male name for a female, or vice versa.

TRADITIONAL ISKLOFT MALE NAMES

1D20	PREFIX	MEANING	SUFFIX	MEANING
1	Hrafn	Raven	- (v) arr	Man
2	Arn	Eagle	- (v) aldr	Power
3	Ulf	Wolf	- steinn	Stone
4	Bjarn/Bjorn	Bear	- geirr	Spear
5	Ei (n)	Lone/One	- ketill	Helm
6	As	Related to the Aesir	- mundr	Hand / Power
7	Ragn	Ruler	- olf(r)	Wolf
8	Gud	Related to the gods	- vardr	Guardian
9	Ing (v) (i)	Related to Freyr	- urdr	Guardian
10	Þor	Related to Thor	- kell	Helm
11	Ve	Sacred	- bjorn	Bear
12	Ey	Fortune	- modr	Wrath
13	Har	Army	- verkr	Worker/Doer
14	Gunn	Battle	- fadr	Father
15	Hjalm	Helm	- fund	Found
16	Hjor	Sword	- tyr	of the gods
17	Sig (r)	Victory	- gegnir	Goer / Engager
18	Hild (i)	Battle	- grimr	Mask
19	Skalm	Sword	- rún	Rune
20	Skegg	Beard/Axe	-(h)ofundr	Author

TRADITIONAL ISKLOFT FEMALE NAMES

1D20	PREFIX	MEANING	SUFFIX	MEANING
1	Hrafn	Raven	- (v) arr	Man
2	Arn	Eagle	- (v) aldr	Power
3	Aud	Wealth	- steinn	Stone
4	Svan	Swan	- geirr	Spear
5	Ei (n)	Lone/One	- ketill	Helm
6	As	Related to the Aesir	- mundr	Hand / Power
7	Ragn	Ruler	- olf(r)	Wolf
8	Helg	Related to the gods	- vardr	Guardian
9	Ing (v) (i)	Related to Freyr	- urðr	Guardian
10	Þor	Related to Thor	- kell	Helm
11	Ve	Sacred	- bjorn	Bear
12	Ey	Fortune	- modr	Wrath
13	Magn	Powerful	- verkr	Worker/Doer
14	Gunn	Battle	- dis	Goddess
15	Dag	Day	- fundin	Found
16	Brenn	Sword	- tyr	of the gods
17	Sig (r)	Victory	- gegnir	Goer / Engager
18	Hild (i)	Battle	- grimr	Mask
19	Skalm	Sword	- rún	Rune
20	Ylv	Wolf	-(h)ofundr	Author

Southern Iskloft Naming Conventions

In Koenkastalin and Soderfjord, as well as in other parts of the South, names take a different approach. They are based more upon names of the Ango-Saxons who would have faced the Danes in England during the Viking Age.

Surnames follow the same tradition as the rest of Iskloft. Since their first names don't follow a prefix suffix approach, what follows instead is a list of Anglo Saxon male and female names with their meanings.

Southern Iskloft Female Names

1D20	Name	Meaning
1	Acca	Unity
2	Afra	Young Doe
3	Ardwyth	Flowering Field
4	Aethelfled	Noble Field
5	Bree	Strong
6	Brimlad	Seaway
7	Cwen	Queen
8	Eadlin	Ruler
9	Mildrith	
10	Aelfwynn	Elf Friend
11	Elda	Protector
12	Elga	Pious
13	Linn	Waterfall
14	Elswyth	From the Willow Trees
15	Moira	Sea of bitterness
16	Nelda	From the Alder Trees
17	Odd	Forested Hill
18	Ora	Seacoast
19	Synne	Gift of the Sun
20	Wilda	Wild

Southern Iskloft Male Names

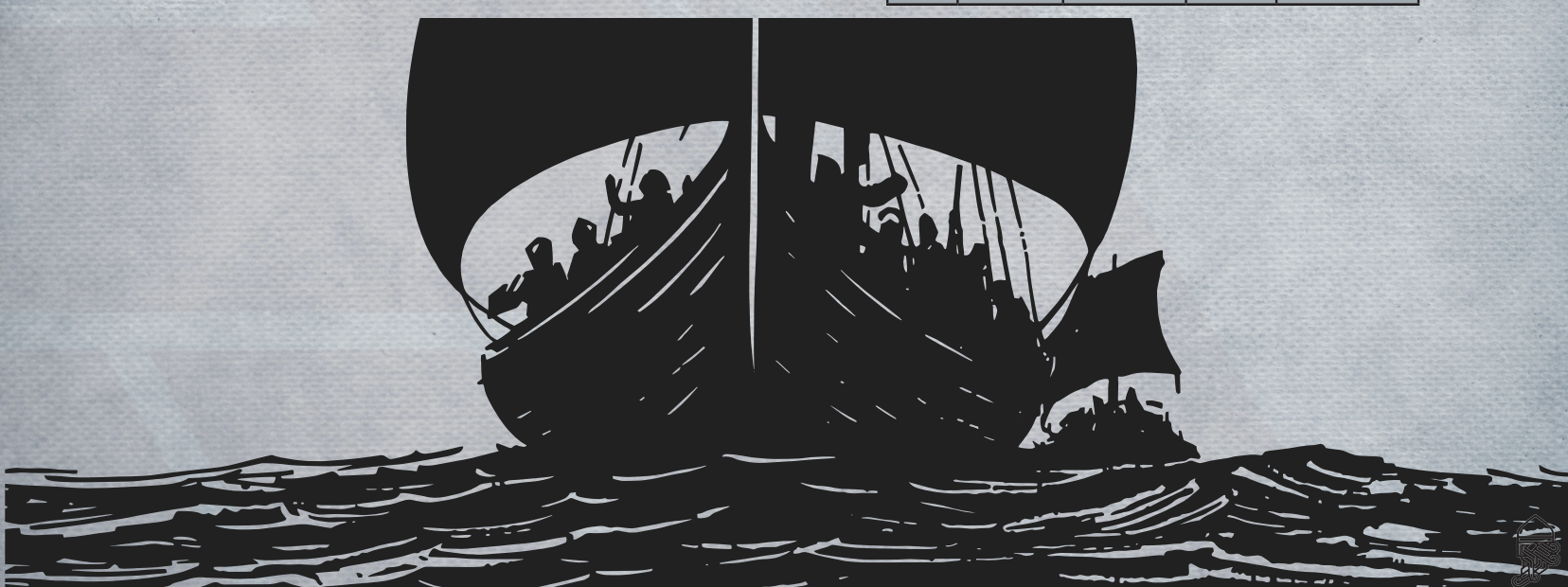
1D20	Name	Meaning
1	Acwellen	Killer
2	Aldred, Alfred	Counselor
3	Aldwyn, Eldwyn	Old Friend
4	Alger, Algred	Spearman
5	Aethelhelm	Noble Thing
6	Alfhelm	Elf Thing
7	Beomund, Almund, Edmund	Defender
8	Betlic	Splendid
9	Brecc	Freckled
10	Brunn	Dark
11	Cerdic	Beloved
12	Ceolrik	King's Servant
13	Durwin	Friend of Deer
14	Hall	Covered
15	Kenric	Royal
16	Lang	Tall
17	Odda	Ruler
18	Osric	Divine Power
19	Torr	Tower
20	Wiglaf	Battle Survivor

Weapon Naming Conventions

Isklanders have a love for their weapons. When a seax has seen you through countless battles, when a two-handed axe has hewn many enemies, the weapons start to take on a life of their own. So it is that many warriors take to naming their weapons. The table below can be used to generate impressive names for weapons.

Weapon Name Generator

1D20	Prefix	Meaning	Suffix	Meaning
1	Torr	Ruin, Destroy	- gjalla	to bellow, to scream
2	Hrím	Hoarfrost	- telgja	to cut, to chop
3	Frami	Fame, Renown	- gnaga	to gnaw, to bite
4	Dugr	Might, Prowess	- braka	to laugh, to cackle
5	Andskoti	Enemy, Villain	- Vök	the wake of a ship
6	Vigr	Skill at Arms	- Kæra	to accuse
7	Skomm	Fearful, shame	- olf(r)	Wolf
8	Norður, Astur, Suður, Vesta	North, South, East and West	- vardr	Guardian
9	Gunn	Battle	- fljot	Stream, current
10	Bjorn	Bear	- ráða	to advise, to counsel
11	Flod	Flood, stream	- gulpa	to chew with mouth full
12	Gegn	Against, Oppose	- modr	Wrath
13	Jarn	Iron	- gnýr	to clash, to roar
14	Rauð	Red	- hagga	to slice, to chop
15	Val	Slain	- bita	to bite
16	Vinr	Friend	- tyr	of the gods
17	Sig (r)	Victory	- rimnir	Screamer
18	beiskr	Pain	- grimr	Mask
19	leiðr	Hateful	- rún	Rune
20	duna	Tumult, thunder	-(h) ofundr	Author



CLASSES

Your class is the set of skills your character has acquired and honed throughout their life. There are six classes, broad categories, that characters in Iskloft fall into. Again, there are more kinds of warrior, of outlaw, of seiðr than could possibly fit in a book in Iskloft, but the options presented here will help you create a character that carves out a specific niche in Iskloft's world.

When choosing a class, players should read through the description, especially the five characteristics and the social standing of each class.

Iskloft puts a great weight upon social standing. In the viking age, your position in the world was often determined by which of the four categories of person you belonged to - thrall, bondi, karl or jarl. The classes have a huge impact upon how others in the world see your character, so there is more than mere mechanics to consider in choosing a class.

The class descriptions are detailed in the following pages, in the format below.

Characteristics
Each class has five subheadings detailing an aspect of the class, which should help give you an overview of their abilities and place in society.

Standing
This section details where the character falls in the social standing of Iskloft. Of course this changes based upon different archetypes, but a general understanding of how the class is seen by others in Iskloft as well as a list of possible character goals is included.

Starting Equipment
Each class has starting equpment based upon their aett, which you'll find at the start of the class description.

Mechanics
Finally you'll find a full rundown of the class mechanically, including a table, and all abilities and archetypes.

CLASS	DESCRIPTION	EXCELS AT	ROLE IN SOCIETY
Berserker	A wandering holy warrior, blessed by Odin the Allfather with berserk rages.	Being a powerhouse in combat	Varying from wandering holy men to psychotic mercenaries
Drengr	A warrior, a sword-skilled killer, a cut above the usual riff-raff of Iskloft's wartorn world.	Skilled fighting	Elite warrior and often make up the ruling class of Iskloft
Hersir	A bright and inspiring leader in fine mail, bellowing orders and controlling the battlefied.	Leading and commanding others	Commanders, jarls, thegns - the rulers of Iskloft
Kyrrgangr	An expert hunter and explorer, master of the wilds.	Exploration, tracking, hunting	Hunting, tracking, scouting for armies
Outlaw	An exiled criminal, branded for all time.	Skulduggery and shady dealings	The Outlaw is outside of the normal structures of society, and has been exiled from it.
Seiðr	A wielder of magic, revered, feared and hated in equal measure.	The myriad magics of Isklfot	From respected advisors and priestesses to raving madmen and reviled witches, the Seiðr is a controversial figure in all parts of Iskloft.

"Doesn't matter who you are. No fight too small for you to die in," the man rattles a cough, and spits pink phlegm into the fire. The red stain on his chest slowly expands, and the boy watches him with wide eyes, the knife held tightly in his hand.

There is no sound, but for the spitting and crackling of the fire, and the wheezing breath of the man.

"Don't ever believe that your legend is too great, or that you'll die well. Look at me, fuckin' hero. They wrote a saga about me, boy, you know that? Now they'll write one about you I suppose," the man grunts, pushing himself up to lean against a nearby tree, dragging his ruined leg behind him.

"Dagr Fell-hand they call me. When the walls fell at Grinvik, I was the first one entered the city. At the battle of the Salt Sea, I killed Knut the Bear in single combat while hundreds of men chanted and watched," the man rumbles, his voice hoarse, as some blood pours out of his mouth into his beard. The boy stares silently, his eyes full of terror and fury.

"All that, and I sired a bastard in every region of the world, took a salt-wife from every raid. Well known as a lover of women," he says and lets out a wet gurlge of a laugh. "There's probably hundreds of the little fuckers with my ugly face out there. And I fought for greater men than I, fought for Barkstrom in the dread North, fought for Jarnaug in the cosy South. Made great riches."

The boy stands, holds the knife with a white knuckle grip in a shaking hand. The man looks up at him in the firelight, gives a slight nod. The man shifts, tries to reach out of a nearby axe that lies just out of reach. The boy takes a shaky step forward, and kicks it away.

"All that, to be fucking knifed to death by a whelp, camping in the woods. And nary an explanation, not even a weapon in hand. Can't you give me that, boy? Let me go to the Valhol, and not to the Corpse-Ripper?"

The boy looks down at the man, his leg near severed at the knee, six neat stab wounds on his left side from hip to collarbone. He picks up the axe. He turns and walks away, the bloody knife gripped tight.

"Don't you fucking leave me to die here like this boy! Not with no weapon! I don't deserve the cold of Helheim! Don't you leave me!" the man roars, almost cries. There are tears in his eyes. He shudders, and coughs up more pink, bubbly spittle.

HOLY - WANDERER - UNSTOPPABLE - SAVAGE - HONOURABLE

BERSERKER

HOLY

The Berserker is a chosen warrior. He (and a Berserker is always male, at least they all have been so far) is chosen by Odin, by the Allfather, and blessed with the sacred fury of the Berserkergang. Berserkers inhabit a curious position in Iskloft's society, as they are holy men, sacred by their very existence, yet like many chosen by the gods, they exist somewhat outside the normal society. A Berserker is given great respect and deference, and are seen as literal sacred beings.

WANDERER

A Berserker rarely has a home. Odin was a wanderer, and still is. It is said he goes from place to place, that he walks here and there, helping or hindering as he sees fit. Berserkers follow a path only they understand. Some say they receive visions and whispers from Odin, others simply wander due to an inherent wanderlust. Either way, Berserkers often travel from place to place, lending their blades to whichever side they deem to be correct, solving disputes, or causing them.

UNSTOPPABLE

Legends say that a Berserker in full swing cannot be stopped, not by iron, not by fire. "Neither iron nor flame could harm them" is an oft recounted piece of verse that tells of the Berserker's legendary endurance and resistance to pain and wounds. Legends tell that in the elder days, even the most beautiful priestess of Freyja, a maiden called Hildis, could not calm the rage of a Berserker.

Once the battle-rage is upon them, Berserkers become inured to pain and deaf to pleas of mercy. Drinking a potent, distilled brew of psychoactive ingredients, mixed with the Allfather's blessing, gives them glorious hallucinations and allows them to shrug off wounds that would kill lesser men.

SAVAGE

A Berserker is not a charming, charismatic religious figure. Instead, they are usually hulking or wiry men dressed in ragged or worn clothing, matted furs, and pelts. They are often dirty and unwashed, wearing their hair and beards long and unkempt. More than that, they take the teachings of Odin very seriously, and are often so honest that they come across blunt.

In combat a Berserker is a horrifying foe to face, often fighting with every part of their body. It's not uncommon for a Berserker to pulverise an enemy's face with his bare hands, or to see a Berserker bite out the throat of an enemy.

HONOURABLE

Yet for all of their savagery, the Berserker are extremely dogmatic in how they worship Odin. The teachings of the High One, called Havamal, are memorised by most Berserkers, and they will never lie. They live by the code of Drengskapr, and the Nine Noble Virtues.

While a Berserker may tear out the throat of an enemy with his teeth, or press his thumbs into the eyes of a foeman, he will also ensure that his foes die with weapons in their hands, and preside over their proper funerals, for all are needed in the Final Battle, and your enemy shall be your friend in the Corpse Hall.

Status

The Berserker holds a curious place in Iskloft's society. A Berserker can expect to be given the greatest respect, and to be feared and revered wherever they go. However, due to their zealous life and oaths sworn to Odin, they hold neither land nor title, and so there are very few Berserkers who are jarls.

The Berserker is given respect in all of the regions and aettir of Iskloft, though they are given special reverence in the more traditional cultures. The only known Berserkers have been men. You can find more details about the Berserker's role in Iskloft's society at the end of the class description.

Class Features

As a berserker, you gain the following class features.

Hit Points

Hit Dice: 2d6 per Berserker level.
Hit Points at First Level: 12 + your Constitution modifier.
Hit Points at Higher Levels: 2d6 (or 7) + your Constitution modifier per Berserker level after first.

Proficiencies

Armour: Shields
Weapons: Simple and Martial weapons.
Saving Throws: Strength, Constitution.
Skills: Choose two from Animal Handling, Athletics, Grit, Intimidation, Perception, Traditions, World-wise and Wound-wise.

Equipment

You start with the following equipment, based on the wealth of your aett.

- Poor: Wooden round shield, cudgel, 2x hatchets (Equipment is Low Quality)
- Frugal: Wooden round shield, maul, spear, 2x hatchets (Equipment is Standard Quality)
- Prosperous: Reinforced round shield, long axe, war axe, 3x throwing spears (Equipment is Standard Quality)
- Rich: Reinforced round shield, long axe or maul or boar spear, war axe, spear, 3x throwing spears (Equipment is Standard Quality)

Allfather's Zeal

The Berserker knows no fear, for the Allfather is with him. When it his appointed time to die, he will go gladly. Starting at 1st level, you are immune to being frightened. Additionally, your devotion to Odin has taught you much.

- You gain proficiency in the Lore-Wise skill, and gain the ability to read runes.
- You are immune to being frightened.
- Your armour class when not wearing armour is 10 + your Constitution modifier.
- You Absorb the first Brutal Wound you receive per long rest.

Berserkergang

At 2nd level, your Odinnic rage begins to take shape. The Berserkergang is a complex ritual, that takes time to engage in fully. You must work yourself up into a fury, it is not some kind of switch that can be flipped on or off. It takes 10 minutes to fully immerse yourself in the Berserkergang. During this time, you must begin the ritual dancing, drink deeply of the mushroom and herb tea you keep with you, draw symbols on yourself, paint your skin black with mud or soot, or white with chalk, and many other things.

At the end of the 10 minutes, you are a near unstoppable warrior of Odin. You can use any of the abilities on which you have spent your points.

However, there is not always time for such an elaborate ritual. If you are in desperate need, you can activate your Berserkergang more quickly. To do this, you must spend hit dice equal to half your Berserker level, and spend a full turn doing nothing but riling yourself up. You can then use any of the abilities you have spent your points on, up to tier 2.

Why So Long?

Iskloft's fights should be carefully chosen. A battle will usually allow time to prepare, while leaders engage in parley with the enemy, warriors strap on their shields etc. Combat in Iskloft should be a decision, not a random occurrence.

No matter how long you take to rile yourself up, the effects of the Berserkergang on your body are exhausting in the extreme. The hallucinations get worse, and the pain of the wounds suffered start to be felt.

After the encounter ends, or when you have not made an attack or taken damage for 1 minute, you immediately suffer the following effects:

- You take a -2 to your Armour Class due to your sluggishness.
- You have disadvantage on Wisdom (Perception) checks and Wisdom saving throws.
- Your 'Allfather's Zeal' immunity to fear is removed from you due to your hallucinations.
- You cannot enter the Berserkergang state again.

This effect lasts until you take a short or long rest, and have eaten a hot meal.

Berserkergang Traits

You can select a number of options from below equal to your Berserkergang points. You must begin at tier 1 for each of them, and must have all previous tiers before selecting a higher one. Aside from traits marked as passive, these traits are only active when you are within the Berserkergang.

Some Berserkergang abilities call for a saving throw. The DC for this is 8 + your proficiency modifier + your Strength modifier.

He Struck Dangerous Blows

Tier 1: You gain a +1 bonus to damage. Each time you successfully hit, this bonus increases by 1, to a maximum of +3. If you miss or don't make an attack on your turn, this bonus reverts to +1.

Tier 2: Your maximum bonus increases to +5.

Tier 3 (Level 5): When you reach your +5 bonus, you can choose to revert your bonus to +1 to turn your next attack into a critical hit.

Tier 4 (Level 8): When you spend your bonus to gain a critical hit, you roll the brutal wound die with advantage.

He Had Nine Men's Strength

Tier 1 (Passive): You have advantage on Strength (Athletics) checks and your carrying capacity is equal to 20 times your Strength score.

Tier 2: You gain a +2 bonus to damage on all Strength based damage rolls.

Tier 3 (Level 5) (Passive): Your Strength score increases by 2, as does your maximum for that score.

Tier 4 (Level 8) (Passive): Your Strength score increases by 2, as does your maximum for that score.

Blades Could Not Harm Him

Tier 1: You gain a +1 to Armour Class and Dexterity saving throws while not wearing armour.

Tier 2: Your bonus to Armour Class increases to +2 and you have advantage on Constitution (Grit) checks.

Tier 3: Once per round when you are hit with a melee weapon attack, you can use your reaction to reduce the damage by 1d10 + your Berserker level.

Tier 4: When you reduce the damage of an incoming melee weapon attack to 0, you can make a single melee weapon attack against the attacker. That target has advantage on their next round of attacks against you.

He Was Hale and Hearty (Passive)

Tier 1: You are immune to all disease, and cannot be poisoned. You treat the effects of your current level of exhaustion as one step lower.

Tier 2: You gain half of your Constitution modifier (rounded up) to your hit points each time you level up.

Tier 3: You have advantage on saves against exhaustion, snowblindness and freezing.

Tier 4: You treat the effects of your current level of exhaustion as two steps lower.

Level	Proficiency Bonus	Features	Berserkergang Points
1	+2	Allfather's Zeal	-
2	+2	Berserkergang	2
3	+2	Berserker's Calling	3
4	+2	Character Improvement	4
5	+3	Extra Attack	5
6	+3	Calling Feature	6
7	+3	Improved Berserkergang	7
8	+3	Character Improvement	8
9	+4	Bear Among Wolves	9
10	+4	Calling Feature	9

His Blows Were Mighty
Tier 1: You gain a +1 to hit when using a two handed weapon or using a versatile weapon with two hands.

Tier 2: When you hit a creature with a two handed weapon or using a versatile weapon with two hands, you can use a bonus action to force them to succeed on a Strength saving throw or be knocked prone.

Tier 3: Your bonus to hit becomes a +2, and when you use your bonus action to knock a creature prone, you also hit them with the butt/pommel of your weapon, dealing 1d6 + Strength modifier bludgeoning damage.

Tier 4: Targets that are critically hit by you are unable to use their equipment's Absorb feature to avoid brutal wounds.

His Fury Was Holy
Tier 1: You may use a bonus action while in Berserkergang to spend a Hit Die to fly into a frenzy. While in this state you have resistance to bludgeoning, fire and slashing damage, and if there are no enemies within 10 feet of you, you will attack the nearest creature. You stay in the frenzy for a number of rounds equal to twice your Constitution modifier. You cannot end the frenzy early unless you spend two Hit Dice. When you exit a frenzy, you gain two levels of exhaustion.

Tier 2: While in this frenzy, you attack with advantage, but attacks have advantage against you.

Tier 3 (Level 5): While in this frenzy, you deal additional damage equal to your proficiency modifier.

Tier 4 (Level 5): While in this frenzy, you attack three times per round. You must attack three times per round.

His Eyes Saw All
Tier 1: You may take two reactions per turn.

Tier 2 (Passive): You have advantage on Wisdom (Perception) checks to spot hidden creatures.

Tier 3 (Level 5): You can make an opportunity attack even if an enemy takes the Disengage action before moving away from you.

Tier 4 (Level 8): You may take three reactions per turn, two of which can only be used as opportunity attacks.

points + your constitution modifier.
Tier 4 (Level 8): When you rise this way, enemies that can see you within 20 feet must make a Wisdom saving throw or become frightened of you.

He Cannot Fall
Tier 1: When you are brought to 0 hit points for the first time, you instead drop to 1 hit point. You cannot use this ability again until you finish a long rest.

Tier 2: You may reroll the result of a brutal wound against you once per short or long rest.

Tier 3 (Level 5): When you drop to 1 hit point due to this feature, you can also use your reaction to roll a hit die and gain that many hit points + your Constitution modifier.

Tier 4 (Level 8): When you rise this way, enemies that can see you within 20 feet must make a Wisdom saving throw or become frightened of you.

Berserker's Calling
As you begin your journey along the Berserker's path, you must find your calling. At 3rd level, choose one of the Callings - The Calling of Bears, The Calling of Bones, The Calling of Ravens or The Calling of Wolves. You gain additional features from this choice at 3rd, 6th and 10th level.

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

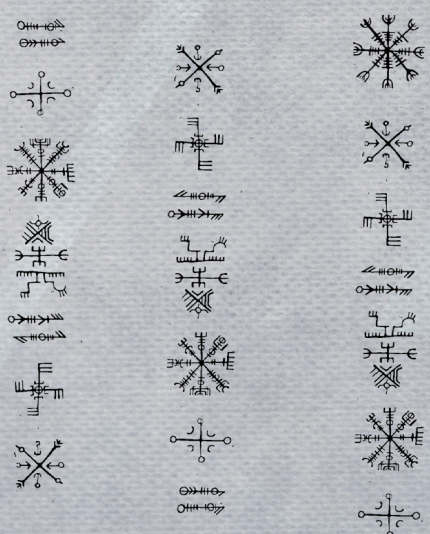
Alternatively, you can select a Hefðir from the Open Hefðir list, or from the specific Aettir Hefðir list you belong to.

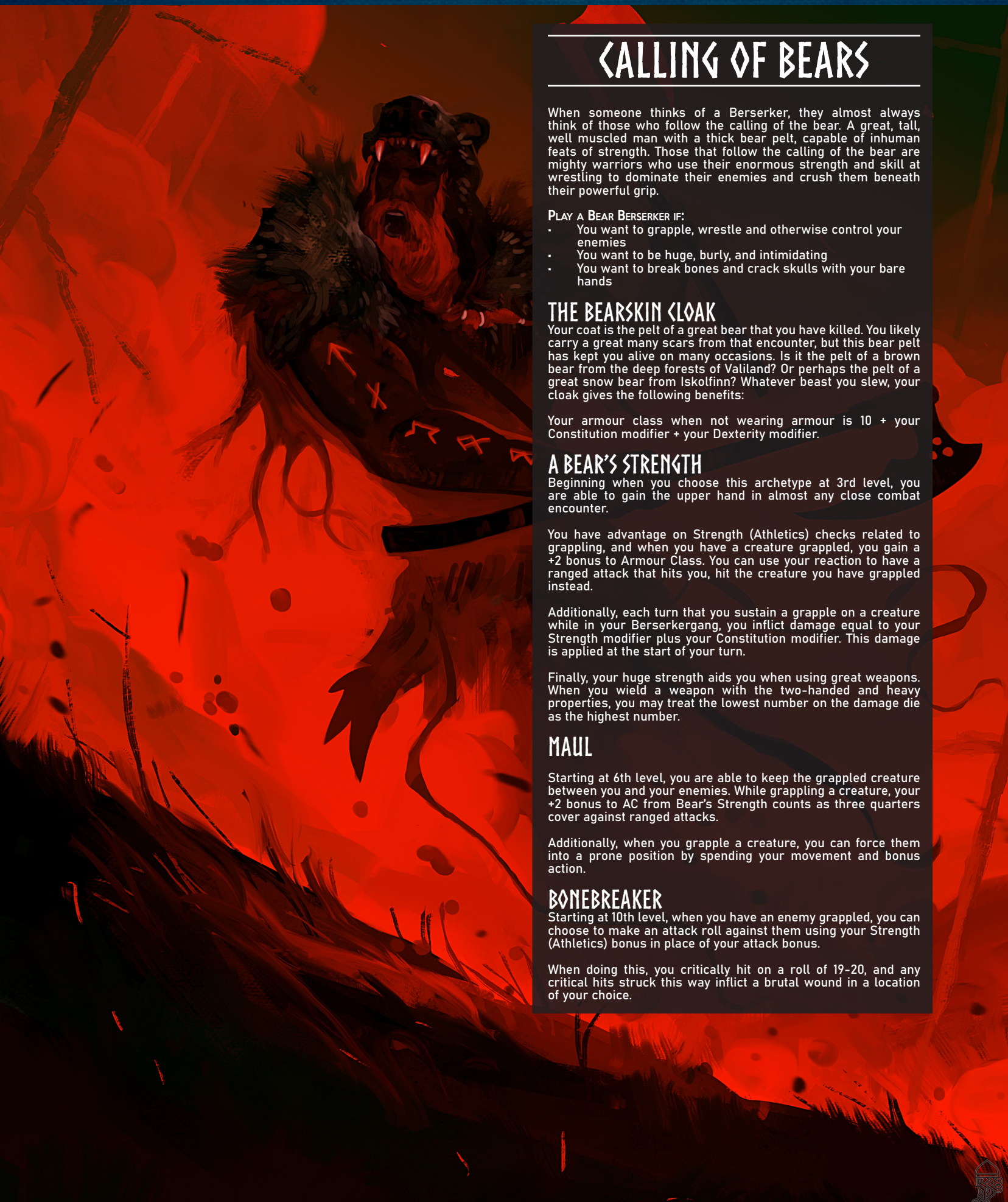
Extra Attack
Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn

Improved Berserkergang
At 7th level, you have gained a better understanding of the Berserkergang and its effects upon your body. You can now enter the Berserkergang state in 1 minute, instead of taking 10 minutes. Additionally, when you leave the Berserkergang state, the effects upon you change. You can now enter the Berserkergang state again, though you will still suffer these effects until you've taken a short or long rest and eaten a hot meal:

- You take a -2 to your Armour Class due to your sluggishness.
- You have disadvantage on Wisdom (Perception) checks.
- Your 'Allfather's Zeal' immunity to fear is removed from you due to your hallucinations, but you have advantage on saves made against fear.

Bear Among Wolves
The Berserker is a chosen warrior, and excels when surrounded. At 9th level, when adjacent to more than one enemy, the you gain +1 AC for each enemy beyond the first (up to a maximum equal to your Constitution modifier), as long as there are no allies adjacent to him.





Calling of Bears

When someone thinks of a Berserker, they almost always think of those who follow the calling of the bear. A great, tall, well muscled man with a thick bear pelt, capable of inhuman feats of strength. Those that follow the calling of the bear are mighty warriors who use their enormous strength and skill at wrestling to dominate their enemies and crush them beneath their powerful grip.

Play a Bear Berserker if:

- You want to grapple, wrestle and otherwise control your enemies
- You want to be huge, burly, and intimidating
- You want to break bones and crack skulls with your bare hands

The Bearskin Cloak

Your coat is the pelt of a great bear that you have killed. You likely carry a great many scars from that encounter, but this bear pelt has kept you alive on many occasions. Is it the pelt of a brown bear from the deep forests of Valiland? Or perhaps the pelt of a great snow bear from Iskolfinn? Whatever beast you slew, your cloak gives the following benefits:

Your armour class when not wearing armour is 10 + your Constitution modifier + your Dexterity modifier.

A Bear's Strength

Beginning when you choose this archetype at 3rd level, you are able to gain the upper hand in almost any close combat encounter.

You have advantage on Strength (Athletics) checks related to grappling, and when you have a creature grappled, you gain a +2 bonus to Armour Class. You can use your reaction to have a ranged attack that hits you, hit the creature you have grappled instead.

Additionally, each turn that you sustain a grapple on a creature while in your Berserkergang, you inflict damage equal to your Strength modifier plus your Constitution modifier. This damage is applied at the start of your turn.

Finally, your huge strength aids you when using great weapons. When you wield a weapon with the two-handed and heavy properties, you may treat the lowest number on the damage die as the highest number.

Maul

Starting at 6th level, you are able to keep the grappled creature between you and your enemies. While grappling a creature, your +2 bonus to AC from Bear's Strength counts as three quarters cover against ranged attacks.

Additionally, when you grapple a creature, you can force them into a prone position by spending your movement and bonus action.

Bonebreaker

Starting at 10th level, when you have an enemy grappled, you can choose to make an attack roll against them using your Strength (Athletics) bonus in place of your attack bonus.

When doing this, you critically hit on a roll of 19-20, and any critical hits struck this way inflict a brutal wound in a location of your choice.

Calling of Bones

One of the aspects of Odin is as the lord of the dead. He is the chooser of the slain, selecting the valiant dead for Valhalla. You have been called by Odin to represent this aspect. For you, the treatment of the dead is of paramount importance. Sometimes, they call you Daudansengil, or the Death Angel.

You are a figure that strikes great fear into many, for the bone-cloaked Berserker heralds death. Yet you are always welcome, for you help guide the dead to the afterlife.

Play a Bone Berserker if:

- You want to mark your enemies for death and send them to Odin's hall
- You want to understand death and preside over the funerals of the dead
- You want to give great respect to the dead, both friend and foe

The Bone Cloak

This coat is unusual. Neither a skin nor a pelt, this is a collection of bones you have taken from an enemy or beast you have killed, or perhaps it is a collection of bones from all of the dead you've seen. The famous berserker Sigverkr kept a cloak of fingerbones from every man he had served with. Your coat gives you the following benefits:

- Your armour class is equal to 10 + your Dexterity modifier + your Wisdom modifier when you are not wearing armour.
- You gain proficiency in the Wisdom (Wound-wise) and Intelligence (Seith-wise) skills.
- You learn two Odinnic Songs from the Songs of Odin list: Sing, Who Would Heal The Sick, and The Being Descends And Speaks

Chooser of the Slain

Odin sends the Valkyries to choose the slain, those valiant dead who deserve to go to the shining hall in Asgard. You are imbued with the power to mark a person for glorious death.

Starting at 3rd level, you can choose the slain. You choose a human you can see within 120 feet of you and declare that they are to be slain, swearing an oath to Odin, until they die or until you mark another target.

Until the spell ends, you deal an extra 1d8 radiant damage to the target whenever you hit it with a weapon attack. When you kill the chosen person, you regain 1d6 + your Constitution modifier hit points. Choosing a target for glorious death means ensuring they are holding a weapon at the moment of their death, so that they may go to Valhalla.

You can choose to change the target, but doing so before the target is dead carries grave consequences. You are in essence breaking an oath to Odin. You have disadvantage on Seith-wise checks, and cannot cast Odinnic rituals until you have marked and killed another target.

None Can Escape

At 6th level, creatures you mark cannot escape you. When you hit the target of your Chooser of the Slain ability with an opportunity attack, their speed is reduced to 0 until the start of their next turn.

Additionally, you can make an opportunity attack even if the target of your Chooser of the Slain ability uses the Disengage action. You also gain +10 feet movement, if that movement lets you engage your chosen victim.

Fate is Inexorable

At 10th level, your proclamations terrify and bind your target to the spot, their fate is sealed. When you proclaim the doom of your target using your Chooser of the Slain ability, the target must succeed on a Wisdom saving throw, or become paralyzed. They can repeat the saving throw at the end of each of their turns. The DC for this ability is the same as your Berserkergang DC.

Calling of Ravens

Odin is the god of magic, among many other things. He sacrificed his eye for knowledge, he hung himself from the world tree for nine nights to understand the runes. You emulate the aspect of Odin that relates to knowledge and magic. The two ravens of Odin, Huginn and Muninn, called Thought and Memory, are your totems, and you seek to gather knowledge and understand that which no other knows.

Play a Raven Berserker if:

- You want to learn the secrets of Odin's songs
- You want to have a mysterious raven companion and control animals
- You want to be adept at dealing with magic

The Ravenfeather Cloak

You do not wear a pelt like other Berserkers. Instead, you have painstakingly crafted a cloak made of the black feathers of ravens. It is a symbol of your thirst for knowledge, and those who see it know you are wise beyond measure. Your cloak gives the following benefits:

- Your Armour Class is equal to 10 + your Dexterity modifier + your Intelligence modifier when you are not wearing armour.
- You gain proficiency in the Intelligence (Seith-wise) and Intelligence (Lore-wise) skills.
- You learn three Odinnic Songs of your choice from the Songs of Odin list.

Hrafnsvin

Odin has two ravens who are his eyes and ears. As a chosen warrior of the Allfather, a raven has chosen to follow you and do your bidding. This is a partnership more than a master servant relationship, and the raven has a distinct personality. You can communicate with it through a series of commands, and you are able to understand its squawks. It can communicate simple concepts like "Men in the treeline" or "This one lies".

The raven is extremely adept at reading people, and grants you advantage on Wisdom (Insight) checks related to discerning the truth.

Additionally, the raven functions exactly like the Messenger of the Allfather Hefðir, which Ironeyes can select. You can read more information in the Ironeye Hefðir section.

Skin-Shifter

Beginning at 6th level, you become joined with your raven. By concentrating, you can spend 1 minute casting a ritual. At the end of it, you are able to see through your raven's eyes, and even have it speak simple words under your control.

You also learn the secret art of controlling animals. By using the same ritual above, you can take control of an animal you can see. The animal must succeed on a Wisdom saving throw or be dominated by you. You can only dominate one animal at a time in this way.

Additionally, you learn the wisdom and trickery of the raven. You learn minor tricks to inspire awe and terror those who look upon you. As an action, you can cause flames to flicker, brighten, dim, change colour, or snuff out. You can also cause your voice to boom loudly, or throw it so it appears to come from different parts of the room.

Runeward

Beginning at 10th level, you understand the higher mysteries of Odin's magic, and learn many countercharms. You and allies within 30 feet of you have advantage on saves versus magic

Calling of Wolves

Feared among Berserkers for their ferocity and savagery, those who wear the wolfskin cloak worship the aspect of Odin as the war god, and his two wolves, Geri and Freki. Wolf Berserkers are known to be devastating and terrifying combatants, who fight with their hands, feet, and even teeth. Rumours abound that these grim warriors eat raw meat, or that they feast on human flesh.

Play a Wolf Berserker if:

- You want to tear people apart with your bare hands
- You want to inflict brutal status effects
- You want people to fear you

The Wolfskin Cloak

Your pelt is that of a great wolf. Where did you kill it? How? What colour is it? Whatever the case may be, while wearing your wolf pelt, you gain the following benefits:

- Your Armour Class is equal to 10 + your Dexterity modifier + your Constitution modifier when you are not wearing armour.
- You gain proficiency in unarmed attacks, and your unarmed attacks deal 1d6 bludgeoning or slashing damage (you may choose with each attack). This increases to 2d6 at 7th level.
- When you take the Attack action with an unarmed strike, you can make one additional unarmed strike as a bonus action.

Rend! Tear!

You gain access to some brutal, lupine attacks while in your Berserkergang. You learn one at 6th and 10th level. If one of these abilities calls for a saving throw, the DC is your Berserkergang saving throw. You can use these features a number of times equal to your Constitution modifier. You regain the use of these features after you complete a short or long rest. Choose from among the following:

Rend
When you hit an enemy with an unarmed attack, you can make two unarmed attacks as a bonus action.

Gnash
When you hit an enemy with an unarmed attack, you can make one bite attack as a bonus action. This bite deals 1d10 piercing damage and the target must succeed on a Constitution saving throw or suffer the Bleeding condition for 1d4 rounds.

Trip
When you hit an enemy with an unarmed attack, the target must succeed on a Strength saving throw or be knocked prone.

Gouge
When you hit an enemy with an unarmed attack, your target must succeed on a Dexterity saving throw or be blinded. The target can make a save at the end of each of their turns to end this effect on them.

Harry
When you hit an enemy with an unarmed attack, you can cause the enemy to make a Wisdom saving throw. On a failed save, allies that attack this enemy have advantage until the start of your next turn.

Hróðvitnisson

The great wolf, Fenrir, could not be bound by even the strongest chains the gods could forge. Beginning at 10th level, you are immune to the charmed condition, and have advantage on all saving throws related to the restrained and paralyzed conditions.

PLAYING A BERSERKER

When people think of a Berserker, they likely think of a frothing madman who chews on his shield, who drinks lots of mead - someone who embodies the traditional stereotypes that modern cultures associate with vikings.

The Berserker occupies a strange place in Iskloft's society. While they are of course based on historical Berserkers, in Iskloft they have taken a departure from that and been included as a more spiritual, sacred form of frothing maniac.

HISTORICAL BERSERKERS

I'll ask of the berserks, you tasters of blood,
Those intrepid heroes, how are they treated,
Those who wade out into battle?
Wolf-skinned they are called. In battle
They bear bloody shields.
Red with blood are their spears when they come to fight.
They form a closed group.
The prince in his wisdom puts trust in such men
Who hack through enemy shields.
- Hrafnsmál

Berserkers were warriors who are reported to have fought in a sort of frenzy or mania. They are attested not only in Norse culture, but also the cultures of the proto-germanic peoples encountered by the Romans.

It is said that these men would go into battle without mail coats. Some believe that the term berserker means 'bare shirt', as in not wearing armour. However, the more popular translation of the term is 'bear shirt', meaning someone wearing a bear pelt into combat. There are descriptions that tell of berserkers chewing on the iron rims of their shields, of them howling and roaring in combat, of them changing shapes, and a great many other things.

Some theories suggest that the berserkergang ("going berserk") was a trance brought on by the use of certain psychedelic mushrooms, massive alcohol consumption, or even the rubbing of henbane onto the skin. It is not known how the effect was achieved, but in the end accounts suggest that those who fell into the berserkergang became immune to pain and had superhuman strength, but could not tell friend from foe.

One theory suggests that those who had the blessing, or curse, of going berserk wore animal skins so that all in the battle knew that these men couldn't tell friend from foe, and so should be avoided.

Berserkers were used as shock troops by Germanic peoples, and there are accounts of bear and other animal cults among these people continuing all the way to the Varangian guard in Byzantium.

In the end, there are few hard facts about berserkers. In the sagas they are fearsome foes, often champions that challenge others to duels.

BERSERKERS IN ISKLOFT

In Iskloft, the Allfather is real, as is magic. The Berserker is a chosen warrior of Odin, granted the blessing of the battle-fury. In return, the Berserker lives a strict life, following the teachings of Odin and living by drengskapr.

The Berserker fills a role in Iskloft of a wandering wise man. They are close to Odin, and know his teachings well. They know the customs and the traditions of the lands of Iskloft, and make for excellent lawspeakers. They can be relied on to be impartial, and make a decision based upon what tradition and custom dictates.

A Berserker takes the customs of Iskloft very seriously. To a Berserker, the telling of a white lie is still a form of oathbreaking. An outlaw should be killed if spotted. These are generalisations, of course, but the majority of Berserkers are serious, stoic, and devout people.

This lies in direct contradiction with how these men act on the battlefield. Once battle begins, Berserkers are psychopathic killers with no regard for their enemies. They often sing or laugh or howl as they gleefully tear out throats and kill their enemies.

SKILLED - BRAVE - VERSATILE - RESPECTED - CODE

DRENGR

SKILLED

What makes a Drengr special? Above all, it is skill. A Drengr is a professional warrior, be they a reaver or a huskarl. They spend their lives fighting, and this leads to a warrior who has stood in the shieldwall countless times, who has fought on the decks of ships, on muddy hills, in snowy valleys, and everywhere between. The legendary talents of Sword-skill, for example, are held in high esteem, and a Drengr who possesses such skill is seen as a person worthy of respect. While a Berserker fights wildly, the Drengr is considered tactical and pragmatic.

BRAVE

One of the tenets of Drengskapr, the eponymous code that most Drengr subscribe to, is bravery and courage. This is not only in the face of the enemy, but also in every part of life. Suffering, embarrassment, and hardship are faced with a grim stoicism. Yet on the battlefield, the mark of a Drengr is that they hold the line. Most jarls would rather have thirty huskarls than a hundred men armed with spears.

VERSATILE

A great advantage of a lifetime of fighting is versatility. While most Drengr will specialise into one of the four styles of war - axe, shield, spear, or sword - a drengr also knows how to fire a bow, how to fight with a weapon in each hand, how to wrestle, how to fight at sea. The mark of a true Drengr is to be dangerous and useful in every situation of war.

RESPECTED

They say that to keep one Drengr, it takes a village. All of those people working, farming, making, all contributing to support a single person whose only occupation is war. The Drengr is given great respect wherever they go. That respect could be admiration, it could be fear, it could be reverence, but whatever the case may be, they are always treated with deference. The warrior occupies a somewhat sacred space in Iskloft, a culture in which the best way to get to the afterlife is through a violent, glorious death.

CODE

The code of Drengskapr is a sort of manual by which the ideal warrior lives. In practice, most warriors cannot live by this code of ideals, but they will often try to stick to the code as best they can. The reality is that Iskloft is a brutal place, and honour codes - those which prevent victory, which force you to treat your enemies well, which insist that you are always truthful - can often mean that a Drengr's career is cut short, especially since many warriors simply ignore these codes. You can find the code of Drengskapr in the class description.

Status

The most common class you'll see in Iskloft is the Drengr. This title encompasses the men and women who stand in the shield wall, those who sail the great seas to raid and reave, those who fight duels of honour - most people in Iskloft who fight for a living, fight as Drengr.

However, this also means that the Drengr has a wide range of status, from the wealthy and well respected huskarl, to the desperate and feared reaver. For this reason, status will be discussed under each Drengr archetype, rather than here.

Class Features

As a drengr, you gain the following class features.

Hit Points

Hit Dice: 1d10 per Drengr level.
Hit Points at First Level: 10 + your Constitution modifier.
Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per drengr level after first.

Proficiencies

Armour: All armour, Shields
Weapons: Simple and Martial weapons.
Saving Throws: Constitution, Strength.
Skills: Choose two from Animal Handling, Athletics, Grit, Intimidation, Lore-wise, Perception, Traditions, Sailing, World-wise and Wound-wise.

Equipment

You start with the following equipment, based on the wealth of your aett.

- Poor: Rough wool tunic or thick fur jacket, wooden round shield, skullcap, spear, 2x hatchets (Equipment is Low Quality)
- Frugal: Fine wool tunic or padded jacket, wooden round shield, skullcap, spear, seax, 2x hatchets (Equipment is Standard Quality)
- Prosperous: Leather tunic or mail hauberk, reinforced round shield, spectacle helm, longaxe, waraxe, spear, 3 throwing spears (Equipment is Standard Quality)
- Rich: Coat of mail, reinforced round shield, spectacle helm with mail coif, longaxe or boarspear, sword, spear, seax, 3x throwing spears (Equipment is Standard Quality)

Weapon-Skill

When you choose your Aett's Hefðir at first level, you may choose from the Drengr specific list as well as your normal options.

Second Wind

Hours of practice in the shield wall, of wearing armour, of marching, of fighting have taught you to keep a reserve of strength for when you need it most. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your drengr level.

Once you use this feature, you must finish a short or long rest before you can use it again.

Fighting Style

You adopt a particular style of fighting as your specialty. Choose one of the following options.

Ullr's Blessing

You gain a +2 bonus to attack rolls you make with ranged weapons.

Battle-Webbing

While you are wearing armor, you gain a +1 bonus to AC.

Spear-Din

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Shield-Shaker

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if it is a 1 or 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Blow-Turner

When a creature you can see attacks a target other than you within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Malice-Striker

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Bone-Breaker

Your unarmed strike deals 1d4 damage. This benefit has no effect if another feature has already improved your unarmed strike die. When you use the Attack action with an unarmed strike on your turn you can make one additional unarmed strike as a bonus action.

Battle-Engager

You gain a +2 bonus to ranged attack rolls you make with a thrown weapon. Whenever you make a ranged attack with a thrown weapon, you can immediately draw another weapon as part of the attack.

Action Surge

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

Shield Fighting

The shield is central to combat in Iskloft and there are few, if any, warriors who would go to battle without one. Starting at 2nd level, you have learned to use your shield as a weapon.

While you are fighting with a shield in one hand and a weapon in the other, you can make an attack with your shield as a bonus action, using Strength and dealing 1d4 + Strength modifier bludgeoning damage.

Drengr Archetype

At 3rd level, you choose an archetype which you strive to emulate in your combat styles and techniques. Choose Hjaldrgegnir, Hjorvaldr, Huskarl, or Reaver - all detailed at the end of the class description. The archetype you choose grants you features at 3rd level and again at 7th and 10th level.

Character Improvement

When you reach 4th level, and again at 6th and 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Alternatively, you can choose a Hefðdir from your Aett, from the Open Hefðir list, or as a Drengr, you can choose from the Drengr Hefðir list.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. At 9th level, this increases to three attacks.

Level	Proficiency Bonus	Features
1	+2	Fighting Style, Second Wind
2	+2	Action Surge, Shield Fighting
3	+2	Drengr Archetype
4	+2	Character Improvement
5	+3	Extra Attack
6	+3	Character Improvement
7	+3	Drengr Archetype Feature
8	+3	Character Improvement
9	+4	Extra Attack (2)
10	+4	Drengr Archetype Feature

HJALDRGEGNIR

A brutal warrior, the Hjaldrgegnir (Battle-Engager), pronounced Hyal-der-geg-neer, is a warrior who fights with wild abandon. Covered in blood, much of it their own, the Hjaldrgegnir keeps coming, refreshed by the blood of their enemies, excited by the shield-shake and the shit-stink of the shield wall.

Status
The Hjaldrgegnir often fills the role of champion, fighting duels for a jarl. Beyond that they are often renowned and feared warriors, and are given respect wherever they go, be it the polite lands of the south, or the rugged north.

Play a Hjaldrgegnir if:
- You want to become more dangerous the closer you are to death
- You want to throw caution to the wind
- You want to feel like a crazed warrior

BLOOD!
With each slash of your axe, the blood sprays on you. With each splash, you feel invigorated. On your turn, you can declare that you are attacking Recklessly. Your attacks that round have advantage, but all attacks against you have advantage until the start of your next turn.

Whenever you hit a creature using your Reckless attack feature, you gain temporary hit points equal to your Constitution modifier. This increases to your Constitution modifier + your proficiency modifier at level 7.

Additionally, when you suffer a brutal wound, if you made an attack Recklessly on your last turn, you may roll the brutal wound dice twice and choose the result.

Finally, when your damage die show their maximum value, or when you score a critical hit, you can use your bonus action to make an extra attack.

DIE ON YOUR FEET
When the battle-rhythm descends, so too does the mist. Your vision blurs and all you see is blood, all you hear is heartbeats.

Starting at 7th level, when you would be reduced to 0 hit points, you can choose to use and roll a Hit Die as a reaction, but only regain half the result (round up) as hit points. You can use this ability a number of times equal to your Constitution modifier, but each time you do, you must make a DC 15 Constitution saving throw. On a failed save, you gain a level of exhaustion. Each additional saving throw increases the DC by 5, until you take a long rest.

HEEDLESS ATTACKS
Though you may be slashed by blades, pierced by arrows, with broken bones and torn flesh, you do not falter. You do not care. Only the death of your enemy will satisfy you. Starting at 10th level, if you are reduced below half of your hit points, you add your proficiency modifier to your damage, and when you are hit by a critical hit, the enemy must roll the attack again. If the attack would still hit, you suffer the critical hit as normal, but if the attack would miss, you do not suffer a brutal wound, and take normal damage from the original attack.

HJORVALDR

The Hjorvaldr (Sword-Power), pronounced Hyore-val-dur, is a Drengr who is renowned for their particular style, and the weapon they wield. In Iskloft, there are very few weapons actually imbued with magic. Yet weapons gain reputation in the same way that warriors do, and the Hjorvaldr wields such a weapon.

Often equipped with the finest gear, the Hjorvaldr is an inspiring, or frightening sight on the battlefield. Men will quake at the sight of their bright weapons, and their skill with them is second to none.

Status: The Hjorvaldr is clearly a person of means. They have a fine weapon, a famous weapon, and there is nothing more valuable in Iskloft than reputation. They can expect to be treated with deference and respect wherever they go.

Play a Hjorvaldr if:
- You want to own a famous weapon and be feared for it
- You want to master techniques and skills other Drengr cannot
- You want to inspire allies and terrify enemies with your prowess

Famed Weapon

At 3rd level, a melee weapon you wield has become renowned. Give it a name to inspire your allies and frighten your enemies. This weapon becomes High Quality, making it harder to break and giving it a +1 bonus to attack and damage rolls. Your weapon gains new features at 7th and 10th level.

This weapon is your Famed Weapon. It will remain your famed weapon, and gain new features as you gain levels. If your weapon breaks or is lost or taken, you can create a new Famed weapon by performing a critical hit in front of at least 10 enemies.

Your weapon shines brightly and inspires your allies, and terrifies your enemies. Whenever you land a critical hit, cause system shock, or your damage dice shows its highest number, choose one of the following:
- An ally who could see the attack gains 1d4 that they can spend to improve an attack roll, damage roll, saving throw or ability check before the start of your next turn.
- An enemy who could see the attack subtracts 1d4 from their next attack roll.

At 7th Level, your weapon gains the following qualities:
- It can critically hit on a 19-20.
- It gains a cumulative +1 bonus to attack and damage rolls.
- The weapon gives you proficiency on Charisma (Intimidation) checks.

At 10th level, your weapon gains the following qualities:
- Add your Strength modifier to Brutal Wound rolls you make.
- When you critically hit an enemy, enemies adjacent to the target must make a Wisdom save (DC=8 + Proficiency bonus + Charisma modifier) or become frightened of the weapon for 1 minute. They can repeat the save at the end of each of their turns, as long as they cannot see the weapon.
- Any damage dealt by this weapon is considered to be magical when overcoming damage resistances.

Renowned Style

At 7th level, you've become well known for your specific fighting style. Choose one of the following improvements to your Fighting Style, or choose a second Fighting Style from the Drengr list.

(Spear-Din) Heart-seeker
When you are wielding a melee weapon in one hand and no other weapons, you may choose to swap your proficiency bonus from your attack to your damage as a bonus action.

(Shield-Shaker) Hew
When you make an attack with a two handed weapon, you deal your Strength modifier in damage to an enemy within 5 feet of your target.

(Blow-Turner) Opportunist
When you give an enemy disadvantage using your Blow-Turner ability, you may also make an opportunity attack against that enemy using your reaction.

(Malice-Striker) Overrun
When you engage in two-weapon fighting and hit an enemy with one of your attacks, you may forego one of your attacks to give allies advantage on attacks against that enemy until the start of your next turn.

HUSKARL

Who is it that stands at the centre of the shield-wall? Who is it that guards the jarl's life? Who is it that sits at the jarl's table, who is given gifts of gold? It is you, Huskarl. You are a guard of the house, a professional warrior, a person of great importance. Second only to thegns and jarls in terms of position, you are a wealthy and powerful person, who fights for a living. As a Huskarl, you have bright, shining mail and fine gear that marks you as a warlord.

Status

The Huskarl is generally speaking a landed warrior, given land in return for service to a jarl. They are the upper class of Iskloft, and can expect to be treated almost like a jarl.

Play a Huskarl if:

- You want to be a heavily armoured, immovable object
- You want to be able to protect your allies
- You want to be hard as nails

Guardian

Starting at 3rd level when you choose this archetype, when a creature you can see attacks a target within 5 feet of you (other than yourself), you can use your reaction to impose a disadvantage on the attack roll.

Bright Mail and Shining Blade

As a Huskarl, you have the finest wargear your jarl can afford to give you. You are used to fighting in heavy mail. Beginning at 3rd level, you gain the following bonuses when you are in heavy armour and wearing a helmet.

- You gain a +1 to your Armour Class
- You reduce incoming slashing, bludgeoning and piercing damage by your Constitution modifier.

Ceaseless Guard

At 7th level, you can use your action in order to interpose yourself in front of an attack meant for another.

When an ally within 10 feet of you is targeted, you may use your reaction to make your choice of a Dexterity (Acrobatics) or a Strength (Athletics) check. The DC is equal to the enemy's attack roll. If you succeed, the attack is automatically directed at you instead.

Additionally, when you take a brutal wound, you may reduce the Brutal Wound roll by your Strength modifier.

A Creature of Stone and Steel

At 10th level, you have been pounded into unyielding iron. You gain a pool of temporary hit points equal to 10 + your proficiency modifier + your Constitution modifier. This pool replenishes after finishing a short or long rest.

REAVER

Not all Drengr are bright and shining warriors who stand as a symbol at the centre of the shield wall. Not all Drengr selflessly protect their companions with shield and blade. In fact, many Drengr are opportunists. In Iskloft, where good steel is rare and shields splinter, the Reaver has perfected their fighting style to suit these conditions.

Using light weapons and armour, the Reaver moves quickly through the battlefield, using whatever is at hand. They may pick up a grand sword, but equally they may pick up a sharpened stick or a butcher's knife. They are deadly with whatever instruments of death are available to them.

Status

Universally feared, the Reaver is given a grudging respect and deference in places that are foreign to them. In their home, they are heroes who risk their lives for glory and to bring wealth back to their settlement.

Play a Reaver if:

- You want to be a fast moving, adaptable warrior
- You want to fight dirty and do whatever it takes to win
- You want to use whatever is near you as a weapon

WHATEVER WORKS

At 3rd level, you've learned to do whatever it takes to win a fight. Your years of fighting in longhalls and longships have given you mastery over unusual combat styles.

You gain the following benefits while you are unarmed or using only Reaver weapons (which include improvised weapons and one-handed simple weapons) and you are wearing light or no armour. You can still wield a shield.

- Reaver damage die. You can roll 1d6 in place of the normal damage of your unarmed strike or Reaver weapon. This die changes as you gain reaver levels, becoming 1d8 at level 7, and 1d10 at level 10.
- When you use the Attack action with an unarmed strike or a Reaver weapon on your turn, you can make one unarmed strike or grapple as a bonus action.

HARD AS NAILS

Starting at 3rd level, you can add your Constitution modifier plus your Dexterity modifier to determine your armor class when you are wearing light or no armor.

DIRTY TRICKS

You gain access to some really dirty tricks; techniques that brightly mailed warriors would scoff at, yet they've kept you alive more than once. You learn one at 3rd, 7th and 10th level. If a Dirty Trick calls for a saving throw, the DC is 8 + your proficiency modifier + your Strength or Dexterity modifier.

You can use a Dirty Trick a number of times equal to your Strength or Dexterity modifier. You regain all uses after completing a short or long rest. Choose from among the following:

Eye Rake
When you deal damage with an unarmed attack you can attempt to blind the creature you hit. The creature must succeed on a Constitution saving throw or be blinded until it takes an action to succeed on a Constitution (Grit) check.

Toe Stomp
When you deal damage with an unarmed attack you can attempt to slow the creature you hit. The creature must succeed on a Dexterity saving throw or halve its movement speed for 1 minute.

Low Blow
When you deal damage with an unarmed attack, you can hit them below the belt. The creature must succeed on a Strength saving throw or be Punch-Drunk until it takes an action to succeed on a Constitution (Grit) check.

Walk It Off
You can use a bonus action to brace for attacks. Roll your Reaver damage die + your proficiency modifier + your Constitution modifier and gain that many temporary hit points.

The Old One-Two
Immediately after you take the Attack action on your turn, you can make two unarmed strikes as a bonus action.

The Merry Dance
You can use a bonus action to make a shove attack or take the Dash action.

FORK IN THE EYE

At 10th level, you have become impossibly deadly with unexpected weapons. You can score a critical hit on a 19-20 when using Reaver weapons and unarmed strikes.

Codes of Honour and Wisdom in Iskloft

Iskloft is in many ways a land of contradictions. Reaver crews roll into unprotected villages, kill as they please, take what they want, take women as sex slaves, and cull the old. Yet the warriors on that reaving crew would be deeply ashamed if they ever told a lie, or if they broke an oath. These ideas are hard to reconcile in the modern mind.

The actions of what we frequently call Vikings are horrifying and should absolutely be condemned in the strongest possible way. They were rapists, murderers, arsonists and torturers. They delighted in war and bloodshed, were slavers, and often cruel simply to amuse themselves. Yet in their own minds, they lived by codes much like every society did.

In Iskloft, people - especially warriors - try to live by a code called Drengskapr (The Way of Honour). This code is a series of maxims that a noble warrior should live by.

Drengskapr

Bravery
Bravery and courage are central to life in Iskloft. This courage is not only courage in battle - it is assumed that everyone will be brave in the face of danger - but bravery in all things. Standing up for what you believe in, but also because the loss of life and limb was trivial compared to the need to maintain self-respect and the respect of the community.

Nobility
The nobility of the warrior in Iskloft is many things, and hard to quantify. It is a bearing, a way of walking, of speaking. It is a quick wit, a certainty of purpose. It is a generosity, but also a cautiousness.

Fairness
The attack in the dead of night, the knife in the back, the quick headbutt - these are effective techniques, but far from how a true warrior should act. The code of Drengskapr dictates that fights should be fair - Hölmgangs and honour duels should be fought on even terms. Beyond that, a leader and warrior should give terms before a battle, should offer surrender and thralldom to defeated enemies, and should ensure that felled enemies have weapons in their hands so they may reach Corpse Hall.

Generosity
A warrior is a person of means, a person who has wealth. Even the poorest reaver is usually better off than the farmers and bondi in their homes. A warrior should be generous, both with their words and their wealth.

Respect
The warrior's position is a privileged one. Raised above normal men and women, they are given respect, or fear, by all they meet. It is the responsibility then, of all true warriors, to treat others with that same respect. Jarls should be spoken to with due deference, but even those beneath you should not be treated unfairly.

Self-Control
Self-control is a central tenet of Drengskapr. Do not get too drunk, do not embarrass yourself by speaking too freely, do not lose yourself to bloodlust. A true warrior is controlled and certain in their actions.

Hávamál

Hávamál, or the Sayings of the High One, is an epic poem written by Odin, the Allfather. It is a collection of poems that give advice for living, good ways to conduct yourself, and wisdom.

This is central to the ideas of proper conduct and wisdom in Iskloft, and is considered both a religious text and a maxim for how to live your life. Most people, from farmers and fishermen, to wise goði and jarls, are able to quote it extensively. It contains advice on how to behave yourself while drinking, how to be a good guest and host, and wisdom of all kinds.

The Hávamál is a real text, and while it has been quoted pretty extensively throughout this book, it won't be included it in its entirety here. It is however freely available online, and I really recommend you give it a read to get an impression of wisdom in the Viking age.

SURVIVOR - LONER - TENACIOUS - WORLDWISE - PRAGMATIC

KYRRGANGR

SURVIVOR

The Kyrrgangr is, above all else, a survivor. They are adept at surviving in every part of Iskloft, from frozen tundra, to deep woods, to driftwood beaches. The Kyrrgangr can find food almost anywhere, can create a shelter, can track prey, and generally manage even in the most hostile of climates. They are survivors in every sense of the word, and though they excel in the wilds, their natural proclivity toward survival allows them to manage well in crowded towns, on longships, and anywhere else they venture.

LONER

The Kyrrgangr spends a lot of time alone. Hunting, trapping and such activities are often solitary, and the Kyrrgangr has become accustomed to working alone. Generally they tend towards being somewhat quiet and withdrawn, loving the solitude and time for contemplation being out in the wilds gives them. This is not to say they do not do well as part of a team, but the Kyrrgangr often values time to themselves.

TENACIOUS

Life is hard in Iskloft, even in communities. For the Kyrrgangr, who spends a lot of time alone in dangerous places, life can be even harder. They are a tenacious and determined group of people. A Kyrrgangr may stalk a deer for two days, line up a shot, and have the deer bolt before the arrow strikes. Most people would feel despair, but for the Kyrrgangr, it is another challenge to overcome.

WORLDWISE

More than almost anyone else, the Kyrrgangr knows Iskloft. They know the tale of the hills, they know the song of the forest, they know the poem of the tundra. Each plant has a name, each tree a story. To the untrained eye, the deep forest may seem an overwhelmingly dark place, but to the Kyrrgangr it is a verdant, teeming place full of life, full of food, full of shelter.

PRAGMATIC

There is no time for sentiment on a great journey. When you are trekking across the vast tundras of Iskolfinn, you cannot be sentimental. If your friend breaks his ankle and cannot walk, that could doom the whole group. If you're lost at sea and there isn't enough food to go around, it must be the strong who can row that eat, while others starve. The Kyrrgangr knows that hard decisions save lives, and that many cannot make these hard decisions. Choosing to leave a friend behind for the good of the group is hard for anyone, but for the Kyrrgangr, survival is all.

Status
The Kyrrgangr is a fixture in almost every village, but especially those on the frontier. Kyrrgangr often take up the role of the hunter, the trapper, the scout, the guide. In the wild places, they are given a great deal of respect, though their actual status is not particularly high.

It is rare indeed that Kyrrgangr acquire great wealth, or command men. As such, though they are given good respect and are well liked, they rarely rise to a high station.

Class Features
As a drengr, you gain the following class features.

Hit Points
Hit Dice: 1d10 per Drengr level.
Hit Points at First Level: 10 + your Constitution modifier.
Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per drengr level after first.

Proficiencies
Armour: Light and medium armour, shields
Weapons: Simple and Martial weapons.
Saving Throws: Constitution, Dexterity.
Skills: Choose three from Animal Handling, Athletics, Grit, Lore-wise, Perception, Stealth, Traditions, World-wise and Wound-wise.

Equipment
You start with the following equipment, based on the wealth of your aett.
- Poor: Fine wool tunic, wooden round shield, skullcap, spear, hunting bow, 40 arrows, dagger (Equipment is Low Quality)
- Frugal: Fine wool tunic or thick fur jacket, wooden round shield, skullcap, spear, hunting bow, 40 arrows, seax (Equipment is Standard Quality)
- Prosperous: Leather tunic or boiled leather cuirass, reinforced round shield, spectacle helm, seax, warseax or spear, war bow, 40 arrows, 2x hatchets (Equipment is Standard Quality)
- Rich: Leather tunic or ringed leather coat, reinforced round shield, spectacle Helm, seax, warseax or spear or waraxe, war bow, 40 arrows, 2x hatchets (Equipment is Standard Quality)

Quarry
Beginning at 1st level, you can mark your quarry, ensuring it does not escape you.

As a bonus action, you can mark a creature you can see within 90 feet of you as your quarry. For the next hour, all attacks you make against this creature deal an additional 1d6 damage. This Quarry die increases to 1d8 damage at 5th level. Your Quarry ability is improved depending on your archetype choice. You can only have one such quarry active at a time.

Stalker
Also beginning at 1st level, you understand that striking first and striking hard is the best way to ensure a kill. You add your Wisdom modifier to your initiative rolls, and have advantage on attack rolls against creatures who have not yet acted in initiative.

Wanderer
Long years spent roaming over the land have given you vast amounts of knowledge about some of the regions of Iskloft. You know the terrain of such lands like the back of your hand and your lore can seem almost unnatural to any companions travelling with you.

At 1st level, choose a region within the lands of your Aett. A region may be as simple as "The village I grew up in and the lands within 20 miles of it", and generally should cover an area of about 20 miles. This becomes your Known Land. When you make an Intelligence or Wisdom check related to a land you know, your proficiency bonus is doubled if you are using a skill you are proficient in.
- While traveling for an hour or more in your Known Lands, you gain the following benefits:
- Difficult terrain doesn't slow your group's travel.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.

Level	Proficiency Bonus	Features	Known Lands
1	+2	Quarry, Stalker, Wanderer	1
2	+2	Fighting Style	1
3	+2	Kyrrgangr Archetype	2
4	+2	Character Improvement	2
5	+3	Extra Attack	3
6	+3	Character Improvement	3
7	+3	Kyrrgangr Archetype Feature	4
8	+3	Character Improvement	4
9	+4	-	5
10	+4	Kyrrgangr Archetype Feature	5

- When you forage, you can increase your Supply by 1 more than usual.

You know at least one place in each Known Land where you can safely take a long rest: a settlement or farmstead where you have friends, a hidden cabin in the woods or simply a dry and defensible cavern or secret glade.

You learn new Known Lands at 3rd, 5th, 7th and 9th level. With the GM's permission, you can save these Known Lands until you start exploring new areas – once chosen, they cannot be changed.

Fighting Style
Starting at 2nd level, you adopt a particular style of fighting as your speciality. Choose one of the following options. You cannot choose a Fighting Style more than once, even if you later get to choose again.

Ullr's Blessing
You gain a +2 bonus to attack rolls you make with ranged weapons.

Battle-Webbing
While you are wearing armor, you gain a +1 bonus to AC.

Spear-Din
When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Malice-Striker
When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack

Bone-Breaker
Your unarmed strike deals 1d4 damage. This benefit has no effect if another feature has already improved your unarmed strike die. When you use the Attack action with an unarmed strike on your turn, you can make one additional unarmed strike as a bonus action.

Battle-Engager
You gain a +2 bonus to ranged attack rolls you make with a thrown weapon. Whenever you make a ranged attack with a thrown weapon, you can immediately draw another weapon as part of the attack

Kyrrgangr Archetype
At 3rd level, you choose an archetype you strive to emulate. Choose from the paths detailed at the end of the class description. Your choice grants you features at 3rd, 7th, and 10th level.

Character Improvement
When you reach 4th level, and again at 6th and 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Alternatively, you can choose a Hefðir from your Menning, or from the Open Hefðir list.

Extra Attack
Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

NIGHT HUNTER

From the eldest days, men have feared what lurks beyond the light of the fire. You understand this, and have perfected the art of weaponising a quick kill and the fear that comes with it. As a night hunter, your prey is more often man than beast.

Play a Night Hunter if:

- You want to fight with two weapons
- You want to stealthily murder your enemies
- You want to terrify enemies with your vicious kills

NIGHT HUNTER'S QUARRY

You can critically hit the target of your quarry on a 19-20 when you hit with a melee weapon attack.

TEMPEST

You excel at using a weapon in each hand, killing quickly and brutally. When you use a one handed melee weapon in each hand, those weapons deal a minimum of 1d6 damage when you make melee weapon attacks.

Additionally, when you take the Attack action, you can have both melee attacks hit at the same time. Roll your attacks and damage as normal, but the damage is counted as one hit for the purposes of calculating system shock. (See system shock table in the Brutal Wounds section)

You can use this feature a number of times equal to your Wisdom modifier. You regain all uses of this ability after finishing a short or long rest.

BRUTALISE

Beginning at 7th level, you double your proficiency bonus when making Dexterity (Stealth) checks at night.

Additionally, when you strike a foe while hidden, or when you have the upper hand, you horrifyingly brutalise your enemy, dealing terrible damage that is terrifying to behold. When you have advantage on a melee attack roll, you deal an extra 2d6 damage, and enemies that see the attack must make a Wisdom save (DC = 8 + your Proficiency bonus + your Wisdom modifier) or become frightened of you for 1 minute. Enemies can make the save again at the end of each of their turns.

THE SILENT BLADE

Beginning at 10th level, when you are wielding two weapons, they each deal a minimum of 1d8 damage instead of 1d6.

Packmaster

The Packmaster archetype embodies a kinship between the warriors of the Úlf culture, and the wolves they emulate. Iskloft is home to countless wolves of different varieties, from smaller forest wolves to the enormous Donarulfr.

Man and beast have hunted together since the dawn of time, and the Packmaster takes advantage of this. People are fickle, and could betray you. They are selfish and conniving. Not so your faithful hound, who is loyal to the death.

Play a Packmaster if:

- You want to have a loyal animal companion
- You want to command your beast in combat
- You want to create a team that fights in perfect unity

Packmaster's Quarry

Whenever your animal companion deals damage to the target of your quarry, it adds your Quarry die to its damage.

Bonded Companion

At 3rd level, you gain a beast companion that accompanies you and is trained to fight alongside you. Choose a Beast that is no larger than Medium and has a challenge rating of ¼ or lower. At 7th level the maximum challenge rating your beast can have increases to 1.

You add your Proficiency bonus to the beast's AC, attack rolls, and damage rolls. The creature's hit points are equal to that in its creature statistics block or 5 times your Kyrrgangr level (whichever is higher). Your beast gains proficiency in Wisdom saving throws and the saving throw corresponding to its highest ability score (if it is already proficient in one of these saves, use its second highest ability instead).

You can choose to let your beast spend Hit Dice from your pool during a short rest to regain hit points. The beast makes death saving throws following the normal rules. If the beast dies, you can obtain another one by spending a month bonding with another beast that isn't hostile to you.

Exceptional Training

The beast obeys your commands as best it can. It takes its turn on your initiative, though it doesn't take action unless you command it to. On your turn, you can verbally command the beast to move to a location of your choice. This does not require an action.

You can use your bonus action to command your beast to use its reaction to take the Attack action. Once you have the Extra Attack feature, when you take the Attack action the beast can make a single attack in place of one of your attacks.

As a bonus action you can command the beast to take the Dash, Disengage, Dodge, or Help action. It takes attacks of opportunity and other reactions without needing your command.

If you are incapacitated or absent, the beast acts on its own, focusing on protecting you and itself.

Kill Command

Beginning at 7th level, when you command the beast to take the Attack action, it can attack twice or take the multiattack option if it has it.

Inseparable

Starting at 10th level, you no longer need to use a bonus action to command your beast. It has its own turn in the initiative order, and can take an action, move, bonus action, and any other actions normally available to it.

Additionally, when you would take damage that would drop you to 0 hit points and your companion is within 5 feet of you, you can elect to have it take the blow for you, dropping it to 0 hit points (regardless of its current hit points) instead.

MARKSMAN

The brightly mailed warriors of Iskloft who stand in the shield wall say that the bow is a weapon for green boys and old men. They say that a true warrior holds their own in the tumult of the shield-wall. Yet you know that there's no quicker way to die, than to stand in the shield wall.

As a Marksman you've learned how to perfect the skill of firing a bow, or throwing a weapon. The bright lord who stands at the centre of the shield wall, the woman who steers the rudder of an enemy long ship, the witch throwing curses - all of these are hard targets to get to. Not for you.

Play a Marksman if:
- You want to harry enemies from a distance
- You want to be mobile and fast
- You want to inflict conditions on your enemies

MARKSMAN'S QUARY

The first time you hit your quarry with a ranged attack, its speed is reduced by 10 feet for 1 minute.

ULLR'S BLESSING

At 3rd level, you've become an expert with the bow and arrow. Though many in Iskloft consider this to be a coward's weapon, you know that in battle, it can be the difference between victory and defeat. When using a bow, you have the following features.
- Your speed increases by 10 feet.
- When you hit a creature with a ranged weapon attack, you don't provoke opportunity attacks from that creature for the rest of the turn.
- As a reaction when an enemy ends its turn within 5 feet of you, you can move up to half your speed.
- As a reaction to initiative being rolled, you can move up to half your speed.

MARKSMAN'S SKILLS

Also starting at 3rd level, you learn some trick shots and learn to use special ammunition. At 3rd level, you know two Marksman's Tricks. You learn another Marksman's Trick at 5th, 7th and 10th level.

Some of your Marksman's tricks call for enemies to make a saving throw. The DC for these saving throws is 8 + your Proficiency bonus + your Dexterity modifier.

You have a number of Marksman Points that you can spend to activate your tricks. See the Trick table below. Your number of tricks resets after you complete a short or a long rest.

Pin (1 Point)
When you hit a target, the target makes a Strength save. On a failed save, the target's speed drops to 0 until the start of your next turn.

Disarm (2 Points)
When you hit a creature with a ranged weapon attack, you can attempt to disarm the target, forcing it to drop one item of your choice that it's holding. The target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

Create Opening (2 Points)
When you hit a creature with a weapon attack, you can give your allies an opening. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

Barbed Arrow (3 Points)
When you hit a creature with this attack, its movement is halved until it takes an action to perform a Grit (Constitution) check to pull the arrow out. When the arrow is removed, the target suffers the Bleeding condition.

Last Resort (1 Point)
You can make a melee attack using your ranged attack bonuses against a creature within 5 feet of you. The attack deals 1d6 bludgeoning damage, and you can move up to half your speed.

Marksman Points	
Level	Points
3-4	3
5-6	5
7-8	7
9-19	9

Covering Fire (2 Points)
When you hit a creature with a ranged weapon attack, you can maneuver one of your comrades into a more advantageous position. Choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

Power Shot (2 Points)
When you hit a creature with a ranged weapon attack, you can attempt to drive the target back. If the target is Large or smaller, it must make a Strength saving throw. On a failed save, you push the target up to 5 feet away from you. This forced movement provokes attacks of opportunity.

Trip Attack (2 Points)
When you hit a creature with a ranged weapon attack, you can attempt to knock the target down. If the target is Large or smaller, it must make a Strength saving throw or be knocked prone.

Wounding Shot (5 Points)
When you hit a creature with a ranged weapon attack the arrow is lodged deep in the creature. Removing the arrow requires an action and Athletics check (The DC is equal to your Trick DC), but removing it causes the wound to open. The open wound deals 1d10 necrotic damage per turn until the target receives a successful DC 20 Wound-wise check. While the arrow is embedded in the creature, they suffer the Punch Drunk condition.

LEADER - TACTICAL - INSPIRING - RESPECTED - WEALTHY

HERSIR

LEADER

Who is the bright, shining lord who raises his sword high in the spear din? Who is the rock upon which the waves of the enemy break? Who is the woman who exhorts her companions to fight harder? It is the hersir. The hersir is a battle-leader, encouraging, commanding, and ordering their allies to victory. Yet more than simply leading in battle, the hersir is a leader in all parts of life. They have tactical minds and magnetic personalities that cause men to follow them, and they are often thegns or jarls.

TACTICAL

The standard warrior may not consider the battlefield. Are we fighting on a hill? Is it raining? How far are those trees? How deep are the puddles? These little things, considerations that are beyond most warriors in Iskloft, often give the edge in war. The Hersir takes a bird's eye view of the battlefield, creating little advantages here and there, positioning their troops with precision, focusing their fire on certain targets, luring their enemies into traps. They know that while individual warriors can turn the tide of battle, that every single edge you can make - be it making your enemy run across shallow water, fighting cavalry in the woods, or even the inspiring power of a song - counts.

INSPIRING

Hersirs are not the greatest warriors in Iskloft. They are capable, certainly, better than most, but their true power lies in their magnetic personalities. The Hersir's greatest strength is their ability to inspire and encourage their allies. When a jarl stands in the centre of the shield wall, sharing the danger, their warriors are reassured. When there is hardship, the Hersir shares in that hardship, ensuring the others have eaten before they do. In all parts of life, the Hersir sets an example and inspires loyalty, so that when the spear din comes, their followers will fight all the harder.

RESPECTED

If the Drengr is given respect, it is doubly so for the Hersir. Since they are often wealthy, and dress themselves in the panoply of war, wear finery and are generally charismatic, the Hersir commands a certain respect. From the bloody minded reaver who commands a ship and inspires fear from all who meet them, to the shining lord in bright mail standing at the head of a hundred huskarls, Hersir have a certain energy or aura that causes people to respect them. Beyond that, their status as Hersir commands respect, but there is something innate in the Hersir that makes people gravitate toward them.

WEALTHY

Hersir often come from privileged positions. In order to command troops, to feed and supply them, to have them follow, they often need to be people of means. Hersirs are often well educated for their aettir, coming from wealthy or noble families. One of the marks of a Hersir is their generosity, their ability to give gifts to those who follow them. Warriors want glory, but they also want wealth, which means that many Hersir are wealthy before they begin their journey. Karls, thegns and jarls are often Hersir.

Status

The Hersir is perhaps the class that has the highest status. Generally wealthy and powerful, commanding respect and often magnetic, they are given deference and respect wherever they go. In the north, this often translates to people using a flattering nickname, like 'Fellhand' or 'Finehair', and in the south is usually translates to people calling the Hersir 'lord' or 'lady' in their dealings with them.

Class Features

As a Hersir, you gain the following class features.

Hit Points

Hit Dice: 1d8 per hersir level.
Hit Points at First Level: 8 + your Constitution modifier.
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per hersir level after first.

Proficiencies

Armour: Light and medium armour, Shields
Weapons: Simple and Martial weapons.
Saving Throws: Charisma, Wisdom.
Skills: Choose four from Animal Handling, Athletics, Deception, Insight, Intimidation, Investigation, Grit, Lore-wise, Perception, Persuasion, Sailing, Traditions, World-Wise

Equipment

You start with the following equipment, based on the wealth of your aett.

- Poor: Fine wool tunic or padded jacket, wooden round shield, skullcap, spear, 2x hatchets (Equipment is Low Quality)
- Frugal: Leather tunic or padded jacket, wooden round shield, skullcap, spear, seax, 2x hatchets (Equipment is Standard Quality)
- Prosperous: Leather tunic or boiled leather cuirass, reinforced round shield, spectacle helm, longaxe, waraxe, spear, 3x throwing spears or hatchets (Equipment is Standard Quality)
- Rich: Leather tunic or boiled leather cuirass, reinforced round shield, spectacle helm, longaxe or boarspear or greatspear, sword, spear, 3x throwing spears or hatchets (Equipment is Standard Quality)

Orders

As a Hersir, you dominate the battlefield and guide your allies to victory. You see openings, and shifts in the flow of the battle and command your allies to act. Starting at 1st level, you gain access to Orders. You gain access to new orders at 3rd, 5th, and 8th levels.

Strike

As an action on your turn, you can allow an ally that can see or hear you within 30 feet of you to make an attack.

Focus

Make an attack against an enemy. On a hit, you deal normal weapon damage, and a number of attacks equal to your Charisma modifier (minimum 1) made by allies have advantage against that target.

Get In

Make a ranged attack against an enemy. On a hit, an ally within 30 feet of you may move up to their speed towards the target and make a melee attack against it.

Get Out

As an action, make an attack against an enemy. On a hit, allies do not provoke opportunity attacks from that enemy until the end of your turn, and one engaged ally can use their reaction to move up to their speed.

Protect Me

As a reaction to being hit by an attack, you can allow an ally adjacent to you use their reaction to make a melee attack against the creature that hit you.

Finish Him

As an action, select an ally that can see and hear you. The next time that ally hits with an attack against a target you choose, the ally does additional damage equal to your Charisma modifier + your Hersir level.

Vigilance

As an action on your turn, you can switch places with an ally in the initiative order. You cannot allow an ally to take two turns in a round using this ability.

Snap Out Of It

As an action, you may deal 2d4 bludgeoning damage to an adjacent ally who is frightened or charmed to have them remove the effect.

To Me!

Whenever you are hit by a critical hit, or an attack against you has advantage, you can spend your reaction to allow an ally to move up to their speed and make a melee attack against the creature that damaged you.

Shove

As an action, make a shove attempt. On a success, you knock the target back 5 feet. This movement allows adjacent allies to make opportunity attacks.

Commands

Starting at 1st level, you can give commands to the troops under you to inform and change the way that they fight. You learn 1 command at first level, and another at 5th and 9th levels. You can use these commands once per short or long rest.

Shields Up!

As an action, all allies that can see or hear you within 30 feet gain a +1 bonus to their AC for 1 minute.

Glad-of-War!

As an action, you can terrify your enemies. Select a number of enemies up to your Charisma modifier within 60 feet. Those enemies make a Wisdom saving throw. On a failed save, they become frightened of you. They can repeat the saving throw at the end of each of their turns. On a successful save, they have disadvantage on attack rolls against you for a number of rounds equal to your Charisma modifier (minimum 1).

Death!

Use an action, and for 1 minute all allies that can see and hear you may roll their damage dice twice and choose the higher.

Tactical Reading.

As an action, you advise your allies on the best way to avoid damage. Choose a type of damage. Allies within 10 feet of you have resistance to that damage type for 1 minute.

Spear Din

As an action, you allow a number of allies up to your Charisma modifier that are within 30 feet of you to spend their reaction to make an attack.

Strap on a Pair!

As an action, you allow a number of allies up to your Charisma modifier that are within 30 feet of you to spend their reaction to do one of the following:

- Spend one of their hit die and gain it plus your Charisma modifier back as hit points
- Spend one of their hit die and remove a condition that is affecting them

Now!

As an action, a number of allies up to your Charisma modifier that are within 30 feet of you can spend their reaction to move up to their speed. Attacks of opportunity made against these allies are made at disadvantage.

Push!

As an action, for a number of rounds equal to your Charisma modifier, allies using a shield within 30 feet of you, who are adjacent to another ally using a shield, can gain attacks of opportunity against enemies who suffer the effects of forced movement.

Level	Proficiency Bonus	Features	Orders	Commands	Tactics
1	+2	Commands, Orders	1	1	-
2	+2	Tactics	1	1	1
3	+2	Hersir Archetype	2	1	1
4	+2	Character Improvement	2	1	2
5	+3	-	3	2	2
6	+3	-	3	2	3
7	+3	Hersir Archetype Feature	3	2	3
8	+3	Character Improvement	4	2	4
9	+4	-	4	3	4
10	+4	Hersrir Archetype Feature	4	3	5

Tactics

As a Hersir, you watch over the battlefield and decree what is to be done. You learn a number of tactics: passive abilities which allow you to change the flow of the battle. Starting at 2nd level, you learn a tactic, and learn a new one at 4th, 6th, 8th, and 10th levels.

When you gain the ability to learn a new tactic, you can instead Improve a tactic.

Hold The Line!

When the shit-stink of the shield wall comes, and the spear jabs his shoulder, the soldier will want to flee. Seeing your powerful, implacable countenance makes them rethink their cowardice.

- Hold the Line: Allies that can see or hear you have advantage on Strength and Dexterity saving throws.
- Improved Hold the Line: Allies within 30 feet of you have immunity to being frightened, and take 3 less damage from non-magical slashing, bludgeoning and piercing damage.

Fear Me!

You have perfected and weaponised intimidation. You stand like a terrible warlord straight out of the sagas, and enemies who see you think twice about their advances.

- Fear me: Humanoid enemies within 20 feet of you treat the area as difficult terrain.
- Improved Fear Me: Increase the range to 30 feet, and an enemy must make a Wisdom saving throw the first time it tries to attack you. On a failed save, it has disadvantage on its first attack against you. On a successful save, it can act as normal.

Feed the Eagle!

The enemy cannot be allowed to live. Sometimes, defeat is not enough. Sometimes, you must give them no quarter, you must burn their holds, you must salt the earth.

- Feed the Eagle: All allies that can see and hear you can reroll 1s on their damage rolls.
- Improved Feed the Eagle: Allies re-roll all 1s and 2s on damage rolls.

Walk It Off!

As long as you stand, no one falls. You are a bulwark against which the waves of the enemies shall crash, but you shall not give them one inch of ground.

- Walk it Off: All allies that can see and hear you reduce all damage inflicted on them by 2 (4 at 5th level).
- Improved Walk it Off: All allies in range reduce all damage inflicted on them by 5 (7 at 10th level).

Go For The Eyes!

Not wild swings, but carefully targeted strikes cause your enemies to fall swiftly.

- Go For The Eyes: Allies within 10 feet gain a +1 on their rolls to hit.
- Improved Go For The Eyes: Increase the range to 30 feet, and allies adjacent to you have their bonus increased to +2.

Always Ready

Your superlative training means you can spot a fight before it happens.

- Always Ready: You and allies that can see or hear you within 30 feet gain a bonus to Initiative rolls equal to your Charisma modifier.
- Improved Always Ready: A number of allies up to your Charisma modifier may move up to half their speed before the round begins.

Get Up!

No wounds will stop your warriors from victory. If you're not dead, you'd best be killing.

- Get Up: Allies within 30 feet have advantage on Constitution and Wisdom saving throws, and when taking a long rest, remove two levels of exhaustion instead of one.
- Improved Get Up: Allies within 30 feet also have advantage on Intelligence saving throws, and when a feature allows them to use a hit die for healing, they count as having rolled the maximum number.

Go, Go, Go!

Under your command, your troops move quickly and efficiently around the battlefield.

- Go, Go, Go: Allies within 30 feet of you can spend their reactions to gain 10 extra feet of movement on their turns.
- Improved Go, Go, Go: Allies within 30 feet can use their reactions when an enemy moves within 5 feet of them, to move up to their speed.

Shield Wall!

Push! Hold them back! Do not take one fucking step backwards!

- Shield Wall: Allies using a shield within 30 feet of you, who are adjacent to another ally using a shield, gain a +1 bonus to AC.
- Improved Shield Wall: Attacks against those allies have disadvantage.

Hersir Archetype

As you go along the path of the Hersir, you must choose your specialisation. At 3rd level, choose one of the following options - Banner Bearer, Tactician, or Warlord. You gain features from this choice at 3rd, 7th and 10th level.

Character Improvement

When you reach 4th level, and again at 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you can select a Hefðir from the Open Hefðir list, or from the specific Aettir Hefðir list you belong to.

BANNER BEARER

Who can say why the symbol of the banner is so powerful? Yet when the battle is thick, and warriors are taken down, when you step forward into the guts of your friend, when you hear the men screaming, begging for their mothers - when all seems hopeless, the sight of a banner fluttering above can bring a man back from the brink. The Banner Bearer is a symbol who inspires and rallies their troops.

Play a Banner Bearer if:
- You want to inspire allies with your glorious banner
- You want to command troops
- You want to be the bulwark around which your allies rally

THE BANNER

You hold your banner aloft, and your allies are emboldened. Starting at 3rd level, you create a banner. Think about the heraldry and symbols on the banner. Runes are common, as are animals.

Your banner is a finely made spear (High Quality), with which you have a +1 to hit and damage.

While you're holding your banner, allies that can see and hear you within 30 feet have advantage on saving throws versus fear, and reduce all incoming damage by half of your Charisma modifier (minimum of 1).

ON ME!

Also at 3rd level, you have learned to inspire your troops and encourage your allies to fight harder. As an action, you can raise your banner. When you do so, allies that can see the banner and hear you have the following effects for a number of rounds up to your Charisma modifier:

- They have advantage on Wisdom and Charisma saving throws.
- They reduce all incoming damage by your Charisma modifier.
- They can use their bonus actions to Dash.

Once you've used this action, you must complete a short or long rest before using it again.

BANNERMEN

Beginning at 7th level, you have brought people to your banner. Two warriors have come to serve you as huskarls and bodyguards. Talk with your GM about who these people are, where they have come from, and why they serve you. Ideally they would be NPCs that your character has been leading for some time.

They take their own turns in the initiative order, and are NPCs controlled by the GM. However, they will follow your orders to the best of their ability, as long as you don't give them orders that are clearly suicidal, or orders that would dishonour them.

You can find the stat block for these Bannermen below.

FORWARD! TO GLORY!

Beginning at 10th level, the banner has become a sacred thing to those who fight under you, and even the very presence of the thing can lead them to fight like wolves.

As an action, you can wave the banner high and exhort your troops to surge forward in a deafening charge. All allies within 60 feet can use their reaction to move up to their speed towards an enemy and make an attack, adding your Charisma modifier to the attack and damage of the roll.

You cannot use this ability again until you complete a long rest. adding your Charisma modifier to the attack and damage of the roll.

You cannot use this ability again until you complete a long rest.

Bannerman

Medium humanoid
Armour Class: 18
Hit Points: 4d10+8
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	11 (+0)	14 (+2)	10 (+0)

Proficiency Bonus: +2
Skills: Athletics +5, Perception +4, Wound-wise +4
Senses: Passive Perception 14

ACTIONS
Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d8 + 3) piercing damage, or 9 (1d10 + 3) piercing damage if used with two hands to make a melee attack.

REACTIONS
Bodyguard. As a reaction, the guard can impose disadvantage on an attack against an adjacent ally.

Tactician

War is much like a game, if you can keep yourself aloof enough. The tactician does not see the brutality of the shield-shake. Instead, they see pieces on a game board, moving in concert to music only they can hear. They eke out every possible advantage, choosing the location, the time, every aspect of the battle.

Play a Tactician if:

- You want to excel in mass combat
- You want to give orders to troops around you
- You want to carefully consider your options and be a tactical genius

Victory Author

As a tactician, you see the battlefield as a whole, a shifting miasma of possibilities. Starting at 3rd level, you have an almost uncanny ability to gain the upper hand in a battle.

Whenever you or an ally within 30 feet of you rolls a natural 1, drops to 0 hit points, drops to below 50% hit points, or suffers a critical hit, you gain a Victory Author point. All Victory Author abilities must target an ally within 30 feet of you, who can also see or hear you. You can spend Victory Author Points in the following ways:

1 point

- As a bonus action, you can allow an ally can take the Disengage action as a reaction, and move up to their speed.
- As a reaction to one of your allies being attacked, you can impose disadvantage on that enemy's attack.
- As a reaction, you can give an ally advantage on an attack roll, ability check, or saving throw.
- As an action, you can allow an ally to move up to their speed and make an attack.

2 Points

- As a reaction to one of your allies being attacked, you can allow that ally to gain a +3 bonus to AC until the end of your next turn.
- As a bonus action, you can give an ally advantage on the next attack they make.

3 points

- As a reaction, you may turn an ally's successful hit into a critical hit.
- As a reaction to an ally's critical hit, you may add your Charisma modifier to the result of their Brutal Wound roll.

5 Points

- As an action, choose a number of allies up to your Charisma modifier. They may Disengage and move up to their speed without needing to spend their reaction.
- As a reaction to an ally scoring a critical hit, you may have them roll 1d10 + 10 instead of a d20 on the Brutal Wound chart.
- As an action, you scream a terrible warcry. Each enemy must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier) or suffer the Hopeless and Dazed conditions until the start of your next turn.

Battle-Leader

At 7th level, you know that some battles happen without blades. As a Hersir and lord of war, you command respect from those who deal with you. You double your proficiency bonus on Charisma (Persuasion) checks and Wisdom (Insight) checks.

Additionally, you can expect to be treated respectfully anywhere that you go, and will be given the best hospitality available. You know much about the warriors and reavers of Iskloft, and can usually recall a piece of information about any leader you come across. You can roll an Intelligence (Lore-wise) check when you encounter an enemy leader, and the GM will give you a piece of information about their usual fighting style.

Chosen Field

At 7th level, you have developed a particular style, and a reputation for victory in certain fields. As a tactician you know the importance of choosing your battlefield, and you are used to fighting in certain circumstances. Choose a pair of preferred battlefields from the following list:

Fields & Woodlands, Longships & Beaches, Hills & Mountains, or Towns & Surrounds

- When you are fighting on the battlefield of your choice, allies within 30 feet of you gain the following benefits:
- They can move normally over difficult terrain such as steep hills, slippery decks, and so on.
- They can add your Charisma modifier to Strength (Athletics), Wisdom (Perception) and Dexterity (Stealth) checks.
- When two or more of your allies are engaged with the same enemy, they may take the Help action as a bonus action.

WARLORD

In Iskloft, a leader's duty is to fight shoulder to shoulder with their warriors. None will follow a karl or jarl who stands in the back, or who sits ahorse while their men die in the shield-press. The warlord knows this, and stands in bright mail with shining blade at the centre of the shield wall, a standard around which their warriors can rally.

Play a Warlord if:
- You want to lead from the front
- You want to have more combat options than other Hersir
- You wabt to inspire allies and terrify enemies

FROM THE FRONT

A good leader gets into the thick of it with their soldiers. You gain proficiency in heavy armour. Additionally, when you have the option to choose a Hefðir, you may choose Hefðir from the Drengr Hefðir list.

WARLORD'S DECREE

Additionally, when you choose this archetype at 3rd level, you learn three Warlord Decrees. Warlord Decrees are additional tactical moves you have learned.

Warlord Die
You have four Warlord Dice, and you gain an additional die at 7th level. Your Warlord Die is a d8. You regain your used Warlord Dice after completing a short or long rest.

Saving Throws
Some of your maneuvers require your target to make a Saving Throw. The DC is calculated as follows: DC = 8 + your proficiency bonus + your Charisma modifier.

DECREES

Concerted Strike
When you take the Attack action on your turn, you may spend one of your Warlord Dice. You add your Warlord Die to the damage of the attack, and the next ally to attack that target has advantage.

Protection
As an action, roll your Warlord Die and add it to an adjacent ally's AC. That ally may also move up to their speed as a reaction. This bonus lasts until the start of that ally's next turn.

Tackle
As an action, roll your Warlord Die and add it to a Strength (Athletics) check you make to shove an enemy. This forced movement provokes opportunity attacks.

Guide
When an ally makes an attack roll, before the DM says whether it hits, you may spend a Warlord Die and add the result to the attack roll using your reaction.

Warlord's Strike
As an action on your turn, you can command an ally within 30 feet of you to make an attack. They add your Warlord Die to the damage of the attack.

Catch Your Breath
As an action, one ally within 30 feet of you regains hit points equal to your Warlord Die + your Charisma modifier.

Flanking Manouver
Make an attack and add your Warlord Die to the damage roll. One ally within 30 feet can move up to their speed by using their reaction.

Concerted Strike
Make an attack. You may spend any number of Warlord Dice to allow that number of allies to spend their reactions and make their own attacks.

WEAPONMASTER

A true leader leads from the front. Beginning at 7th level, you gain the following benefits:
- You learn one Hefðir from the Drengr Hefðir list.
- You gain a +1 to Armour Class when you're wearing heavy armour and a helmet.
- When you take the attack action on your turn, you can make two attacks instead of one.

SHINING LORD

Starting at 10th level, you are an inspiration to all. Your wargear shines bright, you stand as a champion, visible to all those who would look upon you. Your presence on the battlefield strikes fear into the hearts of your enemies. Chanting and leading your warriors in song, you are a terror to behold.

War Chant
As an action, you can lead your troops and allies in a war chant, chanting your titles and names.

Each humanoid enemy within 60 feet of you must succeed on a Wisdom saving throw (The DC is the same as your Warlord Decree DC) or roll on the table below.

You can use this ability once per long rest.

D6 ROLL	EFFECT
1	The creature is stunned until the end of your next turn.
2	The creature has disadvantage on attacks and ability checks until it succeeds on a Wisdom saving throw, which it makes at the end of its turn.
3	The creature's speed becomes 0 until it succeeds on a Wisdom saving throw, which it makes at the end of its turn.
4-6	The creature becomes frightened of you for 1 minute. It can repeat the saving throw at the end of each of its turns to end this effect early.

EXILED - UNFETTERED - MARKED - CHEATERS - ALONE

OUTLAW

EXILED

As an outlaw you have been forcibly removed from society. You have been found guilty of a crime, and have been forced to live outside of the law. Your property seized, your body branded, and all safety of the law stripped from you. Outlaws are not welcome in society, and so they live on the fringes of the world. Also known as skogrmaðr ("Forest-men") as they often live in the deep woods where people will not find and harm them, the outlaw's life is one of separation from society.

UNFETTERED

An outlaw has already committed terrible crimes. They have been found guilty of a crime, and so they do not look at the world the same way as others. While for a berserker, the idea of being dishonest goes against the very fabric of society, to an outlaw it is a useful trick. While to a huskarl, breaking a peace branch is a terrible sacrilege, to an outlaw it is a valuable opportunity. Even outlaws generally try to respect these customs, but the fact that they are already damned, as far as they are concerned, allows them to act in a way that others cannot.

MARKED

Each outlaw in Iskloft is branded or marked in some way. When they are convicted of their crimes, they are most often branded on their body with an inverted Algiz rune, representing a lack of freedom. Depending on the severity of the crime, an outlaw may be branded on the forearm, the hand, the neck, or even the face. This is to alert everyone else in the world that this person is not welcome in society, and that they are allowed - encouraged even - to do them harm.

CHEATERS

Warfare is deception. Even the shining huskarl knows this, but the outlaw embodies it. A huskarl may hand an enemy a weapon if they drop it, so that they can die well. An outlaw in that situation might kick the weapon away and stab home ten times just be sure the enemy is dead. They do not fight fair; they lie, they cheat, they steal. In a society where honesty and forthrightness are valued above all, the outlaw is free from those restraints.

ALONE

The true nature of the outlaw is one of loneliness. Being removed from society in Iskloft is a brutal punishment, and many outlaws turn to drink or other self destructive activities. They often become callous and cruel, withdrawn, or even mad. Outlaws will often group in the hidden places of the world - the woods or hills - and some really do find companionship, but mostly these are alliances of convenience rather than deep friendships. The life of an outlaw is one where anyone could harm you at any time, and trust is given rarely.

Status

Of all of the classes in Iskloft, the Outlaw is most affected by status. Outlaws have been branded or marked as no longer part of the normal society of Iskloft. They are marked as oathbreakers, kin-killers, thieves, murderers, and liars. These brands are almost always put somewhere visible - the hands, the neck, the face.

There is a detailed discussion on outlawry in Iskloft at the end of this class description that you should read before choosing to play an Outlaw!

Class Features

As an outlaw, you gain the following class features.

Hit Points

Hit Dice: 1d8 per Outlaw level.
Hit Points at First Level: 8 + your Constitution modifier.
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per outlaw level after first.

Proficiencies

Armour: Light armour, Shields
Weapons: Simple, warseax.
Tools: Outlaw's Tools (these replace Thieves' Tools)
Saving Throws: Dexterity, Intelligence.
Skills: Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, Stealth and World-wise.

Equipment

You start with the following equipment, based on the wealth of your aett.

- Poor: Fine wool tunic, wooden round shield, skullcap, 2 daggers, spear, hunting bow with 20 arrows (Equipment is Low Quality)
- Frugal: Fine wool tunic, wooden round shield, skullcap, seax, spear, hunting bow with 20 arrows or 5 daggers. (Equipment is Standard Quality)
- Prosperous: Leather tunic, reinforced round shield, skullcap, 4 daggers, seax, warseax, hunting bow with 20 arrows (Equipment is Standard Quality)
- Rich: Leather tunic, reinforced round shield, skullcap, 4 daggers, 2 hatchets, seax, warseax, war bow with 20 arrows (Equipment is Standard Quality)

Hard Learned Lessons

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with Outlaw's Tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with Outlaw's Tools) to gain this benefit.

Sneak Attack

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a Finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.
The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Outlaw table.

Quick Smart

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Level	Proficiency Bonus	Features	Sneak Attack
1	+2	Hard Learned Lessons, Sneak Attack	1d6
2	+2	Quick Smart, Shadow-wise	1d6
3	+2	Outlaw Archetype	2d6
4	+2	Character Improvement	2d6
5	+3	Shifty	3d6
6	+3	Hard Learned Lessons Improvement	3d6
7	+3	Impossible Speed	4d6
8	+3	Character Improvement	4d6
9	+4	Outlaw Archetype Feature	5d6
10	+4	Character Improvement	5d6

Shadow-wise

Due to the clandestine nature of your activities you tend to operate in the shadows and other dimly lit or unlit places. Over time you have grown accustomed to doing so and your senses have adapted accordingly.

Within 60 feet, you treat dim light as if it were bright light, and no light as if it were dim light. Note that while your other senses aid your sight, you cannot use this feature if you are Blinded.

Outlaw's Archetype

At 3rd level, you choose an archetype that you emulate in the exercise of your Outlaw abilities: Einvigr, Kern, Ratatoskr, or Niðingr - all detailed at the end of the class description.

Your archetype choice grants you features at 3rd level and then again at 9th.

Character Improvement

When you reach 4th level, and again at 8th and 10th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Alternatively, you can select a Hefðir from the Open Hefðir list, or from the specific Hefðir list you belong to.

Shifty

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Impossible Speed

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as an avalanche. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

EINVIGR

You focus your training on the art of fighting a single foe, but not the way your father did. Not for you are the heavy shield, the thick blade, and the press of the shield wall. You focus on speed, accuracy, and elegance. You allow your opponent to tire themselves out before finding the perfect time to strike.

Play an Einvigr if:

- You want to excel in single combat
- You want to be able to stand toe to toe with shining warriors
- You want to fight intelligently, rather than savagely

KEEP MOVING

You never stop, always light on your toes. Your strikes are quick, and you know that technique beats power every time. Beginning at 3rd level, you are a blur of motion in combat as you dart in, attack, parry, and slip away again to safety.

If you are engaged against a target that doesn't have your allies, or its own allies, adjacent to it, and they miss an attack against you, you can use your reaction to make an attack against them.

Additionally, your movement speed increases by 5 ft.

THE DANCE OF BLADES

Also beginning at 3rd level, you learn to fight quickly and deftly. To so many in Iskloft, fighting is far from art. A simple equation of force. You see more than this. You see each movement, each feint and parry, as an opportunity.

As a bonus action on your turn, when you are engaged with an enemy, and there are no other creatures adjacent to you, you may make a DC 10 Intelligence (Investigation) check. On a success, you add your Intelligence modifier to your Armour Class against this foe until the start of your next turn.

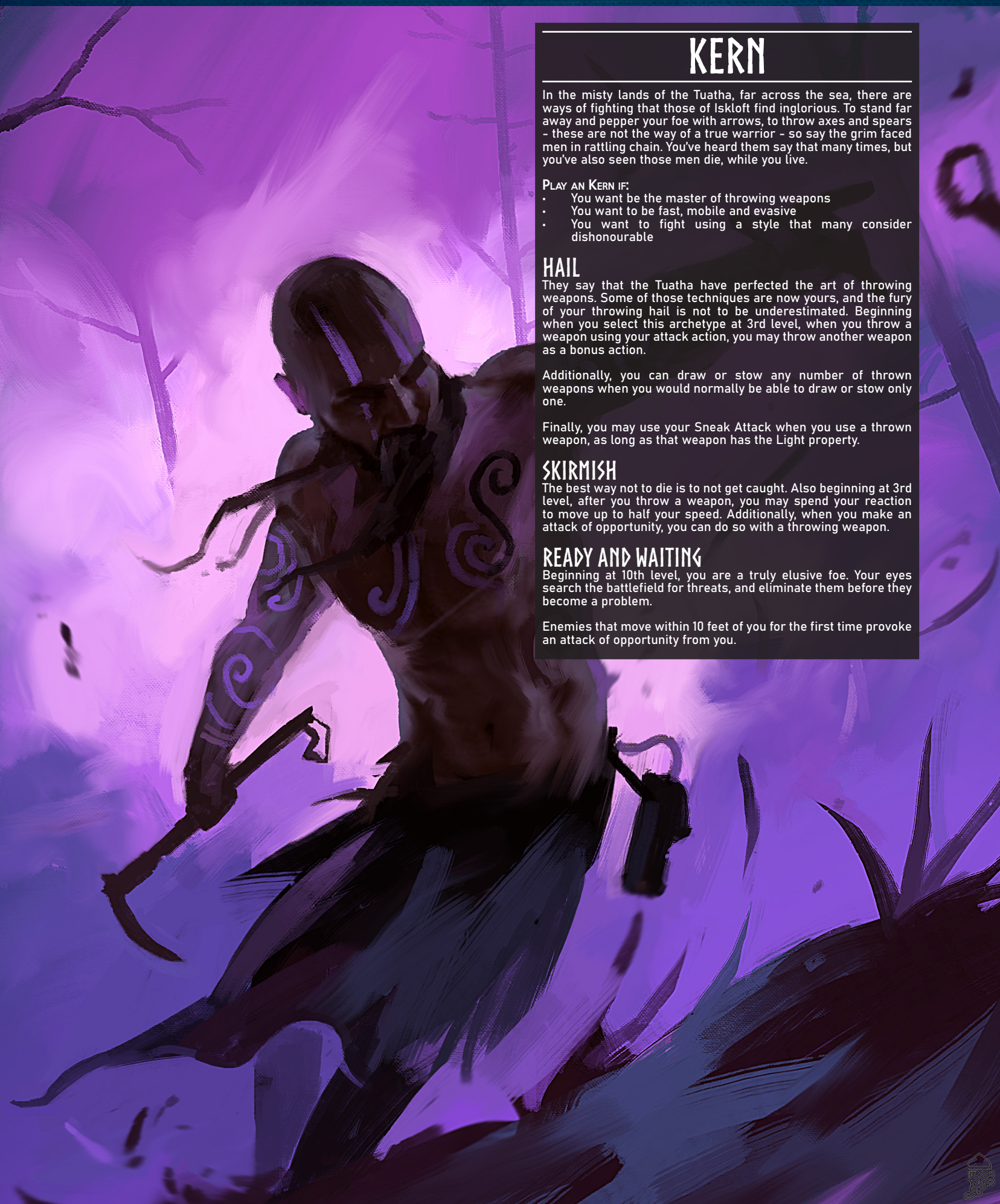
In addition, you can use your Sneak Attack with any melee attack made against a target that doesn't have your allies, or its own allies, adjacent to it.

FEINT

At 9th level, you have perfected the deadly art of the feint. You lead your opponent, getting them used to your swings, before suddenly switching and striking unexpectedly.

As a bonus action on your turn, you can make a Dexterity (Sleight of Hand) check against an enemy's Wisdom (Insight) skill. On a success, your next successful hit against that enemy is a critical hit.

You can use this ability a number of times equal to your Intelligence modifier, and regain all uses of it after completing a long rest.



KERN

In the misty lands of the Tuatha, far across the sea, there are ways of fighting that those of Iskloft find inglorious. To stand far away and pepper your foe with arrows, to throw axes and spears - these are not the way of a true warrior - so say the grim faced men in rattling chain. You've heard them say that many times, but you've also seen those men die, while you live.

Play an Kern if:

- You want be the master of throwing weapons
- You want to be fast, mobile and evasive
- You want to fight using a style that many consider dishonourable

HAIL

They say that the Tuatha have perfected the art of throwing weapons. Some of those techniques are now yours, and the fury of your throwing hail is not to be underestimated. Beginning when you select this archetype at 3rd level, when you throw a weapon using your attack action, you may throw another weapon as a bonus action.

Additionally, you can draw or stow any number of thrown weapons when you would normally be able to draw or stow only one.

Finally, you may use your Sneak Attack when you use a thrown weapon, as long as that weapon has the Light property.

SKIRMISH

The best way not to die is to not get caught. Also beginning at 3rd level, after you throw a weapon, you may spend your reaction to move up to half your speed. Additionally, when you make an attack of opportunity, you can do so with a throwing weapon.

READY AND WAITING

Beginning at 10th level, you are a truly elusive foe. Your eyes search the battlefield for threats, and eliminate them before they become a problem.

Enemies that move within 10 feet of you for the first time provoke an attack of opportunity from you.

NIÐINGR

Many outlaws, after they have been sentenced, spend their lives trying to overcome and dispel the notion that they are inherently bad. Not so for the Níðingr. The word níðr describes a person who engages in shameful behaviour, like cowardice, treachery, shameful acts (such as killing kinsmen or defenseless people) and breaking one's oath.

You accept that fact, and use it to your advantage. In a world where all are bound by codes - even the most deplorable reaver captains - you are unfettered. You act in the most pragmatic way possible, and thus ensure your success. They won't sing songs of you, they will spit at your feet and curse your name, but the hacksilver in your pockets, and the blood on your blades, tells a different tale.

Play a Niðingr if:

- You want to fight dirty
- You want to embrace your outlawry and be unapologetic about it
- You want to win, no matter how dishonourable your behaviour is

PRAGMATISM

You don't care if it looks good, or if it's honourable. You just want to live to see another day. Starting at 3rd level, you gain proficiency with improvised weapons and unarmed attacks and can Sneak Attack with them.

Your improvised and unarmed attacks deal 1d6 + your Dexterity or Strength modifier bludgeoning damage.

Additionally, your life of deceit and cold blooded calculation lets you double your proficiency bonus on Charisma (Deception) or Charisma (Intimidation) skill checks (choose one when you take this archetype at 3rd level).

QUESTIONABLE TACTICS

When you choose this archetype at 3rd level, you learn two Questionable Tactics. These are special combat maneuvers you use to even the odds.

Tactics Points

You have 3 Tactics Points to spend on your Questionable Tactics per short or long rest. You gain more Tactics Points as you level up, which you can see in the table below.

Saving Throws

Your tricks require your target to make a Saving Throw. The DC is calculated as follows: DC = 8 + your proficiency bonus + your Strength or Dexterity modifier.

Shin Kick (1 Point)

You lash out with a kick to your opponent's shin, or stomp on their toe. Make an unarmed attack as a bonus action. Your opponent must succeed on a Constitution (Grit) check or have their movement halved until the end of their next turn.

Groin Kick (2 Points)

You strike out with a brutal kick to your opponent's groin. Make an unarmed attack as a bonus action. On a hit, the enemy must make a Constitution (Grit) check or suffer two levels of Winded.

Hamstring (2 Points)

You duck down and brutally slice at the back of your opponent's knee. When you hit a creature with a melee weapon attack, you can cut their hamstrings using your bonus action. The enemy must make a Constitution (Grit) check or suffer the restrained condition for a number of rounds equal to your Dexterity modifier. On a successful save their movement is halved instead.

Nostril Pull (2 Points)

You shove your fingers into your opponent's nostrils and pull hard. Make an unarmed attack as a bonus action. They must succeed on a Strength saving throw or be knocked prone as they overbalance, and have disadvantage on attacks until the end of their next turn.

Sand in the Eye (3 points)

You throw sand, dirt, or some other substance in your enemy's face. They must succeed on a Dexterity saving throw or be Blinded until they spend an action to clear away the debris.

LEVEL	TACTICS POINTS
1-3	3
4-6	5
7-8	7
9-10	9

Nosebreaker (3 points)

You suddenly smash your forehead or the pommel of your weapon into the nose of your enemy. Make an unarmed attack as a bonus action. The target must succeed on a Dexterity saving throw or have their nose splatter across their face with a sickening crack, giving them disadvantage on Wisdom (Perception) checks and attacks for 1d4 rounds. action. The target must succeed on a Dexterity saving throw or have their nose splatter across their face with a sickening crack, giving them disadvantage on perception checks and attacks for 1d4 rounds.

Bleeding Cut (3 Points)

As an action, you slash at an opponent's brow or forehead, causing blood to run down their face. They must succeed on a Dexterity saving throw or suffer the Bleeding condition, and have disadvantage on attack rolls until they spend an action to wipe the blood away.

Groin Stab (5 Points)

With a cruel thrust, you shove a blade into your opponent's groin. They scream in agony as they make a Constitution (Grit) check. On a failed save, they are stunned for 1d2 rounds, suffer 1d6 piercing damage at the start of each of their turns, and must succeed on a Constitution save or become infertile. On a successful save, they are dazed until the start of your next turn.

Ratatoskr

The squirrel that lives on the world tree, Yggdrasil, is a creature that loves to enrage. It spends its time bringing messages from the eagle at the top, Veðrfölnir, to the dragon at the bottom, Níðhöggr. Some say that the squirrel twists those messages, turning them to biting insults.

The Ratatoskr is an outlaw that has learned the value of words in a fight. A calm man fights best, a man who has been driven mad with anger is clumsy, and often tires himself out quickly.

Using their quickness and their biting words, the Ratatoskr draws out dangerous enemies and keeps them distracted, tires them out, until they can deliver the final blow.

Play an Ratatoskr if:

- You want to insult and infuriate your enemies
- You want to wait for the perfect time to strike
- You want to show off and perform while infuriating your enemies.

For the Crowd

When you choose this path at 3rd level, you gain proficiency in the Charisma (Performance) skills, as well as one type of gaming set and one instrument of your choice.

Give Insult

Beginning at 3rd level when you take this archetype, you learn to infuriate and confound your enemies. You lead them toward you and dance around them, building toward a final strike.

Saving Throws

Your Insults require your target to make a Wisdom Saving Throw. The DC is calculated as follows: DC = 8 + your proficiency bonus + your Charisma modifier.

In combat, you may use a bonus action to give Insult to an enemy within 30 feet who can see and hear you. The enemy must succeed on a Wisdom saving throw or become insulted. You can only have one Insulted enemy active at any time.

An Insulted creature has disadvantage on attacks against creatures that aren't you, and must use its action to move toward you and attack you if possible. The creature can make another save at the end of each of its turns, or if it takes damage from a creature other than you.

You may use your Sneak Attack ability against an Insulted creature even if there are no allies next to you.

Opportune Striker

Your eyes bore into your target, and you watch their every move for opportunity. From 3rd level, when the target of your Insult makes an attack against a target that isn't you, you can use your reaction to make a melee weapon attack against them.

Additionally, when you're engaged with the target of your Insult and none of your allies are within 5 feet of them, you can use the Dodge action as a bonus action.

Ready and Waiting

Starting at 9th level, your taunts cause enemies to become incensed and lose focus.

When you hit the target of your Insult with a melee attack, you can use a bonus action to drop the Insult and turn your hit into a critical hit. You must finish a short or long rest before using this ability again.

PLAYING AN OUTLAW

An Outlaw is not the same thing as a Rogue. Though mechanically they may be similar to the class you're familiar with, an Outlaw's place in society is not the same.

While in other fantasy, roguish criminals are sometimes seen as plucky heroes, or Robin Hood types, in Iskloft to be marked as an outlaw permanently and indelibly makes a person someone to be feared, reviled, and hated.

One of the pillars of society in Iskloft is community - people working together, sharing what they must, looking out for the good of everyone. Many of the customs of the world relate to this, and the assumption that all people follow the codes and customs of the world. A person can rely upon the kindness of strangers in most cases - approaching under a peace branch, taking part in guest rites, even swearing an oath - all of these customs require that the other party believes you will stick to those codes.

The Outlaw is forcibly removed from that safety net.

WHAT IS OUTLAWRY?

Iskloft, and Viking Age culture, didn't have a commonly used death penalty for crimes. Since there was no executive branch of the loose government - no police force for example - to enforce laws, the laws were typically enforced by the people themselves.

'Law' is not even a word that applies to Iskloft, at least not in the modern definition. It is more a codification of social norms, societal customs and generally understood traditions than any set of laws which keeps order. That being the case, political leaders like jarls, and legal assemblies like the Thing make the people enforce this 'law' themselves.

This means that Iskloft has no formal death penalty. The list of crimes for which one can be outlawed change from region to region, but generally include deeds like murder, rape, kidnapping, witchcraft, banditry, lying and adultery, among many others.

Instead of arresting and formally executing a person accused and found guilty of such crimes, a local assembly, a jarl or even just the few people who live in a village would instead declare a criminal an outlaw. This literally means that the person is outside of the law - they no longer have any rights. All property is confiscated, they can - and should - be harmed by anyone, and they are branded with a mark.

In a culture like Iskloft, where honour-based revenge killings and private duels over honour are common, sentencing someone to outlawry is effectively a death sentence.

TYPES OF OUTLAWRY

There are two kinds of outlawry that one can be sentenced to. Full outlawry involves a brand to the face, somewhere very visible like the forehead. This person can never re-enter society, and all who see someone with such a brand are to do them harm.

However, there is also lesser outlawry, which is a sentence which lasts from one to three years. The brand is placed on the neck, the hand, or the forearm. After the time is done, the outlaw can pay a fine to those who sentenced them - usually an incredibly high price - to atone for their crimes.

WHAT IT MEANS

It is hard to bring across just how devastating the loss of society would have been to a person in the Viking Age, or in Iskloft. To be a part of a community, a society, a family is central to the being of every person in Iskloft, from reaver crews who think of their longship as home and their crew of murderous reavers as family, to the jarl who has hundreds of dependants, to the grandmother with her extended family.

To be taken out of that connection, then, is a devastating emotional experience. In this way, outlaws are considered to be socially dead in Iskloft - they have no people, and therefore must be dead.

The ideas of freedom that we have are not the same as those held by people in the Viking Age. To them, being free is not about individual freedom, to act how they want, to go where they want. Freedom to them is to belong to a group, a family, or a people. To be outside of such a group is utterly devastating to them.

PLAYING AN OUTLAW

All of this to say, play Iskloft how you like. It is a fantasy game. I include this explanation to try and show the differences between what we generally consider to be a 'rogue' in fantasy, and what outlawry meant in a pre-medieval society.

As a GM, bear in mind that Outlaws should be treated poorly everywhere they go. People of high status will want to avoid even speaking with them, and those who are zealous of Iskloft's customs, like Berserkers, Drengr who follow the code of drengskapr, and others, may threaten or even harm Outlaws.

As a player, you should not be offended by this. You have chosen to play a criminal in a world that despises them. You're playing an oathbreaker in a world where that is the worst crime you can commit.

However, as a player you are also playing a character who is unfettered by the strict rules that hold society together. No Drengr would ever lie, or attack under a peace branch, and yet they die in droves in the shield wall. In the end, in your game of Iskloft, you should use Outlaws however you see fit. The information included here is presented purely to help you get a picture of how they fit into the world.

MYSTICAL - FEARED - WISE - POWERFUL - CANNY

SEIÐR

MYSTICAL

The Seiðr are deeply respected and feared wherever they go. While some of that is due to their literal magical power, much of it comes from the mystery of what they can potentially do. Each Seiðr is unique, and what they are truly capable of is unknown to most. This is something that most Seiðr encourage, often hiding their true powers and the limits of it. It is well known by all that the Seiðr can do the impossible. They can put a curse on you with their words or even their eyes, they can cure the sick, they can speak with the dead. Yet exactly what they can do is a mystery, and that is exactly what the Seiðr want.

FEARED

In the vast majority of Iskloft, the Seiðr is feared. To the common folk, they are conduits for the gods and the spirits, they are healers and cursers, they are unpredictable, they speak prophecy. They are to be feared. To the powerful, they represent instability. A jarl with a hundred warriors at his command feels safe against normal men, but when a Seiðr could walk into his hall and lay down a curse, or speak irrefutable prophecy, or blight the crops of his village, that jarl feels a very real shiver of fear.

WISE

Iskloft's history is shrouded in confusion. What really happened in the past is unknown to most, and as an oral society the stories and myths of the ancient world are passed down through the Seiðr. Who knows more about the natural world, the animals, the trees, the herbs? Who knows more about the mystery of childbirth, and the human body? Who is there that understands the gods, and the spirits, and the monsters that inhabit the world? There are none who know more about these things than the Seiðr.

POWERFUL

Power comes in many forms. To most, a big man with a sharp blade is power in its most basic form. Yet the jarls understand that influence is power, that alliances are power, that loyalty is power, that reputation is power. The Seiðr have a kind of power unique to them. They are capable of things that others cannot comprehend, and even the knowledge of these abilities lends them a power of great influence. What's more, while some Seiðr are capable of prophecy, almost all pretend that they can see the future, and use this to their advantage. The power of a Seiðr is beyond the normal paths that most can reach.

CANNY

Living in a world that fears and despises you quickly makes you careful. To the Seiðr, every longhall is a potentially deadly place. Every warrior they meet may have prejudices and fears that will make them hostile. So it is that the Seiðr learns not to rock the boat. They learn to make themselves useful and indispensable, learn to ingratiate themselves into a society. They learn to walk hidden, to blend in, to keep their voices low and their manners fine.

Status
Feared in all of Iskloft, and reviled in most of it, the Seiðr is a controversial figure. While in the north they are given great respect, they are still feared. Men will spit or grab their Mjölnir amulets when in the presence of one who knows the magical songs or deep secrets of the world.

The Völva and Galdr are tolerated more than the Seiðkona, especially in Iskolfinn and Valiland, but all who know magic are feared. It's not uncommon for a mob to try and run those suspected of seið out of a village.

Class Features
As a Seiðr, you gain the following class features.

Hit Points
Hit Dice: 1d8 per Seiðr level.
Hit Points at First Level: 8 + your Constitution modifier.
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Seiðr level after first.

Proficiencies
Armour: Light armour
Weapons: Simple weapons, spears, sickles
Tools: Healer's Tools, Herbalist's Tools
Saving Throws: Wisdom, Charisma
Skills: Seith-wise, Wound-wise, and choose two from: Lore-wise, Intimidation, Deception, Investigation, Survival, Tradition, World-wise, Insight

Equipment
You start with the following equipment, based on the wealth of your aett.

- Poor: Rough wool tunic, wooden round shield, skullcap, spear, 2x hatchets (Equipment is Low Quality)
- Frugal: Padded jacket, wooden round shield, skullcap, spear, seax, 2x hatchets (Equipment is Standard Quality)
- Prosperous: Mail hauberk, metal rimmed round shield, spectacle helm, longaxe, waraxe, spear, 3x throwing spears (Equipment is Standard Quality)
- Rich: Coat of mail, metal rimmed round shield, spectacle helm with mail coif, longaxe or boarspear, sword, spear, seax, 3x throwing spears (Equipment is Standard Quality)

Seiðr Path
Every Seiðr is different, and as you begin your journey down this path, you find your footing and your kind of magic. Choose one of the following: Galdr, Seiðkona, or Völva. The archetype descriptions can be found at the end of the class description.

Deep Wisdom
At 2nd level choose either Wound-wise and one skill proficiency, or Wound-wise and proficiency with a herbalism kit. Your proficiency bonus is doubled for any ability checks that use either of your choices. Whenever you gain a new skill proficiency, you may move your doubled proficiency bonus to the new skill, to reflect your change of focus.

Additionally, when you spend 10 minutes tending to a character, you can remove the poisoned, freezing, or snowblinded condition.

Conduit
At 2nd level you begin to use your power to bring Yggdrasil's other worlds - and their magic - to Iskloft. You learn two such abilities: one is detailed in your Seiðr Path, and the other is Rebuke (detailed below). You can use your Conduit ability once per short or long rest. At 6th level, you can use your Conduit ability twice per short or long rest.

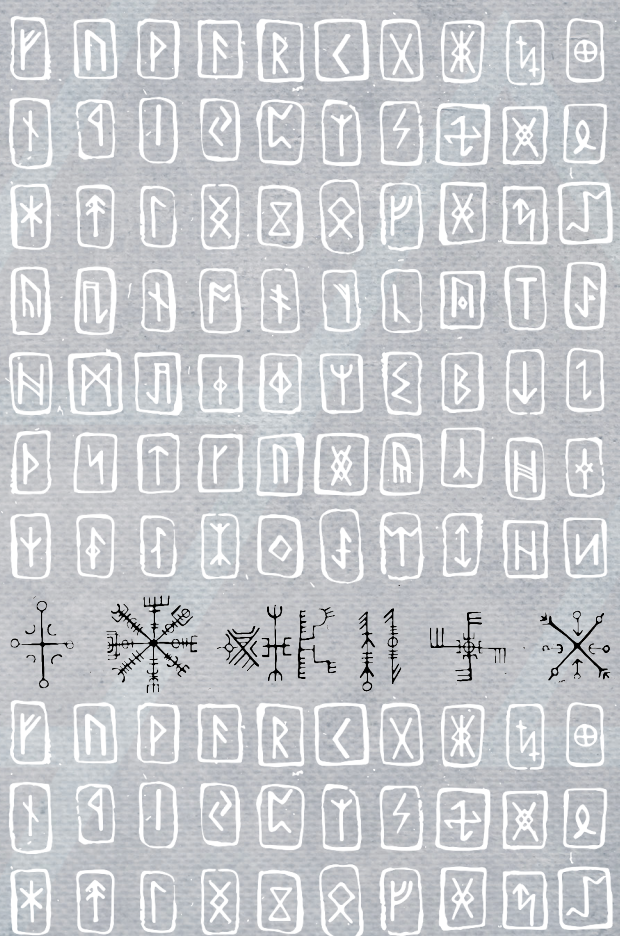
Rebuke
You can spend an action to sketch the Void rune of Ginnungagap onto an object to ward off the jotun, the alfr, and the dead. The effect remains on the marked object for 1 hour. The rune must be presented boldly toward such creatures, each of which makes a Charisma saving throw. Creatures that fail the saving throw must stay at least 5 feet away from the rune and cannot touch or make melee attacks against the creature presenting it, as long as the symbol is boldly and aggressively presented (which requires an action each round).

Silver Tongued
You know a little of many languages. You can hold a simple conversation in any of the tongues of men and even those of the jotun, and know a few common phrases in the tongues of the others (alfr, spirits, etc) - enough to offer a greeting, shout a warning, or insult someone.

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

Alternatively, you can select a Hefðir from the Open Hefðir list, or from the specific Aettir Hefðir list you belong to.

Level	Proficiency Bonus	Features
1	+2	Seiðr Path
2	+2	Conduit, Deep Wisdom
3	+2	Silver Tongue
4	+2	Character Improvement
5	+3	-
6	+3	Seiðr Path Feature
7	+3	-
8	+3	Character Improvement
9	+4	-
10	+4	Seiðr Path Feature



VÖLVA

The Völva is a powerful spellcaster who serves both the Aesir and Vanir gods. She has learned the secret songs of Odin and uses them, along with other tricks, to ensure that the gods' will is done. She is a seer, a prophet, a warrior, and a priestess all in one.

Völva must be female.

Play a Völva if:
- You want to be a priestess of Odin
- You want to be as much a warrior as you are a priestess
- You want to know the secret songs of the Allfather

Odinnic Songs

The Völva learns Odinnic magic, the magic of Odin. It is subtle, and requires a great deal of singing and ritual. The Völva learns three Odinnic songs at 1st level, and learns a new song each time she gains a level.

PREPARING AND CASTING SPELLS

Once you've learned an Odinnic ritual, you can cast it as often as the description allows.

Wisdom is your spellcasting ability for your Odinnic spells. The power of your magic comes from the Allfather and the Aesir gods, your faith in them, and the beauty of the songs and spells. You use your Wisdom whenever a Odinnic spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a Odinnic spell you cast and when making a spell attack roll.

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

Spell attack modifier =
your proficiency bonus + your Wisdom modifier

Odinsdottir

Odin is a many faced god, but one of his greatest aspects is war. His servants cannot simply stand aside while war happens around them, and so as a Völva you have trained in war also.

When you select this Seiðr Path at 1st level, you gain proficiency with medium armour, all spears, and shields. You may also use your Wisdom modifier in place of your Strength or Dexterity modifier to determine your melee bonus to hit and damage. Additionally, as a Völva, your starting equipment is the same as a Hersir from your Aett.

Conduit - Aegishjalmur

The Völva is able to open a conduit between herself and Asgard, and pulls the protection of the gods to her. As an action, you can draw the Aegishjalmur - the Helm of Awe - onto the ground, while you sprinkles a mix of herbs and blood onto it. As you complete it, there is a subsonic boom, and your allies are protected.
- For the next minute, you and a number of allies up to your Wisdom modifier gain the following effects:
- They gain +1 to their Armour Class.
- They gain temporary hit points equal to your proficiency bonus + your Wisdom modifier.

Skeins of Fate

At 2nd level, glimpses of the future begin to press in on your awareness. When you finish a long rest, roll two d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn. Each foretelling roll can be used only once. When you take a long rest, you lose any unused foretelling rolls.

The Tapestry of Song

Your insight and understanding is sufficient to manipulate most others with well timed words, theatrics and even tricks. At the start of any interaction, you may make a Wisdom (Insight) check against a DC of 15 + the target's Wisdom modifier. If successful, then at any point in the conversation, you may gain advantage on any one skill check through your scholarship and preparation. You might, for example, make a cryptic reference to some secret known only to a few people, or remind the person you're talking to about the deeds of their forefathers, or raise your staff to dramatically startle a flock of ravens to underline your words. You might use a trick to boom your voice, or arrive in just the nick of time.

Odin's Eye

Beginning at 10th level, you are truly one of the daughters of Odin. You stand like a Valkyrie and are blessed with the sight of the Allfather.

You ritualistically remove your right eye, replacing it with a stone carved with the Valknut. This gives you the following abilities:
- You double your proficiency bonus whenever you make a Wisdom (Insight), Wisdom (Perception), Intelligence (Investigation) or Intelligence (Lore-wise) check.
- You can see up to 120 feet in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them.

GALDR

The Galdr is a rune caster. To read runes is a power in and of itself, but to understand them deeply, and to use them correctly, is true magic. Odin knew the secrets of runes, and sacrificed much to learn those secrets. The same is true for the Galdr. Sacrifices must be made for knowledge.

Play a Galdr if:
- You want to know the secrets of runes
- You want to magically infuse equipment
- You want to stand in the shield wall, and use magic to empower yourself and allies

RUNE-WARRIOR

The secrets of runes are only for those with the tenacity and grit to take them. You are a warrior, and stand in the shieldwall. Starting at 1st level, you gain proficiency in martial weapons, shields, as well as medium and heavy armour.

You can use your Intelligence modifier in place of your Strength or Dexterity modifier to determine your melee bonus to hit and damage. Additionally, your starting equipment is the same as the Drengr from your Aett.

RUNE MAGIC

The Galdr learns the secret nature of runes. While many educated people can read runes, you have a deeper understanding of their true meaning, of their power, their construction. This allows you to channel the power of these runes into spell effects.

Runes are presented as a three-tiered system, with each rank (Apprentice, Journeyman, and Master) providing more impressive or useful powers.

Runes are also grouped into threes, with each grouping related to a theme. While you can learn any rune you set your mind to, you receive a discount when learning a higher level rune from a grouping in which you've already learned one or more runes.

At 1st level, you have already learned some of the simpler Apprentice runes. Choose two of these runes. You know how to cast them. Each rune description will tell you the rune's effects and how often you can use it.

More information on runes, including the full list of rune groupings, can be found in Chapter 5, Magic.

Intelligence is your spellcasting ability for your runic spells. The power of your spells comes from your understanding of the runes and the great amount of time you have spent practicing. You use your Intelligence whenever a runic spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a runic spell you cast and when making a spell attack roll.

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

Spell attack modifier =
your proficiency bonus + your Intelligence modifier

CONDUIT - EINHERJAR'S BLADE

The Galdr and their runes have a special connection with Asgard, home of the Aesir gods and Odin. Starting at 2nd level, you gain the ability to create a sort of gate or portal to another place, bringing it into Iskloft in some way.

When you do so, you spend an action to inscribe the secret rune of Asgard onto a weapon. For the next minute, the weapon exudes a holy power and radiance. It gains a +1 bonus to hit and damage, deals an extra 1d6 radiant damage, emits bright light in a 30-foot radius, and creatures hit by the weapon must succeed on a Strength saving throw or be thrown back 15 feet and knocked prone. On a successful save, they are not knocked back or made prone.

At 6th level, the bonuses increase to +2 to hit and damage, and 2d6 radiant damage.

RUNESCRIBING

The Galdr is a creator at heart. The power of the runes is best bound into objects, and as a Galdr, you are able to bind these powers into your creations. Beginning at 6th level, you have learned to turn these practices into the creation of wondrous things.

By spending a week in a steading that has a smithy, you are able to forge a runebound weapon. At the end of the week, you will have created a High Quality item, either a melee weapon or shield. You can only create one such item.

When you choose to make a melee weapon, select any martial melee weapon. It gains the following benefits when you wield it:
- It counts as magical for the purpose of bypassing resistances.
- It has a +1 bonus to hit and damage.
- You may add your Intelligence modifier to a Persuasion, Deception or Intimidation check you make once per day.
- When you critically hit with this weapon, you add your Intelligence modifier to the result of your Brutal Wound roll.

When you choose to make a shield, select any shield. It gains the following benefits when you wield it:
- It grants an additional +1 to Armour Class.
- It allows you to reroll one saving throw you make per day.
- You can use the shield as an offhand weapon that deals 1d6 + Intelligence modifier bludgeoning damage.

RUNEMASTER

Beginning at 10th level, you have truly mastered the art of creating and inscribing runes. Whenever you finish a short or long rest, you can select a weapon, shield, or suit of armour. You inscribe a complex series of runes onto this item, making it a Masterwork item until you finish your next short or long rest.

GALDR RUNE TABLE

LEVEL	APPRENTICE	JOURNEYMAN	MASTER
1	2	-	-
2	2	-	-
3	2	1	-
4	3	1	-
5	3	2	-
6	3	2	1
7	4	3	1
8	4	3	2
9	5	4	2
10	5	4	3

SEIÐKONA

In a forest clearing, a woman with flowing red hair dances naked. Her movements are wild, not measured. She writhes and leaps as the music only she can hear overtakes her. The song of birds, the chittering of insects, the beat of every heart in the forest. She hears it all. She works herself into a rhythm, lashing out madly, until finally she stops. She surveys the glade, and sees the child she brought here, on its forehead a strange spiral she drew. Breathing heavily, she leaves the glade, and the child, behind.

You are the reason men fear the witch. You are the true power in the world. Runes and songs, these are paltry tricks compared to the might of your magic. Let the Volva have her purity and piety. Let the Galdr have his wisdom. You have no need of it. They will stand in awe of you.

Seiðkona must be female.

Play a Seiðkona if:

- You want to make pacts with spirits
- You want to posses powerful, but dangerous magic
- You want to manage risk and reward

VESSEL

You tap into the power of the World Tree, the power of the Alfr, of the World Serpent, of the Fenris Wolf, of the great serpent Nidhoggr. You tap into the power of Helheim and the dead, or into Muspelheim and into the power of the Fire Jotun. These dark powers are under your control. Power, near infinite, is yours, but at a cost.

This power manifests as Níðgaldr. These are spells and magical effects that you can summon by allowing spirits to possess you briefly. You know a number of Níðgaldr based on your level. You can cast them as often as you like, but each Níðgaldr has a Possession cost associated with it.

Yours is a mortal frame, however, and there is only so much power that it can handle. You also have a Possession Limit, which you can see in the table below. When you exceed your Possession Limit, you start to give yourself over to the dark powers. This has various effects, which you can see in the Possession Limit table at the end of the archetype description. You must roll on the Possession table each time you exceed your limit.

A Seiðkona can cast a Níðgaldr she knows at any time.

Níðgaldr Save DC: 8 + your proficiency bonus + your Charisma modifier

Níðgaldr Attack Bonus: your proficiency bonus + your Charisma modifier

At the end of a short rest, your Possession is reduced by a number equal to your Possession Limit. At the end of a long rest, your Possession is reduced by a number equal to twice your Possession Limit.

A Seiðkona can learn any Niðgaldr she wishes, provided that the Possession Cost of the spell is less than or equal to her Possession limit.

OFFERINGS

While taking a rest to cleanse your body of the powerful magic within you is most effective, there are alternatives. You can undergo a ritual sacrifice whereby you take a living creature to a secluded place, unspoiled by man. The creature does not have to be willing. The creature's shape and size may change how effective the offering's power is (GM's discretion).

You must spend an hour inscribing the skin of the creature with the swirling patterns of your curses, before cutting its throat and letting it bleed out onto the root of a tree, or on a rock that you have drawn a symbol upon. As the creature bleeds out, you must chant and offer this creature as a sacrifice.

This allows you to reduce your Possession by 1d4. If the creature is a human, you reduce your Possession by a 1d4 plus your Charisma modifier. Once you have made an offering, you cannot do so again until you finish a short or long rest.

EFFORTLESS POWER

Your Possession empowers you as it brings you ever closer to ruin. While you're possessed by powerful spirits, you gain abilities that you can use at will.

Possession 3 or greater

At this level of possession, you can create minor, harmless sensory effects, such as a puff of wind, a faint sound, a strange odour or a flash of light. You can mark an object or surface with a symbol or colour, cause your voice to boom loudly, cause your eyes to change colour or glow, or cause the wind to pick up.
You can cause flames to brighten, dim or instantaneously snuff out, or change colour. You create an instantaneous sound that originates from a point of your choice within 30 feet, such as a rumble of thunder, the cry of a raven, or ominous whispers. You can cause an unlocked door or window to fly open or slam shut.

Possession 5 or greater

The power of your Possession protects you. You can use your reaction when you are hit by an attack to reduce the damage by your Possession level. You can use this ability a number of times equal to your Charisma modifier. You regain all uses of this ability after you finish a short or long rest.

Possession 7 or greater

Your appearance changes - you may float one foot above the ground, your hair may float upwards as if you were underwater, your skin may turn glowing bright or pitch black, you may appear to have a great set of horns - whatever the case may be, you become utterly terrifying to behold. All creatures that look upon you must make a Wisdom save or become frightened of you for 1 minute.

SEIÐKONA LEVEL	NIÐGALDR KNOWN	POSSESSION LIMIT	RITUALS KNOWN
1st	2	2	1
2nd	3	2	1
3rd	3	3	1
4th	4	3	2
5th	4	4	2
6th	5	4	2
7th	5	5	3
8th	6	5	3
9th	6	6	3
10th	7	6	4

SEIÐKONA POSSESSION LIMIT TABLE	
NUMBER ABOVE POSSESSION LIMIT	EFFECT
1+	Roll on the Minor Possession Table
5+	Roll on the Major Possession Table
15+	Something comes to collect. You have gone too far down the path. Roll 1d10+10 on the Major Possession Table twice.

Conduit - Reweave Skeins

Beginning at 2nd level, you learn to use your conduit ability to bring into the mortal realm the very power of the norns. You dig into the skeins of fate that have doomed a character, and change them.

When a character suffers a brutal wound, you are able to remove that wound from them. This ability cannot regrow lost limbs.

This is a long and involved ritual, taking an hour to complete. During this time, you must find a living creature of at least small size (not a fish or an insect).

You must then take some flesh from the creature and from the wounded character, and knit them together. For the next hour, you chant, beseeching the norns, and using two knitting needles to knit the flesh of the wound closed. During this time, the wound will appear on the sacrificial creature. At the end of the hour, the brutal wound will have been fully removed from the character, as well as any harmful effects. Both you and the character suffer one level of exhaustion.

Alternatively, you are able to do this as an action when the need is great. You must take your knitting needle and shove it into the flesh of a living enemy, or an enemy that has died in the last minute, as you quickly chant to the norns asking them to reweave the skeins of fate and transfer that brutal wound to this enemy instead. Doing so will transfer the brutal wound to the target. However, your Possession level increases by 3, and the wounded ally suffers two levels of exhaustion and becomes Dazed for 1d4 rounds.

The human body can only take so much punishment, and the norns will not tolerate such interference for long. A character can only be healed by your Reweave Skeins ability a number of times equal to their Constitution modifier + their Wisdom modifier. If you attempt to heal a character after they have exceeded this limit, the character's wound remains, and they must roll 1d10+10 on the Brutal Wound table (Piercing, Body), and you suffer 5 levels of Possession.

Rituals

At 2nd level you also gain access to a small selection of complex rituals. These are spells you've learned that take a long time to cast, and have powerful, or even permanent effects. You learn one ritual at level 1, and another at levels 5 and 9. Rituals are detailed in the Magic chapter. You can cast one ritual per month.

Possession Control

Beginning at 6th level, you've learned to better manage your Possession. When you roll on a Possession Table, you can roll twice and choose your result.

Relinquish Control

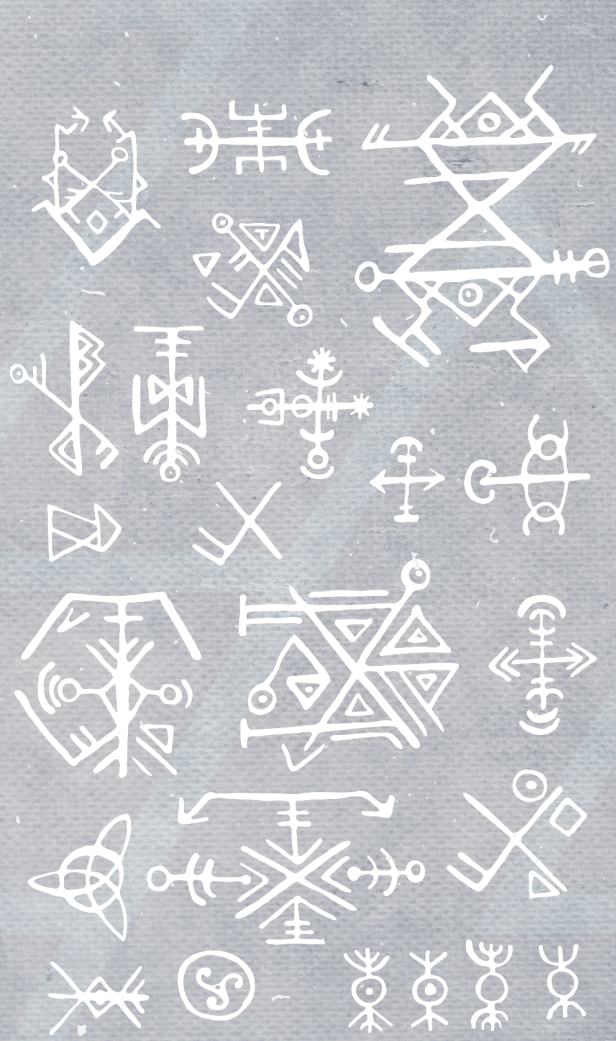
At 10th level, you have learned to give in totally to your Possession for a limited time. This is an extremely dangerous procedure, but the rewards are mighty indeed.

As an action, you can relinquish control of your body to a spirit that fully possesses you. For the next minute, you gain the following effects:

- You can cast Niðgaldr without paying their Possession costs
- Your Possession level becomes 12
- You gain a flying speed of 60 feet

After the minute is complete, your Possession level remains at 12, and you must roll three times on the Major Possession Table.

Minor Possession Table	
1d8 Roll	Effect
1	You feel a wave of nausea come over you, as a spirit toys with you. You are Poisoned until the end of your next turn.
2	A spirit gleefully stitches your wounds closed. You regain 1d8 hit points.
3	Your eyes change colour and time speeds up around you. You can take an action or move on your next turn, not both.
4	Your stomach swells and wriggles, and you vomit serpents onto the ground that fizzle away into ash. You are stunned until the end of your next turn.
5	A build up of strange forces releases a subsonic boom. Each creature within 20 feet of you takes 1d8 thunder damage.
6	You are lifted off your feet into the air and slammed back down. You are prone until the start of your next turn.
7	The forces roil around you, and the air seems aflame. You suffer 1d10 fire damage.
8	You levitate off the ground a foot, and seem to float as if underwater. Attacks against you have advantage until the start of your next turn.



MAJOR POSSESSION TABLE	
1D20 ROLL	EFFECT
1	Your spirit is shunted from your body. For the next 1d4 rounds you are considered ethereal, a spirit loosed from its mortal bonds. Your body collapses to the ground, defenseless and incapacitated during this time. You can still see your surroundings, and you gain a fly speed of 120 feet, but you cannot affect the normal world.
2	Shadows swirl around you, and your eyes turn black. You are blinded until the end of your next turn
3	Torrents of power wash outward from your mortal form. Stone cracks, wood splinters and water begins to boil or freeze as the environment around you changes violently. The GM has ultimate say in how the area around you changes and what effects take place.
4	You try to speak, but something has stolen your voice. You are unable to cast Niðgaldr for 1d4 turns.
5	You suffer disturbing visions of other worlds, of the skeins of your fate, and of the end of all things. You suffer 2d8 psychic damage and suffer the Hopeless condition.
6	Chaos rips through you, convulsions overtake your body straining your muscles to their very limit. Your movements are awkward and random, flailing madly and spinning in place like a marionette with damaged strings. Attacks against you have advantage until the end of your next turn, and you must spend your action making unarmed attacks against anyone within 5 feet until the end of your next turn. You gain one level of exhaustion.
7	Dark power coerces your deepest secrets from all around you. You begin to speak aloud the very things you would wish to never give words. Each round, you and each creature within 30 feet of you must relinquish a dark desire or speak a truth they have been holding back, until they succeed an Intelligence saving throw (DC 8 + Possession level). This does not stop them from taking normal actions.
8	A protective spirit tied to nature hardens your flesh into that of a mighty tree. Bark and vines cover your form in a tough layer of plant matter. Your eyes light from within a green that is visible from up to 30 feet away. Gain 1d8 temporary hit points. For the next minute you have resistance to non-magical slashing, bludgeoning and piercing damage, and reduce your movement by half.
9	Blood begins to flood your eyes and pour down your face. You gain truesight with a range of 120 feet for the next 1d4 rounds. Anyone looking upon your terrible visage must succeed on a Wisdom save or be frightened until the end of their next turn.
10	Your back arches and head snaps backwards as you scream into the sky. Pouring from your open mouth a swarm of biting, stinging insects erupts in a seemingly endless stream. They swirl around you, giving you three-quarters cover. For the next 1d4 rounds, each creature that starts its turn within 10 feet of you, or moves within 10 feet of you for the first time on its turn suffers 1d6 poison damage.
11	You are overtaken by a relentless spirit who haunts you in your dreams. Each time you take a short or long rest the spirit visits you with terrible nightmares causing you to toss and turn all night. When this effect is gained, and at the end of each rest, make a Charisma save. Success ends the haunting nightmares. Failure gains you a level of exhaustion (for a long rest, this is instead of removing one).
12	Black veins wreathe your body, pulsating and threatening to burst through your skin. They tentril out from your orifices and hands like whips attacking anything within reach. All creatures within 10 feet must succeed on a Dexterity save or suffer 2d6 necrotic damage. You are stunned until the end of your next turn while this horror unfolds.
13	Overtaken with a feral spirit, your body changes; your fingers become elongated and nails harden into claws. Your hands are considered natural weapons that deal 1d8 damage each. For the next minute you must spend your turn engaging and attacking the nearest threat. If no threat exists you must attack something living each round if you can reach it with your movement. This assault is reckless, and you have advantage on the attacks, but attacks made against you also have advantage.
14	A powerful spirit slams into you with enough force to knock you prone and the ground around you is torn asunder. You take 2d10 bludgeoning damage and anyone with 15 feet must succeed on a Dexterity save or be knocked prone. This area is now considered difficult terrain.
15	A dark and malevolent spirit overtakes you and compels your own shadow to attack you. A Fylgia begins to haunt your steps. (See monsters section)
16	You have angered the gods of the land; nature unleashes its fury upon you. Creatures appropriate to the area and situation begin attacking you. Birds, dogs, horses, livestock, bear, deer, wolves, vermin or perhaps something far more terrible spends 1d4 rounds trying to end your life.
17	A storm envelops you, causing debris and anything less than Small in size to spiral around you like a cyclone in a 60-foot radius. The sudden, harsh winds cause the vicinity to become heavily obscured and ranged attacks are made at disadvantage until the end of your next turn. Creatures other than you in this area when the effect begins must make a Strength save or suffer 2d6 bludgeoning damage and be shoved 15 feet directly away from you.
18	A dread spirit overtakes you, seeking vengeance for some perceived slight. Crimson fog fills the area, and waves of terror, hate and despair envelop all within the fog. You float 10 feet above the ground at the centre of the fog. Each creature within a 30-foot radius must succeed on a Charisma saving throw or suffer your Charisma modifier in psychic damage and have their movement halved until the end of their next turn. Each creature that ends its turn within the area must repeat the save or suffer the same effects. You are incapacitated for the duration. At the end of your turn, make a Charisma saving throw. This effect ends when you fall unconscious, or succeed on two Charisma saving throws.
19	A spirit of malice possesses you, distorting your features and overtaking your mind with madness. Immediately cast 1d3 Níðgaldr at random. Targets for each are chosen randomly from those available. You gain 1 level of exhaustion per Níðgaldr cast instead of the normal Possession limit gain.
20	You have tempted the fates and drawn upon powers meant for no mortal. A yawning void slowly begins to open, a glimpse into the realms beyond Midgard. You float in the void of Ginnungagap and behold the World Tree in its mighty glory, see the Nine Worlds before you. Your eyes are filled with tears at the splendour, before you are looking out of your eyes again, though you cannot blink, nor move your body. You feel a presence that has taken hold of your body. Make a Charisma saving throw (DC 10 + Possession level). On a successful save, you spend the next 1d3 rounds paralysed as you battle to wrest control of your body back from the spirit that is trying to claim it. On a failed save, you have been possessed. Your character becomes an NPC controlled by the GM, possessed by a creature from another world of the GM's choosing. You appear as normal to your allies and those around you. This possession is permanent and cannot be undone by any means known by mortals.

HEFÐIR

Hefðir are tendencies, special skills and cultural traditions associated with particular aettir. A Gunnlander may be exceptional with a sword, an Ironeye may have ancient wisdom, while a Kastaliner may be worldly and savvy.

Mechanically hefðir operate much like feats, except that they are specific to your aett.

Whenever a character has the option for Character Improvement (all classes get this option at 4th and 8th level), you may choose a Hefðir from the Open Hefðir list, or from the specific Aett Hefðir list your character belongs to. Additionally, if you are a Drengr, you can select a Hefðir from the Drengr specific list.

At your option, you can also include feats from the Player's Handbook of the world's most popular roleplaying game. Generally speaking, combat specific feats work well for Iskloft, while magic based feats really don't fit as they do not use the same magic systems.

Hefðir are likely more powerful than the feat options you're used to, especially those from the Drengr specific list. These are meant to compete with the raw power of simply increasing your Ability Scores, and should add more versatility to your character.

OPEN HEFÐIR

SHIELD-WISE

You have learned to use the shield, and it's saved your hide more than once.

- You gain proficiency with shields.
- You can shove as a bonus action when you take the attack action on your turn.
- You can absorb an additional brutal wound with your shield.

SEA LEGS

Life on the sea has taught you how to move appropriately when aboard a boat. Whether you've been sailing as a merchant, a trader, a reaver or an explorer, you've learned the ability to move confidently at sea. You can exploit this balance to your advantage, even on dry land.

- You have advantage on Dexterity (Acrobatics) ability checks and saving throws involving keeping your footing, such as when fighting on a boat, a raft or other precarious or risky surfaces.
- You can always choose to use Dexterity instead of Strength when making Athletics checks involving swimming.
- You do not have disadvantage on Strength (Athletics) checks when swimming in light or medium armour.

FORWARD!

Screaming, you charge forth, into the maelstrom of battle.

- Increase your Strength score by 1, to a maximum of 20 .
- When you use your action to Dash, you can use a bonus action to make one melee weapon attack or to shove a creature. If you move at least 10 feet in a straight line immediately before taking this bonus action, you either gain a +5 bonus to the attack's damage roll or push the target up to 10 feet away from you.

GRIT

You have been through much, and will go through much more. Scrapes, scars and wounds haven't stopped you yet.

- Increase your Constitution score by 1, to a maximum of 20.
- You gain proficiency in the Constitution (Grit) skill.
- When you recover hit points from rolling Hit Dice during a short rest, the minimum number of hit points you regain is equal to your Constitution (Grit) bonus.

SKAG HUNTER

The hated and feared skags and witches of Iskloft are an ever present threat. You have faced them more than once, and have learned how best to deal with them.

- You have advantage on Wisdom and Constitution saving throws against spells cast by creatures within 5 feet of you.
- When you damage a creature that is concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration.

WORD-TRAPPER

You have learned much about the secrets of the written word, what the northerners call 'word-trapping'. You are a learned person, and that can be a great power all its own in the right circumstances. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You learn two additional languages of your choice.
- You can read and write in each language you know.
- You are trained in mathematics. You have advantage on skill checks involving money, logistics, and construction.

ASBLOÐR HEFÐIR

ODIN'S WEAPON

The spear is the chosen weapon of the Allfather, and the people of Asblóð have long valued it, as it is deadly even in the hands of a villager. You have come to master it in any situation. You gain the following benefits when wielding a spear:

- When you take the Attack action and attack with a spear using both hands (a spear that has either the two-handed or versatile property), you can use a bonus action to make an attack with the opposite end of the weapon. This attack does 1d4 bludgeoning damage.
- While you are wielding a greatspear or boarspear, you may spend your reaction to make an attack against creatures that come within your reach.
- You can spend 30 feet of movement to get into a defensive stance, increasing your reach by 5 feet, and adding +2 to your Armour Class until the start of your next turn.

SAILS ON THE COAST

The life of a citizen of Asblóð is often punctuated by raids. The Iskolfinn who come down from the north often don't sail much further than the Western coast of Asblóð, and so you are used to keeping an eye out for sails, or strange warriors. You gain the following benefits:

- You have advantage on perception checks to spot ships, even at a great distance.
- You have advantage on Wisdom (Insight) checks against people from the Iskolfinn Aettir, and on Wisdom (Lore-wise) checks to remember faces and names of famous reavers from any Aettir.
- While you are fighting on a hill, or use some other natural element as a defensive feature, such as loose stones, a shallow beach, or a forest with thick undergrowth, you gain a +1 bonus to Armour Class and advantage on Wisdom saves related to fear.

FARMER'S LIFE

You, like most people in Asblóð, are a farmer at heart. Good soil and the crunch of grass before dawn, these are most dear to you. You can make a decent living as a farmer, and you also gain the following benefits:

- The first time you would gain exhaustion due to lack of sleep, you ignore it.
- You can see normally in dim light, such as pre-dawn or dusk.
- You know quite a bit about crops and weeds. You have advantage on Wisdom (Lore-wise) checks to spot herbs, weeds and other plants.

Asbroth

Colloquially called 'Asbroth', this thick soup is a speciality of the region. Taking fish, seafood, milk, bread and a collection of herbs, you can create a delicious and invigorating meal for you and your companions. While taking a long rest (and of course while appropriately supplied), you can spend an hour creating this soup.

When you make and eat this dish during a long rest, you and any companions who also ate it, may remove an extra level of exhaustion, and reroll their hit die to regain health.

Repel Reavers

You're used to fighting with whatever is at hand and defending your lands from the Iskolfinn. You gain proficiency in improvised weapons, and when you are adjacent to an ally, you gain a +1 to AC.

Lie-Smeller

You have spent much time in the cities of Asblóð. You have learned much of other cultures and of trade, and as such have learned to spot a lie with ease.

- Increase your Wisdom or Charisma score by 1, to a maximum of 20.
- You learn an additional language of your choice.
- You gain proficiency in Wisdom (Insight) checks, and once per day can roll a Wisdom (Insight) check with advantage.

Gunnlander Hefdir

Blood-Ember

The axe is the most common weapon in iskloft. Useful as a weapon, but also as a survival tool, it is ubiquitous. Yet in Gunnland, the sword is held up as the mark of a true warrior. You have joined an old society, the sword-men, who emulate the legendary king Gunnar, who fought with a great shining sword.

- All of your melee attacks with seaxes, swords and greatswords have a +1 damage bonus.
- After you make a successful melee attack with a seax, sword or greatsword, can re-roll the weapon's damage dice and use either total.

Chosen Swordsman

You've dedicated yourself to become a supreme swordsman. When you first select this Hefdir, choose one of the abilities below. You can select it again later to learn another ability.

Lock Blades. When a creature attacks you with a weapon, you may use your reaction to attempt to lock blades and parry their attack. Make an attack roll with your sword. You have advantage on this roll if you are wielding your sword with two hands. If the result of this roll exceeds their attack roll, their attack misses.

Short Draw. As a bonus action, you may draw a sheathed sword and make an attack roll to strike the enemy with its pommel. This attack deals no damage, but the next attack roll made against the target has advantage.

Bloody Wound. When you hit a creature with a sword, you can choose to make a superficial but bloody wound. The attack does no damage, but inflicts one level Bleeding condition.

Guard. When fighting with a sword, you gain a +1 bonus to your AC.

Pommel Strike. When fighting with a sword, you can use your bonus action to make an attack with the pommel or hilt of your sword. This attack deals 1d4 damage, and the target must make a DC 14 Constitution (Grit) check or have disadvantage on its next attack.

Hatred of the Other

The Jotun wars have been costly to your people. For centuries, great lords have marched from Gunnland into the north, with dreams of crushing the horned bastards who dwell in those mountains. Witches, skags, and casters of all descriptions too, are ancient enemies of your people.

When you are fighting in melee combat against the servants of the Jotnar (including worshippers, jotunaett, and even jotun themselves), or skags (Seiðkona, völva, witches and spellcasters) you have the following benefits against those foes:

- +1 bonus to your attack rolls.
- +2 bonus to your damage.

Gunnar's Bearing

You bear a striking resemblance to the legendary king Gunnar. With your red hair and noble countenance, people tend to listen to you, and you have an excellent ability to read them.

- You increase your Charsima score by 1, to a maximum of 20.
- You have advantage on your choice of Wisdom (Insight) or Charisma (Persuasion) checks.

Great Sailors

Gunnlanders are famed for their skill with sailing, and you are no different. While you're on a ship and not wearing heavy armour, you gain the following effects:

- You can swim at normal speed even when wearing light or medium armour.
- You have advantage on saves and checks related to falling, slipping, or sea sickness.
- You gain a +1 to attack and damage when fighting on the deck of a ship.

Ironeye Hefðir

Old Hatred

Old Hatred
When you face your kin's most hated enemies you feel the strength of your ancestors, slain by the foul hands of the fey king, flowing impetuously in your veins.

When you are fighting using a melee weapon against Gunnlanders, fey creatures, or Alfr and their kind, whenever you roll for damage, the minimum value of your damage die counts as the maximum value. For example, if your damage die was a d8, and you rolled a 1, that would count as an 8 against the foes mentioned above.

Messengers of the Allfather

The raven has long been a symbol of the Allfather, and the Ironeyes revere him most of all. An intelligent raven, surely a creature of Odin, has begun to follow you. It speaks to you, cawing words occasionally, and it seems wise and bound to your kin by old ties of friendship, or perhaps sent by the Allfather himself to guide and watch over you.

Over the generations, these ravens have proven invaluable allies to your people, gathering news, sending messages. This raven travels with you, and is generally not much more than a few miles away.

Usually this raven is happy to help you, but unusual requests or rudeness, or a lack of guest rites (the raven will take salt and food each time it visits, and it will always provide a gift, often a fresh worm, a piece of shiny metal, a smooth pebble or something else it considers valuable), can make it angry. If this happens, you can make a DC 15 Charisma (Persuasion) check to try and appease the bird.

The raven does not ask for anything in return, but repeated requests over a short time might sooner or later lead it to feel entitled to compensation. The time needed for a raven to complete the errand depends on the request, on the distance to be covered, and on the complexity of the assignment. A raven flies at an average speed of 30 miles per hour.

The raven can take care of many tasks, from carrying messages, to scouting ahead, to investigating an area - as well as anything you think an unusually intelligent raven might be able to achieve.

The Iron Eye

It is said that Brynjolf Ironeye was able to commune with the gods, that he had the gift of foresight. His descendants still have a measure of that power. Some ironeyes perceive the future in dreams, others in visions before their waking eyes.

- Increase your Wisdom score by 1, to a maximum of 20.
- Additionally, once per week, you may invoke your power of foresight. When this happens, the GM should give you a relevant piece of information regarding important events likely to occur during your current endeavour. You can seldom foresee exactly what is to befall, but you may gain clear images of where you should go, places to be wary of, a wanderer you can trust and so forth. The skeins of fate are often cryptic though, and the answers you get will often suggest that both weal and woe await.

Rune-wise

You know some small knowledge of the runes, those powerful symbols of the gods. You know to carve them into wood, or iron, or to draw them on skin. Select one of the following when you gain this Hefðir. You can select an additional rune by taking this Hefðir again.

Gebo. You have advantage on checks to determine the value of an item. Additionally, if you draw the rune onto an item and spend a minute studying it, you can determine its magical properties. Finally, you have advantage on Charisma checks related to haggling and negotiating.

Dagaz. You always know exactly how long it is until sunrise or sunset. You can see 60 ft. in Dim Light as if it were bright light. Additionally, if you spend a minute drawing the rune onto an item, you can cause it to emit a bright light for 30 feet, and dim light out to 60ft.

Fehu. You double your proficiency bonus when making Wisdom (Animal Handling) checks. You can spend 10 minutes inscribing the rune Fehu onto a willing ally. This ally's carrying capacity is tripled for the next 8 hours.

Apprentice

For centuries, the Ironeyes have had the finest smiths in the land, and their greatest warriors are also skilled craftsmen. It is tradition that a young man of good and noble standing become a blacksmith's apprentice.

This role encompasses more than just learning how to forge steel. An experienced warrior will take a teenager under their wing, and show them what it is to be an Ironeye. You are that warrior.

Your apprentice will travel with you, taking care of the horses, setting up the camp, maintaining your weapons and armour, cleaning your clothes - they will serve you. In return, you teach them. You show them the skills of the smith, but also of the warrior, and the traveller. You show them how to interact with strangers, friends, and enemies. You show them how to compose themselves in every aspect of life. You impart wisdom of the gods, of traditions and customs.

Your apprentice will promptly recover your mount should you fall from the saddle or be thrown down from it. They will bring you a spare shield or weapon should you have it smashed or dropped (they effectively grant a bonus action to allow recovery of such items). They will carry you from the field should you be knocked unconscious by the blows of an enemy.

The apprentice can fight, but they are not warriors, not yet at least. Your apprentice is anywhere between 9 and 12 years old. If it comes to it, your apprentice's stat block follows.

Ironeye Apprentice

Medium humanoid
Armour Class: 14
Hit Points: 20
Speed: 30 ft.

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

Proficiency Bonus: +2
Skills: Animal Handling +3, Athletics +3, Insight +3, Smith's Tools +3
Senses: Passive Perception 14
Languages: Same as master

Actions

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d8 + 2) piercing damage, or 8 (1d10 + 2) piercing damage if used with two hands to make a melee attack.

Iskolfinn Hefðir

Endurance of the North

Life is hard in Iskolfinn. The tundra, the snow, the beasts, the jotunaett, the raiders, the cold - all of these could kill you. Yet you and yours are made of sterner stuff, and do not give up easily. You are slow to weary and endure burdens stoically. In battle you are fearsome foes, often able to fight on against overwhelming odds and in spite of grievous wounds.

When a blow reduces you to 0 hit points, but does not kill you outright, you may spend inspiration or your remaining hit dice to automatically stabilise, remain conscious and continue to take actions. If you take any damage, you fall as normal.

Hoarfolk

The cold of your home is second nature to you, and you can resist it better than most.

- Your Constitution increases by 1, to a maximum of 20
- You have advantage on Constitution (Grit) checks dealing with cold weather effects
- The first time you would get exhaustion from a climate related effect, you can ignore its effects.

Iskolfinn Trudge

You have learned to recover from your exertions even while engaging in a repetitive task, like walking, or rowing in a boat. In the North, you rarely get to rest.

When you finish a short rest, you automatically recover a number of hit points equal to your Constitution (Grit) skill without expending hit dice.

Reavers

You learn one of the listed abilities for free when you first select this Hefdir. You can select it multiple times, learning a new feature each time.

Swine-head. As long as there is at least one ally fighting by your side, you may increase the ac bonus from your shield by +1.

Long Armed. As long as you are fighting with a martial melee weapon that is not light, you gain reach of 5ft.

The Best Defence. You gain a +1 bonus to your Armour Class while you are wielding a melee weapon in each hand, and both weapons are light.

Great Arc. When you make a melee attack with a weapon that has the two handed and heavy property, you may deal damage equal to your strength modifier to a creature within 5 feet of your target.

Thrallcatcher. When you make a melee or ranged weapon attack with a hand axe, you may attempt to pin a Medium or smaller creature to a wall or surface by catching them with the axe's edge. Make an attack roll; if the attack hits, the target must make a DC 14 Strength saving throw. On a failure, the target's speed is reduced to 0 until the axe is removed. The target can repeat the saving throw as an action on its turn.

Salt Spray

The Iskolfinn are some of the finest sailors in Iskloft, and spend a great deal of their time upon the waves.

- You gain proficiency in Intelligence (Sailing).
- You have advantage on saves and checks related to falling, slipping, or sea sickness.
- You are able to get the benefits of a short rest while sailing even through rough waves or stormy weather.
- You and your companions count your longship as a Steading.

Waste Not, Want Not

You have a sturdy constitution that allows you to stomach anything without complaint.

- Your Constitution increases by 1, to a maximum of 20.
- You have resistance to poison damage.
- You are immune to revolting smells (such as that of rotting fish, fetid corpses or the risen dead) and can eat spoiled or rotten food without ill effect.

We Cannot Fail

Having spent many of your days walking through a trackless, icy tundra, you have become exceptionally good at noticing things. You spot landmarks that others would miss, and you notice minute details - the tracks that you lost two days ago look just like these ones. You've got an excellent memory, and that is useful.

Choose one of the following skills: Animal Handling, Grit, Perception, World-wise. You double your proficiency bonus when you make a check using the chosen skill.

Additionally, you may reroll a check made using that skill when engaged in a skill challenge, once per long rest.

Kastaliner Hefdir

Merchant Prince

The wealthiest citizens of Iskloft live in Koengkastalin. Many great families have become impossibly rich over the centuries, controlling trade, import and export from the centre of the country. Your family's fortune has risen steadily, and you have been afforded a servant from those employed who can serve you in your endeavours.

At character creation (or the next time you stop in a major settlement), you may pick one servant to accompany you. They are loyal to your house, and have served your family for generations.

Attendant.
A simple servant, they will take care of your arms and armour, cook and clean for you, ensure the animals are taken care of. Travelling with an attendant allows you to make animal handling and weapon maintenance checks at advantage.

Poet.
Though not a true skald, this singer assists you in your daily routine, standing at your side, making introductions, telling your tale in a favourable light, providing advice and counsel. Traveling with a poet allows you to make persuasion or insight checks at advantage (choose one).

Thrall.
A thrall helps helps you in carrying your gear when you are adventuring. Travelling with a thrall allows you to immediately remove the first level of exhaustion you acquire during a journey

Seer.
This religious figure follows you, ensures the gods look upon you favourably, reads omens and auguries. Travelling with a seer allows you to make Lore-wise checks at advantage.

Song of the Moot

This song has been taught to the worthiest citizens of the King's Castle, since your people first moved into the ruins. Sang before the moot is called, it is ancient and powerful. It sings of the first Jotun war, when the giants were smashed by the Aesir and sent back to their hellish homes. Singing its words can reduce the loss of a warrior's life-blood to a trickle, letting it flow back to the heart.

After you finish a short rest, you may sing this song to recover a hit die + your Constitution modifier worth of damage without expending one of your hit die. By spending inspiration, you may do the same for all of the other members of your party.

Stern Handshake

Kastaliner are nothing if not negotiators. Known all around the world as some of the finest deal makers and traders, you give off a feeling of affability and truthfulness that puts others at ease.

- Increase your Charisma score by 1, to a maximum of 20.
- The first Charisma based skill check you make against someone you've just met has advantage.
- You can make a DC 14 Wisdom (Insight) check to try and determine a weakness in another person that you have spent 1 minute speaking to, that may help you negotiate better.

Prove Them Wrong

They may say that the Kastaliner are not brave or honourable, but when push comes to shove, you will acquit yourself just fine.

You may take an action and spend a hit die. For the length of the following combat, you are immune to the frightened condition, and are unaffected by the penalties derived from any exhaustion levels that you may have. You must take a long rest before you can use this ability again.

SWORDPLAY

Though the Gunnlanders are touted as the best swordsmen in Iskloft, their style is savage and uncultured. As a Kastaliner, you have perfected the strategic game of the Bind, and other, more advanced techniques.

When you are wielding a seax, sword or greatsword, you gain the following benefits:

- As a reaction to an attack that misses you, you can capitalise on the mistake and land a grazing blow, dealing damage equal to your Strength or Dexterity modifier.
- As a bonus action on your turn, you can give a scathing insult, or spout a quick improvised verse, giving your opponent disadvantage on their next attack against you.

SODERFJORDR HEFÐIR

SHIELD WALL

You have mastered techniques to take advantage of every drop in any enemy's guard, gaining the following benefits:

- Creatures within your reach provoke opportunity attacks, even if they take the Disengage action.
- When a creature within 5 feet of you makes an attack against a target that is adjacent to you, you can use your reaction to make a single melee weapon attack against that creature.

BATTLE-WEBBING

The rich lands of Soderfjord tend to have warriors that are well supplied. You are used to fighting in heavy chain with thick, stout shields. You can use your armor to deflect strikes that would kill others. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- While you are wearing heavy armor, bludgeoning. piercing, and slashing damage that you take from weapons is reduced by your proficiency modifier.

SPEAR-DIN

Standing shoulder to shoulder with your allies in the shield wall, you have learned to make sure that no opportunity is missed.

- You have advantage on opportunity attacks
- You can take an opportunity attack when a creature within your reach attempts to stand up from being prone
- When you are granted an opportunity attack against a creature, instead of a melee attack, you may choose to perform a shove attempt or a grapple attempt against that creature.

MOUNTED COMBAT

The warriors of Soderfjord have long ridden horses to battle. You are a dangerous foe to face while mounted. While you are mounted and aren't incapacitated, you gain the following benefits:

- When you make a melee weapon attack using a spear or sword while mounted, you have advantage against unmounted creatures that are smaller than your mount.
- As a reaction, you can cause an attack that targets your mount to target you instead.
- When you take the attack action, you can allow your mount to make an attack by spending your bonus action.

SODERFJORDR MOUNT

The horses of Soderfjord are famed for their quality, aggressiveness and endurance. Most horses will not charge a shield wall, and panic at the smell of blood, but yours is a trained war horse, and does not fear battle.

You gain a fine Soderfjord War Horse as a mount. The stat block can be found below.

Soderfjord War Horse

Large animal
Armour Class: 14 (Leathers)
Hit Points: 20 + your Animal Handling skill
Speed: 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	2 (-4)	12 (+1)	9 (-1)

Proficiency Bonus: +2
Skills: Athletics +5, Perception +3
Senses: Passive Perception 11

Trampling Charge. If the horse moves at least 20 ft. straight toward a creature and then hits it with a hooves 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 horse can make another attack with its hooves against it as a bonus action.

ACTIONS

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (2d6 + 4) bludgeoning damage.

Tuathan Hefðir

One Shot

You have learnt to bend your bow so fiercely that you hear its string crack like a whip when it sends its arrows flying. When you use a bow, your damage is increased by both your dexterity modifier and half your strength modifier, rounded down.

Night Hunter

The Tuatha do not have the same values as those in Iskloft. While personal glory is important, victory matters more, and there is no shame in killing a man with his back to you, nor in sneaking into a village at night.

- You can try to hide when you are lightly obscured by things like brush, heavy rain, fog and mud.
- When you are hidden from a creature and miss it with a ranged weapon attack, making the attack doesn't reveal your position.
- Dim light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight.

Sharpshooter

The armoured men in the shield wall scoff when they see you with a bow, or when you throw your weapons. They laugh and call you a coward. That is, until you kill the messenger who would give you away, or the commander behind the battle line. You gain the following benefits:

- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.
- Your ranged weapon attacks ignore half cover.
- Once per long rest, you may add your Dexterity bonus to the roll of a Brutal Wound you make with a ranged weapon.

Naked Fanatics

Your people show their courage in many ways, but the most notorious is that they fight naked, covered only in blue paint. While you're not wearing any armour, your Armour Class equals 10 + your Dexterity Modifier + your Charisma Modifier.

Wood Kern

The javelin is a weapon synonymous with your people. Leaping out of the woods and throwing a volley, or riding on the back of a chariot, your people train in the throwing of weapons. You gain the following benefits:

- The normal range of your thrown weapon attacks is increased by 10, and the maximum range increased by 30.
- If you have a thrown weapon stowed or stored, drawing it is part of ranged weapon attacks you make with it.
- When you make a thrown weapon attack, you may move up to half your speed as a reaction.

Foreign Magic

You grew up in the misty lands of your home, and there you learned some of the magics that your people have mastered. These can be used once per short or long rest. Choose one of the following (you can choose an additional option each time you select this Hefðir):

Whisper. As an action, you can speak into a feather, and with an exhalation, cause one creature within 200 feet of you to be able to hear anything you speak for one round.

Bright Eyes. As an action, you incant an ancient song. For the next minute, you can see clearly in thick fog, mist, rain or snow, as well as dim light.

Waterbreath. As an action, you drink from a skin and for the next minute, you can breathe water as though it was air.

Úlfhéðnar Hefðir

Animalistic Power
Your people are not like the rest. You do not hoard possessions, you do not value the same things. What you do value is strength, speed, stamina. You have honed your animalistic tendencies into power.
- Increase your strength score by 1.
- Your movement speed increases by 10 feet.
- Your lifting and carrying capacities increase as if you were one size category larger. So long as you are carrying less than half of your full capacity you have a +1 bonus to your AC.

Skin of the Great Wolf
Tales say that a warrior's own courage will turn steel and iron better than the smith's hammer-work. As long as you wear light or no armour, you have resistance to non-magical piercing damage.

Raw Meat
Though it seems distasteful to the others of your party, the eating of raw meat fills you with energy and joy.

When you are on a journey, your Supply level counts as one higher, and you may remove the first level of exhaustion you acquire by eating freshly caught raw meat. You must finish a short rest before you can use this ability again.

Pursuit Predator
The hunt is not a quick thing. You follow the prey for days, tiring it out, until finally it can flee no longer. You gain the following benefits:
- You are not slowed by natural difficult terrain, such as thick mud, shallow water, heavy shrubs.
- You may reroll a failed Wisdom (World-wise) check when trying to track or hunt a creature.
- You have advantage on saving throws against cold weather effects.

No Blade Could Harm Them
You have learnt to tap into the inner strength of the indefatigable and relentless hunter. You may spend inspiration in order to expend hit dice for hit point recovery immediately, including during combat. You cannot use this ability again until you complete a short or long rest.

Keen Senses
A lifetime of hunting, tracking and communicating with other Úlf has improved your senses.
- You have advantage on Wisdom (Perception) checks you make that relate to smell.
- You gain a +5 bonus to initiative rolls
- You are able to read lips

Alpha
You have bonded with one of the wolves of Iskloft, something that only someone from your Aett could manage.
- Increase your Wisdom by 1, to a maximum of 20.
- Add your proficiency bonus to the wolf's AC, attack rolls, damage rolls, saving throws and skills. Its hit points are equal to four times your level.

The wolf obeys your commands and stays by your side. On your turn, you may use your action to command the wolf to take an attack, dash, dodge, disengage or help action. Once commanded, the wolf will continue to do as you've commanded until it is no longer able to. If you do not command the wolf, it will defend itself, but will not take actions without your command.

Wolf Companion
Medium beast
Armour Class: 13
Hit Points: 4x your level
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

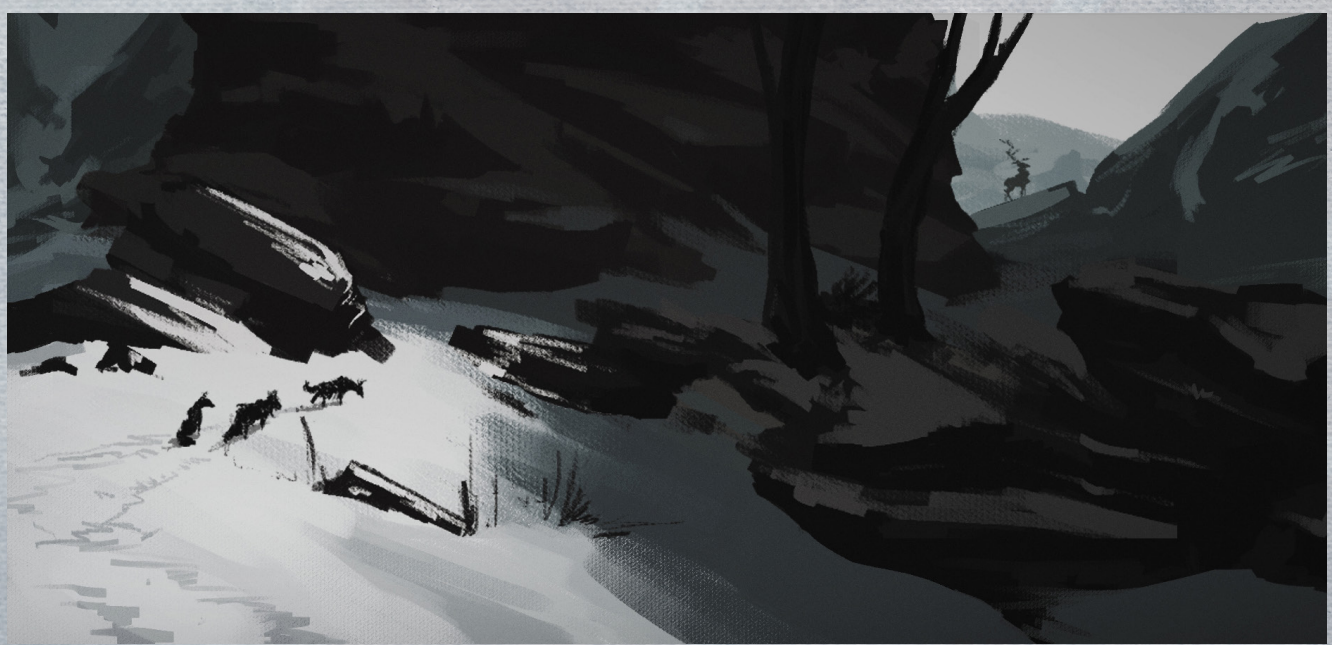
Proficiency Bonus: +2
Skills: Perception +3, Stealth +4
Senses: Passive Perception 13

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

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

Actions

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



VALILANDER HEFÐIR

A CROWN OF FLOWERS

It is said that the Alfr-wise can perceive shades and wraiths that are otherwise invisible to the eyes of men. You have been taught to recognise the signs that betray the haunting of a restless spirit.

You are able to make either an Intelligence (Seið-wise) or Intelligence (Lore-wise) check to see if you can sense the presence of fey spirits, ghosts, restless dead and other unnatural creatures.

Other characters would be unable to sense such creatures. A successful check will let you know if there are such creatures around, and yield information about them.

STRENGTH OF WILL

In moments of fear, your will can strengthen your heart, so that you can withstand the great terror awakened in all mortals by the denizens of the unseen world.

When a fey or undead creature forces you to make a Wisdom saving throw against any effect that may cause the frightened or charmed condition, you have advantage on the check.

If you roll either a natural 19 or 20 to pass the check, you can allow a number of companions equal to your Wisdom modifier to pass their own checks automatically.

THEY CAN BE KILLED

In long centuries of secret strife, the things that hide among the deep woods of Iskloft have learnt to respect Vali's folk.

All of your attacks cause +2 damage to fey and undead creatures that can be affected by your weapons.

In addition, you always carry a piece of unforged iron with you, as you know that the ancient spirits fear its touch.

MARTIAL SPIRIT

The people of Valiland have long endured strange happenings, attacks by fey creatures, monsters rising from the grave, wyrms terrorising the woods. Yet more than that, the constant squabbling of the jarls has created a people who are used to combat, the shield-wall, and the spear-din.

- You gain a +1 bonus to AC when you're adjacent to an ally with a shield.
- Once per encounter, you can use your reaction to have a nearby ally automatically hit on what was a missed attack.

LISTEN NOT TO THEIR LIES!

If any of your allies within 20 feet of you fail a saving throw against any effect that causes supernatural fear or the charmed or frightened condition, you may spend a hit die (per ally) in order to have them succeed at the saving throw. You cannot use this ability if you failed your own saving throws against whatever caused your allies to be frightened.

VALOUR OF VALI

You lived all your life on the edge of the wild, the great forests of Valiland, but the worst news that came to your home in your time only concerned raiders, brigands or packs of hungry wolves. Yet you know the stories of greater evil lurking in the dark.

If you stand alone against an adversary with the fey or undead type, or are part of a group fighting against a single powerful adversary of this type, you gain a +2 bonus to your armour class.

SECRETS OF SEERS

In Valiland, the seer is respected. While much of Iskloft, especially up North, revile 'witches', in Valiland they are respected as seers and healers. Spending your childhood around these figures, you've learned a little bit of their ways.

You become proficient in the Seith-wise and Wound-wise skills, and can attempt to heal an ally who is unconscious using Wound-wise. On a success, that ally gains hitpoints equal to your Wisdom modifier plus your proficiency modifier. You cannot use this ability again until you finish a short or long rest.

Drengr Heiðir

The following Heiðir are only available to characters of the Drengr class.

Over Nine Heads

In the first war, Odin threw his spear over nine heads. Your technique and strength allow you to throw further than any other.

- Increase your Strength or Dexterity by 1, to a maximum of 20.
- Raise the damage of all of your successful ranged attacks by half your proficiency bonus, rounded up.
- You add +1 to the results of Brutal Wound rolls made with ranged weapons.

Dangerous Blows

You have learned to put all your strength into your blows in hand-to-hand battle.

- Increase your Strength or Dexterity by 1, to a maximum of 20.
- Raise the damage of all of your successful melee attacks by half your proficiency bonus, rounded up.
- You add +1 to the results of Brutal Wound rolls made with melee weapons.

Sturdy

You descend from a hardy line and recover far more quickly than most others.

- You add an additional number of hitpoints equal to half your Constitution modifier each time you level up.
- Increase your Constitution score by 1, to a maximum of 20.
- You may re-roll hit dice rolled when leveling up, and spent during short rests and take the higher result.
- You can subtract 1 from Brutal Wound rolls made against you.

Scrapper

Accustomed to rough-and-tumble fighting using whatever weapons happen to be at hand, you gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You are proficient with improvised weapons and unarmed strikes.
- Your unarmed strike uses 1d4 for damage.
- When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to grapple the target.

- to raise your shield and try to parry the attack, increasing your Armour Class by 4 for that attack.
- Your shield grants an extra +1 to your AC.
- You can use the Absorb feature of your shield a number of times equal to your Constitution modifier before it breaks.

Holmgang

You are used to fighting in the honour duel of the Holmgang. You've made the square of birch branches many times, and have always walked away.

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You have advantage on Wisdom (Traditions) skill checks related to duelling and the customs around Holmgang, and on Intelligence (Lore-wise) checks related to recognising well known duellists.

When you are engaged with only one enemy, and both you and the enemy have no allies within 10 feet, you gain the following benefits.

- You can spend 30 feet of movement to gain advantage on your next attack.
- You gain a +1 bonus to armour class when you are engaged with only one enemy.

Skill

Here you'll find four different skills, each an aspect of warfare in Iskloft. You can only choose one of these Heiðir, though you can return to them and continue to improve your ability with your chosen implement.

Axe-Skill

The humble axe is the most recognisable weapon in Iskloft. From the farmer defending his home to the huskarl fighting in the shield-shake, it is seen in every part of Iskloft's society. Often seen as a less skillful weapon than the sword, or less sacred than the spear, the axe is both tool and weapon. In your hands, however, it is as deadly as any blade. Think about a name for your axe, or use the Weapon Naming table in the Drengr class section. When you are using an axe, you have the following benefits:

- When you move towards an enemy, and end your movement within 5 feet of them, you can use a bonus action to throw an axe as you move. On a successful hit, you have advantage on your first attack against that enemy this round.
- When you hit a creature with a melee weapon attack using an axe, you can use your bonus action to hook their shield if they have one. Make a contested Strength (Athletics) check against the enemy. On a success, they do not benefit from their shield's AC bonus until the start of your next turn.
- When you hit a creature with an axe that you're wielding in both hands, you can choose to have the attack deal no damage, and instead have it splinter their shield.

You also select one of the following effects. You can take this Heiðir more than once, selecting a new feature each time.

- You gain a +1 to hit and damage creatures in medium armour, and a +2 to hit and damage creatures in heavy armour.
- When you take the attack action to make a ranged throwing attack with axes on your turn, you can use your bonus action to throw an additional axe.
- You may add double your proficiency bonus to your Athletics skill when grappling with an axe in one hand, and nothing in your other hand.

Shield-Skill

The shield is an integral part of the way that most warriors in Iskloft fight. From the shield wall to the boar's head, the shield is the basis of warfare here, and the Drengr is more capable with the shield than any other. Taking this Heiðir marks you as a true expert with the shield, and you may find yourself with a nickname based on your fighting style, or find that your shield is famous as you continue adventuring.

- If you take the attack action on your turn, you can use a bonus action to shove a creature within 5 feet of you with your shield.
- If you take the attack action on your turn, you can use a bonus action to try and knock a creature within 5 feet of you prone. Make an Athletics check against the GM's DC. On a success the creature is knocked prone.
- You can add your shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you.

You also select one of the following effects. You can take this Heiðir more than once, selecting a new feature each time.

- If you are fighting in melee with a shield you can use a bonus action to make a melee combat attack with your shield. Treat the shield as a weapon that uses your Strength to determine hit and damage, which deals 1d6 bludgeoning damage.
- You can use your reaction when hit with a weapon attack to raise your shield and try to parry the attack, increasing your Armour Class by 4 for that attack.
- Your shield grants an extra +1 to your AC.
- You can use the Absorb feature of your shield a number of times equal to your Constitution modifier before it breaks.

Spear-Skill

You have dedicated yourself to Odin's weapon. The spear has a special significance in Iskloft, being a weapon that is associated with the gods. While the finest warriors prefer swords, and reavers prefer axes, the spear is the staple of most warriors in Iskloft. Versatile, defensive and cheaper to make, the spear is a fine weapon. You are famed for your use of it. Think of a name for your spear, or use the Weapon Naming table on page #.

While you're using a spear you gain the following benefits.

- You gain a +1 bonus to attack rolls you make with spears.
- Whenever you have advantage on a melee attack roll you make with a spear and hit, you can knock the target prone if the lower of the two d20 rolls would also hit the target.
- You can use a bonus action on your turn to fight defensively, adding your proficiency bonus to your AC until the start of your next turn. You cannot add your proficiency bonus to any attacks you make that round.

You also select one of the following effects. You can take this Hefðir more than once, selecting a new feature each time.

- When you wield a spear in two hands, you gain 5 feet of reach.
- When you take the attack action to make a ranged throwing attack with a spear on your turn, you can use your bonus action to throw an additional spear.
- When you have a spear in one hand and a shield in the other, you can use your bonus action on your turn to gain an additional reaction until the start of your next turn.

Sword-Skill

You have trained endlessly with the most glorious of weapons, the sword. Jarls and the finest warriors in Iskloft use the sword, the purest weapon of all. You are feared and respected for your ability to wield a sword, and you have trained hard in its use. Think of a name for your spear, or use the Weapon Naming table on page #. While wielding a sword you gain the following benefits:

- You gain a +1 bonus to attack rolls you make with swords.
- You can use your reaction to parry, to increase your AC by your Strength or Dexterity modifier against that attack.
- Take your sword in both hands, as a bonus action, grabbing the blade to give the sword more precision. Doing so allows you to add your Strength modifier to the hit roll an additional time, though you do not add your Strength modifier to the damage of the hit.

You also select one of the following effects. You can take this Hefðir more than once, selecting a new feature each time.

- On a successful hit with a sword, you can choose to deal no damage and inflict the Bleeding condition.
- On a critical hit, you deal an extra die of weapon damage.
- When you take the attack action on your turn, you can use your bonus action to first make an attack with the pommel or hilt of your sword. Make an attack roll as normal, and on a successful hit, you deal 1d4 + Strength modifier bludgeoning damage.

BACKGROUNDS

Your character's class determines how they answer the call to adventure; your culture determines where you come from. Your background, though, is the real beginning of your story, determining where you find the courage to fight against the Shadow – or why you might succumb to despair.

Each background has the following entries:

SKILL PROFICIENCIES
Each background grants two bonus skill proficiencies. Some backgrounds may give tool proficiencies as well.

BONUS EQUIPMENT
Each background also grants a small selection of personal items related to your character's life before they became an adventurer.

FEATURE
A special ability or gift stemming from your background.

SUGGESTED CHARACTERISTICS
As the name implies, these are suggestions for each background. You can either pick the ones that most appeal to you, let a random roll inspire you, mix-and match characteristics from several backgrounds, or even come up with your own Outlook and Lessons.

If you do leave the path set out for you, though, remember to consult with your Loremaster to ensure that any Characteristics you create are suitable for both Middle-earth and the game.

Outlook
These are ways in which your background has influenced the thought process of your character. A fisherman may be quite patient, an advisor may always look for the hidden motive - whatever the case may be, your background has influenced the way you act now.

Lessons
Lessons represent the insights, secrets and knacks that your character has learned during their time. It may be something simple, like being adept at getting a campfire going, or it may be esoteric knowledge of the gods.

ADVISOR

Not all who dwell in iskloft are mighty warriors, who use their ferocity and strength to solve their problems. Often, those men are the ones who become jarl - mighty, powerful, charismatic - but often they somewhat lack in tact.

That is where you come in. You're silver-tongued, and can turn your jarl's harsh words into honey. You point them in the right direction, you watch for more insidious threats. You're the most valuable ally your jarl has, and they probably have no idea, for if you do your job right, no one will know you've done anything.

Skill Proficiencies
Insight and one of the following: Deception, Intimidation, Persuasion

Tool Proficiencies
Reading and Writing

Languages One of your choice.

Equipment
A golden brooch, a fine foxfur cloak, a vial of squid ink, a quill, four sheets of vellum, 30 hacksilver.

Feature - I Know Him
One of your main duties to the jarl is to know who you're dealing with. You've studied the ancestry of the other jarldoms, you've learned the history of the world. When you're in a court like situation, you always know at least one person there by reputation, and you always know at least one deed they're known for. When you meet a jarl or famous reaver, you can usually recall at least one fact about them.

D6	OUTLOOK
1	The sword is powerful, but knowledge is more so.
2	My oath is sacred, and I will never break it. I will serve until the end.
3	My oath is sacred, and I will never break it. I will serve until the end.
4	It's my duty to ensure that my jarl, and their family, succeeds.
5	I am above others, by my position and my oath.
6	A gift, well placed, can be more powerful than any shield-wall.

D6	LESSONS
1	Foe-wise. Choose a jarldom, or invent one, that is an enemy of your own jarl. You know a great deal about this place, the major characters there, and their forces.
2	Story-Telling. You know how to weave a tale and keep audiences rapt and excited.
3	Scribe. You have a head for numbers and letters, and are adept at dealing with trade, negotiation and administration.
4	Drinking. You know that many of the best negotiations happen in the mead hall, when men are relaxed.
5	Trading. You know the price of goods, and have practiced your deal-making in the docks and streets of towns.
6	Friend-wise. Choose a jarldom, or invent one, that is an ally of your own jarl. You know a great deal about this place, its inhabitants and the goings-on there.

Apprentice Goði

You spent your formative years apprenticed to a gothi, a religious figure in the village or town you were from. You spent countless months on the outskirts of the village, learning from the gothi, watching them brew potions and poultices, learning the religious rites for a marriage, a funeral.

Who was this goði? They are often strange individuals who speak in cryptic riddles and live apart from the rest of the village. Was he kind to you? Or cruel?

Skill Proficiencies
Lore wise, Wound-wise

Tool Proficiencies
Healer's Kit, Herbalist's Kit

Languages
One of your choice

Equipment
Healer's Kit, Herbalist's Kit, religious talismans, a bag of runes, two doses of mushroom tea, a birch wand, fingerbone dice, 10 hacksilver.

Feature - I Know Him
You know the law of the gods, what is honourable and dishonourable, how to best honour them. You know much of the lore of the Jotun as well. You are able to preside over a wedding or funeral, a blot sacrifice, or even act as lawspeaker or judge.

D6	Outlook
1	Become not a beggar to the money you make. What's saved for a friend a foe may take. Good plans often go awry.
2	Wake early if you want another man's life or land. No lamb for the lazy wolf. No battles won in bed.
3	Cowards believe they will live forever, but in old age shall have no peace.
4	Never a whit should one blame another for a folly which many befalls; the might of love makes sons of men into fools who once were wise.
5	The brave and generous have the best lives, and are seldom sorry. The unwise man is always worried, and fears favours to repay.
6	Ask you must and answer well to be called clever. One may know your secret never a second. If three, a thousand will know.

D6	Lessons
1	Old Lore. You know much and more than most of the old things of this world - jotun, trolls and even alfr - having learned from the goði.
2	Story-Telling. The tales of the gods, and the sagas of old heroes are your domain, and you can tell them with a storyteller's skill.
3	Law-wise. You know what is right and what is wrong in the eyes of the gods, and have practiced this extensively.
4	Drinking. You spent many a cold night drinking yourself into stupidity with the goði, and now have a good tolerance and remember the things drunken men say.
5	Friend-wise. Choose a jarldom, or invent one, that your goði also served. You know a great deal about this place, its inhabitants and the goings-on there.
6	Rune-wise. Not quite the skill of a true rune-caster, you understand the runes well enough to cast them and try to gain insight from the gods.

Craftsman

The humble craftsman is a staple in every village, every town, every home. Isklanders value self sufficiency and strive towards it. As a craftsman, you provide for those around you, giving them the tools they need to get by.

To be a craftsman is a respected position, and even those who can barely support their family are given good respect, as they create things and contribute to the community in a very meaningful way.

Skill Proficiencies
Persuasion, Insight

Tool Proficiencies
Choose one of the following: Brewer's Supplies, Carpenter's Tools, Furrier's supplies, Herbalism Kit, Leatherworker's tools, Tanner's Supplies, Scrimshawer's Tools, Shipmaker's Tools, Spinner's Tools, Weaver's Tools, Woodcarver's Tools, Wright's Tools

Equipment
One set of crafter's tools (brewer's kit, carptenter's tools, furrier's tools, tanner's kit, jeweler's kit, shipwright's tools, weaver's tools, scrimshaw tools, wainright's tools), a set of travelling clothes, 6d6 hacksilver, a fine knife, a pewter Mjolnir amulet, a leather apron.

Feature - Assessor
As a craftsman you have a natural understanding of the quality of things. You can generally assess the quality and value of a building, tool, or ship you spend a minute or two examining.

D6	Outlook
1	There's no point in half doing a thing. If you're going to do it, do it right.
2	There's something sacred about the workshop, and the work that happens within.
3	My role in the community is but one of many - it takes a village to make a warrior.
4	I cannot tolerate laziness, and will say as much when I see it.
5	I want to be recognised for my works - reputation is all.
6	I enjoy teaching others about my craft, and will do so whether or not I'm prompted.

D6	Lessons
1	Friend-wise. Choose a jarldom, or invent one, that is an ally of your own jarl. You have often traded with them, and know a great deal about them.
2	Trading. You know the price of goods, and have practiced your deal-making in the docks and streets of towns.
3	Hearth-wise. You know that a full belly and warm food helps you work, and are well suited to cooking and making the best of meagre ingredients.
4	Maker. You are adept at the craft you've chosen, but have dabbled in many others. You can be relied upon to mend a broken thing, or to make a tool you need.
5	Charmer. You deal with people very frequently, and must sell your goods. You're adept at making deals, charming people, and ingratiating yourself into a group.
6	Singer. You know a great many songs that you hum to yourself as you work, and have a wonderful singing voice.

CURSED

You were cursed for a significant portion of your life. As a result, you were scorned, shunned, and feared for years within your home community. Isklanders take curses very seriously.

Are you still cursed? Who cursed you, and why? Did you steal from a tomb? Break an oath? Or was it a vindictive witch?

Skill Proficiencies
Lore-wise, Stealth

Tool Proficiencies
Gaming Set or Instrument

Equipment
One set of common clothes, cloak with hood, religious amulet, bag of protective runes, 30 hacksilver.

Feature - The Other Side
Your prolonged period connected to the dark energies that cursed you have left you sensitive to those energies.

You have a sixth sense for creatures that are not natural, the old things that lurk in the cold bowers and dark woods of Iskloft. The hairs on the back of your neck may stand up, or you may feel a shiver, or a cramp in your stomach - but you generally know that these creatures are around before they reveal themselves.

D6	OUTLOOK
1	Everywhere I go, sickness follows.
2	Though I sit by the hearth, I am never truly warm.
3	Those around me always suffer, and I linger.
4	I hear the cawing of ravens, whenever I see death.
5	I know what awaits after I die - I do not want to go there.
6	In the dark forests, nightmares lurk, and I will avoid them if I can.

D6	LESSONS
1	Foe-wise. Choose a jarldom, or invent one, that is an enemy of your own jarl. They have cast you out before, but you know much about them, their numbers and their defences.
2	Region-wise. You've done much travelling around the regions of Iskloft, always being moved alone. You know much and more about a region of your choice.
3	Singer. You know that there are ancient secrets and strange powers within the old songs of this world, and have learned many.
4	Drinking. You've drowned your sorrows more than once, and at least being shit-faced makes the nightmares stop.
5	Stealing. You've spent a lot of time being chased out of towns, and you've learned to take what you need. You're already cursed, and you need to survive.
6	Old Lore. You've tried hard over the years to discover the cure for your curse, and have learned more than most about the old things of Iskloft - alfr, trolls and witches.

DISFIGURED

You have survived an event that has left you scarred. You may have survived a plague or other severe disease that has marked your body permanently.

You may have been involved in a horrible accident, or you may have been born with a noticeable condition that has marked you as different. No matter the cause, people see you and shun you for fear of contagion.

In Iskloft, sickness and plague are often devastating to a community, and those that are different are feared. Uniformity and commonality are the ways a community stays safe, and you do not fit in wherever you go.

Skill Proficiencies
Persuasion, Insight

Tool Proficiencies
Choose one of the following: Brewer's Supplies, Carpenter's Tools, Furrier's supplies, Herbalism Kit, Leatherworker's tools, Tanner's Supplies, Scrimshawer's Tools, Spinner's Tools, Weaver's Tools, Woodcarver's Tools, Wright's Tools

Equipment
One set of common clothes, cloak with hood, scarf, healing poultices and herbs, walking staff or cane, 15 hacksilver

Feature - Don't Come Too Close!
People who see your obvious deformities will worry that you are contagious, even if you are not. You are shunned and people distance themselves from you immediately upon noticing you. If you attempt to talk to them they will attempt to end the conversation and get away from you as soon as possible; this often makes deceiving you very difficult. In addition, people who care for the ill will give you their full attention and support. Healers and Clergy will often care for you no questions asked

D8	DISFIGUREMENT
1	Your nose was cut off, or so badly broken that it is no longer recognisable.
2	You have no ears, just holes.
3	Your lip was badly slashed, leaving you with a cleft lip.
4	Your eye was slashed and now leaks a stinking pus.
5	You suffered terrible burns, and your skin is stretched taut and shines.
6	You survived the pox, but are covered in pock-marks.
7	A particularly brutal and disgusting scar adorns your face.
8	Thick, bulbous warts grow on your face.

D6	OUTLOOK
1	My disfigurement keeps people away, and has kept me alive.
2	People attribute mystical powers to me that I do not have.
3	My disfigurement is payment for a past misdeed or crime.
4	I was chased out of my home due to my vile appearance.
5	My rival scorned me for my disfigurement and humiliated me - I will have my vengeance.
6	This is a trial from the gods - I shall overcome this misery and rise above it.

D6	LESSONS
1	Foe-wise. Choose a jarldom, or invent one, that is an enemy of your own jarl. They have cast you out before, but you know much about them, their numbers and their defences.
2	Region-wise. You've done much travelling around the regions of Iskloft, always being moved alone. You know much and more about a region of your choice.
3	Singer. You know that there are ancient secrets and strange powers within the old songs of this world, and have learned many.
4	Drinking. You've drowned your sorrows more than once, and at least being shit-faced makes the nightmares stop.
5	Stealing. You've spent a lot of time being chased out of towns, and you've learned to take what you need. You're already cursed, and you need to survive.
6	Old Lore. You've tried hard over the years to discover the cure for your curse, and have learned more than most about the old things of Iskloft - alfr, trolls and witches.

FARMER

Not looked down upon, farming is considered to be a noble and worthwhile pursuit in Iskloft. Everyone needs to eat, and even warriors will farm when the season calls for it.

You own property somewhere in the lands of your Aett, a small farm likely shared with family and laboured upon by thralls. Where is it? What is it like?

Skill Proficiencies
Choose two from: Animal Handling, Athletics, Nature, Survival

Tool Proficiencies
Choose one from: Brewer's Supplies, Carpenter's Tools, Cook's Utensils, Furrier's supplies, Herbalism Kit, Leatherworker's tools, Tanner's Supplies, Spinner's Tools, Weaver's Tools, Woodcarver's Tools, Wright's Tools

Equipment
One set of tools, supplies, or kit you are familiar with, 50 feet of hemp rope, 2 sacks, one set common clothes, 10 hacksilver

Feature - Farm Hand
When not adventuring, you can earn a poor lifestyle working on someone's farm. By working this way, you also earn enough food for you and your party to eat for a week while traveling and adventuring. In addition, you can use the sun to tell the time of day and the stars to tell the day of the year.

D6	OUTLOOK
1	It's best to rise early. No battles are won in bed.
2	Share and share alike. We are all in this together, and a favour paid is a favour owed.
3	There is nothing more satisfying than a long day's work, and a hot meal that follows.
4	I have many a piece of wisdom, passed down from father to son.
5	There's no warrior stronger than hunger.
6	I know my place, and am happy with it. To provide for my own, that is glory enough for me.

D6	FARMER'S SAYINGS
1	Praise day at even, a wife when dead, a weapon when tried, a maid when married, ice when 'tis crossed, and ale when 'tis drunk.
2	Red sky in the morning, shepherd's warning. Red sky at night, shepherd's delight!
3	Let none put faith in the first sown fruit nor yet in his son too soon; whim rules the child, and weather the field, each is open to chance.
4	Best have a son though he be late born and before him the father be dead: seldom are stones on the wayside raised save by kinsmen to kinsmen.
5	Wake early if you want another man's life or land. No lamb for the lazy wolf. No battles won in bed.
6	One's own house is best, though small it may be; each man is master at home; though he have but two goats and a bark-thatched hut 'tis better than craving a boon.

D6	LESSONS
1	Friend-wise. Choose a jarldom, or invent one, that is an ally of your own jarl. You have often traded with them, and know a great deal about them.
2	Trading. You know the price of goods, and have practiced your deal-making in the docks and streets of towns.
3	Hearth-wise. You know that a full belly and warm food helps you work, and are well suited to cooking and making the best of meagre ingredients.
4	Drinking. There's joy in the mead-song, and the tale-telling that follows.
5	Old Lore. You know bits and pieces of old lore, hidden in sayings and songs that you know.
6	Beast-wise. You're good with animals, know how to ride, and can calm even an angry beast in the right circumstances.

FISHERMAN

Your life has, for a long time, been governed by the sea. Every day spent on a boat, hauling nets and pulling in lines, gutting fish. You've spent a life of quiet contemplation, happy to work and get by.

Skill Proficiencies
Perception, Survival

Tool Proficiencies
Sea vehicles

Equipment
A nice boat in a dock in your starting village, a high quality net, a filleting knife, good quality wet weather clothing, 15 hacksilver

Feature - Storm's a'coming!
You can sense bad weather approaching, literally and figuratively. You will often get a premonition when bad weather is on the way, and similarly you have a sixth sense for traps, for dangerous places, and for rising tension.

D6	OUTLOOK
1	Always give a bit of your catch to Ran the Sea Bitch, else she'll take it some other way.
2	There's nothing grander than the open ocean, the spray of the waves, and the wind at your back.
3	Make not the sauce til you have caught the fish.
4	You can't make a catch with dry britches.
5	Hard work is honest work - and honest work is it's own reward.
6	Fishing is a patient man's game - and I have no problem waiting. Better to wait and succeed, than to act rashly.

D6	LESSONS
1	Story-telling. Long days at sea with little to do have made you adept at spinning and weaving tales.
2	Trading. You know the price of goods, and have practiced your deal-making in the docks and streets of towns.
3	Friend-wise. Choose a jarldom, or invent one, that is an ally of your own jarl. You have often traded with them, and know a great deal about them.
4	Old Lore. They say none are more superstitious than fishermen, and you know lots of old sayings about omens, signs, and other such things.
5	Sea-wise. When does the tide change? How can you find a good place to fish? How does one navigate these shallow waters? As a life-long fisherman, you know much of the sea, sailing and fishing.
6	Hearth-wise. You know that a full belly and warm food helps you work, and are well suited to cooking and making the best of meagre ingredients.

HUNTER

Most villages do not get by on agriculture alone, and the rich forests of Iskloft provide game, furs and flora in great abundance. As a hunter, you have spent much of your life alone in those woods, trapping, stalking, but also appreciating the quiet magnificence of nature.

Skill Proficiencies
Stealth, World-wise

Tool
Skinning kit

Equipment
A very sharp skinning knife, set of thick furs that count as warm clothing, a small wooden carving of Ullr, a hawk, a hound and a riding horse.

Feature - Traps and Trails
You can build small traps and lures to feed up to five others in a temperate or frigid region, or yourself in a hostile one. This requires quite a bit of time, at least the duration of a short rest, but if you spend that time hunting, you can increase your group's Supply level by 1.

D6	OUTLOOK
1	Every animal I kill, every fish I catch - I always give an appropriate offering to the gods.
2	Out in the deep wilderness, there's no one to call jarl, no one to give oaths to. It is the only place a man can be truly free.
3	They say that all glory is won in the shield-wall. I've seen more men die there than win glory.
4	The hunt is a slow, patient thing. Better to think carefully, to take every advantage, than to rush in.
5	The spear-din is a good way to get killed. There are better, more practical ways to kill your enemies.
6	There are things that dwell in the dark woods, the ancient forests, that most men believe are fairy tales. I have seen them.

D6	LESSONS
1	Beast-wise. You know a great deal about the animals of Iskloft, be it how to avoid bears, how to find eggs to eat, how to sneak up on a doe or many other such skills.
2	Maker. Your tools are vital to your trade, and you can create traps, fashion arrows, repair your bow, create a shelter, among many other necessary things you need to make in the wild.
3	Hearth-wise. You know that a full belly and warm food helps you work, and that being hungry can kill you quicker than a wolf's bite. You excel at cooking with minimal ingredients.
4	Woods-wise. A lifetime of hunting has taught you the skills you need to survive in the woods. From hiding your tracks, to moving down-wind, to sleeping in trees, you know many such skills.
5	Friend-wise. Choose a jarldom, or invent one, that is an ally of your own jarl. You have often traded furs and meat with them, and know a great deal about them.
6	Region-wise. As a hunter you've done more wandering than most, and are intimiately familiar with a region near your home.

KARL

To be a karl is to be among the wealthier people of Iskloft. As a karl, you have property and land, you have dependents and thralls. As a karl, you likely rule over several smaller farmers or fishermen, and provide for them protection, as well as adjudicate their problems and disputes.

The wealth of a karl varies wildly depending on the region. In the far North, a karl is almost always a warrior with a few fishermen under his control. In Soderfjord however, a karl might be a woman of great means, with great wealth, many ships and bustling trade.

As a karl, you own a small village somewhere in your aett's region. Discuss with your GM the scale and location of this place, as well as who your thegn and jarl are. The GM has final say on if this background fits with the campaign, and the level of property, as well as how many people, are under your command.

Skill Proficiencies
Lore-wise, Persuasion

Tool Proficiencies
Reading and Writing

Languages
One of your choice.

Equipment
A fine cloak lined in foxfur, a vial of squid ink and some parchment, a fine axe handed down from your father, a homestead.

Feature - The Fyrd
As karl, when you are in your village, you can raise the fyrd. The fyrd is a gathering of local bondi who are sworn to you. They will come to fight for you, with whatever they have. Some will have nothing more than farming implements. Nonetheless, they can be called upon to serve you.

D6	Outlook
1	The world is harsh, and so is my law. I will not tolerate any crime in my land.
2	An oath that binds is the glue that holds society together.
3	My time adjudicating over the squabbles of my people has given me the ability to be objective.
4	Of all of the joys in the world, coming home to my steading and seeing my people again is the greatest one for me.
5	I protect those beneath me, as my thegn protects me, as my jarl protects us all.
6	Often the handshake, the oath and the deal is more effective than the sword at keeping peace.

D6	Lessons
1	Region-wise. You have studied the region of your home, and know much about its political climate.
2	Scribe. You have a head for numbers and letters, and are adept at dealing with trade, negotiation and administration.
3	Drinking. You know that many of the best negotiations happen in the mead hall, when men are relaxed.
4	Trading. You know the price of goods, and have practiced your deal-making in the docks and streets of towns.
5	Friend-wise. Choose a jarldom, or invent one, that is an ally of your own jarl. You have had dealings with them, favourable dealings, and have made friendships there.
6	Foe-wise. Choose a jarldom, or invent one, that is an enemy of your own jarl. You have stood opposite them in the shield wall. You know much about them, their numbers and their leaders.

SMITH

The smith is a sacred person in Iskloft. The changing of metal into tools and weapons is highly respected, and even a lowly smith who creates farm tools is given great respect. As the craft is relatively rare, people often come from miles around to purchase tools, shoe their horses and have weapons, armour and shields made. You are such a smith, having spent much of your life in the heat of the forge.

Skill Proficiencies
Athletics, Investigation

Tool
Smith's Tools

Equipment
A high quality simple weapon you created, a beautiful Mjolnir amulet made by your teacher, a blacksmith's hammer and tongs, a set of well used but effective chisels, a helmet with cheek plates carved with fine images.

Feature - Maintenance
You are able to maintain the equipment of your allies, as well as your own, without too much work. Additionally, you are able to resize looted armour and helmets, as long as you can pay for 30% of the item's base cost, which you need to buy materials.

D6	Outlook
1	A man's life is like a sword being forged. Each hardship is a hammer blow that hones him.
2	There's no point in doing a task if you're not going to do it properly.
3	I have an eye for detail, for spotting the smallest crack or fracture in a blade, and I spot details in the rest of my life also.
4	Patience. It is better to do something slowly, and correctly, than have to go back and fix problems.
5	I shall weather the blows of my enemies, as the hot metal weathers the blows of the hammer.
6	Fine equipment and the best gear is often the difference between life and death.

D6	Lessons
1	Maker. You create for a living, and know how to make tools, weapons and armour. You are adept at fixing things, mending broken equipment, and more.
2	Old Lore. Smithing is a godly pursuit, and you have learned much of the gods, their prayers and their offerings in your craft.
3	Friend-wise. Choose a jarldom, or invent one, that is an ally of your own jarl. You once made a fine weapon for their jarl, and know much about the jarl and his people.
4	Singer. Singing and humming while you work, the old songs come easily to you, and you can sing well.
5	Hearth-wise. You can't work on an empty stomach, and you are better than most at cooking, even when there's not much to go around.
6	Charmer. You're not just a maker, but also a seller. You're good at negotiating deals and prices, and can haggle with the best of them.

THRALL

You were once a thrall. Thralls are slaves, usually captured in battle, but sometimes sold into slavery. How did you come to be a thrall? What was your master's name, and what were they like? Were they kind to you, or cruel?

No matter what the case may be, you are now freed. Did you escape, or did you buy your freedom, or were you set free? Did you remain in the village where you were a thrall, or did you go as far from there as you could?

Proficiencies
Deception, Stealth

Tool Proficiencies
Choose one from: Brewer's Supplies, Carpenter's Tools, Cook's Utensils, Furrier's supplies, Herbalism Kit, Leatherworker's tools, Tanner's Supplies, Spinner's Tools, Weaver's Tools, Woodcarver's Tools, Wright's Tools

Equipment
An easily concealable shiv fashioned from a lamb's bone, a bone pendant of Thor's hammer from your old life, a tattoo of the rune Nauðiz to mark you as property, the first piece of hacksilver you made as a free person.

Feature - In Plain Sight
Most people don't notice thralls. They are everywhere, refilling your mead, bringing you food, cleaning your armour and doing your work. As a thrall, you know how to remain unseen, and can generally blend in easily if you wear simple clothes and keep your head down. You also have a natural affinity with other thralls.

D6	OUTLOOK
1	I spent enough time bowing and scraping, I will never bow again.
2	My destiny is not to live in thralldom, there is greatness woven into my skein.
3	I learned long ago that bluster and bravado gets men killed, so I keep quiet.
4	Having been a slave, I will not subject others to that humiliation. Oaths are more binding than thralldom, to me.
5	I feel great shame for the life I lived as a thrall, and will do whatever I must to redeem myself in the eyes of the gods.
6	I learned to survive as a thrall, to steal and take, to kill and hide. Honour will get you killed.

D6	LESSONS
1	Maker. Your job as a thrall involved a lot of crafting and making. You are adept at fixing things, mending broken equipment, and more.
2	Singer. One of your duties as thrall was to entertain your master, and you have become adept at the singing of poems and songs.
3	Friend-wise. Choose a jarldom, or invent one, that is an ally of your own jarl. You often traveled there for your master and became friendly with some of the thralls there.
4	Region-wise. You have studied the region of your master's home, and know much about its political climate.
5	Hearth-wise. A life of harship and scarcity has taught you to do much with little when it comes to food. You are skilled at making something tasty with limited food.
6	Stealing. You've had to steal whenever you can for as long as you can remember. A crust of bread here, an apple there - you've become good at taking what you need, even if it's shameful.

VIKINGR

You've been viking, sailed the many seas of Iskloft and taken what you wanted from those who couldn't protect it. As part of a reaving crew, you have fought and killed in the shield wall, you've sailed beneath the stars and in storms, and you've wetted your blade in the spear-din.

Not every warrior in Iskloft is a viking. To go viking is to set sail for adventure and profit, to take thralls and wealth by force. To go viking is to be feared, to be a reaver.

Proficiencies
Intimidation, Sailing

Tool
Ships

Equipment
A skin of fermented milk, a set of crudely carved bone dice, a poor quality mjolnir amulet taken from a villager, 3d6 hacksilver.

Feature - Reputation
You are familiar with the dealings of reavers. You know their customs and traditions, and most importantly, know who's who. When you interact with other reavers and vikings, you can usually manage to organise a parley, and you generally know a reaver captain by reputation.

D6	OUTLOOK
1	There are only two kinds of people, those who make, and those who take.
2	I will die in battle and go to the corpse-hall, so I do not fear death, I welcome it.
3	I will not scrape and beg, I will not bend the knee.
4	The best way to solve a dispute is to make the square of branches and fight under the eyes of Tyr.
5	Why toil all of your days on the farm, when you can simply take what you want?
6	I have not seen my family in many years, my real family is on the longship.

D6	STOLEN ITEMS
1	1d4 crunchy, green apples taken from an orchard in Soderfjord that you left a smouldering ruin.
2	Finely made silver necklace of a boar dedicated to Freyja, taken from a woman in Valiland.
3	Good quality knife stolen from a smith in Gunnland.
4	A thick silver coin printed with the image of High King Sigurd Sigurdsson.
5	A spear tipped with a whale's horn taken from Skraelings, North of Iskolfinn.
6	A fine leather coat stolen from a rich farmer in Asbloð.

LIFEPATH

Life in Iskloft is one fraught with peril. In the south, things strange and cruel bubble up in woodland depths. In the north, ice cold as Hellheim grips tight human life. Those of the coast think themselves safe, but raiders are quick to take advantage of this naivety.

The below tables include several life events, both blessed and tragic, for your character to have experienced before your campaign begins. Sometimes, a set of results may be contradictory. If they are, work out what strange twist of life lead you from one circumstance to another. If you'd rather pick results from the below tables, you can do that too. Either way, it should add some depth and some immersion into the world of Iskloft.

BIRTHRIGHT

Roll 1d8 on the table below. This establishes the circumstances of your birth.

D8	RESULT
1	Born to a family of farmers or crafters in a house skirting the jarl's longhouse.
2	Born to a mother whose husband lived a life of constant raiding
3	Born to a skag, hermit, or outlaw, and raised in the uncivilised places between settlements.
4	Born to a mother killed during birth. Roll 1d6; even, father remarried or odd, father remained a widower.
5	Born out of wedlock. Roll 1d6; even, father accepted you into the household or odd, father sent you to another family.
6	Born to a thrall. Roll 1d6; even, you were the first generation of your family to be born free, odd, you were born a slave.
7	Born to a jarl. Roll 1d6; even, your family remains powerful and wealthy, odd, your family lost its place.
8	Born to parents unknown and raised by people who knew them.

CHILDHOOD

Roll 1d6 on the table below. This establishes how your character lived through their childhood, regardless of birthright.

D8	RESULT
1	The children of bondi lead to a life of modest work and simplicity
2	The child of thralls lead to a life of punishing work, abuse, and resentment.
3	The child of jarls lead to a life of pressuring expectations and a hunger for respect.
4	Constant raids made your childhood bloody, taking from you friends and family and leaving you with a mind for violence.
5	On the edges of society, your childhood was one intertwined with nature, spiritualism, and banditry.
6	Plague and poverty are twins, and together they made your childhood one of cruel want.

AGE

Roll 1d4 on the table opposite. This establishes your character's age range and how many life events they've experienced.

D8	RESULT
1	Cusp of adulthood, 14-16 years old. Roll for 1d4 life events below.
2	Named adult, 17-30 years old. Roll for 1d4+2 life events below.
3	Veteran and elder, 31-50 years old. Roll for 1d4+4 life events below.
4	Greybeard, 51+ years old. Roll for 1d4+6 life events below.

LIFEPATH EVENTS

Roll 1d12 on the table below. This establishes the life events your character has experienced before the campaign begins.

D8	RESULT
1	Blood and steel anointed you. Roll on the Raid & War table below.
2	The Norns weaved into your fate something grand. Roll on the Twist of Fate table below.
3	Matters of the heart left you changed. Roll on the Love & Romance table below.
4	Your family is a part of a greater saga. Roll on the Family Saga table below.
5	A jarl gave you a mission and you were forced to take it. Roll on the Serving My Jarl table below.
6	Strange, weird things haunt you. Roll on the Haunting Weirdness table below.
7	Somewhere, a Thing judged you unfairly. Roll on the Law Breaking table below.
8	You made something that neither jarl, tuathan prince, or dwarf can ignore. Roll on the Great Craftsmen table below.
9	Tragedy wears on you as a noose 'round the neck. Roll on the Cruel Tragedy table below.
10	You've done something that skalds sing about. Roll on the Adventure Song table below.
11	Work done in relation to your Background has earned you an additional 50gp at start.
12	You have started your own family.

ADVENTURE SONG

Roll 1d6 on the table below. This is what skalds sing of about your character.

D8	RESULT
1	You were born across the waves to that strange land of Tuatha. Somehow, you sailed back.
2	Kidnapped and made a thrall, you later escaped by virtue of strength, wit, luck, or divinity.
3	You killed something weird that no one else could kill.
4	Your mother's dying wish was for you to spread her ashes from the tallest mountain peak. You did so after many years.
5	Someone stole something precious from you, your family, or your jarl. You chased them for many months and returned with what was taken.
6	You broke a curse plaguing your jarldom, though it cost you dearly.

Cruel Tragedy

Roll 1d6 on the table below. This is what cruel tragedy struck your character.

D8	Result
1	The woman you loved what taken in a raid. It has been years since you've last seen her.
2	Both of your parents died giving you what little food they had during famine.
3	You made an oath to a skag and broke it. Her curse tortured your family until you fled home.
4	You were tricked into killing someone you cared for deeply. The trickster, you have never found.
5	Struck by a strange disease, you were forced into exile lest you contaminate others. You found your cure but cannot return home out of fear of rejection.
6	You had a child who was victim to manslaughter.

Family Saga

Roll 1d6 on the table below. This is what strange, god-influenced saga your family has experienced.

D8	Result
1	An old, hoary man ventured into your jarl's longhouse and stuck a sword into the central tree. Only you could pull it out.
2	A vicious storm saw you struck by lightning. You survived and scarred onto your back were the runes of Odin.
3	With your aid, your father killed some supernatural beast. Only you lived to tell the tale.
4	A Valkyrie has personally saw to the choosing of your family for generations. With you, she has fallen in love.
5	Everyone in your family has been cursed to seek revenge, destroying them in their quest. Your father has died and now the curse has come to you.
6	A prophecy repeated generation after generation in your family tells of a child born with birthmarks shaped like rings on their fingers that will bring great gifts and great troubles to their jarldom. You have been born with such marks.

Great Craftsmen

Roll 1d6 on the table below. This is something you have created that has earned great fame in Iskloft.

D8	Result
1	A runestone that tells the story of your jarl's greatest adventure. Roll on the Adventure Song table for this adventure.
2	A ring of gold that never loses its luster and that shines as bright as a candle at night.
3	A sword of such magnificent beauty that it is sung that it will never rust nor chip.
4	A series of songs that captures the mythical heart of Iskloft.
5	A great ringfort for your jarl that has protected them from countless raids.
6	A tradition that has become widespread amongst the people of Iskloft.

Haunting Weirdness

Roll 1d6 on the table below. This is some strange force that has haunted you all your life.

D6	Result
1	Newborns that you see disappear within one season's time.
2	Women with hair the color of silver and eyes of black hate watch you in the forest when you are alone.
3	A vixen of eighty foxes follows you in hiding wherever you go.
4	When you first died, a Valkyrie rejected your death. Since then, neither raid nor battle has found you.
5	A skag cursed you to never know friendship. Those who name you friend often find that tragedy follows them.
6	When you are close to the barrows of the dead, they are never quiet.

Law Breaking

Roll 1d6 on the table below. This is a crime you were falsely accused of. If you are in the Outlaw class, this was not a false accusation.

D6	Result
1	Murder
2	Rape
3	Theft
4	Oath-breaking
5	Curse-placing
6	Treason

Love & Romance

Roll 1d6 on the table below. This is a romantic affair you've experienced in your life.

D6	Result
1	You fell in love with a thrall and freed them as proof of your love.
2	You loved the jarl's child, and still do now even after she was married away.
3	Your spouse of many years divorced you for some inability of yours.
4	You fell in love with a Tuathan during a raid and wish to see them again.
5	Your romances are all whirlwinds, and they all leave you for someone else.
6	You have never known love and fear you never will.

RAID & WAR

Roll 1d6 on the table below. This is a vicious battle you have fought in.

D6	RESULT
1	You raided Tuatha and returned rich. In sacrifice, you lost the person you cared for most.
2	Your jarldom was raided. You were the lone survivor.
3	You were apart of a shieldwall a hundred men strong that is sung about in legends.
4	A bearserker single-handedly held off an army or raiding force you were apart of.
5	You have suffered some great scar during a raid or battle.
6	Your men were cursed after they ravished a settlement. The curse has seen them horrifically killed one after the other.

SERVING MY JARL

Roll 1d6 on the table below. This is a mission you have done for your jarl. Reroll after you have your mission; on an even, it was a success and on odd, a failure.

D6	RESULT
1	You were sent to a north-bound shrine to ensure the blessings of your jarldom.
2	You were sent to quiet the dead in their hallowed barrows.
3	You were sent to recover the jarl's stolen treasures.
4	You were sent to break a curse over a jarldom.
5	You were sent to find and take revenge on your jarl's murderer.
6	You were sent to broker peace between two rival jarls.

TWIST OF FATE

Roll 1d6 on the table below. This is a strange twist of fate that has changed your life.

D6	RESULT
1	You learned you were the jarl's bastard, and they accepted you into their household.
2	An old, hoary man gifted you with 100gp worth of rings.
3	A warrior whose life you saved from disease made an oath to help you find glory no matter where you are or what you've done.
4	You fished a drowning raven from a river. Since then, it whispers advice into your ear as you sleep every ten nights.
5	In thanks for killing them when they were crippled, a jarl named you their heir. You have yet to prove this.
6	You were to be hanged for a crime you did not commit. The night before, you woke to find the settlement empty.

EQUIPMENT

Standards of Living

The characters in Iskloft are varied, but very often they are explorers and wanderers, individuals frequently used to finding their own sustenance in the Wild, rather than reaching for a purse. Yet each person has a people from which they came and a lifestyle they generally lead when not out upon the road. Therefore, each character has a Standard of Living based on the relative affluence of their aett. A character's Standard of Living represents the quality of their incidental gear as well as how they present themselves.

For example, a Poor drengr is far less likely to be granted access to a Rich merchant's estate without a very persuasive story.

The Standard of Living rankings are Poor, Frugal, Prosperous and Rich.

Standards of Living costs for 1 year
Poor 5 hacksilver
Frugal 10 hacksilver
Prosperous 50 hacksilver
Rich 100+ hacksilver

These are the minimum costs, and include household costs for more affluent individuals. Most people don't use a lot of currency, instead relying on barter, favours and communal living to shore up what they can't make themselves.

Weapons and Armour

On the following pages are descriptions for various types of protective gear or weapons available to Isklanders. Most forms of light armour and simple weapons can be found in small settlements and villages. However, heavier armours, particularly those that include full coats of mail, and weapons that are used mostly in war, are much harder to find. They are usually only available in very large towns or cities, and it is rare enough that blacksmiths have spare battlefield weapons to sell.

The cost in the armour table below includes the blacksmith or armourer spending time tailoring the armour to fit you. Picking up armour off a slain foe is unlikely to fit you properly, and must be tailored by an armoursmith. The cost of getting a suit of found armour to fit you is 20% of the armour's base cost.

Gear listed below is of Standard Quality. High Quality gear will cost double the listed amount. Masterwork gear is usually impossible to buy, but would fetch ten times the listed mount.

Armour					
Name	Cost	AC	STR	Weight	Features
Light Armour					
Rough Wool Tunic	15	11 + Dex Mod	-	10 lbs	Disadvantage on Stealth, Warm
Fine Wool Tunic	20	11 + Dex Mod	-	10 lbs	Warm
Leather Tunic	45	12 + Dex Mod	-	13 lbs	-
Skullcap	10	+1	-	3 lbs	-5 Perception
Medium Armour					
Thick Fur Jacket	45	12 + Dex Mod (Max 2)	-	15 lbs	Warm
Padded Jacket	55	13 + Dex Mod (Max 2)	-	20 lbs	Warm
Boiled Leather Cuirass	150	14 + Dex Mod (Max 2)	-	20 lbs	Disadvantage on Stealth
Ringed Leather Coat	500	15 + Dex Mod (Max 2)	-	40 lbs	Disadvantage on Stealth
Spectacle Helm	50	+1	-	5 lbs	-
Heavy Armour					
Mail Shirt	250	14	-	55 lbs	Disadvantage on Stealth
Mail Hauberk	500	15	15	60 lbs	Disadvantage on Stealth, Warm
Coat of Mail	850	16	15	65 lbs	Disadvantage on Stealth, Warm
Reinforced Mail	1700	17	16	70 lbs	Disadvantage on Stealth, Warm
Spectacle Helm with Mail Coif	150	+1	-	10 lbs	Absorb, -2 Perception
Shields					
Wooden Round Shield	20	+2	-	8 lbs	Absorb
Reinforced Round Shield	75	+2	14	10 lbs	Absorb 2

Absorb
When you are hit by a critical hit, you can use your reaction to have the item break, absorbing half of the damage and allowing you to ignore the brutal wound of the attack, but becoming irrepairably useless thereafter.

Warm
Items with the warm keyword help you stay alive in the harsh weather of iskloft. Items with the warm quality give you advantage on a number of Grit checks equal to your Constitution modifier, made against cold weather.

Weapons

Weapons in Isklofta are not bought in convenient shops in every town. Most blacksmiths spend their time making tools for farming, or putting shoes on horses. A weaponsmith is a rare sight indeed, and can generally only be found in fortified towns where they could make a living repairing and maintaining the gear of a jarl's men.

For this reason, every weapon you find in Iskloft is valuable, regardless of its quality. Few and far between are chances to actually purchase a weapon. To do so, you would need to pay a blacksmith to create the weapon from scratch. The costs below reflect this.

Despite the popularity of the hammer as a symbol of Thor, bludgeoning weapons are not common in Iskloft. While you may break an enemy's arm or even crack their skull, the warriors of Iskloft prefer to use piercing or slashing weapons.

Weapons				
Name	Cost	Damage	Weight	Features
Simple Melee Weapons				
Club	3	1d4 bludgeoning	2 lbs	Light
Cudgel	7	1d8 bludgeoning	6 lbs	Two-handed
Dagger	10	1d4 piercing	1 lbs	Finesse, Light, Thrown (20/60)
Hammer	10	1d6 bludgeoning	2 lbs	Light
Hatchet	15	1d6 slashing	2 lbs	Light, Thrown (20/60)
Seax	50	1d6 piercing or slashing	2 lbs	Finesse, Light
Shortspear	20	1d6 piercing	3 lbs	Light, Thrown (30/80)
Sickle	20	1d4 slashing	1 lbs	Finesse, Light
Staff	10	1d6 bludgeoning	3 lbs	Versatile (1d8)
Martial Melee Weapons				
Axe, Long	100	2d6 slashing	11 lbs	Heavy, Two-handed
Axe, War	50	1d8 slashing	6 lbs	Heavy, Versatile (1d10)
Maul	50	1d12 bludgeoning	13 lbs	Heavy, Two-handed
Spear	30	1d8 piercing	6 lbs	Heavy, Versatile (1d10)
Spear, Boar	60	2d6 piercing	10 lbs	Heavy, Two-handed
Spear, Great	60	1d10 piercing	10 lbs	Heavy, Reach, Two-handed
Sword	1500	1d8 piercing or slashing	4 lbs	Heavy, Status, Versatile (1d10)
Sword, Great	2000	2d6 piercing or slashing	9 lbs	Heavy, Status, Two-Handed
Simple Ranged Weapons				
Bow, Hunting	40	1d6 piercing	4 lbs	Ammunition (range 60/120), Finesse, Two-handed
Sling	2	1d4 piercing	1 lbs	Ammunition (range 30/120)
Martial Ranged Weapons				
Bow, War	150	1d8 piercing	5 lbs	Ammunition (range 120/240), Heavy, Two-handed
Throwing Spear	8	1d8 piercing	2 lbs	Thrown (range 40/100)

Status
Bearing a sword is a natural sign of wealth and status. You have advantage on the first Charisma check you make against a person you have met for the first time while carrying a weapon with the Status quality.

RELICS AND MAGICAL ITEMS

The creation of a magical item in Iskloft is extremely rare. Even to see a fine sword is rare in Iskloft, and so to behold an item of great power imbued with magic is so rare that most people never see such a thing. In the following section, you'll find a small list of magical items that players might find in Iskloft, as well as some guidelines to creating your own items.

DEED CREATES POWER

One of the most notable differences between magical items in traditional D&D - where a wizard imbues an item with power, or a dwarf forges a mighty weapon - and magical items in Iskloft, is that in Iskloft, items most often begin as mundane, but gain power through deeds and legends. The Beast Head of the Gunilla for example, was just a mundane beast head. Yet as the ship of the first king grew in reputation and the beast head came to be more feared and respected, power was brought into it. Many famous weapons are magical now because of the great deeds they have been a part of, and the belief of the weapons power has a power all it's own.

POWER AT A COST

Power is not free. Many a relic has a tragic story. One of Iskloft's most famous blades, Throst, carries with it a litany of heartbreak and kinslaying. The blade itself is mighty, but inevitably brings tragedy to those who would claim it. Sometimes this is due to the capriciousness of the gods or the alfr, sometimes it is due to the fact that a profane or cruel act can give a weapon power instantly. Many relics give power at a great cost - and many relics have their own destiny to follow.

FINELY MADE

What counts as a magical item in Iskloft is much more ephemeral. While some swords are truly imbued with magic, others may simply be made by a master craftsman, and the user may have great reputation, and this combination seems to make the sword magical. A sword made in a far off land, marked with a strange rune, that is sharp and durable and well balanced, could very well seem magical to a denizen of Iskloft.

ITEMS OF POWER

THROST, THE KINSLAYING BLADE

When was the first blade forged, and what grim purpose led to its creation? Some say that before there were songs and poems, there was murder. Few ask such questions, but the question is important. For it is said that Throst is the first blade ever forged.

A blade of simple design, of dull grey iron and brutal aspect, Throst is a longsword that seems to cut through the very air itself. Throughout its ancient history, the blade has been responsible for the rise and fall of many of Iskloft's greatest and most powerful. It is through their deeds, that the blade's title emerged - the kinslaying blade.

The history of the blade is unknown, for it has existed since the first time man felt hate. Now the blade thirsts for death, and is glad only of death and war.

Throst is a +4 longsword that deals an extra 2d6 necrotic damage to any creature that is a blood relative or close friend of yours. When Throst scores a critical hit, you roll 1d10 +10 on the Brutal Wound table.

Once the sword is drawn, it must take a life. It cannot be put back into its scabbard without killing a person. Each round that you have the sword drawn and are not actively attacking a person, you must succeed on a DC 10 Wisdom saving throw. On a failed save, you attack the nearest ally, and the DC to resist increases permanently by 1 for you. On a successful save, you are able to choose which creature you attack, though must still attack until the blade has claimed a life.

Once you have taken a life with the blade, in order to put the sword back in its scabbard, you must succeed on a DC 10 Wisdom saving throw.. On a failed save, you are unable to put the sword away. You must take another life in order to try and put the sword away. Each time you fail the save, the DC for you increases by 1 permanently. If the blade did not kill a person, increase the DC by 5 for this check.

Each day that you do not draw the blade and take a life, you are compelled to speak of a killing you have done. The blade forces into your mind a killing that you are least proud of, a murder, an act of cruelty or hate, and you are forced to speak it to anyone who can listen. Once you have spoken of this act to at least one person, the blade will wait another day before compelling you.

THE SINGING SWORD

The people of Tuatha create wonderful items, and their sorceries and songs are bound within them. How they create such finery is a mystery to the people of Iskloft, but often even Tuathan youths are armed with fine swords that would put an Iskolfinn jarl to shame.

The Singing Sword is of Tuathan make, a straight, double edged blade chased with swirling patterns along the fuller, with a beautifully crafted crossguard and pommel. The blade itself is a work of art, clearly made by a master.

Stories tell that one of the lore-keepers of the Tuathan people wielded this blade and would sing mighty war songs when she went to battle astride her chariot, songs that would terrify enemies and inspire allies. Some believe that her spirit lingers within the blade still.

When wielded, the sword seems to sing with each cut, slicing the air in harmonious notes. To enemies, the song seems deeply menacing and frightening, and they hear drums, and horns, and great choirs singing war songs. To allies, the song is bolstering, encouraging them to ignore their fear and fight harder.

The Singing Sword is a +2 longsword. When you roll initiative while wielding the Singing Sword, you choose to frighten enemies or bolster allies.

Frighten Enemies: The sword thrums with a thirst for death, and enemies hear its terrible song. You may add your Charisma modifier to damage you deal, and when you hit an enemy with the Singing Sword, it suffers a 1d4 penalty to attacks, skill checks and saving throws until the start of your next turn.

Bolster Allies: The sword sings of great deeds of you and your allies, and the harmonies of the music stir your allies to greater heights. The first time you hit a creature with the Singing Sword each turn, you may do one of the following to an ally who can see and hear you:

- Let them immediately take the Disengage action
- Give them a +2 bonus to Armour Class until the start of their next turn
- Allow them to roll a saving throw against the frightened, charmed or restrained condition

LÆVATEINN

Lævatein is there, that Loki with runes
Once made by the doors of death;
In Lægjarn's chest by Sinmora lies it,
And nine locks fasten it firm.

It is said that in Alfheim, the boughs of Yggdrassil hang low. A branch fell, and fell with such force that it embedded itself within an ancient stone of elvish design. Taking it as a sign, the alfr took the branch and fashioned it with bright metal and intricate carvings, with their magics and their artifice. With mistletoe that killed Baldr, with poison from the World Serpent's fangs, with countless pieces of magic did they imbue this storied weapon. Yet Loki took it from them, and cast his own runes upon it, and hid it away behind nine locks.

So they say. Yet the spear was stolen by an unknown hand, and now dwells in the world of men. A spear of indeterminate length, it seems to shift and grow depending on the wielder. The leaf bladed spear head is forged of some unknown metal that looks bronzelike in colour, though is razor sharp and keeps its edge no matter what. The shaft is chased with impossibly intricate scenes of battle, depicting alfr, Jotnar and the gods.

- Lævateinn is a +2 spear.
- While you are wielding the spear, you have advantage on Charisma (Deception) and Charisma (Persuasion) checks.
- As an action on your turn, you can change the length and size of the spear, making it into a throwing spear, a boar spear or a long spear.
- Whenever you make a critical hit with Lævateinn, the carvings and inscriptions on the spear change to create a scene of the hit, depicting the combatants involved.

HILMIRBITA

After the Jotun were banished from Iskloft, their kin, the Jotunaett, created as footsoldiers and overseers, remained. Ruling over mankind for centuries, but suddenly displaced, the Jotunaett retreated to the colder places of Iskloft, but some remained in Drotbaenum, which for centuries was their capital. In the great wars of conquest that came with Gunnar the First King, and his son Dagrun, the Jotunaett were pushed further and further North. Now there are very few remaining.

Amlodhi was their king, a celebrated warrior, philosopher, scholar, architect, poet and more. Where he is now, none can say. Many believe he is dead, but others think he lives a quiet, secluded life somewhere.

As king, Amlodhi had the finest equipment that the Jotunaett could make, and one of his most prized possession was his dagger, Hilmirbita (Chief-ripper). The knife was forged in Jotunheim in the cold forges of the Jotnar, of sharpest steel. Though the blade was a dagger to a Jotunaett, it was too heavy for a man to wield, and so when Drotbaenum was sacked and the dagger taken, Beobrand the Steward had the blade reworked into something more fitting for a man to wield.

- Hilmirbita is a +2 seax.
- When wielding Hilmirbita, you can use your choice of Intelligence, Wisdom or Charisma to make Insight checks.

SKAGA'S STAFF

Skag is a common slur used against magic users in Iskloft. The name derives from Skaga, a powerful witch who betrayed and killed King Dagrun, centuries ago. The truth of the matter is known by very few.

This staff is a gnarled branch of ash, worn smooth by centuries of use. The staff is hung with many fetishes and amulets, and is crowned by a human skull with golden teeth.

When wielding Skaga's staff, your spell save DC increases by 1, and your Armour Class increases by 2. Additionally, you can cast the Niðgaldr 'Wyrd' once per day. If you are a Seithkona, this costs you no Possession.

KVIÐRÍFA

In the Tuathan lands, they say there is a great warrior queen who trains their greatest heroes. Shadow is her name, and it was she that forged this weapon, taken from a slain leviathan of the deeps. The spear is a long piece of bone, sharpened and shaped into a beautiful, sleek spear.

The spear is called belly ripper, for the wounds that it gives are terrible to behold. When the spear enters a foeman, the sharp barbs of the sea creature's bones seem to explode out from the point of the wound, leaving countless small bone fragments in the wound.

- Kviðrífa is a +3 boar spear.
- Whenever you hit with an attack with Kviðrífa, the target suffers the Bleeding condition.
- When you score a critical hit with Kviðrífa, roll on the Brutal Wound table as normal, but add the following effect:

Sharp barbs embed themselves all around the wound. The wound will become Infected within 1d4 days unless the barbs are cut out of the skin in an agonising process requiring a DC 18 Wisdom (Wound-wise) check. Even so, the wound will leave a hideous scar.

THE SHINING MAIL

Many skalds and poets talk of great warriors in their bright mail, and the sight of huskarls arrayed in war panoply has stunned and impressed many a man. Yet the mail of most men shines for a time, when scoured carefully by their thralls. The Shining Mail, however, is another thing entirely.

Created by Brynjolf Ironeye Agnarsson hundreds of years ago, this suit of mail shines with a brightness that is stupendous to behold. Every link seems perfect, the rings being thick, riveted and tightly packed, supported by larger metal plates. It is a masterwork the likes of which has never been replicated by mortal hands.

- The Shining Mail is a +2 suit of Plated Mail.
- While wearing it, the wearer gains a +5 bonus to Charisma (Persuasion) checks.
- Allies that stand within 10 feet of the wearer of the Shining Mail have advantage on saves against fear.

SVALINN, THE SUN SHIELD

In front of the sun
does Svalinn stand,
The shield for the shining god;
Mountains and sea
would be set in flames
If it fell from before the sun.

Svalinn is the legendary shield that guards the world from the sun. Without it, the world would be aflame. This shield was created in honour of that legendary one in elder days. It is said that the dwarves created it, and imbued the shield with the power of the great sun, and the chill of the shield to keep its heat at bay.

This shield is beautifully crafted and emblazoned with a complex sun motif spreading out from the iron boss.

- Svalinn is a +2 metal rimmed shield.
- Once per day, as an action, you can speak the command word and cause Svalinn to shine bright as the sun. Each creature in a 15 foot cone in front of you must make a DC 16 Constitution saving throw or become blinded for one round.

GOLDENHIDE

This shining hide, stripped from a Gullinbursti, makes for a beautiful cloak, that seems to shine when you need it to, and become dull and shimmer its colours when you wish not to be seen. While wearing the Goldenhide, you gain the following benefits:

- You have advantage on saving throws against being charmed, paralysed or poisoned.
- You gain a +5 bonus to Dexterity (Stealth) checks.
- You movement speed is increased by 5 feet.

Aegishjalmur

There are many powerful symbols in the world. Runes and markings of myriad varieties adorn shields, helmets and weapons. Yet the best known and most trusted of these symbols is the Aegishjalmur, called the Helm of Awe. This symbol, of an eight pointed compass, brings protection and power to any who would adorn their equipment with it.

Yet the name originates with this simple looking, black iron helmet. The noseguard is carved with the symbol, though the helmet itself looks old, well worn and battle scarred.

While wearing the Aegishjalmur, you gain the following benefits:

- You gain a +1 bonus to your AC
- You gain advantage on death saving throws
- Once per day, you can reroll the result of a Brutal Wound that you would suffer.

Prow of the Gunilla

The Gunilla was the great ship that was sailed by the First King in elder days. Though the ship itself is long lost, the prow of that mighty vessel remains. Forged in the mysterious lands to the South of Iskloft, the prow is a great beast in the form of a dragon. The metal is of darkest black, and the beast seems to give off an aura of command and terror.

Attaching the prow to a ship requires a week of work by skilled craftsmen. Once attached, the ship has the following properties:

- The ship cannot become lost at sea.
- The ships' captain has advantage on Charisma (Intimidation) checks made while within sight of the ship.
- When you roll initiative within sight of the ship, all creatures that are not part of the Gunilla's crew must make a DC 16 Wisdom save or become frightened for one minute. They can repeat this save at the end of each of their turns.

Ogvai's Horn

This large horn, it is said, was sliced off the head of Ogvai Three-Names, the most famous Jotunaett in Iskloft, by the First King, in the War of the Jotun. Now bound in gold and bronze, it makes a rumbling sound when used as an instrument.

As an action on your turn, you can blow the horn. Each Jotunaett within 300 feet of you has their movement drop to 0 until the end of their next turn. Additionally, they must succeed on a DC 16 Wisdom saving throw or become Punch Drunk until the start of your next turn.

Each human within 120 feet of you must succeed on a DC 16 Constitution saving throw or be knocked prone and deafened until the start of your next turn.

Gleipnir Ribbon

The great wolf, Fenrir, the father of all wolves, had to be bound. When the gods tried with chains, heavy chains, the wolf escaped. It was only when the secret magic of dwarves created a ribbon, harmless looking, that the wolf was magically bound in place. He rests there now, awaiting the Final Battle, when he will kill the Allfather. This ribbon is a tiny piece of the ribbon that binds him.

When you bind a creature with the Gleipnir Ribbon, you choose a secret password. This binds the ribbon closed.

A creature who has been tied up with the Gleipnir Ribbon is considered restrained. It is not possible to escape from this ribbon, nor is it possible to cut or otherwise destroy the ribbon. The only way the ribbon can be untied is if the person who spoke the password speaks it again.

GAME RULES

Iskloft has several new mechanics that can help to simulate, the harsh and unforgiving world these games take place in. It is recommended that if you want the true Iskloft experience, that you use all of these new rules, but they are entirely modular, apart from the new skills. Some character features interact with the new rules, so do consider carefully if you want to not use all of them. Notably, the Kyrrgangr interacts a lot with the Supply and Travel Conditions mechanics.

The Brutal Wound system can drastically change the lethality of your game, but you'll find information about that in the Brutal Wound section.

NEW SKILLS

There are traditions and skills in Iskloft that may save your life. Player characters in Iskloft have access to some of these skills, some of which are very hard to learn, while others are near essential.

Characters who aren't proficient in the Lore-wise or Seith-wise skills shouldn't be able to make checks. It's not possible to simply 'guess' the right answer when it comes to the names of jarls, nor is it possible to happen to know what that strange creature is.

A full list of skills is provided on the character sheets, though the new and combined skills will be explained here.

Grit. Grit is the measure of a person's physical toughness and mental capacity to continue on through raging blizzards, to swim in ice cold waters, to fight after losing a limb. Grit is frequently used to test a character during survival encounters, or to see how they can manage with grievous wounds.

Lore-wise. The world of Iskloft is ancient, and filled with wonders and horrors. There are countless traditions and customs - how do you address a jarl in their hall? What are the rules for a holmgang? What do you do with captives after a battle? What if a character tries to recall something about a place, a famous person, a creature they're encountering, a story of the gods, what happened in a great story - they roll their Lore-Wise. It replaces the history skill.

Sailing. Most denizens of Iskloft have spent time aboard a boat. Fishing is a huge activity, as is raiding, and it's rare indeed that someone would make it to adulthood without learning a thing or two about how to sail. GMs will use this to test your character's knowledge of the sea, for navigating and planning voyages, for sailing fast or slow, for naval combat, and for avoiding reefs, or icebergs.

Seið-Wise. It is rare indeed that someone in Iskloft has the wisdom of Seith. This skill describes knowledge of rituals, of the other worlds on the great tree Yggdrassil, of the gods and the jotun and the alfr, of how to create magic. It is very specific and learned knowledge, and very few people possess it. Seith-wise functions as a mixture of Arcana and Religion.

World-Wise. What is that weed called? That herb, will it help the wound, or will it kill you? How do wolf packs usually act? Can you follow these tracks? Start a fire in the snow? All of these questions are answered with the World-Wise skill. (Combines Nature and Survival)

Wound Wise. While true healing comes only from witches and seithkona, with the application of boiling wine and herbs, perhaps you can stave off infection. Cut off the infected hand to save the arm. This skill represents a knowledge of the mundane ways of healing. (Replaces Medicine)

SUPPLY

Your food, clothing, and general wellbeing is abstracted into a condition known as Supply. Effects are cumulative.

Supply represents the rations, the spare clothes, the shelter, and the mental state that your group is in. Some characters have abilities which help them when it comes to Supply.

As a GM, you should decide when the group's supply moves up and down. Consider not only how much food they have, but also the mental effects of finding shelter when desperate, succeeding on a hunt when you're starving. While finding one rabbit may not feed a party of five, it is still an infinite improvement over no food at all.

5. Well Supplied
You have ample food, dry clothing and high spirits. You have advantage on saves made versus exhaustion.

4. Supplied
You've got what you need, but you're already eating hard cheese. You suffer no ill effects.

3. Dwindling
You're starting to run low on food, your socks are wet, and there's a grim feeling in the air. You have disadvantage on Constitution (Grit) checks. You gain a level of exhaustion.

2. Bereft
You're eyeing up the last morsels jealously. Your teeth are chattering. You have disadvantage on saves against fear. Additionally, you're unable to remove levels of exhaustion until your supply level increases to 'Supplied'.

1. Desperate
You're dizzy and feel nauseous. You're looking at your companions and imagining their stringy meat. A deranged depression has set in. You're unable to spend hit die when resting. You can survive in a Desperate state a number of days equal to your Constitution (Grit) score. After that number of days, you fall unconscious, and begin making death saving throws.

TRAVEL CONDITIONS

Iskloft is broadly speaking divided into three climate zones. Of course there are myriad variations, and these are in no way exhaustive details

HOSTILE LANDS

Everything north of the Hviturlina (The White Line) is considered Hostile. This includes parts of Asblóð and most of Iskolfinn. A good comparison to our own world is that this area is above the arctic circle where, for two months of midwinter (late November to late January), the region has nights where the sun is always below the horizon, producing only a bluish twilight for a few hours. The following effects apply in the autumn and winter (or at the GM's discretion) in Hostile lands:

- Characters in this climate region must be wearing warm clothing or they will suffer a level of exhaustion every 10 minutes. A character with warm clothing instead makes a Constitution (Grit) check every hour that they are travelling. The DC is 13 + the character's proficiency bonus. This increases by 1 for each hour the character is outside without a fire. On a failed save, they gain a level of exhaustion.
- Supply levels drop at twice the normal rate when travelling in Hostile lands.
- Every hour of daytime travel in Hostile land requires characters to make a Snowblindness check.
- Every hour of night time travel requires characters to make a Freezing check.

Frigid Lands

The majority of Iskloft, including all of Gunnland, Kastalin and most of Asblóð, is considered Frigid. This can be considered, climate wise, to be similar to Scandinavia. The following effects apply in the autumn and winter (or at the GM's discretion) in Frigid lands:

- Characters in this climate region must be wearing warm clothing or suffer a level of exhaustion every two hours. A character with warm clothing instead makes a Constitution (Grit) check every two hours that they are travelling. The DC is 11 + the character's proficiency bonus. This increases by 1 every two hours the character spends outside. On a failed save, they gain a level of exhaustion.
- Every four hours of daytime travel in Frigid land requires characters to make a Snowblindness check.
- Every two hours of night time travel requires characters to make a Freezing check.

Temperate Lands

The lands of Soderfjord and Valiland are considered Temperate. These can be considered to be similar, climate wise, to the British Isles. Frequent rain and hail, but also sunshine, means that these verdant lands provide great harvests. The following effects apply in the winter (or at the GM's discretion) in Temperate lands:

- Characters in this climate region must be wearing warm clothing or suffer a level of exhaustion every four hours. A character with warm clothing instead makes a Constitution (Grit) check every four hours that they are travelling. The DC is 10 + the character's proficiency bonus. This increases by 1 every four hours the character spends outside. On a failed save, they gain a level of exhaustion.

Snowblindness

Isklanders believe that Snowblindness is caused by light shining on snow or ice, or as a punishment for lack of sacrifices offered.

To make a Snowblindness check, a character must succeed on a Constitution (Grit) check. The DC is the same as the DC for the region's climate. Characters can avoid making a check by taking a short rest after 3 hours of travel in snowy or icy lands, in the day time. Failing the check imposes the Snowblind condition. This condition is removed by spending two days in a dimly lit place.

Snowblind
- The character has disadvantage on Wisdom (Perception) checks that rely on sight.
- The character's sight range is reduced to 20 feet.
- The character has disadvantage on ranged attack rolls.

Freezing

Characters who are exposed to extreme cold without being prepared can experience both hypothermia and frostbite. Under those conditions, characters must make Constitution (Grit) check to avoid harm; the GM determines when checks are called for and the DC for each one. Each failed saving throw increases the risk and damage, as described below. Effects are cumulative, and are removed by spending two days - per stage - in a warm, dry place.

Cold
Skin itches and becomes numb. Yellow and white patches form.
- Characters have disadvantage on checks that require fine manipulation, and on checks to resist being disarmed.

Freezing
You shiver uncontrollably, and your teeth chatter. You start to lose feeling in your extremities, and your muscles ache. Characters suffering from stage two have the following effects:
- You suffer a level of exhaustion.
- You have disadvantage on Saving Throws and ability checks involving Strength and Dexterity.

Frostbitten
Your skin develops black blisters, and your body is numb. You don't feel the cold anymore, but you don't feel much at all. Characters suffering from stage three have the following effects:
- You suffer two levels of exhaustion.
- An activity like drawing or sheathing a weapon, taking something from a bag or pouch, or making an attack, requires a successful DC 10 Dexterity check to accomplish without fumbling and dropping the item.

Frozen
Your organs begin to fail, flesh dies and becomes gangrenous, teeth freeze and shatter, fingers and toes snap off, and other grisly permanent injuries occur. Characters suffering from stage 4 suffer the following effects:
- You are incapacitated.
- Each hour you remain in stage four, you must roll a Constitution (Grit) check (even while you are incapacitated). On a failed check, roll on the Frozen Brutal Wounds table.

New Conditions

These new conditions can be applied as the GM desires. Many class abilities and Hefðir inflict these conditions.

Bleeding
There are 6 levels of Bleeding. Whenever you gain a level of Bleeding, you suffer necrotic damage at the start of each of your turns, until you or an ally take an action to succeed on a DC Wisdom (Wound-wise) check to apply a bandage.
- Level 1: 1d4 (DC 11)
- Level 2: 1d6 (DC 13)
- Level 3: 1d8 (DC 15)
- Level 4: 1d10 (DC 17)
- Level 5: 1d12 (DC 19)
- Level 6: 1d20 (DC 21)

Punch-Drunk
You have disadvantage on attack rolls, saving throws, and cannot take reactions.

Hopeless
You have disadvantage on Wisdom, Intelligence and Charisma saving throws.

Dazed
Enemies have advantage on attacks against you.

Winded
You suffer a level of exhaustion for each level of winded you acquire. Upon reaching 6 levels of Winded, you do not die, you fall unconscious.

You can remove a level of Winded by spending an action on your turn regaining your breath. After combat ends, you remove all levels of winded if you spend one minute recovering. If you have levels of Exhaustion and Winded, track them seperately, and suffer the effects of whichever condition is more advanced.

Equipment Degradation

Equipment is separated into categories of quality.

Equipment can lower in quality or break as listed below. Broken and Low Quality equipment can be repaired or upgraded with adequate supplies and tools by a skilled craftsman. Higher quality equipment must be forged from raw materials of appropriate quality.

If someone attempts to break armor or critically hits, a creature with both shield and armor chooses which will be affected unless they are unaware of the attack, in which case the attacker chooses.

If you use a weapon to attempt to damage equipment of a higher quality than the weapon, your weapon will go down one level of quality, but all normal effects still happen.

GM description should imply approximate quality. As an action, a creature can attempt to discern the exact quality of equipment with a DC15 investigation roll. This roll is made with advantage and as a bonus action if the creature is proficient with crafting that type of equipment.

Breaking Equipment

A character can make an attack against equipment, attempting to sunder it as an action, or as part of an Attack action. This requires a Strength check, the DC of which is 10 + 5 per level above broken. On a success, the target piece of equipment drops down one level in quality. An item with the Absorb quality, loses one level of that quality, rather than becoming lower quality.

Exceeding the DC for breaking equipment by 5 or more will immediately bring the weapon to Broken status. The DCs here are for a quick reference:

DC 15: Low Quality
DC 20: Standard Quality
DC 25: High Quality
DC 30: Masterwork Quality

Broken

Broken weapons cannot be used except situationally as improvised weapons (the pointed half of a broken spear, etc)

Broken armor and shields provide no AC bonus, but still count as being worn (heavy armor still gives disadvantage on stealth, etc.)

Broken equipment can be fixed with appropriate materials, tools, and proficiency in the appropriate crafting skill.

Low Quality

Equipment built with poor quality supplies and/or with poor craftsmanship. Most people in Iskloft who are not professional warriors have low quality equipment.

A critical fail with a low-quality weapon or a critical hit against shield/armor will also cause it to break.

Low Quality equipment can be upgraded to standard quality with appropriate materials, tools, and proficiency in the appropriate crafting skill.

Standard

Standard Equipment is made by an adequately skilled craftsman with moderate supplies. Most equipment in Iskloft is of Standard quality.

A critical fail with a standard-quality weapon or a critical hit against standard-quality armor will also cause it to become low-quality.

High Quality

High Quality equipment is made by a very skilled craftsman with high-grade supplies. Most jarls and huskarls in wealthy lands carry high quality weapons.

- If high quality equipment critically fails or is critically hit, roll a d10. On a 1 or 2, it becomes Standard quality.
- High Quality weapons gain +1 to to-hit and damage rolls.
- High Quality shield and armor grant +1 to AC.
- Attempts made to break equipment of Standard or lower are made with advantage

Masterwork

Masterwork equipment can only be made by the most skilled craftsman with supremely high-quality supplies. There are only a handful of such items in all of Iskloft.

- If masterwork equipment critically fails or is critically hit, roll a d20. Once the equipment has rolled a 1 from this roll 3 times, the equipment becomes High Quality.
- Masterwork weapons gain +2 to all to-hit and damage rolls.
- Masterwork shields and armor grant an additional +2 to AC
- Attempts made to break equipment of High-Quality or lower are made with advantage

Mass Combat

Iskloft will often see characters in large combats between allies and enemy forces. Mass combat can often be a challenging thing for a GM to handle, so feel free to use this tried-and-true method of running mass combats in Iskloft.

The characters are the centre of any mass combat that happens. Rather than keeping track of a hundred different combatants, it is far easier to have the players roll initiative and have them face off against foes as if in a regular, small skirmish combat. This skirmish acts as a microcosm of the whole battle. Since the player characters are often important leaders in battles, they will often come up directly against enemy leadership. Breaking the enemy leadership will often cause the remaining enemy forces to rout, thus winning the battle.

As a backdrop to this, if you want to add some more specific ties to the combat, you can try some of the following techniques:

Time limit. The players must prevail in their 'zoomed in' section of the combat within a certain number of rounds, or be overwhelmed by the wider enemy forces. It may be that enemy reinforcements will arrive, or that their own side will rout if the victory isn't quick enough. This can often add great tension.

Battle in stages. To simulate a great battle, the players may take part in a multi-stage combat, rolling for initiative at each separate stage. For example, they may land their ships on the beach and fight in the surf, then push on into the village and fight at the walls, before finally pushing through to fight the enemy jarl and their warriors in front of their longhall. This can tax player resources and better simulate the exhausting and grueling nature of a battle.

Longships. Naval warfare in Iskloft is often an attempt to create a shield wall at sea. Tactics may sometimes include ramming the enemy ship, but generally will revolve around boarding the enemy ship and fighting them there, as if on land. However, there are many factors to consider at sea - the waves may cause unstable footing, and there is the ever present threat of being shoved into the water with your armour on. Since there is nowhere to retreat to, victory generally comes from defeating the enemy leaders, and their warriors surrendering.

Huge battles. In battles that involve hundreds, or even thousands of combatants, players will generally have command over large units of troops. In this situation, it can be useful to abstract these units and mechanically treat them as individual warriors in the initiative order. A unit might consist of 40, or even 100 warriors, represented as a single warrior (A huskarl, for example). Each player then rolls initiative for their units, moves them around, and engages in combat. This allows for huge scale battles while still using the standard skirmish rules used for normal D&D combat.

Finally, you can also use the Battlefield Environment Effects table opposite to create a more chaotic battlefield feeling. The DC for saving throws and ability checks listed in the table can be determined by the GM as best dictated by the circumstances.

BATTLEFIELD EFFECTS

D20	DESCRIPTION	EFFECT
1	Shield Bash - The shield rim of a nearby foe catches you in the face, ringing your senses in the battle din!	Succeed on a Constitution (Grit) check or be Dazed for 1d4 turns.
2	Toe Stomp - A nearby foe attempts to slam their booted heel down onto your foot. Step aside or be stomped!	Succeed on a Dexterity saving throw or have your speed reduced by half until the end of your next turn.
3	Skein - Though you stand in the eye of the slaughter-storm, the skein of your fate is not yet cut.	No Effect... This time.
4	Gut-Slip - You stumble in the spilled entrails of a fallen warrior. They scream in agony, not quite yet in Corpse Hall. The shrill scream is unnerving; do not lose your courage!	Succeed on a Dexterity saving throw or be restrained until the start of your next turn.
5	Blood Spray - A nearby foe hacks down into the warrior next to you, sending a spray of hot blood spattering across your face and stinging at your eyes!	Succeed on a Dexterity saving throw or be blinded until the end of your next turn.
6	Lock Blades - A strike from a nearby foe is narrowly parried, though is powerful enough to loosen your hold on your weapon.	Succeed on a Strength saving throw or be disarmed of one weapon you are holding (GM's choice).
7	Courage Lost - A fleeing warrior routs in fear as their courage is lost, and that same fear threatens to grasp hold of you!	Succeed on a Wisdom saving throw or be Frightened until the end of your next turn.
8	Sly Blade - An enemy slinks under the shieldwall and drives a cruel blade up into your unguarded nethers!	Succeed on a Dexterity saving throw or take 1d4 piercing damage, and 1d4 necrotic damage at the start of each turn until an action is spent to apply a tourniquet.
9	Piteous Sight - You see a warrior before you has suffered a grievous wound; truly horrifying to behold. Steel your nerves and push on into the slaughter!	Succeed on a Charisma saving throw or have your speed reduced by half until the end of your next turn.
10	Riderless Horse - A riderless beast flees in panic from the violence around it; you must jump aside or be trampled! If no horses are present, instead see result #3.	Succeed on a Dexterity saving throw or be knocked prone and take 1d4 bludgeoning damage.
11	Steel Wasps - Arrows rain down, the warrior behind you screams as one of the deadly shafts find its mark.	Succeed on a Dexterity saving throw or take 2d4 piercing damage.
12	Surge - Enemy warriors surge forth, clattering into you. Hold your ground or be pushed back!	Succeed on a Strength saving throw or be pushed away 10 feet from your nearest enemy.
13	Ringing Blow - A blow to the side of your head rings your ears, blurring the sounds of the spear din about you.	Succeed on a Constitution (Grit) check or be deafened for 1d4 turns.
14	Stumble over the Fallen - A warrior is slain before you and their corpse slumps in your path, threatening to upend your footing.	Succeed on a Dexterity saving throw or be knocked prone.
15	Slaughter Reek - The stink of opened bowels is near overpowering, causing you to wretch and gag.	Succeed on a Constitution (Grit) check or be Poisoned until the start of your next turn.
16	Odin Owns You All - The fearless war cry of the foe sends worried ripples through your line.	Succeed on a Charisma saving throw or be Frightened until the end of your next turn.
17	Guile Step - The foe swarms around you. While you contend with one, another strikes at your rear. You must outwit them or be overcome!	Succeed on an Intelligence saving throw or the next melee attack against you has advantage.
18	Slick With Gore - The foe's lifeblood trickles down your weapon, slickening the handle. Do not lose your grip at the needful moment!	Succeed on a Dexterity saving throw or be disarmed of one weapon you are holding (GM's choice).
19	Cackling Norns - The foeman is distracted; perhaps their time is near. Strike now and sever their skein!	Succeed on a Dexterity saving throw or be vocally incoherent until the start of your next turn (No verbal components for spells, commands etc).
20	Battle Joy - Your movements are a dance which is proof to the foeman's wound-hewers, and you strike about you with abandon!	Succeed on a Dexterity saving throw or lose your Reaction until the start of your next turn.

BRUTAL WOUNDS

In Iskloft, death or disfigurement can come at any time. Warriors do not always die in glory. As often as not, a knife finds the great hero in some backwater skirmish.

These charts represent the brutality of combat in Iskloft. They each have location based effects covering the arms, head, torso and legs.

If you'd like to make the combat in Iskloft more brutal, you can implement this rule. This will drastically increase the lethality of the game. I recommend it to fit the dirty, gritty feel of the setting, but your players may be upset at the very high likelihood of a character being either irreparably mutilated or outright killed. Similarly, your villains could die to a lucky arrow shot, or an attack from a peasant. Think carefully about using these rules. Life is cheap in Iskloft, and death lurks around every corner - but that might not be fun for your game.

BRUTAL WOUNDS

There are two main ways to use Brutal Wounds in your game.

The first, more forgiving approach, is as follows. When you score a critical hit, in additional to the normal critical damage, roll an additional d20 as if it were an attack roll. If the roll would hit the target's armor class, then the target suffers a Brutal Wound. If not, it simply takes critical damage - roll the damage dice twice.

If the wound is successful and the attack is coming from a lesser foe, roll a d10 and consult the appropriate Brutal Wound table. For PCs and notable NPCs, roll a d20. For the most fearsome foes, roll a d10 then add 10 to the roll. Consult the location and damage type to see the result of the wound. These rolls can also be adjusted based on weapon, situation, and GM discretion.

The second approach is simply that whenever a critical hit is scored, a Brutal Wound is applied.
Additionally, each Brutal Wound that a creature suffers after the first adds a cumulative +1 to future Brutal Wound rolls, until that creature completes a long rest.

Whichever approach you take, you can roll a d12 on the following table to determine the placement of the Brutal Wound.

NEW CONDITIONS

Many of these Brutal Wounds inflict one or more of the new status conditions introduced in the Game Rules section of this book.

PERMANENT WOUNDS

Some Brutal Wounds result in the loss of body parts and other permanent effects.

Lose an Eye

Upon losing an eye, you suffer the following effects:
- You have disadvantage on ranged attacks.
- You have disadvantage on Intelligence (Investigation) and Wisdom (Perception) checks.
- You suffer a -5 to your passive Wisdom (Perception).

Lose a Hand

Upon losing a hand, you suffer the following effects:
- You cannot use weapons that have the two-handed quality.
- You have disadvantage on ability checks that require fine manipulation.
- You can still strap a shield to your arm, though its AC bonus is reduced by 1.
- You have disadvantage on Strength (Athletics) checks related to climbing or grappling.

Wound Roll

If you'd like to lessen the chance that your player characters suffer a career ending wound, you can use the table below to determine what kind of wound roll is made. The higher on the d20 table, the worse the injury, so if you're feeling merciful, you can use the setup below.

Wound Roll	
Character Type	Roll Made
Lesser NPC	1d10
PC or Notable NPC	1d20
Legendary Foe	1d10+10

Wound Placement	
D12 Roll	Wound Location
1-5	Limb
6-10	Torso
11-12	Head

PERMANENT WOUNDS

Some Brutal Wounds result in the loss of body parts and other permanent effects.

Lose an Arm

Upon losing an arm, you suffer the following effects:
- You cannot use weapons that have the two-handed quality.
- You have disadvantage on ability checks that require fine manipulation.
- You have a -1 to your AC, due to your reduced ability to defend yourself.
- You have disadvantage on Strength (Athletics) checks related to climbing or grappling.

Lose a Foot

Upon losing a foot, you suffer the following effects:
- Your speed is reduced by 15 feet.
- Standing up from prone takes a full movement.
- You can still take the Dash action, but you must make a Dexterity save at the end. On a failed save, you fall prone. The DC is 8 + your proficiency + your Dexterity modifier.
- You can use a crutch, which reduces your movement penalty to 10 feet, and allows you to stand from prone as normal.

Lose a Leg

Upon losing a leg, you suffer the following effects:
- You cannot walk unaided or without a crutch.
- You cannot stand up from prone unaided or without a crutch.
- When using a crutch, your speed is 15 feet.
- You have a -1 to your AC, due to your reduced ability to defend yourself.

Hideous Scar

Upon gaining a hideous scar, you suffer the following effects:
- Disadvantage on Charisma (Persuasion) and Charisma (Deception) checks.
- Advantage on Charisma (Intimidation) checks.

System Shock

A body can only take so much punishment. When a creature takes damage from a single source equal to or greater than half its hit point maximum, it must succeed on a DC 15 Constitution (Grit) check or suffer one of the effects on the table below.

System Shock	
D10 Roll	Effect
1	The creature drops to 0 hit points and suffers a Brutal Wound.
2-3	The creature drops to 0 hit points.
4-5	The creature drops to 0 hit points but is stable.
6-7	The creature is stunned until the end of its next turn.
8-9	The creature is Punch-Drunk until the end of its next turn.
10	The creature can't take reactions until the end of its next turn.

UNARMED, HEAD

D20	DESCRIPTION	EFFECT
1	You hit your opponent with a savage blow to the face, causing them to fall as they unbalance.	Target is knocked prone.
2	A blow to the side of your target's head momentarily disorients them.	Target is Dazed until the end of their next turn.
3	A vicious punch crumples your opponent's cheekbone with a crunch.	Target is Dazed for 1d4 turns.
4	You jam a finger up your opponent's nostril, tearing the sensitive flesh as you savagely rip the finger out, leaving them watery-eyed and vulnerable.	Target is Punch-Drunk until the end of their next turn.
5	You slam a blow against your opponent's ear, causing them to become dizzy and lose hearing.	Target is Dazed until the end of their next turn. They have disadvantage on Wisdom (Perception) checks that rely on hearing for a week.
6	Your knuckle connects with your opponent's upper lip, tearing it badly open on their teeth.	Target is Dazed until the end of their next turn and suffers 1 level of Bleeding. Additionally, they will suffer a scar on their lip.
7	With a vicious uppercut, you send your opponent flying onto the ground, landing heavily on their back.	Target is knocked prone and suffers a level of Winded.
8	A hammer blow to the nose of your enemy sees it broken with a sickening crack. Their eyes fill with tears and blood streams from their nose.	Target is Dazed and Punch-Drunk until they take an action to expel the blood from their nose and wipe their eyes of tears.
9	You grab hold of one of your opponent's ears, almost tearing it off with savage strength.	The pain forces the target to succeed on a DC 15 Constitution (Grit) check or be Punch Drunk for 1d4 rounds.
10	A blow to the mouth fractures several teeth, sending your opponent flying and badly lacerating the lip.	Target is stunned until they succeed on a DC 15 Constitution saving throw, which they can make at the end of each of their turns. They also gain a permanent disadvantage on Charisma (Persuasion) checks, speak with a whistling lisp, and struggle to eat chewy foods.
11	You punch your target in the throat, momentarily cutting off their airways as the windpipe spasms.	Target suffers three levels of Winded.
12	A powerful punch mashes one side of your opponent's face, giving them a black eye and fracturing the cheekbone.	Target must succeed on a DC 10 Constitution saving throw or be knocked unconscious. On a successful save, they are knocked prone and Dazed until the start of their next turn.
13	You headbutt your opponent, mashing their nose.	Target is stunned until the start of their next turn. They will develop terrible bruising, giving them disadvantage on Charisma checks for a week.
14	You smash your elbow into your opponent's forehead, slicing their eyebrow open and causing terrible bleeding.	Target has disadvantage on attack rolls due to the swelling and the blood in their eye, for the remainder of the battle.
15	Your blow forces your opponent to bite down onto their tongue, slicing a piece of it off. The agony is blinding and blood pours forth from their mouth.	Target is Punch-Drunk for the duration of the encounter, and will have a noticeable speech impediment when the tongue heals.
16	You smash your fist right into the nose of your enemy, with a sickening thud. The nose is broken instantly and there is a spray of blood.	Target must succeed on a DC 17 Constitution (Grit) check or become Blinded for 1d4 rounds as tears flood their eyes and their vision spins.
17	A powerful blow to your opponent's chin breaks the jaw in several places.	Target must succeed on a DC 15 Constitution saving throw or be knocked unconscious. On a successful save, they are stunned until the end of their next turn and have disadvantage on attacks until the end of the encounter. The jaw will have to be wired or tightly bandaged to heal, forcing your opponent to eat through a straw during the process.
18	You gouge one of your opponent's eyes.	Target must succeed on a DC 20 Constitution saving throw or lose the eye permanently. Regardless, they are Punch-Drunk for the remainder of the encounter.
19	You badly pummel your opponent's head, connecting your fists and elbows to their face again and again, fracturing their skull and causing bleeding inside their brain.	Target must succeed on a DC 18 Constitution saving throw or immediately fall unconscious, remaining in a coma for 1d6 days. Each day, the character must make an additional DC 18 Constitution saving throw, waking from the coma after three successful saves, or dying after three failures. A successful DC 15 Wisdom (Wound-wise) check applied each day will give the affected creature advantage on these Constitution saving throws. On a successful initial save, the target instead suffers 2d10 force damage as their brain bleeds within their skull.
20	With brutal ferocity, you duck under your opponent's strike and knock them to the ground, grabbing your opponent's face and shoving your thumbs into their eye sockets. Blood and fluids pour forth from the wound.	Target must succeed on a DC 20 Constitution saving throw for each eye, permanently losing the eye on a failure. In any case, the shock and pain causes the target to fall unconscious.
21-24	Grabbing the back of your opponent's head, you smash your elbow repeatedly into their face. They are knocked prone, and you leap on top of them, pummeling their face over and over again with vicious blows that break bones. By the time you step away, their face is a pulpy ruin.	Target is immediately unconscious, and falls into a coma. Each day, the character must make a DC 20 Constitution saving throw, waking from the coma after three successful saves, or dying after three failures. A successful DC 15 Wisdom (Wound-wise) check applied each day will give the affected creature advantage on these Constitution saving throws. The character additionally must roll a percentile die (d100) and consult the table: 01-20: No additional damage 21-49: Ruined face, permanent -2 to Charisma 51-70: Lose an eye 71-100: Lose both eyes
25+	A brutal blow catches your opponent in the jaw, sending their head to twist with the force of the impact. With a quiet crack, their neck is broken, and they die almost instantly, crumpling to the ground.	Target is killed.

UNARMED, TORSO

D20	DESCRIPTION	EFFECT
1	You slam your enemy to the floor with a gut punch.	Target is knocked prone.
2	A blow to the ribs staggers your opponent.	Target is Dazed until the end of their next turn.
3	You smash your elbow into your opponent's collarbone, not quite breaking it, but causing agony.	Target is Punch Drunk until the end of their next turn.
4	With a brutal kick to the stomach, your opponent staggers backward.	Target is Dazed until the end of their next turn, and must use their action next turn to gasp for breath and wretch.
5	You crunch your knee into your opponent's side, twice with brutal force.	Target is Dazed until the end of their next turn and they suffer a level of Winded. Your strike causes minor bleeding in the kidney, and they will have red tinged urine for two days.
6	With the crunch of cracking ribs, you knock your opponent to the ground with a shoulder tackle.	Target is knocked prone, and suffers two levels of Winded.
7	You connect a vicious kick into your opponent's ribs, knocking the air out of them as they fall prone. They can't breathe for a moment, coughing and gasping.	Target is Dazed and knocked prone, and must spend their next action coughing and gasping for breath.
8	With no thought of fair play, you grab your opponent's shoulders and drive your knee into their groin.	Target must succeed on a DC 15 Constitution (Grit) check or be stunned until the end of their next turn as they howl in pain. They are then Dazed for 1d4 turns. If the target is female or wearing reasonable groin protection, halve the number of turns (minimum 1).
9	You grab your opponent's shoulder and twist. The sudden jerking motion pulls a muscle in their back, sending pain shooting through them with each breath.	Target is Punch-Drunk until the end of the encounter.
10	You pick up your opponent and slam them into the ground, and there is a loud crunch as their back hits a rock and the air is pushed out of them.	Target must succeed on a DC 17 Constitution (Grit) check or be knocked prone and have their speed reduced to 0 for 1d4 turns.
11	You pick your opponent up bodily and slam them into the ground.	Target is knocked prone, and must succeed on a DC 18 Constitution (Grit) check or suffer two levels of Winded.
12	You crash into your opponent with your shoulder, bending their back and causing them to gasp in pain as you bring them crashing to the ground.	Target is knocked prone, and suffers disadvantage on Strength and Constitution based checks and saving throws until the end of the encounter.
13	Grabbing your opponent in a clinch, you drive your knee into their gut over and over. They stumble away from you gasping for air.	Target is Dazed until the end of their next turn, and suffers three levels of Winded.
14	With a kick to your opponent's knee, you send them sprawling on the ground, where you kick them repeatedly in the back. Agony sears through them as you break some ribs, and they cough some blood onto the ground before them.	Target is knocked prone, and is Punch-Drunk until the end of the encounter.
15	As your opponent swings their weapon at you, you duck under, smashing your fists into their exposed ribs a few times, and grab them in a body lock, holding their arms in a wrestling move.	Target is grappled and restrained by you
16	A series of vicious kicks to the torso breaks ribs and sends some fragments into your opponent's liver.	Target is Punch-Drunk until the end of the encounter. Additionally, they must succeed on a DC 15 Constitution (Grit) check or suffer internal bleeding. On a failed save, they suffer 1 level of Bleeding.
17	With a brutal kick to the hip, you crush your opponent's muscle against their bones, causing them to immediately go numb.	Target falls prone, and is Punch-Drunk from pain until the end of the encounter. Additionally, their movement is halved for 2d4 days until the swelling goes down.
18	You smash your opponent with a mighty blow, dislocating the shoulder from its socket.	Target is Punch-Drunk until they succeed on a DC 15 Constitution saving throw, which they can make at the start of their turns. The arm is useless unless popped back into place, requiring an action and a DC 16 Wisdom (Wound-wise) check. The shoulder then takes 3 weeks to heal.
19	You repeatedly slam your knee or elbow into your opponent's chest, smashing some of the rib cage and driving fragments of the ribs into the lungs, causing your opponent to begin coughing up blood.	Target is Punch-Drunk until they take a short or long rest. They also suffer 1d6 force damage at the start of each of their turns. They need to succeed on a DC 19 Constitution (Grit) check as they fall unconscious, or die in 1d4 days from internal bleeding. On a successful save, they will need 1d4 weeks of bed rest to recover. Any strenuous activity aggravates the damaged area and the target suffers the entirety of the critical effect anew.
20	You trip your opponent when they try to strike you, knocking them prone. You then savagely stomp on their back, right between the shoulder blades, again and again.	Target must succeed on a DC 18 Constitution (Grit) check or become paralysed from the waist down, permanently. On a successful save, they are instead paralysed for 1d4 hours.
21-24	You slam an elbow into your opponent's solar plexus, splintering the lower part of their breast bone and sending bone fragments into their chest, slashing the muscles that they breathe with. They fall to their knees, gasping and wide eyed as bright pink foam pours from their mouth.	Target is knocked prone, and unable to breathe for 1d6 rounds, after which they fall unconscious. They must then succeed on a DC 20 Constitution (Grit) check or choke to death in 1d6 rounds. A successful DC 15 Wisdom (Wound-wise) check allows them to re-roll this check once.
25+	You grab your opponent and with irresistible force slam their back across your knee, breaking their spine.	Target must succeed on an immediate DC 20 Constitution (Grit) check or die on the spot. If they succeed, they instead become permanently paralysed from the waist down and count as helpless from shock for the rest of the encounter.

UNARMED, LIMBS

D20	DESCRIPTION	EFFECT
1	A swift kick hits your opponent's shin, the pain causing them to be distracted.	Target has disadvantage on attacks until the end of their next turn.
2	You strike your opponent on the inside of their thigh, barely missing their groin.	Target is Dazed until the end of their next turn.
3	You stomp down hard on your opponent's toes with your boots, causing them to jump up and down, wailing and cursing.	Target is Punch Drunk until the end of their next turn.
4	You grab whatever your target is holding in their hand and try to wrench it from them.	Make an opposed Strength (Athletics) check. On a success, you have snatched the item and are now in possession of it.
5	A powerful blow slams into your opponent's hip, spinning them around and knocking them to the ground.	Target is knocked prone and Punch-Drunk until the end of their next turn.
6	You strike a telling blow to your opponent's knee.	Target's movement is halved for the duration of the encounter.
7	With a driving force you slam your knee into your opponent's thigh, crushing the muscle against the bone and causing the muscle to immediately go dead.	Target falls prone and their speed becomes 0 for 1d4 turns.
8	You grab your opponent's leg, lifting them bodily into the air and dropping them onto their back. The air is pushed out of them as you slam them to the ground.	Target is knocked prone and suffers 3 levels of Winded.
9	You grab your opponent's wrist and twist it savagely.	Target must succeed on a DC 15 Constitution (Grit) check or drop whatever they are holding in their weapon hand.
10	You leverage your opponent's lower leg at an impossible angle, breaking the shin bone.	Target is knocked prone and their movement is halved for 3d4 weeks, and they fall prone after taking a Dash action. Unless someone performs a successful DC 18 Wisdom (Wound-wise) check on the target within 1d4 hours, they will develop an infection and die within 2d6 hours."
11	You stomp your opponent's instep, severely bruising it and threatening to upend them.	Target must succeed on a DC 15 Constitution (Grit) check or fall prone and suffer a 10 foot penalty to their speed for 1d4 turns.
12	You hit your target's weapon hand, fracturing some of the bones between the wrists and fingers.	Target's hand is useless until the bones have started healing properly, which takes about two weeks. The target cannot use two handed weapons, and attacks are made at disadvantage for the duration.
13	With a devastating stomp, you crush your opponent's ankle at a bad angle, causing it to break. They scream in agony as they fall to the ground.	Target is knocked prone and Dazed until the end of the encounter from pain. Additionally, their movement is halved for 2d4 weeks, and they fall prone after taking a Dash action. If the ankle is not correctly set with a successful DC 15 Wisdom (Wound-wise) check within the first week, it will heal crookedly and permanently reduce the target's speed by 10 feet.
14	You smash your opponent with a mighty blow, dislocating the shoulder from its socket.	Target is Punch-Drunk until they succeed on a DC 15 Constitution (Grit) check, which they can make at the start of each of their turns. The arm is useless unless popped back into place within one week, requiring an action and a DC 16 Wisdom (Wound-wise) check. The shoulder then takes three weeks to heal, during which time the target suffers disadvantage on Strength checks and attack rolls using that arm.
15	Your strike dislocates your opponent's kneecap, making it stand out grotesquely under the skin to the side of the knee. This locks the joint and is agonising, causing your opponent to squeal and fall to the ground.	Target falls to the ground and is stunned for 1d4 turns, after which they are unable to use the leg, suffer a penalty of 20 feet to speed, and have disadvantage on attack rolls and saving throws until the kneecap is popped back into place. This requires a successful DC 15 Wisdom (Wound-wise) check, and probably a couple of strong helpers to hold the screaming patient down as the healer performs this very painful manoeuvre.
16	You slam a powerful blow into the side of your opponent's knee, bending the knee inwards in a most painful and unnatural manner, popping something inside the joint. Ligaments inside the knee have snapped, making the joint unstable.	Target is knocked prone and cannot get up without help. They have disadvantage on attack rolls and saving throws for the duration of the combat, and suffer a permanent penalty of 10 feet to speed, and fall prone when they take a Dash action.
17	A powerful blow to your opponent's chin breaks the jaw in several places.	Target must succeed on a DC 15 Constitution saving throw or be knocked unconscious. On a successful save, they are stunned until the end of their next turn and have disadvantage on attacks until the end of the encounter. The jaw will have to be wired or tightly bandaged to heal, forcing the target to eat through a straw during the process.
18	You manage to dislocate your opponent's hip and break off a fragment of the part of the pelvic bone forming the "cup" holding the head of the thigh bone in place against the pelvis, leaving them screaming in agony on the ground.	Target must succeed on a DC 15 Constitution saving throw or fall unconscious from the pain. If successful, they suffer three levels of exhaustion, which is reduced by one level per week of rest. Regardless, the leg is useless and will probably never heal properly. Target's speed is halved, and if they take the Dash action, they fall prone at the end of it.
19	You grab your opponent's arm and pull it at an odd angle, before smashing your forearm into the elbow. It breaks with a sickening crack, exposing bone.	Target's arm is useless and irreparable without some kind of powerful healing magic. It will need to be amputated above the elbow within 1d4 days or become infected. Target must succeed on a DC 20 Constitution (Grit) check or fall unconscious from the pain immediately.
20	You pile drive your opponent onto an uneven surface or object shattering their femur, the bone of which bursts through the skin.	Target is knocked prone and must succeed on a DC 15 Constitution save or fall unconscious for 1d2 hours. Unless someone performs a successful DC 20 Wisdom (Wound-wise) check on the target within 1d4 hours they will develop an infection and die within 2d6 hours. If the target survives, their speed is halved for 3d4 months, and they fall prone after taking a Dash action.
21-24	In a terrifying display of strength, you grab hold of your opponent's arm and break it at the elbow, before putting your boot against their body and pulling. With a sickening crunch, the lower arm is torn off as blood sprays like a fountain.	Target immediately falls unconscious. They must succeed on a DC 20 Constitution (Grit) check or die of blood loss in 1d6 rounds. On a successful check, it is 2d6 rounds instead. The only way to save them is to apply enough pressure and bandages quickly, requiring a successful DC 17 Wisdom (Wound-wise) check.
25+	As your opponent moves toward you, their leg becomes stuck in the ground, snow, or dirt. You dive forward, and with sickening force slam your shoulder into their thigh, snapping it badly. The bone slices through muscle and skin to protrude from the leg. The bone has sliced the femoral artery, and blood is pumping from the wound at a speed you can scarcely believe.	Target is knocked prone and suffers a broken leg. They have 1d4 rounds to grab a weapon and hold it tight as their lifeblood leaves them, turning them pale before they die.

Bludgeoning, Head		
D20	Description	Effect
1	A glancing blow to the side of your opponent's head leaves them dazed for a moment.	Target is Dazed until the end of their next turn.
2	A brutal strike connects with your opponent's cheek bone, sending agony through their body.	Target has disadvantage on attack rolls and saving throws until the end of their next turn.
3	A glancing blow to the side of your opponent's head sees them dazed and sluggish.	Target is Dazed for 1d4 turns.
4	Your blow strikes into your opponent's jaw, causing their vision to spin for a moment.	Target is Punch-Drunk until the end of their next turn.
5	Your weapon glances against the back of your opponent's head, causing them to stumble into the dirt.	Target is Dazed until the end of their next turn, and knocked prone.
6	Your weapon glances against your opponent's lip, tearing it open on their teeth.	Target is Dazed until the end of their next turn and suffers the Bleeding condition. Additionally, they will suffer a permanent scar on their lip.
7	Your blow smashes into the underside of your opponent's chin, sending them tumbling back into the dirt.	Target is knocked prone and suffers a level of Winded.
8	Your weapon collides with the bridge of your enemy's nose, seeing it crumpled and broken. Their eyes fill with tears and blood streams from their nose.	Target is Punch-Drunk until they spend an action to expel the blood from their nose and wipe their eyes of tears. They are unable to take the Dash action for the rest of the encounter due to their clogged nose inhibiting breathing.
9	Your strike hits the joint of the jaw with enough force to dislocate it, leaving your enemy in agony, unable to close their mouth.	Target must succeed on a DC 15 Constitution (Grit) check or be Punch-Drunk for 1d4 rounds. The jaw is dislocated and will need 2 weeks to fully heal. During this time, the target must eat through a straw.
10	Your blow connects with the mouth of your opponent, lacerating the lip and smashing several teeth.	Target is stunned until the end of their next turn. They must also succeed on a DC 15 Constitution saving throw or begin choking on blood and broken teeth, suffering a level of exhaustion each round until they choke to death. They can repeat the saving throw at the end of each of their turns. They also gain a permanent disadvantage on Charisma (Persuasion) checks, speak with a whistling lisp, and struggle to eat chewy foods.
11	Your blow catches your opponent in the throat, temporarily crushing their windpipe.	Target suffers three levels of Winded.
12	A glancing blow mashes one side of your opponent's face, giving them a black eye and fracturing the cheekbone.	Target must succeed on a DC 12 Constitution saving throw or be knocked unconscious. On a successful save, they are knocked prone and Dazed until the start of their next turn.
13	Your strike connects with the bridge of your opponent's nose, breaking it instantly.	Target is Dazed until they take an action to wipe the tears from their eyes and clear the blood from their nose. They will develop terrible bruising, giving them disadvantage on Wisdom (Perception) checks for a week.
14	Your blow opens up a wide cut on your opponent's forehead, slicing their eyebrow open and causing terrible bleeding.	Target has disadvantage on attack rolls for the remainder of the battle due to the swelling and the blood in their eye.
15	Your blow connects with a satisfying crack right into your opponent's nose. The nose is broken instantly and there is a spray of blood.	Target must succeed on a DC 17 Constitution (Grit) check or become blinded for 1d4 rounds as tears flood their eyes and their vision spins.
16	A devastating strike to your opponent's chin breaks the jaw in several places.	Target must succeed on a DC 15 Constitution saving throw or be knocked unconscious. On a successful save, they are stunned until the end of their next turn and have disadvantage on attacks until the end of the encounter. The jaw will have to be wired or tightly bandaged to heal, forcing your opponent to eat through a straw for the duration.
17	With an upward swing, your strike catches your opponent under the chin, causing them to bite down onto their tongue, severing a piece of it. The agony is blinding and blood pours forth from their mouth.	Target is Punch-Drunk for the duration of the encounter, and suffers the Bleeding condition for 1d4 days. Without a DC 17 Wisdom (Wound-wise) check or magical healing, death is likely during sleep.
18	Your weapon strikes the corner of the orbital socket, crushing the bone and connecting with their eye.	Target must succeed on a DC 20 Constitution saving throw or lose the eye permanently. Regardless, they are Punch-Drunk for the remainder of the encounter.
19	A clean hit to the side of your opponent's head seems to fracture the skull.	Target must succeed on a DC 18 Constitution saving throw or immediately fall nconscious, remaining in a coma for 1d6 days. Each day, they must make an additional DC 18 Constitution saving throw, waking from the coma after three successful saves, or dying after three failures. A successful DC 15 Wisdom (Wound-wise) check applied each day will give the affected creature advantage on these Constitution saving throws. On a successful save, the target suffers 2d10 force damage as their brain bleeds within their skull.
20	Your weapon rakes across your opponent's face, connecting with their eyes in a vicious blow, causing blood to pour and screams to issue forth from them.	Target must succeed on a DC 20 Constitution saving throw for each eye, permanently losing the eye on a failure. Additionally, the shock and pain causes the target to fall unconscious.
21-24	As your opponent steps forward, you step to the side, and catch them in the face with a perfect strike. Knocking them down, you bring your weapon down on their face again and again.	Target is immediately unconscious, and falls into a coma. Each day, the character must make a DC 20 Constitution saving throw, waking from the coma after three successful saves, or dying after three failures. A successful DC 15 Wisdom (Wound-wise) check applied each day will give the affected creature advantage on these Constitution saving throws. Additionally, the target must roll a percentile die (d100) and consult the table: 01-10: No additional damage 11-49: Ruined face, permanent -2 to Charisma 51-70: Lose an eye 71-100: Lose both eyes"
25+	A savage strike to the side of your opponent's head splits it open, revealing blood, bone, and grey matter. Your opponent has time to blink twice stupidly before collapsing onto the ground.	Target is killed.

Bludgeoning, Torso		
D20	Description	Effect
1	Your weapon strikes the gut of your opponent and they double over in pain.	Target is knocked prone.
2	A glancing blow to the shoulder from your weapon causes the foe to swoon.	Target is Dazed until the end of their next turn.
3	With a strike to your opponent's side, you double them over in pain.	Target is Punch-Drunk until the end of their next turn.
4	A nasty gut shot from your weapon sees your enemy winded and struggling for breath.	Target is Dazed until the end of their next turn, and must use their action next turn to gasp for breath and wretch.
5	Your weapon punishes the kidney of your opponent. Dizzying agony assails them, and weaknesses in their defense begin to show.	Target is Dazed until the end of their next turn and they suffer a level of Winded. Your strike causes minor bleeding in the kidney, and they will have red tinged urine for two days.
6	Your opponent is shocked by a direct strike from your weapon to their sternum, a gasp of pain is cut short as air is driven from their lungs and they collapse in agony.	Target is knocked prone, and suffers two levels of Winded.
7	Your weapon crashes into your opponent's throat, nearly crushing their voice box. They begin hacking and coughing.	Target is Dazed for 1d4 turns, and must spend their next action coughing and gasping for breath.
8	Your weapon collects your opponent between the legs. A satisfying cry of pain erupts from them as they clutch at the brutalised region.	Target must succeed on a DC 15 Constitution (Grit) check or be stunned until the end of their next turn as they howl in pain. They are then Dazed for 1d4 turns. If your opponent is female or wearing reasonable groin protection, halve the number of turns (minimum 1).
9	Your weapon clatters into your opponent's ribs, bruising several of them. Lightning pain shoots from the wound whenever your opponent tries to strike.	Target is Punch-Drunk until the end of the encounter.
10	A crushing blow to your opponent's hip sees them sent sprawling, and they struggle to rise as cruel pain assails them.	Target must succeed on a DC 17 Constitution (Grit) check or be knocked prone and have their speed reduced to 0 for 1d4 turns.
11	You buffet your foe to their knees, testing the limits of their resolve.	Target is knocked prone, and must succeed on a DC 18 Constitution (Grit) check or suffer two levels of Winded.
12	With a brutal hit to the ribs, you cause your opponent to stumble to their knees.	Target is Punch-Drunk and suffers two levels of Winded.
13	As your opponent steps forward, you smash your weapon into their solar plexus with a devastating strike.	Target is Dazed until the end of their next turn, and suffers three levels of Winded.
14	Your opponent leaves themselves open, and you connect several strikes into their ribs, before tackling them bodily to the ground and smashing your weapon into their face.	Target is knocked prone, and is Punch-Drunk until the end of the encounter.
15	Your strike connects with the small of your opponent's back, though they seem unaffected.	1d4 hours after the encounter, the target will begin to have pain, their breathing will increase and their skin will turn pale. Without a successful DC 20 Wisdom (Wound-wise) check to determine the cause, the target will die of internal bleeding within an hour. If the cause is discovered, only magical healing can save the target.
16	You grab your opponent by the neck in a clinch, and smash your weapon repeatedly into their ribcage, breaking some of the lower ribs.	Target is Punch-Drunk until the end of the encounter. Additionally, they must succeed on a DC 15 Constitution (Grit) check or suffer internal bleeding. On a failed save, they suffer 1 level of Bleeding.
17	As your opponent charges, you smash your weapon into their hip, causing them to tumble to the ground.	Target falls prone, and is Punch-Drunk from pain until the end of the encounter. Additionally, their speed is halved for 2d4 days.
18	With a targeted strike, you smash your weapon into your opponent's side just under the hip, sending agony along their thigh. As they fall, you strike a glancing blow against their stomach.	Target is knocked prone, and their speed is halved until the end of the encounter. They also suffer 3 levels of Winded.
19	As your opponent goes to duck under your strike, you connect with their collarbone, cracking it with a satisfying crunch.	Target is stunned until the end of their next turn, and they suffer three levels of Winded. They have disadvantage on Strength based checks and saves for 1d4 weeks until the bone is healed.
20	As your opponent lifts their arms for a strike, you quickly capitalise, smashing your weapon with full force into their groin. They scream in agony and fall to the ground.	Target is knocked prone and must succeed on a DC 18 Constitution (Grit) check or fall unconscious. Either way, the target's speed is halved for 1d4 weeks. Additionally, if the character is male, they must succeed on a DC 17 Constitution saving throw or become sterile.
21-24	Your weapon smashes into your opponent's chest, bruising their ribs, and threatening to rupture their lungs inside.	Target is knocked prone and unable to breathe for 1d6 rounds, after which time they fall unconscious. They must then succeed on a DC 20 Constitution (Grit) check or choke to death in 1d6 rounds. A successful DC 15 Wisdom (Wound-wise) check allows them to re-roll this check once.
25+	A cruel blow to your opponents back cracks the spine and sends them limp to the ground.	Target must succeed on an immediate DC 20 Constitution (Grit) check or die on the spot. On a successful check, they become permanently paralysed from the waist down and count as helpless from shock for the duration of the combat.

Bludgeoning, Limbs

D20	Description	Effect
1	Your strike hits your opponent's fingers, causing them to spit a curse.	Target has disadvantage on attack rolls until the end of their next turn.
2	Your blow collides with the back of your opponent's hand, which spasms and causes them to struggle to hold on to their wound-hewer.	Target makes a DC 15 Constitution (Grit) check or drops whatever it is holding in its weapon hand.
3	Your strike connects with your opponent's elbow, sending a shock of pain and numbness up their arm.	Target drops whatever it is holding in its weapon hand.
4	With a targeted strike, you connect with your opponent's thigh, causing numbness.	Target has disadvantage on attack rolls for 1d4 rounds.
5	With a mighty strike, you connect with your opponent's shield arm, causing them to wince in agony as their arm goes numb.	Target is Dazed until the end of their next turn.
6	Your weapon connects with your target's knee, glancing but hitting hard enough to cause them to fall.	Target is knocked prone, and Dazed until the end of their next turn.
7	You smack your opponent in the elbow, hitting a nerve, sending a shock of sharp pain down the arm, making them drop anything held in that hand.	Target drops whatever they are holding in their weapon hand, and must succeed on a DC 13 Constitution (Grit) check or become Dazed until the end of their next turn. The arm is paralysed and useless for two turns.
8	Dropping down, you smash your weapon into your opponent's foot, pulverising some of their toes.	Target is knocked prone and Dazed until the end of their next turn. For the next 2d4 weeks, the target will have their movement reduced by 10 feet, and falls over when they take the Dash action.
9	Your weapon smashes into your opponent's fingers, fracturing 1d4 of them. They squeal in agony.	Target is stunned until the start of their next turn. They suffer the Lose A Hand condition for 2d4 weeks until their bones are healed. Without a successful DC 15 Wisdom (Wound-wise) check, they will suffer permanent disadvantage on tasks that require fine manipulation with that hand.
10	Your blow connects with the meat of your opponent's bicep, crushing and bruising the muscle.	Target must make a DC 15 Constitution (Grit) check or have their arm go numb, hanging limply at their side for 1d6 rounds, counting as Dazed for the duration.
11	You slam your weapon into the connection between neck and shoulder with a vicious strike, breaking the collarbone.	Target is Punch Drunk until the end of the encounter, and suffers disadvantage on Strength checks and attack rolls using that arm until it is healed in three weeks.
12	Your opponent tries to block your blow, but the force is inexorable.	Target's shield is splintered. If they have no shield, they instead suffer the result of 10 in this table.
13	With a targeted strike, you connect with your opponent's groin. They squeal in agony as they fall prone.	Target is incapacitated until the end of their next turn, and are Punch-Drunk until the end of the encounter. Male targets must pass a DC 20 Constitution saving throw or have their testicles rupture, making them permanently sterile.
14	Your weapon connects with your opponent's ankle, causing it to bend at an unnatural angle. They yell out in pain, and fall to the ground.	Target is prone, and Dazed until the end of the encounter from pain. Additionally, their movement is halved for 2d4 weeks, and they fall prone after taking a Dash action. If the ankle is not correctly set with a successful DC 15 Wisdom (Wound-wise) check within the first week, it will heal crookedly and permanently reduce your opponent's movement by 10 feet.
15	Bringing your weapon down with terrible force upon your opponent's foot, you break the metatarsals and cause them to scream in pain as they fall.	"Target is knocked prone and Dazed until the end of their next turn. Their movement is halved, and they suffer a -2 to AC until the bones have healed in three weeks. Unless properly set with a successful DC 15 Wisdom (Medicine) test during the first week, the bones will heal badly, causing a permanent penalty of -10 ft. to movement and gaining a permanent -1 to AC."
16	Your weapon connects under your opponent's arm as they raise their weapon for a strike. The blow hit into their armpit, and the air is forced out of them.	Target suffers 3 levels of Winded.
17	Your strike connects with your opponent's thumb, breaking it instantly as they howl in pain.	Target drops its weapon and the hand becomes useless for a week until healed, requiring the bone to be set with a DC 15 Wisdom (Wound-wise) check. During this time, the target cannot wield two handed weapons.
18	Your weapon smashes into your opponent's shin, cracking it and causing them to scream in pain. They fall to the ground immediately.	Target must succeed on a DC 15 Constitution saving throw or fall unconscious from the pain. If successful, he suffers three levels of exhaustion, which is reduced by one level per week of rest. Regardless, the leg is useless and will probably never heal properly. Movement is halved, and if they take the Dash action, they fall over at the end of it.
19	Your weapon crushes your opponent's elbow, splintering the joint and leaving it hanging from the upper arm with altogether too much mobility, as they scream in agony.	Target drops whatever they're holding, and is stunned until the end of their next turn. The arm is useless. Without a DC 17 Wisdom (Wound-wise) check applied within 1d10 hours, the forearm will need to be amputated. SeeLose an Arm.
20	You strike a telling blow against your opponent's thigh, and with an audible crunch the bone is broken in several places. Your opponent howls in agony and falls to the ground.	The target is knocked prone. The wound is very likely to suffer gangrene or infection. The target must succeed on a DC 20 Constitution saving throw every day for 2d6 days, or have the wound become infected, dying within 1d10 days on a failed save unless the leg is amputated below the knee.
21-24	Your weapon shatters your opponent's arm and carries large shards of bone and tissue through the ribcage and into the lungs. Shocked, your opponent coughs up a torrent of bright red blood before finally slumping to the ground.	Target falls prone, suffers three levels of Winded, and will die in 1d0 rounds.
25+	Your weapon demolishes the shoulder joint, rending bone and sinew before crashing through the ribcage. Your opponent falls to the ground, convulses once, and then never moves again.	Target dies immediately.

Slashing, Head

D20	Description	Effect
1	A grazing cut to your opponent's cheek sees them stagger backwards.	Target is Dazed until the end of their next turn.
2	You hit your opponent in the side of the head with the flat of your blade, surprising them.	Target is Dazed for 1d4 turns.
3	With a quick cut, you slice at your opponent's head, catching their shoulder and spinning them around to the ground.	Target is knocked prone.
4	A grazing cut to the forehead sees your opponent bleeding heavily into their eyes.	Target gains 1 level of Bleeding and must spend their next action to wipe the blood from their eyes, or else suffer the Blinded condition for 1d4 turns.
5	You smash the hilt of your weapon into your opponent's nose, and are rewarded by a spray of blood.	Target is Dazed until they spend an action to wipe the tears from their eyes and clear the blood from their nose. They will develop terrible bruising, giving them disadvantage on Charisma checks for a week.
6	You land a telling blow on your opponent's cheek, cutting through to their teeth.	Target gains 3 levels of Bleeding. The wound becomes Infected unless a successful DC 16 Wisdom (Wound-wise) check is applied to clean the wound within a day.
7	With a quick cut to your opponent's forehead, you barrel into them and send them to the ground, bleeding heavily.	Target is knocked prone and suffers 3 levels of Bleeding.
8	Your blade cuts into the bone of the brow and down your opponent's cheek.	Target is Punch-Drunk for 1d4 turns, and gains 3 levels of Bleeding.
9	As you slash at your opponent's head, they bring their arm up reflexively to block the blow.	Target's shield is badly damaged, suffering a penalty of -1 AC bonus and -1 Absorb. If they don't have a shield, they instead suffer result 9 on the Slashing - Limb table.
10	With a wicked cut, you slice down the length of your opponent's face from the forehead to the chin, causing horrific bleeding.	Target is Punch-Drunk for 1d4 turns, and gains 3 levels of Bleeding. Additionally, if they do not receive a successful DC 15 Wisdom (Wound-wise) check within a day, they will gain a Hideous Scar.
11	You cut down your opponent's face, slicing through the centre of their lips, tearing them apart as if unzipped.	Target is Dazed until the end of the encounter, and gains 4 levels of Bleeding. Additionally, if they do not receive a successful DC 15 Wisdom (Wound-wise) check within a day, they will gain a Hideous Scar.
12	Your weapon cuts into the meat of your opponent's neck, causing terrible bleeding and pain.	Target suffers 4 levels of Bleeding.
13	An upward strike sees your weapon connect with the underside of your opponent's chin, knocking them onto their back.	Target is knocked 5 feet back and prone, and they gain 4 levels of Bleeding.
14	You land a telling blow against the top of your opponent's head, causing them to lose their footing as the blood pours forth.	Target is Punch-Drunk until the end of the encounter, is knocked prone, and gains 4 levels of Bleeding.
15	Your blade comes down on your opponent's mouth, slashing through their lips and cracking teeth.	Target gains 4 levels of Bleeding and is stunned from the pain until the end of their next turn. They must also immediately succeed on a DC 15 Constitution saving throw or begin choking on blood and broken teeth, suffering a level of exhaustion each round until they choke to death. They can repeat the saving throw at the end of each of their turns. If they survive, they suffer permanent disadvantage on Persuasion checks, speak with a whistling lisp, and struggle to eat chewy foods.
16	Your strike cuts along the side of your opponent's head, shearing one of their ears off, sending it flying into the air.	Target gains 5 levels of Bleeding and is stunned until the end of their next turn. Additionally, they suffer permanent disadvantage on Wisdom (Perception) and Dexterity (Stealth) checks due to their bad hearing.
17	With a wicked strike, your blade slices under the scalp of your opponent, cutting under the flesh and separating it from the skull.	Target is knocked prone and suffers 5 levels of Bleeding. They are Blinded until they take an action to wipe the blood from their eyes. The wound becomes Infected unless a successful DC 18 Wisdom (Wound-wise) check is applied to clean the wound within a day. Finally, they suffer a Hideous Scar.
18	Your strike slices across your opponent's eyes, cutting into the wet flesh of the eyeball.	TargetLoses An Eyeand suffers 2 levels of Bleeding.
19	Your weapon hacks at your opponent's face, and as they parry the fatal strike, it is diverted across their face, cleanly severing their nose.	Target is knocked prone and suffers 5 levels of Bleeding. They must also succeed on a DC 18 Constitution saving throw or begin choking on blood, suffering a level of exhaustion each round until they choke to death. They can repeat the saving throw at the end of each of their turns. If they survive, the wound becomes Infected unless a successful DC 18 Wisdom (Wound-wise) check is applied to clean the wound within a day. Finally, they suffer the Hideous Scar condition and suffer a permanent -2 penalty to Charisma.
20	With a vicious strike, you hack your weapon through the skull of your enemy. There's a wet sucking sound as you pull the weapon free.	Target is Punch-Drunk until the end of the encounter, gains 4 levels of Bleeding, and suffers a -2 to their Intelligence and Wisdom ability scores. Additionally, the target becomes Infected.
21-24	With a quick and accurate cut, you slice your opponent's throat, causing blood to pour forth like a waterfall.	Target gains 6 levels of Bleeding.
25+	Your weapon describes a perfect arc as it hacks through the neck of your enemy, sending their head flying from their shoulders.	Target dies immediately.

Slashing, Torso		
D20	Description	Effect
1	A grazing cut across your opponent's chest sees them stagger back in pain.	Target is Dazed until the end of their next turn.
2	Your strike hits with force as your opponent blocks, sending them stumbling into the dirt.	Target is pushed back 5 feet and knocked prone.
3	A grazing cut to your opponent's chest leaves a red, bleeding mark.	Target suffers 1 level of Bleeding.
4	You slash at your opponent as they try to dart back to avoid your strike. They trip and fall into the dirt, and you cut them as they stumble.	Target suffers 2 levels of Bleeding and is knocked prone.
5	A downward slash into your opponent's shoulder sends spasms of pain down their arm.	Target must succeed on a DC 14 Strength save or drop the weapon they are holding.
6	Your weapon connects with your opponent's weapon, and yours proves the winner.	Target's weapon quality is lowered one step.
7	A quick strike to your opponent's chest as they try to move past you sees them spinning around in pain.	Target is Punch-Drunk until the end of their next turn.
8	Your weapon connects with your opponent's ribs as they step forward to strike, knocking the air out of them and cutting them deeply.	Target suffers 2 levels of Bleeding, and is Dazed until the end of their next turn.
9	A wicked strike to your opponent's chest causes heavy bleeding.	Target suffers 3 levels of Bleeding.
10	A quick strike to your opponent's back sends them sprawling in the dirt.	Target is knocked prone and suffers 2 levels of Winded.
11	As you go to strike at your opponent's chest, they raise their shield to try and block, but your weapon splinters through.	Target's shield is badly damaged, suffering a penalty of -1 AC bonus and -1 Absorb. If they don't have a shield, they instead suffer result 9 on the Slashing - Limb table.
12	Your strike cuts into the meat of your opponent's back, sending them spilling to the ground.	Target's speed is halved until the end of the encounter, and they suffer 3 levels of Bleeding.
13	You slash at your opponent's side, hacking into their hip and landing a scoring cut on their hip bone. They fall onto the ground in agony, their leg unable to support them.	Target is knocked prone and suffers 3 levels of Bleeding. Their speed is reduced by 10 feet for 2d4 weeks.
14	As you move to the side, your opponent strikes forward, and you slash at their unprotected back, knocking them down.	Target is pushed 5 feet away and knocked prone. They are Dazed until the end of the encounter.
15	You score a grazing cut on your opponent's stomach, slicing into the intestine and causing internal bleeding. They stumble back in pain.	Target is knocked prone and suffers 4 levels of Bleeding. The wound becomes Infected unless a successful DC 18 Wisdom (Wound-wise) check is applied to clean the wound within a day.
16	Your weapon describes an overhead arc before hacking into the meat of your opponent's shoulder. They roar in pain as their arm ceases to function.	Target drops whatever they are holding in their weapon hand and suffers 4 levels of Bleeding. The arm is useless, and will need to be amputated, unless a successful DC 20 Wisdom (Wound-wise) check is applied to clean the wound within a day.
17	Your weapon cuts under your opponent's guard and into the lower part of their ribcage, cracking some of the bones there.	Target is Punch-Drunk until the end of the encounter. Additionally, they must succeed on a DC 15 Constitution (Grit) check or suffer internal bleeding. On a failed save, they suffer 1 level of Bleeding.
18	With a powerful strike you bury your weapon into your opponent's stomach, pulling it out with a sucking noise as your opponent screams in agony.	Target falls prone, suffers 5 levels of Bleeding, and gains the Hopeless and Dazed conditions until the end of the encounter. The wound becomes Infected unless a successful DC 18 Wisdom (Wound-wise) check is applied to clean the wound within a day.
19	You hack your weapon up between your opponent's legs, causing a scream of agony as hot blood splashes onto the ground.	Target falls prone and must succeed on a DC 18 Constitution (Grit) check or fall unconscious from the pain. Either way, the target suffer 5 levels of Bleeding and their speed is halved for 1d4 weeks. Additionally, if the character is male, they must succeed on a DC 17 Constitution saving throw or become sterile.
20	Your strike catches your opponent in the small of the back, hacking into their spine. They crumple to the ground and stop moving.	Target must succeed on an immediate DC 20 Constitution (Grit) check or become permanently paralysed from the waist down and count as helpless from shock for the duration of the combat. On a successful save, they are knocked prone and paralyzed for 1d4 turns.
21-24	Your weapon slashes deep into your opponent's stomach, causing intestines to spill out like snakes into the dirt.	Target falls prone and suffers 6 levels of Bleeding. Additionally, the target has disadvantage on attack rolls, ability checks and saving throws. The wound becomes Infected unless a successful DC 24 Wisdom (Wound-wise) check is applied to clean the wound within a day.
25+	With a perfect cut, you slash through your opponent's collarbone, through their chest, and almost across to their hip. Blood sprays in all directions as they spasm once, and die.	Target dies immediately.

Slashing, Limbs

D20	Description	Effect
1	With a quick cut to their fingers, your opponent loses grip on their weapon.	Target must succeed on a DC 15 Constitution (Grit) check or drop their weapon
2	A slash to your opponent's knee sees them stumbling back and falling.	Target is knocked prone.
3	You cut at your opponent's wrist and are rewarded with bright red blood.	Target drops their weapon.
4	You slash your blade into your opponent's forearm, shoving them off balance and causing them to drop their weapon.	Target drops their weapon and suffers 1 level of Bleeding.
5	Your weapon cuts deep into the meat of your opponent's thigh, causing blood to pour from the wound as your opponent yells in pain.	Target suffers 1 level of Bleeding, and is Dazed until the end of their next turn.
6	You strike a glancing blow against your opponent's shoulder, knocking them back and off balance.	Target suffers 1 level of Bleeding and is knocked back 5 feet.
7	Your weapon digs into the meat of your opponent's forearm, and as you twist, their hand twitches uncontrollably.	Target drops whatever they are holding. Their hand is useless for the remainder of the encounter.
8	You strike at the back of your opponent's calf, cutting deep. They stumble and fall as blood pours forth.	Target suffers 1 level of Bleeding, and their speed is reduced by 10 feet until the end of the encounter.
9	As you swing for your opponent's head, they reach up and catch the blade with their hand. It cuts deep.	Target suffers 3 levels of Bleeding and the wound becomes Infected unless a successful DC 15 Wisdom (Wound-wise) check is applied to clean the wound within a day. Additionally, without a successful DC 17 Wisdom (Wound-wise) check, the target will suffer permanent disadvantage on checks that require fine manipulation with that hand.
10	Your weapon cuts into the cartilage under the knee, causing an agonised scream to come from your opponent as they stumble back and fall to the ground.	Target falls prone and has their speed reduced to 5 feet for the duration of the encounter. Then for the next 2d4 weeks, their speed is halved. When the wound is fully healed, their speed is permanently reduced by 5 feet.
11	Your weapon slices up the length of your opponent's forearm and opens it like a zip, revealing glistening red meat beneath.	Target suffers the Hopeless condition, and gains 4 levels of Bleeding. The wound becomes Infected unless a successful DC 16 Wisdom (Wound-wise) check is applied to clean the wound within a day.
12	Your weapon scores a deep cut on the meat of your opponent's arm or leg.	Target gains 3 levels of Bleeding, and the wound becomes Infected unless a successful DC 15 Wisdom (Wound-wise) check is applied to clean the wound within a day.
13	You cut at your opponent's hand, severing one of the fingers holding their weapon.	Target loses a finger and gains 2 levels of Bleeding immediately. They suffer disadvantage on checks that require fine manipulation.
14	You hack at your opponent's hand and are rewarded by the sight of fingers flying off in different directions.	Target loses 1d4 fingers. They suffer 3 levels of Bleeding immediately. If they lose 3 or more fingers, they suffer the Lose A Hand condition. They suffer disadvantage on checks that require fine manipulation.
15	You hack into the meat of your opponent's limb, deep enough to cut to the bone. The limb becomes numb and useless as nerves are damaged.	Target's limb becomes useless. If it's a leg, they fall prone and their speed is reduced to 5 feet of crawling until the end of their next turn. If it's an arm, they drop whatever they are holding. Either way, they gain 5 levels of Bleeding. The wound becomes Infected unless a successful DC 19 Wisdom (Wound-wise) check is applied to clean the wound within a day.
16	You slice and cleanly sever your opponent's hamstring, and they scream in agony as they fall to the ground.	Target falls prone, and their movement is reduced to 5 feet of crawling. They suffer the Lose A Leg condition for 3d6 weeks, and cannot walk for the duration. The wound becomes Infected unless a successful DC 19 Wisdom (Wound-wise) check is applied to clean the wound within a day.
17	With a perfect cut, you neatly sever all four fingers on your opponent's weapon hand. They fly in an arc, followed by a spray of blood.	Target drops their weapon, and loses four fingers. They suffer 3 levels of Bleeding. SeeLose a hand.
18	As your opponent goes to swing their weapon, you slash up and hack into the meat of their arm, severing it at the elbow.	TargetLoses An Armand suffers 5 levels of Bleeding.
19	You hack down at your opponent's leg, slicing through just beneath the knee, and severing all below it.	TargetLoses A Legand suffers 5 levels of Bleeding.
20	With a brutal chop at your opponent's shoulder, you hack through bone, muscle and sinew, severing the arm at the shoulder.	TargetLoses An Armand suffers 6 levels of Bleeding.
21-24	As your opponent lifts their arm for a swing, you knock them back with a kick and swing recklessly at their leg. Your weapon cuts deep into the meat of their hip, almost cutting all the way through.	TargetLoses a Legand suffers 6 levels of Bleeding. Without a successful DC 25 Wisdom (Wound-wise) check, the target will die of blood loss in 1d4 rounds.
25+	You cut down your opponent's shoulder and into their chest, killing them instantly.	Target dies immediately.

Piercing, Head

D20	Description	Effect
1	Your weapon grazes your opponent's cheek, sending them sprawling into the dirt.	Target is knocked prone.
2	Your strike grazes the side of your opponent's head, sending them stumbling back from you.	Target is knocked back 5 feet and prone.
3	You nick your opponent's head, causing them to bleed heavily from the wound.	Target suffers 1 level of Bleeding
4	You clang your weapon into the side of your opponent's skull, hitting them with the flat of the blade.	Target is Dazed until the end of their next turn.
5	You smash the butt of your weapon into your opponent's nose, and are rewarded by a spray of blood.	Target is Punch-Drunk until they spend an action to expel the blood from their nose and wipe their eyes of tears. They are unable to take the Dash action for the rest of the encounter due to their clogged nose inhibiting their breathing.
6	Your weapon pierces through the meat of your opponent's cheek, hitting against their teeth.	Target is Punch-Drunk until the end of their next turn, and suffers 2 levels of Bleeding.
7	Your stab slashes your opponent's forehead, dragging along the skull, sending them sprawling into the dirt.	Target is knocked prone and suffers 1 level of Winded.
8	Your blade stabs towards your opponent's eye, but is deflected by their brow. You stab against the bone there, causing heavy bleeding.	Target suffers 3 levels of Bleeding.
9	As you thrust toward your opponent's head, they bring their shield to bear to block the blow.	Target's shield is badly damaged, suffering a penalty of -1 AC bonus and -1 Absorb. If they don't have a shield, they instead suffer result 9 on the Slashing - Limb table.
10	Your weapon collides with the side of your opponent's jaw, fracturing the bone.	Target is stunned until the end of their next turn and they suffer 2 levels of Bleeding. They will be unable to eat solid food for 2 weeks until the jaw begins to heal.
11	Your weapon slides under the rim of your opponent's helmet, slicing along their scalp.	Target's helmet is knocked off if they are wearing one, and they suffer 2 levels of Bleeding. If they are not wearing a helmet, they instead suffer 3 levels of Bleeding.
12	Your opponent ducks at the last second, avoiding a strike that would have skewered an eye. Instead they are stabbed with some force in the forehead, knocking them back.	Target is knocked prone, and is Dazed until the end of the encounter. Additionally, they suffer 3 levels of Bleeding, and must spend an action every two turns to wipe the blood from their eyes, or else become Blinded until they do spend that action.
13	With a strike to the neck, you barely miss the vital blood vessels there, but you do tear through some of the muscles, causing terrible bleeding.	Target suffers 3 levels of Bleeding, and is Punch-Drunk and Dazed until the end of the encounter as they struggle to hold their head up or move it quickly. The wound becomes Infected unless a successful DC 16 Wisdom (Wound-wise) check is applied to clean the wound within a day.
14	Your weapon grinds along the side of your opponent's face, catching the flesh of the ear and tearing it from the head in a spray of blood.	Target is stunned until the end of their next turn, and gains 5 levels of Bleeding. Additionally, they suffer permanent disadvantage on Wisdom (Perception) and Dexterity (Stealth) checks due to their impaired hearing.
15	Your weapon stabs into your opponent's throat, cutting the nerves controlling the vocal chords. They wheeze out in agony.	Target suffers 4 levels of Bleeding and is Dazed until the end of the encounter as blood trickles down their airways. If they survive, their voice will be hoarse, and they will be unable to speak above a quiet growl.
16	As you stab forward, your weapon grazes the outside of your opponent's eye, cutting it badly. They recoil in pain.	Target must succeed on a DC 17 Constitution (Grit) check or drop whatever they are holding to grasp at their eye. They are Blinded for 1d4 turns, and suffer 2 levels of Bleeding.
17	With a brutal attack your weapon stabs through your opponent's cheek, wedging itself into the bones there.	Target is restrained until they or you take an action to remove the weapon. Once removed, they will suffer 4 levels of Bleeding. The wound becomes Infected unless a successful DC 18 Wisdom (Wound-wise) check is applied to clean the wound within a day.
18	You connect with your opponent's neck, piercing into the flesh deeply. Blood flows like a river when you remove your weapon.	Target suffers 6 levels of Bleeding.
19	Your weapon stabs into the outside of your opponent's eye, piercing it and pulling it from the socket as you bring your weapon back.	TargetLoses An Eye, and gains 4 levels of Bleeding. The wound becomes Infected unless a successful DC 18 Wisdom (Wound-wise) check is applied to clean the wound within a day.
20	With a crack of broken teeth, you shove your weapon into your opponent's mouth, shattering teeth and severing a large part of the tongue, before crashing out the back of the other cheek.	Target gains 5 levels of Bleeding and is stunned from the pain until the end of their next turn. They must also succeed on a DC 19 Constitution saving throw or begin choking on blood and broken teeth, suffering a level of exhaustion each round until they choke to death. They must repeat the saving throw at the end of each of their turns. They are Punch-Drunk and Dazed while choking in this way. Additionally, their tongue has been irreparably damaged, and there is a 75% chance that they will be unable to speak if they survive.
21-24	Your weapon goes through your opponent's neck and out the other side; a perfect, clean strike.	Target suffers 6 levels of Bleeding, is knocked prone, and must also succeed on a DC 19 Constitution saving throw or begin choking on blood and broken teeth, suffering a level of exhaustion each round until they choke to death. They must repeat the saving throw at the end of each of their turns. They are Punch-Drunk and Dazed while choking in this way.
25+	Your weapon strikes with such force that it cracks through the eye socket and into the brain. Your enemy has time to twitch twice before they die.	Target dies immediately.

Piercing, Torso

D20	Description	Effect
1	With a stab at your opponent's chest, they stumble briefly in pain.	Target is Dazed until the end of their next turn.
2	Your thrust is blocked and parried, but the force is enough to send your opponent sprawling.	Target is pushed back 5 feet and knocked prone.
3	A quick grazing cut to the clavicle sees your opponent bleeding badly from the wound.	Target suffers 1 level of Bleeding.
4	Your weapon grazes your opponent's hip, spinning them around and tripping them into the muck.	Target suffers 2 levels of Bleeding and is knocked prone.
5	With a quick strike to your opponent's clavicle, they wince in pain and their hand twitches against their will.	Target must succeed on a DC 14 Strength save or drop the weapon they are holding.
6	Your weapon catches your opponent's at a fortunate angle, and you badly chip their weapon.	Target's weapon quality is lowered one step.
7	Your weapon catches your opponent in the lower back, not quite piercing through but cracking their back painfully.	Target is Punch-Drunk until the end of their next turn.
8	You smash into your opponent and send them stumbling back, then connect with a parting strike at their shoulder.	Target is knocked back 10 feet and prone. They suffer 2 levels of Bleeding.
9	You connect full force into the stomach of your enemy, not piercing through but sending all of the air out of their lungs.	Target suffers 3 levels of Winded.
10	Your strike is stopped from being fatal by armour, or sheer luck. Even so, you drive your weapon with enough force to bruise your opponent's sternum.	Target is knocked prone and suffers 2 levels of Winded.
11	You strike with enough force to crack your opponent's shield with a loud crunching sound.	Target's shield is badly damaged, suffering a penalty of -1 AC bonus and -1 Absorb. If they don't have a shield, they instead suffer result 9 on the Slashing - Limb table.
12	Your strike cuts deep into your opponent's hip, scoring the bone and sending lightning bolts of agony through them.	Target's speed is halved until the end of the encounter, and they suffer 3 levels of Bleeding.
13	You smash your weapon into the small of your opponent's back, and they stumble forwards in agony.	Target is knocked prone and suffers 3 levels of Bleeding. Their speed is reduced by 10 feet for 2d4 weeks.
14	You bring your weapon down towards your opponent's heart, but it is deflected at the last second. Even so, you strike with enough force to send them sprawling.	Target is pushed 5 feet away and knocked prone. They are Dazed until the end of the encounter.
15	You drive your weapon into your opponent's shoulder, spinning them around and knocking them into the dirt.	Target falls prone and suffers 4levels of Bleeding. The wound becomes Infected unless a successful DC 18 Wisdom (Wound-wise) check is applied to clean the wound within a day.
16	You strike with enough force to break some of your opponent's ribs,	Target is knocked prone, and suffers 4 levels of Winded.
17	Your weapon drives through the ribcage and grazes a lung, collapsing it. Your opponent swoons and feels dizzy as you withdraw the weapon.	Target is Punch-Drunk until the end of the encounter. Additionally, they must succeed on a DC 15 Constitution (Grit) check or suffer internal bleeding. On a failed save, they suffer 1 level of Bleeding.
18	You drive your weapon into your opponent's stomach, and when you pull it out, the stench of shit assaults your nostrils.	Target falls prone and suffers 5 levels of Bleeding, and gains the Hopeless and Dazed conditions until the end of the encounter. The wound becomes Infected unless a successful DC 18 Wisdom (Wound-wise) check is applied to clean the wound within a day.
19	When you drive your weapon into your opponent, you smash it into their groin, causing them to scream in agony and collapse to the ground.	Target falls prone and must succeed on a DC 18 Constitution (Grit) check or fall unconscious from the pain. They suffer 5 levels of Bleeding. Either way, the target's speed is halved for 1d4 weeks. Additionally, if the character is male, they must succeed on a DC 17 Constitution saving throw or become sterile.
20	Your weapon ducks under the ribcage and nicks your opponent's heart, causing the chest cavity to fill with blood.	Target is stunned until the end of their next turn. They suffer 6 levels of bleeding. Only quick magical healing can save them.
21-24	Your strike breaks through the sternum, collapsing a lung and causing horrific bleeding inside the chest.	Target falls prone and suffers 6 levels of Bleeding. Additionally, the target permanently suffers disadvantage on attack rolls, ability checks, and saving throws. The wound becomes Infected unless a successful DC 24 Wisdom (Wound-wise) check is applied to clean the wound within a day.
25+	Your thrust crashes through your opponent's sternum and into the spine. They twitch once, and never move again.	Target dies immediately.

PIERCING, LIMBS

D20	DESCRIPTION	EFFECT
1	You dash forward with your weapon, striking your opponent in the hand and cutting them deeply.	Target must succeed on a DC 14 Strength check or drop their weapon. They suffer 1 level of Bleeding.
2	A thrust to your opponent's knee sees them stumbling back and falling.	Target is knocked prone.
3	Your strike catches your opponent in the shoulder, sending them spinning around and into the dirt.	Target is knocked back 10 feet and prone.
4	With a powerful hit you connect with your opponent's toe, breaking it.	Target must succeed on a DC 15 Constitution (Grit) check or be knocked prone. Their speed is reduced by 10 feet for 2 weeks until the toe is healed.
5	You connect with your opponent's weapon hand, cutting one of their fingers badly.	Target drops whatever they are holding in their weapon hand, and suffers disadvantage on attack rolls until the end of their next long rest.
6	Your strike pins your opponent's arm to their chest, leaving them helpless.	Target is grappled by you and restrained until they spend an action to extricate themselves from your grip. You must spend an action on your turn to maintain the grapple.
7	Your weapon hits into the back of your opponent's hand, piercing through it in a spray of blood.	Target drops whatever they are holding in their weapon hand. They suffer the penalties ofLose A Handfor the remainder of the encounter, and suffer 2 levels of Bleeding. The wound becomes Infected unless a successful DC 15 Wisdom (Wound-wise) check is applied to clean the wound within a day.
8	With a leaping strike you drive your weapon into your opponent's shoulder, pushing them to the ground and pinning them there with your weapon.	Target is knocked prone and restrained. They suffer 2 levels of Bleeding. You can use a bonus action on your turn to keep the target prone. Target must succeed on a DC 16 Strength (Athletics) check to escape.
9	Your strike hits the inside of your opponent's shield arm as they step aside to dodge, and you unzip the inside of their arm.	Target loses their AC bonus from their shield and suffers 2 levels of Bleeding. If they don't have a shield, they instead suffer the results of Piercing - Limb 7.
10	You manage to stab your weapon into your opponent's elbow joint, causing them to scream out in pain and stumble back as their arm flops uselessly next to them.	Target suffers the penalties ofLose An Armuntil the end of the encounter. They suffer 3 levels of Bleeding. The wound becomes Infected unless a DC 16 Wisdom (Wound-wise) check is applied to clean the wound within a day.
11	You thrust your weapon with such force that it goes entirely through your opponent's shield and stabs the arm underneath.	Target's shield is splintered, and they suffer 3 levels of Bleeding. They suffer the penalties ofLose A Handuntil the end of the encounter. Without a successful DC 17 Wisdom (Wound-wise) check within a day, the wound will become infected and the hand must be amputated. If the target isn't using a shield, they instead suffer the results of Piercing - Torso 16.
12	As your opponent stumbles slightly and exposes their knee, you strike with terrible force and are rewarded with a squeal of agony as they tumble into the muck.	Target is knocked prone, and their speed is reduced to 5 feet of crawling until the end of their next turn. Their speed then becomes 10 feet for 2d4 weeks, and will remain so permanently without a successful DC 17 Wisdom (Wound-wise) check. On a success, their speed is instead permanently reduced by only 5 feet.
13	You strike out with unerring accuracy and drive your weapon through the corded tendons above the heel, causing your enemy to scream and fall.	Target falls prone, and their speed is reduced to 5 feet of crawling until the end of their next turn. They suffer the penalties ofLose A Legfor 2d6 weeks, and cannot walk for the duration without a crutch. The wound becomes Infected unless a successful DC 17 Wisdom (Wound-wise) check is applied to clean the wound within a day.
14	Your weapon punctures deeply into your opponent's bicep, and the wound immediately welcomes a chance splash of muck.	Target suffers 3 levels of Bleeding. The wound becomes Infected unless a successful DC 19 Wisdom (Wound-wise) check is applied to clean the wound within a day.
15	You pierce your weapon into the thin, fleshy space between the tibia and femur. Lightning agony assaults the target as they scream and fall to the ground.	Target is Punch-Drunk until the end of the encounter. They must succeed on a DC 21 Constitution (Grit) check or fall prone. The target's speed is halved until they complete a long rest. The wound becomes Infected unless a successful DC 15 Wisdom (Wound-wise) check is applied to clean the wound within a day.
16	Your weapon drives into the meat of your opponent's bicep, cutting under the muscle and nearly shearing it from the bone.	Target gains 4 levels of Bleeding and suffers the penalties ofLose An Armuntil the end of the encounter. Without a successful DC 18 Wisdom (Wound-wise) check within a day, the wound will become infected and the arm must be amputated.
17	You capitalise on your opponent's misstep and drive your weapon into their ankle, piercing through it and pinning them to the ground.	Target is grappled by you and restrained. They suffer the penalties ofLose A Footuntil the end of the encounter. You or the target need to spend an action to remove your weapon from their ankle. Once removed, they gain 4 levels of Bleeding. Without a successful DC 18 Wisdom (Wound-wise) check within a day, the wound will become infected and the foot must be amputated.
18	A cruel strike smashes into the back of your opponent's knee, crunching against the back of the kneecap. They scream in agony and fall face first into the dirt.	Target is knocked prone and unable to stand without assistance. They suffer the penalties ofLose the Leguntil the end of the encounter. Without a successful DC 18 Wisdom (Wound-wise) check within a day, the wound will become infected and the leg must be amputated at the knee.
19	You shear through some of the tendons on the back of your opponent's leg, and they lose control of it and fall to the ground.	Target falls prone, and their speed is reduced to 5 feet of crawling until the end of the encounter. They suffer the penalties ofLose A Legfor 3d6 weeks, and cannot walk for the duration. The wound becomes Infected unless a successful DC 19 Wisdom (Wound-wise) check is applied to clean the wound within a day. On a failure, only amputation above the knee will keep them alive.
20	With a leaping strike you drive your weapon into the meat of your opponent's shoulder, slicing through muscle and tendons.	Target falls prone and is knocked back 5 feet. They suffer the penalties ofLose An Armfor 2d4 weeks until the wound is healed. The wound becomes Infected unless a successful DC 19 Wisdom (Wound-wise) check is applied to clean the wound within a day. On a failure, only amputation at the shoulder will keep them alive.
21-24	A terrifying strike drives your weapon deep into your opponent's thigh bone, cracking it and causing untold agony.	Target falls prone and is Incapacitated by pain until the end of their next turn. They are also Restrained by your weapon. You or the target need to spend an action to remove your weapon from their ankle. Once removed, they gain 4 levels of Bleeding. The bone is broken, and the target suffers the penalties ofLose A Legfor 3d6 weeks until the bone is healed. Without a successful DC 18 Wisdom (Wound-wise) check within a day, the wound will become infected and the leg must be amputated.
25+	With a powerful thrust and retraction, you sever your opponent's femoral artery, causing blood to pump out of the wound at a frightening rate. Your opponent goes pale immediately, and dies shortly after.	Target dies in 1d2 rounds.

MISSILE		
D20	DESCRIPTION	EFFECT
1	Your shot grazes your opponent's arm, spinning them around and causing them to bleed.	Target is knocked 5 feet back and suffers 1 level of Bleeding.
2	Your missile pierces into the meat of your opponent's thigh, causing them to stumble and stop to pull it out.	Target's speed becomes 0 until the end of their next turn, and they suffer 1 level of Bleeding.
3	Your missile connects with your opponent's shoulder, spinning them around and making them stumble back into the dirt.	Target is knocked back 5 feet and prone.
4	Your missile deeply cuts into your opponent's hand, causing them to flinch.	Target must succeed on a DC 15 Strength saving throw or drop whatever they are holding in their weapon hand.
5	Your missile pierces through the meat of your opponent's cheek, hitting against their teeth.	Target is Punch-Drunk until the end of their next turn, and suffers 2 levels of Bleeding.
6	Your shot pierces deeply into your opponent's calf, causing them agony as they try to move.	Target suffers 1 level of Bleeding, and their speed is reduced by 10 feet until the end of the encounter.
7	As your opponent goes for an overhead strike, your missile catches their hand and sends their weapon skittering away.	Target drops their weapon, and suffers disadvantage on attack rolls until the end of their next turn.
8	Your missile hits into the back of your opponent's hand, piercing through it in a spray of blood.	Target drops whatever they are holding in their weapon hand. They suffer 2 levels of Bleeding, and suffer the penalties ofLose A Handfor the remainder of the encounter. The wound becomes Infected unless a successful DC 15 Wisdom (Wound-wise) check is applied to clean the wound within a day.
9	Your missile grazes the length of your opponent's forehead and cuts it deeply, causing blood to run into their eyes.	Target suffers 2 levels of Bleeding, and must spend an action every two rounds to wipe the blood from their eyes, or else gain the Blinded condition until they do spend the action.
10	With a satisfying thud, your missile pins your target to the ground by the ankle. They stop dead and yell in pain.	Target is grappled by you and restrained. They suffer the penalties ofLose A Footuntil the end of the encounter. You or the target need to spend an action to remove your weapon from their ankle. Once removed, they suffer 4 levels of Bleeding. Without a successful DC 18 Wisdom (Wound-wise) check within a day, the wound will become infected and the foot must be amputated.
11	Your missile pierces through your opponent's shield and into the arm underneath, and they roar in pain.	Target's shield is badly damaged, suffering a penalty of -1 AC bonus and -1 Absorb. If they don't have a shield, they instead suffer result 9 on the Slashing - Limb table.
12	With a targeted shot, you strike your opponent in the clavicle, knocking them to their knees.	Target is knocked prone. They suffer 2 levels of Bleeding, and suffer an additional 2 levels when the missile is removed. They have disadvantage on attack rolls and ability checks until the end of the encounter.
13	Your arrow embeds itself deeply into your opponent at a cruel angle, making it difficult to remove.	Target is Dazed and their speed is halved while the missile remains inside them. Removing the missile requires an action. Once removed, they are no longer Dazed and don't suffer any movement penalties, but they do suffer 4 levels of Bleeding.
14	Your shot strikes your enemy between the shoulder blades, sending them screaming and tripping into the dirt face first.	Target is knocked prone and pushed forward 5 feet. They are Dazed until the missile is removed, which requires an action and inflicts upon the target 2 levels of Bleeding.
15	Your missile jams into the crook of your opponent's elbow, locking it in place and causing untold agony.	Target suffers the penalties ofLose An Armuntil the end of the encounter. They suffer 3 levels of Bleeding. The wound becomes Infected unless a successful DC 16 Wisdom (Wound-wise) check is applied to clean the wound within a day.
16	Your missile catches your opponent in the throat, somehow missing the vital arteries and veins, but ruining the voicebox, causing horrific bleeding.	Target suffers 4 levels of Bleeding and is Dazed until the end of the encounter as blood trickles down their airways. If they survive, their voice will be hoarse, and they will be unable to speak above a quiet growl.
17	With a shearing strike, your missile neatly slashes along your opponent's fingers, sending some of them flying in various directions.	Target loses 1d4 fingers and suffers 3 levels of Bleeding. If they lose 3 or more fingers, they have ostensiblyLost A Hand. They will have disadvantage on checks that require fine manipulation.
18	Your missile embeds itself deeply into your opponent's gut, causing them to double over and fall to their knees in agony.	Target falls prone, suffers 5 levels of Bleeding, and gains the Hopeless and Dazed conditions until the end of the encounter. The wound becomes Infected unless a successful DC 18 Wisdom (Wound-wise) check is applied to clean the wound within a day.
19	A wicked shot smashes into the back of your opponent's knee, crunching against the back of the kneecap. They scream in agony and fall face first into the dirt.	Target is knocked prone and unable to stand without assistance. They suffer the penalties ofLose A Leguntil the end of the encounter. Without a successful DC 18 Wisdom (Wound-wise) check within a day, the wound will become infected and the leg must be amputated at the knee.
20	Your missile embeds itself into your opponent's eye socket, destroying the eye and sending clear liquid streaming down their cheek.	TargetLoses An Eye, and is Dazed and Punch-Drunk until the end of the encounter. The wound becomes Infected unless a successful DC 19 Wisdom (Wound-wise) check is applied to clean the wound within a day.
21-24	Your strike embeds itself up to the fletching into your opponent's chest, and you fire another, and another. Your opponent has mere moments as their lifeblood pumps out of them and into their chest from their pierced heart.	Target dies in 1d4+1 rounds.
25+	Your missile penetrates through your opponent's nose and into their brain, sending them twitching into the dirt, never to move again.	Target dies immediately.

MAGIC

Magic in Iskloft is everywhere. From the screaming fury of the berserker, to the uncanny knowledge of the Kyrrgangr, to the bright flash of a Drengr's sword, magic permeates the world.

Fate is inescapable, and all people are bound by fate. This is the way in which magic most manifests. An impossible strike fells the Jotunaett, a perfectly timed intervention reverses the tide of battle - to the people of Iskloft, these are not coincidences, but divine intervention through the medium of fate.

Yet beyond that, there is magic as we understand it. Magic in Iskloft is broken down into three distinct kinds, different ways to use the magic of the world. Each of the three Seiðr archetypes practices a different kind of magic, and in the following pages, you will find information about them.

Subtle

You may be used to wizards hurling fireballs, flying through the sky, calling down meteors or stopping time. You might be used to priests bringing back the dead, regenerating limbs and healing those who should be dead. This is not the magic of Iskloft.

All three kinds of magic - Odin's Songs, Runatal and Seið - are a lot more subtle than that. The songs of Odin are often so subtle that none can be even sure that they happened. The magic of the runes rarely causes impressive effects. The magic of the Seiðkona is the most overtly powerful, but even it pales compared to the high fantasy magic we might be used to.

This is important for a number of reasons. Firstly, it adds a great deal to the atmosphere and tone of the game. Iskloft is not high adventure, it is a grounded, dare I say realistic experience, and it fits best that magic is a quiet, subtle thing. No one understands how magic works, and it is entirely possible that the woman who comes to your door is simply a charlatan, or she may be a powerful witch. The average person has no idea what magic looks like, and so they are easily fooled.

However, another reason that subtlety is important is that people in Iskloft, most of Iskloft that is, fear and hate magic and its practitioners. Witches, also called 'skags', are often mutilated by having their tongues cut out and their hands removed, so they can do no more evil. To actually see a person cast magic can have dire consequences for the caster.

Hypocrisy

The people of Iskloft are hypocritical when it comes to magic. They fear and hate it, they whisper to each other of witches and their evil, but when the harvest is poor, or a sickness comes, or they wish to know their fate, they will seek out a witch without much hesitation.

In the lands of the Iskolfinn and of Valiland, there is a more general acceptance of magic users. The Steward's Decree, uttered by Beobrand the Steward after the death of the Second King, outlawed magic and all those who would practice it. Most places accepted this, and almost overnight, an ancient tradition in Iskloft became a crime. Yet in Iskolfinn and Valiland, the people did not want to exile their seers, their midwives, their healers and their advisors, and so ignored the decree.

Even today, many jarls will talk of the danger of magic and sorcery, but keep a witch as an advisor.

Three Magicks

In Iskloft, there are three kinds of magic practiced commonly. They are distinct in their style and function, and range from sacred songs to profane sacrifices.

Odin's Songs

The most commonly practiced magic in Iskloft is that of the Volva, the seers and priestesses of Odin. Odin knows a great many spells, and some of them are passed down to the people of Iskloft via the Havamal, the Sayings of Odin.

This magic is generally quite subtle, and of all of the practitioners of magic, the Volva is most welcome in most towns. She is a sacred figure, who ensures that law is carried out, that a town is healthy and safe, and who speaks prophecy.

Rúnatal

The alphabet used in Iskloft is made up of 24 runes, each a consonant or vowel. Yet each rune has more meaning than that. Each rune has a name, but beyond that, digging deeper, each rune has a power.

The magic of the rune-song is the study of the runes, learning the deep, hidden meaning of the runes and using that knowledge to create marvellous effects.

This is the magic of the Galdr, a person who has dedicated their lives to the study and understanding of the runes. Each rune grants knowledge of what it represents - for example the rune 'FEHU' means 'cattle', and so the study of the rune may bring a better understanding of husbandry, but as a Galdr delves deeper, they discover more, that it can also mean wealth, and strength, and myriad other things.

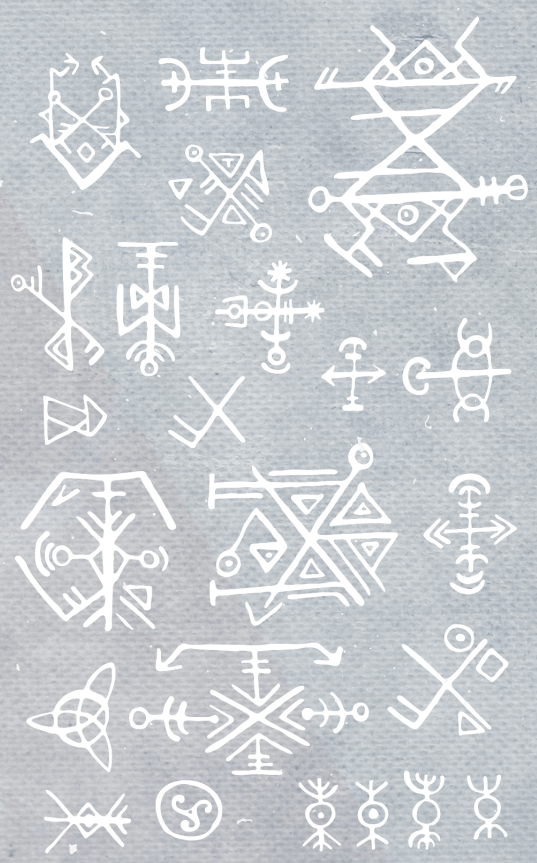
Galdr are some of the finest craftsmen in the world, and it is known that all of the finest objects in the world, from bright blade to shining mail, were made using the runeskill.

Seið

The third kind of magic commonly seen in Iskloft is the one most feared, the one that is least welcome. It is known as Seið. It represents the power of women, and of the things that live beyond this world, and so it is no surprise that in Iskloft's hyper-masculine world, that it is most feared.

Practitioners of this art allow spirits and things from other worlds on the World Tree to inhabit their body for a short time, channeling their power and using it for their own. It is a dangerous game to play, and more than one Seiðkona has simply vanished, pulled into a pit by a hundred hands, or burst into flames.

Yet if it is prophecy you seek, or a curse upon your enemy, or the safe birth of your child, then there is no one finer than a Seiðkona.



ODIN'S SONG OF SPELLS

Those songs I know, which nor sons of men
nor queen in a king's court knows;
the first is Help which will bring thee help
in all woes and in sorrow and strife.

A second I know, which the son of men
must sing, who would heal the sick.

A third I know: if sore need should come
of a spell to stay my foes;
when I sing that song, which shall blunt their swords,
nor their weapons nor staves can wound.

A fourth I know: if men make fast
in chains the joints of my limbs,
when I sing that song which shall set me free,
spring the fetters from hands and feet.

A fifth I know: when I see, by foes shot,
speeding a shaft through the host,
flies it never so strongly I still can stay it,
if I get but a glimpse of its flight.

A sixth I know: when some thane would harm me
in runes on a moist tree's root,
on his head alone shall light the ills
of the curse that he called upon mine.

A seventh I know: if I see a hall
high o'er the bench-mates blazing,
flame it ne'er so fiercely I still can save it, --
I know how to sing that song.

An eighth I know: which all can sing
for their weal if they learn it well;
where hate shall wax 'mid the warrior sons,
I can calm it soon with that song.

A ninth I know: when need befalls me
to save my vessel afloat,
I hush the wind on the stormy wave,
and soothe all the sea to rest.

A tenth I know: when at night the witches
ride and sport in the air,
such spells I weave that they wander home
out of skins and wits bewildered.

An eleventh I know: if haply I lead
my old comrades out to war,
I sing 'neath the shields, and they fare forth mightily
safe into battle,
safe out of battle,
and safe return from the strife.

A twelfth I know: if I see in a tree
a corpse from a halter hanging,
such spells I write, and paint in runes,
that the being descends and speaks.

A thirteenth I know: if the new-born son
of a warrior I sprinkle with water,
that youth will not fail when he fares to war,
never slain shall he bow before sword.

A fourteenth I know: if I needs must number
the Powers to the people of men,
I know all the nature of gods and of elves
which none can know untaught.

A fifteenth I know, which Folk-stirrer sang,
the dwarf, at the gates of Dawn;
he sang strength to the gods, and skill to the elves,
and wisdom to Odin who utters.

A sixteenth I know: when all sweetness and love
I would win from some artful wench,
her heart I turn, and the whole mind change
of that fair-armed lady I love.

A seventeenth I know: so that e'en the shy maiden
is slow to shun my love.

These songs, Stray-Singer, which man's son knows not,
long shalt thou lack in life,
though thy weal if thou win'st them, thy boon if thou obey'st them
thy good if haply thou gain'st them.

An eighteenth I know: which I ne'er shall tell
to maiden or wife of man
save alone to my sister, or haply to her
who folds me fast in her arms;
most safe are secrets known to but one-
the songs are sung to an end.

Songs of Odin

- Help In All Woes
- Sing, Who Would Heal The Sick
- That Song, Which Shall Blunt Their Swords
- That Song, Which Shall Set Me Free
- But A Glimpse Of Its Flight
- On His Head the Curse He Called Upon Mine
- Flame It Ne'er So Fiercely
- Hate I Shall Calm 'Mid The Warrior Sons
- I Hush The Wind On The Stormy Wave
- That Song, Which Will Have Them Wander Bewildered
- I Sing 'Neath The Shields, And They Fare Forth Mightily
- That Being Descends and Speaks
- Ne'er Slain Shall Bow Beneath A Sword
- I Know All Which None Can Know Untaught
- Power to Gods, Skill to Elves, Wisdom to Odin
- Her Heart I Turn, And The Whole Mind Change

Help In All Woes
Odinnic Ritual
Casting Time: 1 action
Range: Self
Duration: Concentration, up to 1 minute
Frequency: You can cast this spell a number of times equal to your Wisdom modifier per short or long rest

You know the first secret song of Odin; his first spell. With it, you can bring help in sorrow and in strife. As an action, you can sing the words of this secret song, beating a careful rhythm. You must spend a bonus action on each of your turns for the duration to maintain this effect.

While you are singing, allied creatures that can see and hear you within 30 feet have advantage on Constitution (Grit) checks, Dexterity saving throws, and gain temporary hit points equal to twice your Seiðr level.

Sing, Who Would Heal The Sick
Odinnic Ritual
Casting Time: 8 hours
Range: Touch
Components: A concoction of strange herbs and a spear
Duration: Instantaneous
Frequency: You can cast this spell once per long rest

You know the second secret song of Odin, which can be used to heal the sick. With it, you can save your allies from grisly death.

First, the body of the sick person must be ritualistically washed in water that has been infused with a concoction of strange herbs. During this cleansing you must sing to the Allfather, asking for his assistance in saving this person. Once cleansed, a wound must be cut into the body with the head of a spear. The blood that comes forth will be ichorous and black; the wound must remain open for the duration of the spell. For the next seven hours, you must pace around the target, singing and shaking the acquired herbs. Every hour, you must press upon the open wound with all of your might. Each time, a thick, ichorous glob of blood will come forth. After eight hours total have passed, the wound must be sewn up, the body washed again, and the collected ichor buried three feet beneath the earth.

This spell can produce one of the following effects:
- It can remove a curse laid by magic (at the GM's discretion)
- It can heal the effect of a brutal wound (not dismemberment, also at the GM's discretion)
- It can cure any disease or illness.
- It can remove the infected condition.

That Song, Which Shall Blunt Their Swords
Odinnic Ritual
Casting Time: 10 minutes
Range: Touch
Components: Three drops of sacred oil, a bowl of water, and the bone of a wolf
Duration: 1 hour
Frequency: You can cast this spell once per long rest

You know the third secret song of Odin, which can protect yourself and allies from the blows of enemies.
You must take the sacred oils of your woad, three drops of which you will add to a small bowl of water. With the bone of a wolf, you will stir this mixture for three minutes, while you beseech the Allfather for protection in the coming battle. After three minutes, using the mixture you will draw a rune upon the forehead, chest, groin, right hand, and left foot-- of up to three allied creatures.

For the duration, the targets gain the following effects:
- They can reroll the result of a brutal wound upon themselves, but must take the second roll.
- They can use their reaction to expend a Hit Die to turn a critical hit against them into a normal hit.
- They gain a +1 to their armour class.

That Song Which Shall Set Me Free
Odinnic Ritual
Casting Time: 1 reaction
Range: Self
Duration: Instantaneous
Frequency: You can cast this spell a number of times equal to your Wisdom modifier per short or long rest

You know the fourth secret song of Odin, sung to free yourself from any bonds which would hold you.
When hit by an effect that applies a condition to you, you can use your reaction to spend a Hit Die and remove one of the following conditions from yourself: Grappled, Restrained, Paralyzed, Charmed, Frightened

But A Glimpse Of Its Flight
Odinnic Ritual
Casting Time: 1 minute
Range: Self
Components: An arrow; a drop each of spit, salt water, and mushroom tea
Duration: Concentration, 1 minute
Frequency: You can cast this spell a number of times equal to your Wisdom modifier per short or long rest

You know the fifth secret spell of Odin, which will protect you from missiles that speed toward you.

You gird yourself against the slings and arrows of your enemies. To do so, you must take an arrow and cut the rune Algiz into your chest. You must then take a drop of spit, a drop of salt water and a drop of hallucinogenic mushroom tea, and rub it into the carving.

For the duration, you gain the following effects:
- When you are hit with a ranged weapon attack, you can use your reaction to have that attack miss instead.
- You have advantage on Dexterity saves against effects you can see or hear.

On His Head The Curse He Called Upon Mine
Odinnic Ritual
Casting Time: 1 reaction
Range: Self
Duration: Instantaneous
Frequency: You can use this spell once per long rest

You know the sixth secret spell of Odin, used in turning the curses of your enemies against them.

When a creature targets only you with a spell, you can use your reaction to spend a Hit Die and call out Odin's song, causing the caster to make a Seith-wise check. The DC is 8 + your proficiency bonus + your Wisdom modifier. If they fail the save, their spell is reversed and instead targets them. If they succeed on the save, their spell simply fails.

Flame It Ne'er So Fiercely
Odinnic Ritual
Casting Time: 1 action
Range: 60 feet
Duration: Special
Frequency: You can use this spell a number of times equal to your Wisdom modifier per short or long rest

You know Odin's seventh spell, and can use it to bring peace and order to a dangerous place.

As an action, you incant the ancient words of this spell, and cause one of the following effects to happen:
- You immediately douse all flames within range
- You immediately remove all noxious or dangerous fumes or gases within range
- You immediately dispel one area-based spell effect within range
- You create a bubble which protects those inside from rain, snow and wind (30-foot diameter sphere; concentration, up to 1 hour)

Hate I Shall Calm 'Mid The Warrior Sons

Odinnic Ritual
Casting Time: 10 minutes
Range: 30 feet
Duration: 24 hours
Frequency: You can use this spell once per long rest

You know Odin's eighth secret spell, which can quell the hate and anger in your enemies.

To do this, you must speak to them for ten minutes. As you do so, you weave the words of the spell quietly into your conversation, until after ten minutes the spell takes effect.

You suggest an activity -- limited to nine words -- and influence up to nine creatures of your choice which you can see within range, who can hear and understand you. Each of these creatures must make a Wisdom saving throw. On a failed save, they are convinced by your words and actively pursue the activity you suggested (to a degree decided at the GM's discretion). The spell ends when the activity has been completed or the duration has lapsed, whichever comes first. An example would be "Why not lay down your arms and talk instead?"

If you or any of your companions damage a creature affected by this spell, the spell ends for that creature.

That Song, Which Will Have Them Wander Bewildered

Odinnic Ritual
Casting Time: 1 day
Range: 10 miles
Duration: Instantaneous
Frequency: You can use this spell once per full moon.

You know the tenth secret song of Odin, his most cruel curse to shatter the minds of his enemies.

Choose a target that you know well. You must have met this target, know their full and true name, and possess something belonging to them. Blood is best, but hair, nails, etc will do, and a weapon, or an object they hold dear, will work in a pinch.

This is a long and involved ritual. Once you've acquired the necessary things, you must go to a forest and find an ash tree. You must stay there in the forest for the duration of the casting. You must strip naked and take the sacred inks of woad and indigo, and paint your body in the complex swirling patterns that only those who knows the songs of Odin know.
Once you are painted, you must find holly, and create for yourself a wreath to place on your head. Next, you must tie a rope around your ankle, and hang from the ash tree, as the Allfather did. Finally, you must pierce your side with a spear. This wound lowers your maximum hit points by 9 and cannot be avoided or reduced in any way.
Once you are prepared, and hanging from the tree, you must chant and sing the song to the Allfather, beseeching him to lay his most devious curse upon your enemy. You cannot eat or drink, and you must shout the song until your voice is hoarse.

At the end of the ritual the targeted creature becomes ensnared by the magic. Each day they will need to make three saving throws, and repeat them each midnight until one of the below effects has reached its full potency, or until they have succeeded once on each different saving throw.

The first is an Intelligence saving throw. On a failed save, the target's Intelligence score will regress by 4 permanently each day to a minimum of 1. On a success, the target no longer needs to make Intelligence saving throws against this effect.

The second is a Wisdom saving throw. On a failed save, the target's Wisdom score will regress by 4 permanently each day to a minimum of 1. On a success, the target no longer needs to make Wisdom saving throws against this effect.

The third is a Charisma saving throw. On a failed save, the target's Charisma score will regress by 4 permanently each day to a minimum of 1. On a success, the target no longer needs to make Charisma saving throws against this effect.

I Hush The Wind On The Stormy Wave

Odinnic Ritual
Casting Time: 1 minute
Range: 1 mile
Duration: 9 hours
Frequency: You can use this spell once per long rest.

You know Odin's ninth secret spell, to calm the dangerous waves and weather.

You begin by beseeching Njörðr to assist you in this task. You must take a live creature - ideally a fish, but a bird or lamb will also suffice - and calm it as you sing to it this song. The creature will become silent and quiet, as you take a handful of earth and water, and sprinkle both onto the creature. As you near the end of your chanting, you must bite the throat of the creature and allow its blood to mix with the earth, and the water.

You can change the course of the weather in the area around you. You must be outdoors to cast this spell, and moving outside or to a place where you don't have a clear path to the sky ends the spell early.

When you cast the spell, you change the current weather conditions, which are determined by the DM based on the climate and season. You can change precipitation, temperature, and wind. It takes 1d4 x 10 minutes for the new conditions to take effect. Once they do so, you can change the conditions again. When the spell ends, the weather gradually returns to normal.

When you change the weather conditions, find a current condition on the following tables and change its stage by one, up or down. When changing the wind, you can change its direction.

Stage	Condition (Precipitation)
1	Clear
2	Overcast or Ground Fog
3	Rain, Hail, Snow
4	Torrential Rain, Driving Hail, Blizzard

Stage	Condition (Temperature)
1	Warm
2	Temperate
3	Cold
4	Freezing

Stage	Condition (Wind)
1	Calm
2	Moderate
3	Strong
4	Storm

I Sing Neath The Shields, And They Fare Forth Mightily

Odinnic Ritual
Casting Time: 1 reaction, when initiative is called for
Range: 30 feet
Duration: Concentration, up to 10 minutes
Frequency: You can use this spell once per long rest

You know Odin's eleventh secret song, which can keep your allies safe in battle and let them crush their enemies. You must boldly sing the words of the song. While you do so, allies within 10 feet of you gain the following effects for the duration:

- They have advantage on their initiative rolls
- Their speed is increased by 10 feet
- Their shields can absorb one extra Brutal Wound
- They gain a +1 to Armour Class

The Being Descends And Speaks

Odinnic Ritual
Casting Time: 9 hours
Range: Touch
Components: a person's corpse, an ash tree, sacred oils, a strigil, a fire, a rope, offerings each of gold, silver, blood, and bone
Duration: 1 minute
Frequency: You can use this spell once per long rest

Through the twelfth secret song of Odin, you can make the dead come back to Midgard briefly and speak. This is a complex ritual.

First you must take the corpse and bring it to a great ash tree. Upon the tree you must carve the name of the dead person, as well as the rune Algiz. The body must then be ritually cleansed, washed with sacred oils and scraped with a strigil.

Once cleansed in this manner, you must take a branch of the ash tree and fashion it into a sharpened spear, hardened in fire. The spear must be pierced into the dead body, under the ribcage.

Next you must tie a rope around the right ankle of the body, and string it up over the highest branches of the tree. It must hang there as you beseech Odin, Freyja and Hela to return the body's spirit to Iskloft for a time. Offerings of gold, silver, blood, and bone must be given as you chant for the casting time, taking no drink and eating no food.

Once the chanting is complete, the body will animate, ripping itself free of the rope and tearing the spear from its chest. It will descend from the tree and speak for one minute, answering three questions that are posed to it. Thereafter, the spirit will return from whence it came, and the body must be buried appropriately, else a curse will fall upon all who witnessed any part of the deed.

Never Slain Shall He Bow Before Sword

Odinnic Ritual
Casting Time: 1 minute
Range: 1 mile
Components: pyre ash, and urine
Duration: 1 hour
Frequency: You can use this spell once per long rest

You know the thirteenth secret song of Odin, used to protect those warriors most loyal to him.

You must take the ashes from the pyre of a fallen ally, and combine it with your urine to create a paste. You begin to smear this paste onto your skin, singing the secret words and asking for the Allfather's protection.

At the end of the casting time, you gain the following benefits:

- When you drop to 0 hit points, you make a DC 5 Constitution (Grit) check. On a success, you drop to 1 hit point instead. Each time you are brought to 0 hit points, you make a Constitution (Grit) check, the DC of which increases by 5 each time you make it.
- You reduce all incoming damage by your Wisdom modifier.

I Know All Which None Can Know

Odinnic Ritual
Casting Time: 10 minutes
Range: 1 mile
Duration: Instantaneous
Frequency: You can use this spell once per short or long rest.

You know Odin's fourteenth secret song, used to summon knowledge from secret places and commune with Mimir, the wisest of all.

When you cast this spell, you gain the wisdom of Mimir for a brief moment. You may ask any question, and receive three pieces of information. Two will be true, one will be false.

Wisdom To Odin who Utters

Odinnic Ritual
Casting Time: 1 action
Range: 30 feet
Duration: Instantaneous
Frequency: You can use this spell a number of times equal to your Wisdom modifier per short or long rest.

You know the fifteenth secret song of Odin, channeling an ancient song to empower yourself and others.

As an action you channel the wisdom that the Allfather learned, of strength and skill. You and each ally within 30 feet of you gain temporary hitpoints equal to 1d8 + your Wisdom modifier. Additionally, whenever a target makes an attack roll or ability check within the next minute, the target can roll a d4 and add the number rolled to the Attack roll or ability check.

Her Heart I Turn, And The Whole Mind Change

Odinnic Ritual
Casting Time: 1 action
Range: Touch
Duration: 1 hour
Frequency: You can use this spell once per long rest.

You know Odin's sixteenth secret song, to win the affection of anyone you set your mind to.

As you sing the song, the words grab the attention of your target. They must succeed on a Wisdom save or become Charmed by you. While charmed, they believe you are their most dearly beloved, and will do anything to make you happy. The commands you give the creature must be worded to seem like reasonable requests, and asking the creature to harm itself somehow or take some kind of suicidal action ends the spell.

NIÐGALDR

A Seiðkona can cast each Niðgaldr as often as she likes. Niðgaldr are laid out based on their Possession costs on the pages that follow. Some Niðgaldr have the option to allow the Seiðkona to increase her possession level for additional effects.

0 Possession
Wrack

1 Possession
Apples of Idunn
Break Bones
Brittle Blades
Alfr's Dirge
Wyrd

2 Possession
Blades to Snakes
Grimganga
Many Faces
Ran's Breath
Siren Song
Vomit Snakes

3 Possession
Alfr's Song
Devour Thought
Fenrir's Chains
Gate Niflheim
Gate Jotunheim
Red Mist

4 Possesion
Control Momentum
Draugr's Visage
Gate Muspelheim
Skinshift

0 POSSESSION

Wrack
Casting Time: 1 action
Range: 30 feet
Duration: Instantaneous

You curl your fingers and an enemy within range is wracked with pain as their bones contort and muscles spasm. They make a Wisdom save or take 1d8 force damage. This increases to 2d8 at 5th level.

Increase Possession: By taking an extra point of possession, you can cause an enemy to writhe in pain. They must succeed on a Constitution saving throw or become Punch-Drunk until the end of their next turn.

1 POSSESSION

Alfr's Dirge
Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous

You summon forth the sound of the dark elves playing their chords on the entrails of men. The target must make a Wisdom saving throw. On a failed save, they suffer 3d6 psychic damage and become Hopeless. They can make an Intelligence save at the end of each of their turns to remove the Hopeless condition. On a successful save they take half the damage.

Increase Possession: By increasing your Possession Level by 1, you can deal an additional 2d6 psychic damage.

Apples of Idunn
Casting Time: 1 action
Range: Self
Duration: Instantaneous

You pluck a golden apple from a tree that no one else can see. A creature can use its action to eat the apple. Eating the apple restores 1d8 + your Charisma modifier hit points, and you gain the benefits of having eaten a full meal.

However, the apples are not meant for this world, and lose their lustre and potency if not consumed within 1 minute.

Increase Possession: By increasing your possession by 1, you can cause the apple to also remove one level of exhaustion.

Break Bones
Casting Time: 1 action
Range: 60 feet
Duration: Concentration, up to 1 minute

You point at a target and try to break the bones in their body. The target makes a Constitution saving throw or take 1d12 force damage, their speed becomes 0, and they have disadvantage on attacks for the duration. The target makes a Constitution saving throw at the end of each of their turns.

You can use an action on each of your turns for the duration to cause the damage again automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

Brittle Blades
Casting Time: 1 action
Range: 30 feet
Duration: Concentration, up to 1 minute

You summon forth biting cold and target a weapon wielded by a person within range. The weapon becomes brittle. The next time that the target misses an attack by 5 or more, the weapon becomes Broken. High Quality, Masterwork and magical weapons are immune to this effect.

Increase Possession: You can increase your Possession by 1 to allow you to target High Quality weapons.

Wyrd
Casting Time: 1 minute
Range: Self
Duration: Instantaneous

You try to reveal the future or gain an omen, looking into the fate, or wyrd, of your companions or even your own fate. You take the runesticks, bones, stones or any other device you have created for this purpose, as well as the fine wands in your possession, and lay them out onto the ground, dropping them randomly.

You can ask about a course of action that you plan to take in the next day. The GM chooses from the following possible omens:

- A good result may involve the cawing of a raven three times, a roll of thunder, nine birds flying overhead, or something specifically related to the course of action. The GM should relay that you have received a good omen.
- A bad result may involve the howling of a wolf, nearby food being spoiled, a sudden onset of bad weather or something specifically related to the course of action. The GM should relay that you have received a badomen.
- A raven may caw twice, thunder might roll faintly, one of your rune stones may land at a strange angle. The GM should make it clear that the signs you received could be interpreted as either good, or bad.

Increase Possession: By increasing your Possession Level by 1, you can ask a question that pertains to a more general plan of action that you plan to make in the next month.

2 Possession

Blades to Snakes
Casting Time: 1 action
Range: 30 feet
Duration: Concentration, up to 1 minute

You call out to the world serpent for power, and change the form of your enemies weapons. Choose a target within range. You change their weapon into a serpent, which bites at them. Any creature in contact with the weapon takes 2d6 acid damage at the start of their turn. The weapon is ineffective.

Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again. If a creature is holding the weapon and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

Increase Possession: By taking an extra point of possession, you can cause the snakes to leave a lingering poison. Creatures that are damaged by the spell must make a Constitution saving throw. On a failed save, they suffer the poisoned condition until they take an action to succeed on a Constitution saving throw.

Grimganga
Casting Time: 1 bonus action
Range: 60 feet
Duration: Instantaneous

You walk in the shadows, moving through other worlds briefly. You teleport yourself to an unoccupied space you can see within range.

Increase Possession: By increasing your possession by 2, you can bring a willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell, and there must be an unoccupied space within 5 feet of your destination space for the creature to appear in; otherwise, the creature is left behind.

Many Faces
Casting Time: 1 action
Range: Self
Duration: Concentration, up to 8 hours

You make yourself appear as someone else for the duration of this spell. To do so, you must have something that belongs to the person – a nail, a lock of hair, a piece of clothing, a valued item – something that helps you focus on their appearance.

You must also have seen this person before. You can make yourself appear almost exactly like this person, changing your height, weight, voice, eye colour, hair colour – every facet of your appearance changes to look like this person.

However, this is not a perfect glamour. Small changes would be noticeable, to those who knew the person well. Additionally, while you appear to change size, you do not really. A hand could pass through your head for example, if you had made yourself look a foot taller, or someone shaking your hand would notice that your hand is a lot smaller than it seems.

A creature can make an Intelligence (Investigation) or Wisdom (Insight) check to determine if this is indeed an illusion, against your Niðgaldr DC.

Ran's Breath
Casting Time: 1 action
Range: 30 feet
Duration: 1 hour

You beseech Ran to allow you and a number of creatures up to your Charisma modifier to breathe within her domain. For the duration, affected creatures gain the ability to breathe underwater, as well as a swim speed equal to their walking speed. Creatures affected in this way can still breathe normally.

Siren Song
Casting Time: 1 action
Range: 30 feet
Duration: Concentration, up to 1 minute.

A beautiful alfr possesses you, and through its voice you sing a haunting song. Each creature you choose within range must make a Charisma saving throw. On a failed save, they are Charmed by you, and their speed is reduced to 0.

A creature can repeat this saving throw at the end of it's turn, or if it takes damage.

Vomit Snakes
Casting Time: 1 action
Range: 15 feet
Duration: Concentration, up to 1 minute

Dozens of thin, slimy worms emerge from your mouth to grasp and bind your opponents. They slither unerringly towards your target, and begin to hold them in place. Make a melee spell attack against a foe within range. On a hit the target takes 3d6 bludgeoning damage and is grappled (escape DC = your spell save DC).

While grappled, the target takes 3d6 bludgeoning damage at the start of each of your turns. You can grapple only one creature at a time.

Increase Possession: By increasing your Possession level by 1, you can force the grappled creature prone when it is first grappled.

World's Words
Casting Time: 1 minute
Range: Self
Duration: 1 minute

You send an omen or message to someone up to 100 miles away. This message of up to nine words may appear as wisps of cloud, leaves upon the path, twigs upon the road, the cawing of birds, residue in a cup after a drink, or any number of ways that nature might deliver such a message. The message may appear in written form, in the form of sounds, or even in the form of a dream, vision or premonition. Whatever the case may be, the message remains where it is for 1 minute, before vanishing.

3 Possession

Alfr's Song
Casting Time: 1 action
Range: 10 feet
Duration: Concentration, up to 1 day

You weave melody and magic into your speech, and through your sorcery convince someone to do as you say. The beguiling songs of the alfr imbue your speech with dread power. You suggest an activity, no more than nine words, and magically influence a creature within range that can hear and understand you.

The target must make a Charisma saving throw. On a failed save, it does its best to follow the course of action you laid out, providing the course is reasonable and doesn't bring harm to the target. The action can continue for the entire duration while you concentrate.

If you or any of your companions damage the target, the spell ends.

Devour Thought
Casting Time: 1 action
Range: 30 feet
Duration: Instantaneous

You target a creature within range and devour their thoughts. You immediately learn a memory that the creature has, and can learn its surface thoughts.

You can choose to try and devour those thoughts. To do so, you force the target to make a Wisdom saving throw. On a failed save, you deal 2d8 psychic damage and heal yourself for half the damage done. On a successful save, the creature takes half the damage, and you do not heal from it. Once devoured, those thoughts and memories are gone from the target forever.

Fenrir's Chains
Casting Time: 1 action
Range: 60 feet
Duration: Concentration, up to 1 minute

You point at a humanoid and force them to make a Wisdom saving throw. On a failed save they see great golden chains holding them in place. They are restrained for the duration. They can repeat the saving throw at the end of each of their turns.

Increase Possession: You can increase your possession by 2 to target Giants and Undead.

Gate Jotunheim
Casting Time: 1 action
Range: 120 feet
Duration: Concentration up to 10 minutes

You open a crack in reality, a gate to the home of the Rime Jotun. Choose one creature within range. That creature must a Charisma saving throw or become paralyzed, though it can still think. The creature's hair becomes covered in hoarfrost, their breath steams, and a thin layer of ice covers their skin. For the duration, the creature is immune to damage and is unable to act on its turn.

The ice prison has an AC of 12, resists slashing damage, and has 60 + your Charisma score hit points. If the ice prison suffers more than half of its hit points in damage, the creature within can begin to make saving throws at the end of its turn, breaking the effect on a successful save.

Gate Niflheim
Casting Time: 1 action
Range: 120 feet
Duration: Concentration up to 10 minutes

You create a 20-foot-radius sphere of icy, inky black mist centered on a point within range. The cloud spreads around corners, and its area is covered in darkness. Non-magical lights do not banish this darkness, and creatures that can see in the dark, cannot see within the mist.

Additionally, no sound can escape the cloud, nor can anything from outside the cloud be heard within it. The cloud lingers in the air for the duration.

Each creature that is completely within the cloud at the start of its turn must make a Wisdom saving throw. On a failed save, the creature spends its action that turn flailing in the total blackness, a supernatural fear overcoming them.

Wind can disperse the cloud, depending on its strength.

Lesser Curse
Casting Time: 1 action
Range: 30 feet
Duration: Concentration, up to 1 minute

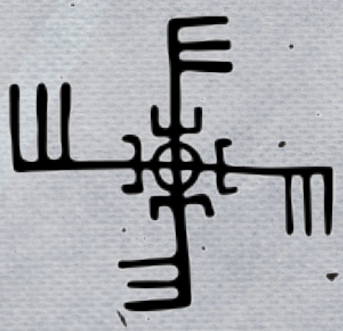
You spout a vile curse, making complex gestures with your hands, biting yourself to draw blood, screaming at the sky, or some other fell deed. One creature you choose within range must make a Charisma saving throw or roll a d6 and suffer the effect described in the table below.

d6	Curse
1	The target has disadvantage on attack rolls and ability checks.
2	Brutal Wounds inflicted on the target add +2 to their severity.
3	The target suffers the Bleeding condition every time it takes damage.
4	The target becomes very unlucky, and must roll a Dexterity check each time it moves, or fall prone.
5	The target suffers an additional 1d10 psychic damage whenever you deal damage to it.
6	The target can only take one action or bonus action a round, and only attacks once when it takes the attack action.

Red Mist
Casting Time: 1 action
Range: 120 feet
Duration: Concentration, up to 1 minute

You bring an insensate rage into the mind of one creature you can see. It must succeed on a Charisma saving throw or lose its ability to distinguish friend from foe, regarding everything it sees as an enemy for the duration. Wild hallucinations plague the target, and it howls and snarls and foams at the mouth.

The target must attack to the best of its ability each round. Whenever the target chooses another creature to attack, it must choose randomly from all creatures it can see within 30 feet, fighting a creature until it is dead or unconscious before moving on. If a creature provokes an opportunity attack from the affected target, the target must make that attack if it is able to. Whenever the target takes damage, it can make the Intelligence saving throw again, ending the effect on itself on a success.



4 Possession

Control Momentum
Casting Time: 1 action
Range: Touch
Duration: Concentration, up to 1 minute

Time is a concept that doesn't exist in the same way on the other worlds of Yggdrasil. You are able to tap into those worlds and change the speed at which a person exists.

When you cast this spell, choose either fljótr to speed your ally, or seint to slow your enemy.

Fljótr
You take a rabbit's foot and ensorcel it, and the willing creature that you touch chews and swallows it, then begins to breathe at five times the normal speed, their muscles tensing and flexing constantly, their eyes blinking rapidly.

Until the spell ends, the target gains the following benefits:
- Its speed increases by 20ft.
- Attacks against the creature have disadvantage
- When the target takes the Attack action on its turn, it can make another single attack as a free action.

However, the insane speed means they cannot speak, and once the spell is finished, they suffer a level of exhaustion.

Seint
You touch a single creature and slow time down around it, slathering the trail of an enchanted snail upon their skin. The creature moves in slow motion, breathing, blinking and moving at a fraction of normal speed. If they speak, they do so in slow, slurred words. The target must succeed on a Wisdom saving throw, or be affected by this spell for the duration. Until the spell ends, the target has the following effects:

- Its speed is halved
- It has disadvantage on attack rolls and ability checks
- It has a -2 penalty to its Armour Class
- It cannot take reactions
- It cannot make more than one attack on its turn

A creature affected by this spell makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.

Draugr's Visage
Casting Time: 1 action
Range: 30 feet
Duration: Instantaneous

When you cast this spell, you allow one of the vengeful dead to possess your body, and for a terrible moment you appear to be a draugr. You double in size, your face replaced with a skull, and a sense of supernatural terror fills those who see you.

Each creature within range must make a Wisdom saving throw or claw savagely at its own eyes, doing 1d8 slashing damage and becoming blinded for 1d4 rounds. On a successful save, creatures do not claw at their eyes, but instead are frightened of you until the end of their next turn. A number of allies up to your Charisma modifier have advantage on the save.

Gate Muspelheim
Casting Time: 1 action
Range: 120 feet
Duration: Concentration up to 10 minutes

You open a crack in reality, a gate to the home of the Fire Jotun. The area around you gains a heat shimmer as the searing heat of that realm envelops you.

Whenever a creature moves within 15 feet of you for the first time on a turn, or starts its turn there, it must make a Constitution saving throw. On a failed save, they take 3d8 fire damage and are set on fire. They take 1d4 fire damage at the start of each turn until they take an action to put the fire out. On a successful save, they take half damage and are not on fire.

Skinshift
Casting Time: 1 action
Range: Self
Duration: Concentration, up to 8 hours

This spell allows you to change your form. For the duration, or until you drop to 0 hit points, you assume the form of any beast from the following list (the GM has the statistics for these beasts):

Bat, Bear, Boar, Cat, Deer, Eagle, Fish, Horse, Owl, Rat, Raven, Seal, Wolf

You retain your identity, personality and mental statistics, though you cannot speak or cast spells, or do anything physically that the creature could not do.

You gain the hitpoints of the new form. When you revert back to your normal form, your hit points will be at the same percentage of the creature form. For example, if you had 100 hit points as a bear, and took 60 damage, then when you revert to your human form, you'll be at 60% of your maximum hit points. Damage that brings you in excess of 0 hit points in creature form carry over to your human form.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

SEIÐKONA RITUALS

HATI'S EYE
Casting Time: 3 hours
Range: Self
Components: A bowl of meltwater, the eye of an owl and the ear of a mouse that it caught, object or part of the person you are trying to spy upon, a birch wand, the guts of a fish
Duration: Concentration, up to 1 hour

You engage in a ritual to spy upon a figure that is known to you. You must take a bowl of melted ice, or from a meltwater stream, and place the owl's eye and mouse's ear into the bowl. It must be stirred for one hour, while beseeching the great wolf Hati to use his eye to spy down upon the world. Thereafter you must place the fish guts in the water and stir in the other direction for an hour, beseeching Ran to let you see through the waters. Finally you must submerge your head beneath the water, open your eyes and breathe the water for an hour, beseeching the great wolf once more to give you his sight.

The target must make a Charisma saving throw, modified by how well you know the person and what object yo have belonging to them.

On a successful save, the target isn't affected, and you see only blurry outlines and can hear muffled speech through the bowl of water. On a failed save, you submerge your head in the water and can see and hear as if you were standing next to the target for the duration.

The save DC can be modified at the GM's discretion. How much you know about the person and how well you know them is one thing to consider. However, an important thing to consider is what you have from the person. If it is blood, a lock of hair, a body part or something similar, the spell should be very hard to resist.

GREATER REWEAVE SKEINS
Casting Time: 10 hours
Range: Touch
Components:
Duration: Instantaneous

Nothing can be gained without loss. There must always be balance. This is the understanding of the spirits that possess you, and you understand it also. Yet with great sacrifice, great things can be achieved.

You are able to heal any wound, no matter how brutal.

To do so, you must take the wounded person and another person. The people need not be willing. You must anoint them with oils and herbs, and sew them together into the skins of three wolves. While they are sewed up in this manner, you must chant and beseech the spirits to accept your sacrifice, and to undo the harm done.

After ten hours, you must cut open the wolf skins when the dawn chorus of birds begins. The wounded person will emerge as if their body was new, all scars and marks and blemishes gone, and all wounds healed. Of the other person there will be nothing remaining, except for their teeth.

OATHBIND
Casting Time: 10 minutes
Range: Touch
Components: hands of those swearing the oath, a piece of seaweed, a piece of braided horsehair
Duration: Permanent

You ensure that an oath is binding and that the breaking of the oath will be known. You must take the hands of those swearing the oath and have them lay their hands on top of each other, wrapping a piece of seaweed around the hands, and then tying them together with the horsehair braid. You beseech gods to ensure this oath is kept, and to punish those who might break it.

After the ten minutes, each creature that had a hand in the binding will know immediately if another creature breaks the oath.

Trying to break the oath deliberately requires a Wisdom saving throw, on a failed save, the creature avoids breaking the oath.

When a creature breaks the oath, they suffer 2d10 psychic damage and gain a level of exhaustion.

CIRCLE OF BANE
Casting Time: 1 hour
Range: 10 feet
Components: cold iron, salt, five candles, five symbols of the gods (necklaces, carved runes etc), blood
Duration: 1 hour

You ward a circle of birch branches against a particular kind of supernatural creature. To prepare, you must find branches from a birch tree and lay them in a 10-foot-radius circle. You must walk around the outside of the circle anti-clockwise pouring salt to cover the branches, laying a piece of cold iron no smaller than a coin every three feet. You must place a candle at these places also. At five points in the circle, you must place a symbol of the gods. Once these things are in place, you must light the candles and drip your blood along the circle.

Once the ritual is complete, choose one of the following types of creatures: fey, jotun or undead. Those kinds of creatures:

Cannot willingly enter the circle.
Have disadvantage on attack rolls, ability checks and saving throws within the circle, and suffers 2d10 psychic damage each round it remains inside the circle.
Targets within the cylinder can't be charmed, frightened, or possessed by the creature.

BLIGHT VILLAGE
Casting Time: 1 month
Range: Self
Components:
Duration: Permanent until the curse is rescinded or you are dead and your tongue is burnt.

You place a terrible curse upon a village, causing misery to fall upon that place. You must begin by learning the names of five figures from the village - the warrior (often a leader figure in the community), the smith (if the village has no smith, the greatest craftsman of the village will suffice), the hunter (someone from the village who spends their time hunting), the singer (a skald, lorekeeper or entertainer from the village) and the outlaw (a lawbreaker or dishonest person in the village).

You must name these figures in a chant as you walk the boundaries of the village. As you do so, you must drip the blood of a fox around the perimeter. You must circle around the village incanting their names, and beseech the spirits of the land, the vaettir who guard this place, to turn their protection away from the village.

At the end of each week, you must bring a piece of stolen livestock from the village to an altar in the woods of your own making. There you must slay the livestock and let it bleed onto the altar, saving a cup of its blood. When four animals have been killed this way, their blood collected, you must mix the congealed blood with the urine of a fox, the beak of a crow, the claw of a cat and the eye of a fish. This mixture must then the secreted into the village and poured into the well. You must them yourself urinate in the well, and drip three drops of blood into the well.

If all of this was done correctly, and the spirits accept your offerings and curses, the village will suffer a terrible blight.

Choose two of the following:
- All fish that are caught are rotten inside
- Food spoils at three times the normal rate
- Animals seem to have a kind of madness and kill each other
- Children are stillborn within the perimeter of the village
- A scarring pox wracks the village

Beckon Aptrgangr

Casting Time: 10 days
Range: Self
Components: a dead body, blubber, a wolfskin, leather, coal, mother's milk, a loyal hound, a dead person's name
Duration: Until the task is carried out

You try to create an undead servant, one of the most profane rituals known to humanity. Over ten days, you must find a dead body and dig it up using only your left hand. You must then lick the body clean, before filling the inside of the body with blubber or some other fat. If the body has no skin, you must apply it to the inside of the bones. Thereafter you must place the coal in the centre of the body, tightly wrap the bones in leather, then drop a mouthful of mother's milk into the corpse's mouth. Finally, you seal the body within the wolfskin, placing the loyal hound inside and sealing them both up.

You must spend three days and nights chanting over the body, beseeching the dead person by chanting their name, to return and complete a task for you. If the previous steps have been done carefully, at the end of the tenth day at midnight, the wolfskin will split open, and the corpse will rise.

The corpse is an aptrgangr (see page #) and is bound to complete one task for you. The task can be anything that the aptrgangr could reasonably complete, but here are some suggestions:
Go to a specific place and deliver a message to a specific person
Kill a specific person
Fetch a thing from a specific location

The aptrgangr does not stop, does not sleep and does not rest. It will kill anything that gets in its way or tries to stop it. The sight of undead in Iskloft is one of the most horrifying things that people could imagine, so sending it on a long way to complete a task will likely create great chaos in the world.

Once the task is complete, the aptrgangr will cease to be animated and its soul will return to whence it came. However, this process is taxing on your soul, and once the aptrgangr completes its task, or is killed in the process, you suffer four levels of exhaustion and age 1d10 years.

Galdr Rune List

The Galdr learns the secrets of runes. Runes are presented here as a three tiered system - Apprentice, Journeyman and Master - with each higher rank providing more impressive or more useful powers.

The runes are grouped into threes, each set of three relating to a theme. You can find the list of sets below. While you can learn any rune you set your mind to, you receive a discount when learning higher level runes from a set you've already learned a rune from.

When learning a rune, you should consult the rune table opposite to see how much learning that rune will cost.

Theme	Apprentice	Journeyman	Master
Efforts	Fehu	Uruz	Jera
Awakening	Wunjo	Sowilo	Dagaz
Divination	Ansuz	Mannaz	Othala
Journey	Raiðo	Gebo	Ehwaz
Growth	Laukaz	Ingwaz	Berkano
Fate	Kenaz	Perthro	Eiwaz
Defence	Thurisaz	Algiz	Tiwaz
Nature	Nauðiz	Hagalaz	Isaz

Learning Runes

Each rune that you learn imparts two abilities, a Knowledge and a Casting. Knowledge represents the understanding of the rune and the knowledge you've gained from it, and often translate into Skill Proficiencies, or minor magical effects.

Casting is the application of the rune. By drawing, inscribing, carving or gesturing the rune, you are able to summon its power. Castings are generally more powerful effects that can aid you in combat.

Variant Rune Learning: Trials

To learn a rune, your character should spend significant time studying it, what the rune really means. Odin had to sacrifice much to learn the magic of runes.

One way to grit up your games is to have rune-learning come at a cost. You cannot understand Isaz, or Ice, until you've submerged yourself in arctic waters. You cannot understand Laukaz, of Fire, until you've burned your skin.

It is up to you whether this is simply roleplayed narratively or if you want to include mechanical effects. But sacrificing something of yourself and giving yourself over to danger in order to gain knowledge is very fitting for Iskloft.

Rune Themes

Runes are grouped into themes, an idea that binds them to each other. These runes share a commonality, and therefore are easier to understand as a group.

One cannot simply dive into the complexities of the concept of Divination at the end. You must build a foundation of understanding.

In order to learn a Journeyman or Master level rune in a theme, you must have the runes that precede it. For example, Haakon has learned the rune Kenaz. He wants to now learn the rune Hagalaz, but cannot learn that Journeyman rune until he has learned the Apprentice rune of Hagalaz's theme, Nauðiz.

EFFORTS

The theme of Efforts represents a number of things. Chief among them is the realisation of things set in motion some time ago, but also themes of health, vitality, wealth and strength are central to understanding this rune chain.

FEHU
Cattle, wealth, luck

Knowledge. You gain proficiency in Wisdom (Animal Handling). You can spend 10 minutes inscribing the rune Fehu onto a willing ally. This ally's carrying capacity is tripled for the next 8 hours.

Casting. When you spend an action to rapidly inscribe Fehu onto an item, you can imbue them with good luck for the next minute while you concentrate.

- Armour - The wearer takes 1 less damage from all sources for the duration.
- Weapon - When the damage die of the target shows its lowest number, treat it as the highest number.

URUZ
Aurochs, strength, determination

Knowledge. You can use your Intelligence modifier in place of Strength when you make an Athletics check.

Casting. When you cast the rune Uruz as an action, by rapidly drawing it into the air, choose an ally within 30 feet of you. The chosen ally has advantage on Strength based checks for the next minute while you Concentrate. Additionally, the first time they are critically hit while they are the target of this spell, they do not suffer a Brutal Wound.

JERA
Cycles, hope, promise of success

Knowledge. You can inscribe the rune as a ritual taking 10 minutes onto the belly of a living creature, ensuring that any sexual union that creature undergoes in the next day will prove fruitful. Additionally, if you inscribe the rune onto the belly of a pregnant creature one per month, it will ensure that any children born will be born safely and healthily.

Casting. When you rapidly inscribe Jera onto an ally you can bring hope and inspiration to all that see them. As an action, choose an ally you can touch. That ally gains immunity to fear for the next minute. A number of creatures up to your Intelligence modifier are inspired by the sight of the rune.

Whenever a these allies make an attack roll or a saving throw before the spell ends, the ally can roll a d4 and add the number rolled to the attack roll or saving throw. You can cast this rune a number of times equal to your Intelligence modifier per short or long rest.

AWAKENING

The runes in this set relate to the concept of awakening. Growing understanding, a sense of harmony

WUNJO
Hope, harmony, bonds

Knowledge. Your understanding of Wunjo allows you to make Persuasion checks using your Intelligence modifier.

Casting. When you carefully inscribe the rune Wunjo, taking a minute to do so, you can try to ensure meetings and gatherings are well received. For the next hour, non-player characters are more inclined to seek a peaceful solution to problems. In addition, a creature of your choice has advantage on Wisdom (Insight) and Charisma (Persuasion) checks for the duration. You can cast this rune once per short or long rest.

SOWILO
Victory, success, cleansing flame

Knowledge. By spending 8 hours invoking the rune Sowilo and inscribing it on the flesh of a creature, you can cure any disease that afflicts the creature by burning the affliction out.

To do so, you must spend 200 hacksilver worth of components of herbs, poultices, incense sticks and other such things. You can instead choose to remove one of the following conditions: blinded, deafened, paralyzed, poisoned.

Casting. By quickly tracing the rune Sowilo onto the skin of yourself or an ally you can touch, you can inspire them to victory. For the next minute, the target can add your Intelligence modifier to one attack roll or ability checks that they make per round.

DAGAZ
Dawn, clarity, breakthrough

Knowledge. You always know exactly how long it is until sunrise or sunset. You can see 60 ft. in Dim Light as if it were bright light. Additionally, if you spend a minute drawing the rune onto an item, you can cause it to emit a bright light for 30 feet, and dim light out to 60ft.

Casting. By drawing the rune Dagaz in the air as an action, you can cause a brilliant light to shine from the rune. With a subsonic boom you summon the light of the Aesir to shine brightly from the rune.

Each creature within 60 feet of you that can see must succeed on a Wisdom saving throw or be knocked prone and blinded for the next minute. On a successful save, creatures are knocked prone but not blinded.

Additionally, fey and undead creatures that fail the save take 5d10 radiant damage and are frightened.

DIVINATION

The runes in this set relate to the gods, and the ability to understand the skeins of fate, the tapestry that has predetermined all things that will happen.

ANSUZ
The Aesir, communication, truth

Knowledge. You learn two languages of your choice. You can spend a minute inscribing Ansuz onto a surface, to create an area where only truth can be spoken. Any creature inside the area (a 20 foot square) is incapable of telling a lie. Each time it tries, it must make a Charisma saving throw. On a failed save it cannot lie within the area and suffers 1d6 psychic damage.

Casting. When you take a minute to draw the rune behind each of your ears, you can send a message of no more than nine words to a creature who is known to you, anywhere in the world. You must know their appearance and their name. The creature can respond with nine words. You can use this power a number of times up to your Intelligence modifier. You regain all uses of this power after completing a short or long rest.

MANNAZ
Family, awareness, the valiant dead

Knowledge. Your understanding of the rune Mannaz gives you a greater knowledge of what lies beyond. You are able to preside over funerals and ensure that all of the correct rites are seen to, that the correct songs are sung, and that those who have died go where they are meant to go in the afterlife. Additionally, by inscribing the rune Mannaz onto the skin of a dead person for 1 minute, you can slow the process of rot that would cause the body to decay or smell, for nine days.

Casting. When you trace the rune Mannaz onto the forehead of a willing creature, you give them improved awareness. When you take 10 minutes to cast this rune, you and up to eight willing creatures of your choice gain the ability to see in darkness as if it was daylight. Additionally, those creatures gain a +5 bonus to Wisdom (Perception) checks.

OTHALA

Inheritance, homeland, ancestors

Knowlege. You may double your proficiency when making Intelligence (Lore-wise) checks. Additionally, you are able to create an heirloom weapon. By spending a week and 1000 hacksilver of materials, you are able to create a unique weapon. At the end of the week, you will have created a weapon with the following benefits. You can create only one such weapon:

- It is a masterwork weapon, giving it a +2 bonus to attack and damage.
- The weapon counts as magical when overcoming resistances

Casting. When you spend an hour each day for one month casting the rune Othala around the perimeter of your hometown, an area up to 6 miles in diameter, you can mark a place as your homeland. This is a long process, and must be carefully attended to, with daily ritual and process for the month. At the end of the ritual, you have marked a place as your home. Your homeland gives the following effects:

- A +1 bonus to Saving Throws
- You and up to 5 allies can reroll Hit Die when taking a short rest
- You and allies can reroll the result of Brutal Wounds
- You and allies have advantage on saves against fear

You can cast this rune once.

JOURNEY

The runes in this set relate to journeys, both literal and spiritual, and the ability to make those journeys, guide and help others along those journeys, and more.

RAIDHO

Travel, change, foresight

Knowlege. Your knowledge of the rune Raidho allows you and your allies to travel more easily. While travelling, the first time your Supply level would drop, it does not. Additionally, by taking ten minutes to draw the rune onto the hands and feet of a you can imbue it with the power of Raidho. For the next hour, that creature's movement is unaffected by difficult terrain, it cannot be restrained, it has advantage on checks to avoid being grappled or to escape being grappled. Finally, it suffers no penalties from swimming, even in armour.

Casting. When you quickly inscribe Raidho onto your skin as an action, you gain the benefits of foresight. Many skeins of fate are shown to you, and you have precious seconds to make a decision with what you see. For the next minute, you can use the Dash and Disengage actions as bonus actions.

GEBO

Generosity, gifts, sacrifice

Knowlege. When you learn Gebo, you have advantage on checks to determine the value of an item. Additionally, if you draw the rune onto an item and spend a minute studying it, you can determine all of its magical properties and glean some information on its history.

Casting. When you rapidly inscribe Gebo on your body, you can sacrifice some of your life to save another. As an action, you can carve the symbol into your wrist or chest. When you do so, you take one hit die of damage, but an ally within 30 feet of you can gain a number of hit points equal to the hit die plus their Constitution modifier. You can use this power a number of times up to your Intelligence modifier. You regain all uses of this power after completing a short or long rest.

EIHWAZ

Horses, trust, friendship

Knowlege. You can double your proficiency bonus when making Wisdom (Animal Handling) checks related to horses. You can spend 8 hours tattooing the rune Ehwaz onto a horse that is your mount. At the end of the ritual, this horse counts as a Soderfjord Warhorse, regardless of what kind of horse it is, it adds your Intelligence modifier to its Armour Class, Hit Points and Saving Throws. Only one horse can be imbued in this way. If your horse dies, you must undergo another 8 hour ritual.

Casting. When you carefully tattoo the rune Ehwaz onto two willing creatures, in a ritual taking 24 hours, you can bind them in friendship. The two creatures are forever bound as bloodbrothers, a sacred and magical bond. They gain the following effects:

- They cannot lie to one another
- When one of the bonded creatures hits another creature with an attack, the other bonded creature gains a +3 bonus on their next attack roll against the creature.
- When a bonded creature drops to 0 hit points, their bonded ally can bring them back from the brink. As an action, a bonded creature can touch their bonded ally and spend two Hit Die, allowing their bonded ally to immediately gain one Hit Die worth of hit points back.
- A bonded creature instinctively knows when their bonded ally is in great danger.

GROWTH

The runes in this cycle represent growth in all of its forms - from literal growth, to the spiritual,personal, artistic and any other kind of growth that a person can undergo.

INGWAZ

Inheritance, homeland, ancestors

Knowlege. Your study of Freyr's rune has taught you some of the secrets of his ship Skiðbladnir. You may double your proficiency when making Wisdom (Sailing) checks. By taking 10 minutes to draw the rune Yngwaz onto a ship on which you're sailing, you can cause favourable winds to bless you. For the next 8 hours, you gain a favourable wind, allowing you to increase your speed by 6 miles per hour.

Casting. By rapidly drawing the rune Yngwaz into the air, you can cause the earth to bind your enemies. Choose a target within 60 feet of you. That target must succeed on a Dexterity saving throw or be partially swallowed up by the earth. The target is restrained until it takes an action to succeed on a Strength saving throw to dig its way out of the earth. A ten foot radius circle around the target becomes difficult terrain due to the churned up earth.

LAUKAZ

Water, renewal, dreams

Knowlege. You can hold your breath under water a number of minutes equal to twice your Intelligence modifier. Additionally, by spending ten minutes inscribing Laguz onto a waterskin, mead horn or other liquid receptacle, you can imbue the liquid within with Laguz's power. A number of creatures up to twice your Intelligence modifier who drink from the container gain the ability to breathe underwater for 1 hour. Affected creatures also retain their normal mode of respiration.

Casting. When you rapidly inscribe Laguz into the air if near a body of water or in the rain, you can control the liquid. You can choose one of the following effects for the next 10 minutes:

- Part. You cause water in the area to move apart and create a trench. The trench extends across the spell's area, and the separated water forms a wall to either side. The trench remains for a number of minutes up to your Intelligence modifier. The water then slowly fills in the trench over the course of the next round until the normal water level is restored.
- Deluge. You cause the level of all standing water in the area to rise by as much as 20 feet. If the area includes a shore, the flooding water spills over onto dry land. If you choose an area in a large body of water, you can instead create a 20-foot tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing. The water level remains elevated until the spell ends or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts.

You can cast this rune once per short or long rest.

BERKANO
Birch, rebirth, the womb

Knowledge. You may double your proficiency when making Wisdom (Wound-wise) checks.

Casting. By carefully tattooing the rune Berkano onto the skin of a corpse, you are able to breathe life back into it. Choose a creature that has died within the last hour. You must spend 1 hour undertaking this ritual. At the end, the target will return to life at 1 hitpoint, and must roll on the table below.

A target can be raised more than once, but must roll an additional time on the table below each time it is raised, ignoring rolls of 1, 2 or 3.

You can cast this rune once per season.

1D8 ROLL	RESURRECTION EFFECT
1	The target feels a constant chill as if they were in Hel. They have disadvantage on saves against cold weather effects.
2	The target relives the moment of their death often. They have disadvantage on saving throws against being frightened.
3	The scar of their deathblow did not heal well. The target suffers disadvantage on Persuasion checks.
4	A truly hideous or unnatural scar mars the targets appearance. They suffer a -2 to their Charisma score.
5	The target's wounds have left their body weak. They suffer a -2 to their Strength score.
6-8	The ritual was not perfectly executed, or something clings to their soul. The target must roll on the Brutal Wound (Beast) table.

FATE

This sequence of runes deal with fate, destiny and doom. The powers within include the reading of thoughts, the healing of the sick, and astral travel.

KENAZ
Fire, enlightenment, creativity

Knowledge. You can inscribe the rune as a ritual taking 8 hours onto the body of a diseased or sick person, burning the sickness from them. At your touch, all diseases affecting one creature or object end. Additionally, by spending ten minutes inscribing Kaunen onto the ground, you can create a bright campfire that will burn without fuel for 8 hours.

Casting. When you rapidly inscribe Kaunen onto a weapon, you bring the might of fire to the battlefield. As an action, inscribe the rune onto a weapon. The weapon will shed bright light in a 10 foot radius. The weapon will be covered in flames that will not harm the user. The weapon deals an additional 1d6 fire damage for the next hour. You can cast this rune a number of times equal to your Intelligence modifier. You regain all uses of this spell after you complete a long rest.

PERTHRHO
Secrets, wyrd, women

Knowledge. By taking ten minutes to inscribe the rune onto the forehead of a creature, you are able to access that creature's secrets. You understand its reasoning, it's emotional state, and whatever it is currently thinking about. Questions that are directed at the creature shape the course of its thoughts. A creature can attempt to hide its secrets by succeeding on a Wisdom saving throw. On a success, you only learn the creature's surface thoughts.

Casting. By inscribing Perthro onto the stomach of a living creature over three hours, you can gain a glimpse into the skeins of fate. You must take a living creature - a lamb, a cow, a pig - and feed it mead sweetened with some kind of fruit. You must then take a sharp object and cut the creature's throat. It is imperative that the creature does not suffer, it is giving its life for wisdom, and should be treated well.

Once the creature is dead, you must slice open its stomach. This requires a Seith-wise roll. You must pull out the entrails of the creature, and the liver. Among the blood and viscera, you will see a glimpse of what could be. Select one of the following options. The quality of the answer will change depending on the value of the sacrifice and the skill with which you've carried out the ritual.
You may name a person, place or object. The more detail you can give when describing the thing, the better the results. In response, you will see information about the thing you named in the entrails. You may have a vision of sorts, or the information may simply coalesce in your mind.

You may ask a question about a specific action you intend to take, and will learn two truths and one lie that could occur if you follow this path.

You can use this runecasting once per long rest.

EIWAZ
The World Tree, immortality, communication between worlds

Knowledge. Your study of Eiwaz has brought you closer to understanding the immortality of the gods. You become immune to disease, poison and infection, and once per short or long rest, can reroll the result of a Brutal Wound you suffer (you must keep the second roll). Your lifespan also doubles, allowing you to live up to 200 years if you do not meet a violent death, without suffering the ravages of age.

Casting. By carefully tracing the rune onto the crown of your head, your forehead, your throat, your heart, your solar plexus, your navel and your groin for one hour and inhaling certain herbs (100 hacksilver cost), you can transport your soul. At the end of the ritual, your soul will rise from your body into the air. Choose any place that is known to you, or a person that you know. Your incorporeal, visible form immediately appears in this place or next to this person, and remains there for up to 1 hour. You are able to speak, but cannot touch anything.

DEFENCE

The runes in this cycle represent defence and order.

THURISAZ
Giants, aggression, enthusiasm

Knowledge. You learn to speak Jotun. Additionally, your first melee attack in each combat deals an additional 1d6 damage and causes the target to make a Strength saving throw or be pushed back 5 feet.

Casting. By rapidly inscribing the rune Thurisaz onto a willing ally as an action, you cause them to gain a jotun's strength. The target counts as large, and their Strength modifier increases by 2 for the next minute while you concentrate. You can cast this rune once per short or long rest.

ALGIZ
Elk, protection, belonging

Knowledge. Your study of the rune Algiz has taught you much about protection. Understanding its meaning, you mark your body with tattoos. Your AC increases by 1.

Casting. By rapidly inscribing the rune Algiz onto a metal weapon as an action, you can ward off strange creatures and evil. For the next minute while you concentrate, you and allies within 20 feet of you may add your Intelligence modifier to any saving throws they make. Additionally, undead and fey creatures must make a Wisdom saving throw each time they attempt to attack you. On a failed save, they cannot. You can cast this rune a number of times equal to your Intelligence modifier per short or long rest.

TIWAZ
The god Tyr, law, victory

Knowledge. You have advantage on Wisdom (Insight) checks when trying to determine if a person is lying or being deceptive.

Casting. You have learned to sacrifice as Tyr did, and through your sacrifices can achieve amazing things. By rapidly carving the rune Tiwaz into your skin, you can take a wound for an ally. As a reaction when an ally suffers a brutal wound, you can spend a hit dice to cancel the brutal wound your ally would suffer. You then roll 1d8 on the Brutal Wound table and suffer the wound.

NATURE

The runes in this cycle represent nature, often in the form of water.

NAUDHIZ
Restriction, need, determination

Knowledge. By spending an action inscribing Naudiz onto the skin of an ally, that creature can add a d4 to one ability check of their choice made in the next minute. When a creature is dying, you can draw the rune on their skin as an action to stabilise them.

Casting. When you spend an action to rapidly inscribe Naudhiz into the air, you can restrict those who would try and escape you. A creature in a 20 foot area you select when you cast the spell must succeed on an Intelligence saving throw or be restrained by the power of the rune while you concentrate for the next minute. A creature restrained by the power can repeat the saving throw at the end of each of its turns. You can cast this rune a number of times equal to your Intelligence modifier, and you regain all uses after you finish a short or long rest.

HAGALAZ
Hail, severe weather, crisis

Knowledge. You can predict bad weather. You can make an Intelligence (Seith-wise) check and spend 10 minutes to determine with reasonable accuracy what the weather will be like for the rest of the day.

Casting. By spending ten minutes inscribing the rune Hagalaz onto a piece of wood and placing it into a vessel of water, you can cause a storm to appear. Over the next four hours, clouds will gather and cover an area up to 6 miles square, and will begin to rain, hail or snow depending on the temperature. This downpour is always very heavy. Creatures cannot see further than 20 feet in it. Once the storm appears after four hours, it will last for 6 hours, and then dissipate.

ISAZ
Ice, challenge, blocking

Knowledge. You have advantage on checks and saving throws to resist the effects of cold weather. When you spend a minute drawing Isaz on the ground, you sanctify a Holmgang or duel. After the minute, any creature not included in the duel will have disadvantage on attack rolls made against those in the duel. Additionally, if a creature not in the duel attempts to interfere, they must succeed on an Intelligence saving throw. On a success they can act but take 3d6 psychic damage. On a failed save, they are unable to interfere with the duel.

Casting. When you rapidly inscribe Isaz into the air, you can use the rune's power of ice to halt an enemy. As an action, select an enemy within 60 feet of you. That enemy must make a Wisdom saving throw or be paralysed for the next minute. You must concentrate to maintain the effect. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target. You can cast this rune a number of times equal to your Intelligence modifier per long rest.

SKOGRUND

Skogrund is a modular adventure that you can use as a one shot, a short campaign, or as an introduction to Iskloft and the start of a longer running campaign. In this adventure you'll find details of a small region of Iskloft, the local powers, mysteries to uncover, a cast of characters, and even some themes to work into your stories. The players will arrive in a region filled with turmoil and complex moral choices.

Skogrund in itself is an adventure in which the players are sent by their jarl to cement good relations with the young Jarl Gunndis Haakonsdottir. Her village of Skogrund is being raided by a mercenary captain named Gunnar Goldtooth, and his crew of veterans.

This is the central conflict of the adventure. The players are to assist Jarl Gunndis however they can to ensure an alliance between her and their own jarl. How the players go about solving this issue is totally up to them. They might try and rally the villagers and mount a defence against the raiders next time they land. They might try and see jarl Gunndis married to the powerful Jarl who lives to the North. They might try to recruit men from other jarldoms, or myriad other paths. Some of these avenues are expanded upon in Section 3.

There are also many points of interest on the map that the player characters can explore while the raiders are away. From strange stone circles to ancient crumbling tombs, from bandits and wolves to siren rusalki and venerable gnarled oaks, there is no shortage of places to explore in the region.

How they come to be in Skogrund is up to you. The default position is that they are bondsmen of Jarl Vogn Snorrisson, a jarl of middling power who lives about two weeks West of the village of Skogrund. In the hopes of establishing ties with Skogrund, which is on the coast and thus a useful place for trade, Jarl Vogn has sent his bondsmen to meet the Jarl of Skogrund and serve her for a season.

However, if you'd like a different approach, feel free to roll on the table opposite. Each player can have their own reason for being in Skogrund.

ADVENTURE SUMMARY

Skogrund is a small village on the eastern coast of Asblod. The jarl, Gunndis Haakonsdottir, is young and somewhat inexperienced. The village of Skogrund is being periodically raided by a crew of intimidating, professional mercenaries. The village gives them tribute, and the warriors leave, promising to return soon. The mercenaries are hired by Jarl Magnusson, a neighbour of Gunndis who seeks her hand in marriage. The letters of proposal he has sent have been hidden by Gunndis' huskarl, and feeling slighted, he has sent the mercenaries to harry Gunndis, hoping it will make her seek his aid.

The player characters will arrive during a blot. The next day, the mercenaries will arrive and throw their weight around. Skogrund will pay the tribute, a tribute that they can ill afford with winter coming soon.

After the mercenaries go, Jarl Gunndis asks for the characters help in defending Skogrund. They can't continue to pay these tributes but cannot stop the mercenary crew on their own.

The characters will begin seeking allies, working on defences, training the villagers, and generally doing whatever they can to prepare for the inevitable return of Gunnar Goldtooth and his crew.

SECTIONS

The adventure is laid out in a way that should help you run each area - with the important people, places and encounters. The adventure is broken up as follows:

Introduction. This section deals with the opening scenes of the adventure.

The Defence of Skogrund. This section deals with Jarl Gunndis, Gunnar Goldtooth and his mercenaries, how to gather allies and prepare to fight against him, and the climactic battle that serves as the ending to this starter adventure.

Skogrund. This section deals with Skogrund itself, its inhabitants, and the hooks, encounters and locations around it.

The Wolves of the Woods. This section deals with Haeng and the Ulfhednar, who have been driven from their lands by a Vargr, a terrible, corrupted beast.

The Brunnmigi of Fjoll. This section deals with Jarl Thorgeirr's expectations should the players try to seek his help, and the mysterious plague that has fallen over Fjoll.

The Pardon. This section deals with the outlaws who make their home in the woods, and how the players might win them to their side.

The Battle of Skogrund. This section deals with the final scene, and the battle against Gunnar Goldtooth and his crew.

INTRODUCTION

These few scenes will ease you into the setting of Iskloft and provide an easy framework for you to follow to then branch off into different adventures.

THE WOLF

On the way into Skogrund, as evening has fallen and darkness with it, the player characters come upon a strange sight. They can see up ahead, just off the road, a wolf that has caught itself in a trap. The trap is a simple wolf trap, and the animal is stuck by its front right leg. It has tried to chew at the leg, but now lies, exhausted, bloody and panting, in the snow.

The wolf is not a threat to cautious players, who can easily put the beast out of its misery. However, the wolf is a symbol of Odin, and seeing it trapped like this may make superstitious characters nervous. It could easily be considered a bad omen, for a wolf to die in such a fashion. A successful DC 13 Lore-wise or Seið-wise check would lead spiritual characters to see this as the power of Odin, and the sanctity of the Aesir bound by iron, by traps, and by the artifice of men.

THE BLOT

When the player characters arrive on the outskirts of Skogrund, they will hear laughter, music and the sound of many voices. As they come closer, they will see that the village is gathered around a wooden platform that has been built in the centre of the village.

The people are celebrating the Volsiblot, a festival and sacrifice given at the start of winter, to beseech the gods for a gentle winter. The people are in good spirits, and are welcoming to the player characters.

The goði Bodvar, a wiry man in his late 50s with wild eyes, stands upon a wooden platform. He is chanting in an ancient language, and a young bull is lowing on the platform. The people all around are watching excitedly. reverentially.

Variant: Player Ritual
If there is a seiðr or berserker among the party, the goði will offer a chance for the visitor to come up and assist in the ritual. This can be an opportunity to spotlight that player and give them an opportunity to show the skills of their character.

A Seiðr character who accepts the offer will walk up on to the platform with the goði and assist with the blot. They will be required to take a chisel and hammer, and while the goði chants, hammer the chisel into the bullock's brain.

The crowd will cheer, and the goði will paint the rune FEHU onto the forehead of the seiðr player, before asking them to help with painting it onto the foreheads of the assembled audience.

After the ritual is complete, the bullock will be slaughtered and carved up, and great chunks will be roasted over a fire. Mead and ale will be brought out, music will play, and the village will descend into merriment in honour of the gods.

THE FESTIVAL

During the festivities, the local children will run around and play, and one of them, a five year old boy named Magga, will bump into the most imposing of the players (Usually a Berserker or Drengr). The other children nearby will laugh at him. Magga is not wearing shoes, and looks up in fear with a snotty nose. Moments later, his mother Hjera, will grab him by the ear and apologise profusely for the interruption.

As the party goes on, the Jarl will come and greet the new arrivals. Gunndis will greet them warmly and politely, flanked by two men in their Autumn years. Both wear well worn chain, and have weapons at their sides.

Gunndis will welcome them, offer them meat and salt, and offer them a place to sleep by the hearth in her long hall. She informs them that they can meet tomorrow and discuss their purpose in Skogrund, but for now it is the Volsiblot, and there is celebrating to do.

The most charismatic player character will be approached by a beautiful woman, who introduces herself as Fundinn. She will charm the character, dancing with them through the festivities, and then try to take them into the woods to make love. If the player character is resistant, she may try to charm them. Her words contain a spell, and she will make a Seið-wise check against a player character's passive Insight. On a success, the player character is charmed. Nothing untoward will happen, but this woman will return to that player character each night they stay in Skogrund. Fundinn is Gretskil the Woods-witch in disguise, and must lay with a man each night to keep her youth.

Players can interact with any of the NPCs they like. They will find Sven and Magi both to be tight lipped, though will notice that Sven drinks more than his fair share and is quite drunk an hour into the party. Perceptive characters will notice Magi's displeasure at this.

THE NEXT MORNING

When morning comes, player characters will be awoken with shouting. "Sails! Sails!" will be called throughout the village, and the villagers will seem quite worried. True enough, players who rush out of the longhall will see a fine looking Snekka has landed on the beach below Skogrund, and nine armoured and armed warriors are nearly at the top of the hill.
Players most likely won't have time to don armour, but can grab shields and weapons if they wish. The villagers, and Gunndis, will beg them to be calm and not start trouble.

The nine warriors will arrive and swagger their way into the square before the longhall. Each warrior wears a fine coat of mail, and by their weapons and gear appear to be veteran killers. They are led by a tall, handsome, red haired man. When he smiles, which he does often, players will notice that his canine teeth are golden. This is Gunnar Goldtooth (Hersir). He is accompanied by Rogn (Hjaldrgegnir) and Svanhild (Hjorvaldr), as well as six warriors (2 Sword Hirðmenn, 4 Huskarls).

This is an encounter that is nigh unwinnable for lower level parties. It's important to stress how professional and experienced Gunnar and his crew look and act.

"Jarl Gunndis, a pleasure to see your beautiful face again. We've come for what's owed, as you know."

"It's not been a month, the tribute isn't ready, lord."

"Ah, that is unfortunate, isn't it? You'll have to make it up some other way."

Gunnar's eyes will scan the player characters and seek out whoever has the most valuable weapon - most likely a sword. As villagers drag barrels of salted fish, grains and other goods down toward Gunnar's ship, he will grin, flashing his golden teeth.

"With the tithe being light, I'm sure a gift of a fine sword/axe/spear like that will more than make up for the slight. That way I won't have to unleash Rogn and the boys. They've been spoiling for a fight, and I'm half tempted to let them wreck this place and sell you all into thralldom for this insult. But I am a kind man, a generous man, a breaker of rings and a giver of gifts, am I not?" he asks his warriors, who nod in unison. "There, see? Now hand over that weapon and we'll be on our way."

Gunnar and his men will not tolerate back talk nor insults. They know they are the superior force, and will put down any attempt at swagger or violence quickly, efficiently and brutally. If the player characters attack, Gunnar will try to take a few of them alive as they are more valuable as thralls than corpses. However, if a player character strikes him, he will ensure that the offending hand is cut off. If this fight happens, check out 'So You're A Thrall Now' at the end of the adventure section.

Once the weapon is handed over, Gunnar and his men will return to their ship, promising to return on the next moon, and that the tithe had best be complete next time.

SPEAKING WITH GUNNDIS

After the men leave, Gunndis asks to speak with the player characters in her long hall.

What can you see?
A long, deep hearth set into the middle of a dirt-packed floor, covered with dry rushes and weeds. Two long tables flank the hearth, and a platform at the far end of the Long hall sports a single oaken throne with an old, black pear belt laying across it. Beyond that, two doorways are set equidistant on the far wooden wall. On the wall between the two doorways hangs a shield bearing a stag and a large hunting horn.

What can you hear?
The low, occasional crackle of the hearth. The sound of the kitchen mixing that of the current occupants. The sound of the mail and war gear of Sven, Magi, and the two young guards at the entrance to the longhall.

What can you feel?
A sense of a once great place fallen low. Fear, mistrust, but also hope. The withering stare of the jarl's huskarl.

Who is here?
There is a lone, dark cat - Freydis, though unusually, it seems Jarl Gundis does not allow hounds in her hall.

On who those raiders are:
"They began coming here and taking tribute about six months ago. We have not the defences nor the warriors to repel them, and after we accepted our fate the first time, they have returned again and again. They have yet to do anything terrible - they killed a man the first time they arrived, but beyond that have not taken thralls, or been cruel."

On what to do:
"We have not the strength to resist them. I have but two warriors, and the fyrd we could raise would not hold them back. Though with bright warriors like you here, perhaps we stand a chance."

On who to ask for help:
"Jarl Thorgeirrson to the south was an ally of my father's, and fought with him in the battle of the Westerwood. Perhaps he could be convinced to send some aid? Jarl Magnusson to the North could also perhaps be convinced."

Sven 'Alebane' Njalsson will counsel against going to Magnusson. He doesn't trust him.

"He was late to the battle, and it cost us dearly. Jarl Haakon died in that battle, as did most of our strength. Magnusson is a snake, I'm sure of it."

LOCATIONS IN SKOGRUND

SKOGRUND VILLAGE

What can you see? Skogrund is a busy town. In the day, there are people at work, and the town is full of the sounds of industry. Little children are always underfoot, playing and shouting, pretending to be warriors. They chase each other around the streets. Older children are at work, running errands and doing work. People stand under shelters or around public fires gossiping and chatting.

What can you hear? The sounds of a town's industry. The banging of hammers and ring of metal on metal, the shouts of hawkers and merchants if it is a market day. The laughter of children, the singing of men at work.

What can you feel? Skogrund is a kind place. That is clear from its people, and the way they act. They are welcoming, and will happily chat with visitors. As guests, the player characters are offered much food and drink.

THE BEACH

About 20 minutes from Skogrund is a natural harbour with a shingle beach. The southern part of the beach slopes up toward Skogrund along a winding shingle and sand path laid with wooden slats. To the North, the beach turns quickly to cliff faces.

What can you see? The beach is not sandy and soft. The beach is made of millions of small stones, some sharp, others worn smooth by the waves. The waves lap relatively quietly thanks to the geography of the place. Across the bay the looming shape of Warning Isle can be made out. There are several small fishing boats moored to the wooden posts that have been embedded into the beach. During the day, there are usually fishermen here, or children at play.

What can you hear? The lapping of the waves and the crash of the waves further out are an ever present noise here, as well as the screams of gulls, and the songs and curses of the fishermen.

What can you feel? The salty tang of the air, the biting chill of the wind, the sense of scale - past Warning Isle, no one knows how far the sea goes.

Who is here? Eyvind the Fisher is a man in his fifties with leathery skin and a salt and pepper beard. He has the hard hands of a man who has worked every day of his life. He has a bit of wisdom for every occasion, but also will tell a great many rumours. He knows the history of Warning Isle, and will tell it.

D10	SKOGRUND ENCOUNTERS
1	A young boy named Magge, in bare feet runs into you and bounces off you into the dirt. He shouts "Hey! Watch where you're going!" while his friends gather around him, their eyes wide in fear for the disrespect he's shown. His mother rushes over quickly, begging forgiveness on her knees.
2	You notice two men shouting at each other over a merchant's stall. An argument has broken out over a price. It seems a small thing for two grown men to argue over, maybe this belies undertow tensions within Skogrund that you are not yet privy to.
3	Bresi the Hunter is grumbling over an alehorn to an ear-sore freeman about his broken wolf traps N/W of Skogrund. "Damn mangy beasts! Sniffing out and taking off with my hard earned game! If that's not bad enough, they've been damaging my traps, too! Too cunning, too cunning by far!"
4	Geirmund and Olvir - Two brothers-in-law are in whispered conspiration under the awning of nearby pig-sty. PCs with a Passive Perception of X may overhear snippets of the men's whispers - it appears that they are discussing the possible silver wealth stowed away by their hoary old Father-in-law. If Geirmund and Olvir notice the PCs' interest, they will cease their talk and go back to their toil. Shortly after, a middle aged woman with a ruddy face will call out to Olvir in a nagging tone. Something about the two men unsettles you.
5	One night in Olaf's Alesink, the PCs overhear Olaf grumbling to an old fisherman/regular about outstanding debts from the Huskarl, Sven. The old fisherman snorts and says, "Well, that's Ale-Bane for you, never been the same since the old Jarl passed.
6	One of Jarl Gundis' huskarls is in his cups and slandering Magni Sturlason, brother of Thegn Urvid Sturlason who fell alongside Jarl Haakon Haakonson years ago. Magni, renounced his inherited Thegndom, and now lives in Sturla's Vale, on the shoes of the lake north-west of Skogrund. Sturlason's family own the vale, and are not sworn to Skogrund, though many in the town believe they should be, and envy the Sturlason's that they do not suffer the scourge of Goldtooth.
7	Holger's Sound - An old couple are speaking vehemently about a karl, Holger, who was banished from Skogrund during the rule of Haakon Haakonson (Gundis' father) for wedding a Skrael thrall. They now dwell south of Southbridge with a small amount of household. Many in Skogrund, it seems, are jealous of the prosperity of the banished Holger and his skrael bride.
8	A karl named Hengist, father to a local young lady, approaches a wealthier/more charismatic PC with a proposal of marriage with his daughter. The man offers a paltry dowry and seems a bit desperate. If the PCs agree to meet his daughter, they can see why. She is a beauty and it is obvious that her father is eager to marry her off to be protected by a warrior of note in case Goldtooth and his Sea-Wolves come prowling around Skogrund again, and decide to take some free-women as tribute.
9	*If one of the PCs is a Seith or Galdr, they will be approached by a small group of Skogrunders who are embroiled in a family argument. They implore the PC to act as an impartial law-speaker in their dispute over land markers, outstanding dowry, and an outstanding wergild to be paid by the owner of a draft horse that trampled one of the children from the aggrieved family.
10	Children nearby are dancing in a circle and singing a song (similar to ring-around-the-rosie). The melody eerily floats its way into the ears of the PCs, and has an archaic sound and measure to it: Mother Myrkin has a bay in the south, in the south, On the shore of her bay is a house, is a house. Made of stone and of shell's and an old shark's mouth, She dearly loves her daughters and no one else! One-eye's Ash stood tall above the bay, above the bay There he hung himself and looked out east all the way, all the way. Mother Myrkin found the Ash one Tyr's day, one Tyr's day, And sung a Sea Song to make the leaves fall away. Now Mother Myrkin has the seals for her kine, for her kine And no taste for pork like yours and mine, yours and mine Every yule she swims with the seals in the ice and brine And if men should see her bare breast, Mother makes them blind! If asked about the song, most children will not know anything of the song other than the words and tune, but a PC with succeeding at a DC: X Persuasion check learns that the old women of the village sing that song when they wash in the bay. PC's pursuing the old women about their washing song will inevitably find Ingulfrid, whose mother taught her and her sisters (all long dead) the song. The shanty warns of a cunning, old Ranthing which dwells in a cove south of Skogrund.

D10	EYVIND'S RUMOURS
1-4	Warning Isle. "In elder days, there was a fort upon the isle, and a beacon which would be lit to give advance warning of raiders. The family that dwelt there were called the Fischers, and lived there for centuries, until they were butchered by reavers. No one dwells there now except seagulls and seals. Wouldn't go there though, it's haunted by the spirits of Torgel Fischer and his kith."
5	Wolves. "Bad days now, an age of wolves. They've been plaguing the woods more than ever, and many a farmer has lost a sheep to them. Uthor out in the woods will know more'n me."
6	Outlaws. "Sven said that there were outlaws in the woods, North toward the Old Bridge. Says that they stole the old jarl's prized axe when the warriors were away at the slaughter of the Westerwoods some years ago." (Lie)
7	Old Goði. "Old Bolvaldr lives North of town in the woods, by the stream. He's truly touched by the gods. He's spoken prophecy more than once and it's come to pass, like when he predicted that Wolda would have twins that would grow up to be enemies, or when he predicted the coming of Uthil Kohlbrandr to the South."
8	The Witch. "There's an old witch that lives in the woods around here, that changes her shape into that of a beautiful woman and ruts with handsome men by night. When the sun rises she is always gone."

DEFENDING SKOGRUND

Skogrund as it stands is a village without defences. There are but two trained warriors, both past their prime, that live in the village. There are no fortifications to speak of. Without help, preparation and hard work, the town will certainly fall to Gunnar Goldtooth and his crew.

Here are some ideas you can give to players on how they can better prepare Skogrund for the arrival of Gunnar Goldtooth and his men.

Preparing the Beach. The beach of Skogrund is a natural bay, and has a sand dune that overlooks it. There was once a tower there, though it is long ruined. With a bit of work, that tower could be rebuilt. This would make an excellent platform for villagers to stand on and fire missiles down into the battle.

Placing wooden spikes into the water, hidden by the surf, could make Gunnar's ship crash and force his men to jump out into waist-high water in their armour.

Training a fyrd. A fyrd is a gathering of the smallfolk of a town or region, armed with whatever is to hand, gathered together to defend their homes. Skogrund doesn't have a ready fyrd, but with a bit of work and training from a martial character, the people of Skogrund could become fighters. They would need to learn how to stand in a shield wall, where to target an armoured warrior, how to fight as a unit - but with enough time and training they will make a huge difference when the fight comes.

Gathering Allies. There are rumours of outlaws camped in the woods. Perhaps they could be convinced to stand and fight against the invaders?

Villagers know of ulfheðnar who dwell in the woods. They are savages, and the people fear them, but perhaps with the right kind of diplomacy they could be convinced to help.

Jarl Thorgeirr is a good bet for characters to go and speak with, as he has warriors and looks upon Gunndis favourably. The journey to his lands is about three days.

Jarl Magnusson's lands are to the North, and although Sven Alebane doesn't trust him, he is a wealthy and powerful lord. The players don't know that Magnusson is the one paying Goldtooth.

Building Fortifications.
There is a winding path that leads up the hill to Skogrund and its long hall. With work, the players could dig ditches, place stakes, even build a small wall.

THE OUTLAWS

Summary. A group of dangerous outlaws lives in the woods. Will be players recruit them to help defend Skogrund, and is taking them the moral thing to do?

Living in the woods is a small group of outlaws. The thick woods in the lands between the three jarl's domains is full of game and opportunity, and so they have made a home for themselves here in the ruins of an old stone tower. They mostly live quiet lives here in the wilderness, but do engage in banditry and theft.

There are twelve outlaws all in all, led by a sort of council of three. The three important outlaws are:

Black Halvar. Black Halvar (Niðingr) is a man in his late forties, with a thick salt and pepper beard and a shaved head. His brand is in the centre of his forehead. He committed crimes of rape, murder and kinslaying in his home village in Gunnland. He is a large, imposing man, with a patchwork of scars on his hands and arms. Halvar has four men (Reaver Scum) who have been with him a long time. Halvar is their leader, and the de facto leader of the whole gang.

Inga the Smiler. Inga (Einvigr) is a woman of about twenty years, who has a brutal scar cut into her cheeks that gives her the aspect of always bearing a cruel smile. She killed her abusive husband in her home village, two weeks West of here. Inga has a woman and two men (Reaver Scum) who come with her from the West, and they are more loyal to each other than to the gang as a whole.

Orm the Eater. Orm (Hjaldrgegnir) is a gaunt man with sunken eyes. He has long hair matted into dreadlocks, and a wild beard. His crime was the murder and cannibalisation of a woman and her children in Skogrund, near twenty years ago. He was branded three times, once on the forehead, and once on the back of each hand. Orm has two men with him (Reaver). They are the ones who have committed the worst crimes, and are wholly unrepentant.

The outlaws are of course suspicious of anyone approaching their camp. It is well hidden, and will require three successful DC 15 Wisdom (World-wise) checks to follow the tracks that have been obscured by the outlaws. Additionally, the outlaws have dug several pit traps about three feet deep, each with several wooden spikes at the bottom. Some of these traps have had the wooden spikes covered in shit to ensure a wound here leads to an infection. It is a DC 14 Wisdom (Perception) check to spot these traps. On a failed check, a character falls into the trap, suffering 2d6 piercing damage and needing to make a DC 15 Constitution saving throw or gain the Infected condition.

Alternatively, if the player characters wander too close to their camp, the outlaws may try to stage an ambush. They know that armed and armoured warriors are no easy target and will not engage the party on even footing. They will wait until they are sleeping, climb the trees around the party and get as close as they can, try to move the party's weapons out of their reach, before waking them and demanding answers. They won't hesitate to kill characters who act aggressively.

What do they want?
The outlaws survive here on the outskirts, but are not happy. To be an outlaw in Iskloft is to be a pariah. They want most dearly of all to return to society. For many of them, their crimes were minor enough - theft is the most common crime.

Black Halvar and Inga both seek the chance to reintegrate into society, and eight of the other outlaws are with them on this. Orm, however, is unrepentant, and two others are with him. They do not want to return to society. They like the freedom of being in the wilderness.

The outlaws can be convinced to join the defence of Skogrund, but Halvar wants a guarantee that they will receive pardons for their crimes and be allowed to join Skogrund's community. If the players can secure this, they will gain twelve effective, veteran fighters for the battle against Gunnar.

How to play it
Orm should be a thoroughly despicable character. He should make characters uncomfortable. When the mention of pardon comes, he and his two followers should grin like wolves and whisper excitedly at the prospect.

How you play the outlaws is up to you. Most of them are broken men and women who made a mistake and wish to return to society. Some of them, however, are hardened criminals who may very likely use their pardons to commit further crimes. The players should really consider the wisdom of allowing the outlaws to join them - yes they are powerful fighters, but is it moral to bring these people back into a town that can barely defend itself?

Feel free to also imply that now that the outlaws know of Skogrund's weakness, and that there is a battle happening, the outlaws may join Gunnar's side. Halvar may even say as much, and make threats and try to extort the players.

THE WOLVES OF THE WOODS

Summary. A tribe of ulfheðnar have been driven from their ancestral lands by a supernatural Vargr. Will the players help these savage and somewhat alien people and bring them to defend Skogrund, or kill them as the villagers want?

Wolf Traps. Asking around the village, the rangers, notably Tolvi, will say that wolves have been bolder than usual of late.

"Keep finding my wolf traps destroyed, and the farmers are saying more and more livestock is going missing. They say there's a tribe of ulf who live a few days West, but they've never given us any trouble."

The characters can make their way into the woods with Tolvi, who will show them the site of a destroyed wolf trap. She said she found tracks but wasn't confident in investigating on her own.

Players can follow the tracks into the woods, quickly making their way into the deeper parts of the forest. After an hour's travel, they will come to a stream, and need to succeed on a DC 14 Wisdom (World-wise) check to continue following the trail. A DC 20 Wisdom (Perception) check is needed to notice that there are in fact six wolves, and two ulfheðnar are tracking them. They will flee if confronted.

Meeting the Ulf. As they make their way deeper into the woods, they will notice that there is a wolf following them, about eighty feet to their right. It doesn't engage them, but is definitely watching them. Following the tracks, they will come to a hill with a cave entrance. Bramble bushes have been placed around the entrance to make approaching the place difficult.

When they arrive, the wolves and ulf who had been following them will reveal themselves and howl in unison. From inside the den, a man and woman, both large and wiry, naked but for wolf pelts, will come. This is Haeng and Ellska, the leaders of the ulfheðnar. Behind them come eight others, ranging from young adolescents of about fifteen all the way to a grey haired couple. There are also six children, the youngest perhaps three years old. He will snarl and growl if the characters look at him.

Communicating with the ulf is difficult, as they only speak in broken Trade Tongue. Their movements should be efficient, and they frequently sniff the air, snarl, and have other canine tendencies. Ellska does the talking for the pack.

The Ulf knew Haakon, Gunndis' father. He had an uneasy peace with them, and would sometimes trade with them. They know Gunndis only as 'The Haakon Daughter'.

On why they have been stealing livestock.
"Must eat. Feed pack. Packlands taken. Cannot go back. Child of Fenris wolf there. Chase pack away. Cannot fight. Master of wolves."

Ellska will try to explain that a great wolf, a spawn of Fenrir, has moved into their ancestral homeland. This creature, a Vargr, has a malign spirit and exerts dominance over other canines. Ellska's pack had to kill several of their own wolves who turned on them, and fled away from the area. They fear the Vargr both for its physical power and for spiritual reasons that are beyond her ability to explain in her broken speech. They will refuse to go with the characters and help fight this beast.

They do not want to live here and scavenge and steal, but they must survive. The Ulf dearly want to return to their homeland. If the player characters can convince them that they will kill the Vargr and return their homeland, the Ulf will agree to fight with them against Gunnar and his men.

THE VARGR

The Vargr is a spawn of Fenrir, the Great Wolf who bit off Tyr's hand, and who will kill Odin in Ragnarok. He is a creature that revels in destruction and cruelty. It has gathered to it a pack of wolves who serve it out of fear, and it has twisted them into hateful, frightened animals.

Vargr (Major)

Large beast
Armour Class: 15
Hit Points: 63
Speed: 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	17 (+3)	14 (+2)	16 (+3)	6 (-3)

Skills: Athletics +6, Perception +5
Senses: Darkvision 60ft., Passive Perception 21
Damage Resistances: Non-magical bludgeoning, piercing and slashing damage.
Damage Vulnerabilities: Cold iron (unforged iron)

Stench. Any humanoid creature that starts its turn within 5 feet of the vargr must succeed on a DC 13 Constitution saving throw or be poisoned until the start of the Vargr's next turn. On a successful saving throw, the creature is immune to the stench of all vargr for 1 hour.

Keen Senses. The Vargr has advantage on Wisdom (Perception) checks related to sight, scent or hearing. Additionally, the Hound doubles its proficiency bonus when making these checks.

Lord of Wolves. Other canines (dogs, wolves) will instinctively obey and submit to the Vargr, and must make a DC 15 Wisdom saving throw or join the Vargr.

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

Savage Bite. The Vargr rolls 1d10+10 on the Brutal Wound table.

Actions

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

Hideous Howl. (Recharge 5-6) Each creature within 60 ft. of the Vargr must make a DC 15 Wisdom saving throw or take 2d6 psychic damage and become frightened of the Vargr for one minute. On a successful save, they take half of the damage and are not frightened. A creature can repeat this saving throw at the end of each of its turns.

The journey to the Ulf's packlands is not a difficult one. Two days of travel through the woods to the West will bring them to a wide open plain by the lake. Some of the vegetation in the area will have taken on a black, rotten colour, and many of the trees will have lost their leaves, even evergreens losing their needles.

The Vargr is an intelligent enemy and while it is powerful, it knows that a fully prepared party of warriors is a significant threat. Instead, it will try to harry the party, interrupting their rest, sending small groups of wolves (Wolf and Tundra Wolf) and dogs (Wolfhound) to test their strength (and drain their resources) before engaging himself.

The Vargr has taken up residence in the Ulfheðnar's old home, the Wolf's Den, a large cave complex that has been home to the Ulfheðnar for centuries. The outside of the cave is marked with all kinds of painted symbols, some of which have been ruined by the Vargr.

The cave complex can be as small or large as you need it to be. This is generally the home of a small tribe of about twenty people and an equal number of wolves. You can certainly sprinkle some loot into the caves, but the Ulf don't tend to value objects and items the way that normal people do, and there will be very little, if anything valuable inside. Bone amulets, stone age weaponry - but no hacksilver, no fine weapons, no shining mail.

Once the Vargr is dead, its body can be stripped of teeth, and its skin taken as a pelt. With a bit of work and assistance from Ellska, the teeth and cloak can be fashioned into a magical cloak:

Vargrserk
(Cloak), uncommon (requires attunement)
The bearer gains advantage on Dexterity (Stealth) checks. Additionally, the bearer can detect and distinguish scents like a wolf and gains advantage on Wisdom (Perception) checks that use smell.

Returning to the Ulfheðnar, with proof of the kill, will have them elated. They will embrace the characters warmly, licking at their faces. Ellska will promise that the Ulf will come to Skogrund and assist with the defence against Gunnar.

THORGEIRRSON AND THE WELL

Summary. One day, on the outskirts of Fjoll, a local boy named Hoj captured and tortured a young vixen to death. A nameless spirit of the vanir witnessed the cruelty and carved a rune of Telling into a nearby tree which summoned forth a Brunnmigi to punish the unwitting folk of Fjoll. Over the last few weeks, the profane pissing of the Brunmigi has fouled the well of Fjoll, and poisoned its' cursed folk with the Brunnmigi's Sickness. The foxes of the wild, who harken to the Brunnmigi, have decimated the foul population of Fjoll, and driven it's dogs into the wild. Haff and Erik, the Ealdorman of Fjoll, resolved to seek the Jarl's aid at the coming Wodenstag in Thorgeir Hold to whom they owe tithe.

Arrival at Thorgeirrsson's Hold.
The characters have come to the hold of Jarl Thorveld Thorgeirrsson, an old friend of Jarl Gunndis' father. They have likely come to ask for his help against Goldtooth, and Thorveld is willing to assist, if they can get the tithe that is owed from Fjoll.

Before them in the line of petitioners seeking to speak with the Jarl are two pox-ridden men. They approach the Jarl, hats in hands. The two men introduce themselves as Haff and Erik of Fjoll, a nearby forest village that owes fealty to Jarl Thorveld. They explain that their owed tithe is short and late, and that their town is beset by a pestilence. Jarl Thorveld is furious and berates them, sending them from his hall and commanding them to return next moon and pay all that is owed or he will thrall the villagers of Fjoll.

The PCs may find the two men some time after in Thorgeirsson's Hold where they make plans to stay the night before heading home at dawn with their grim news.

If asked, Haff and Erik will explain the plight of Fjoll:

On why they cannot pay their tithe
"Foxes have slaughtered near all our chickens, lord, and our workers are culled by the plague. Those who are not afflicted bear grief from the passing of so many in Fjoll. Times are hard and we cannot pay what is owed!"

On the 'Pestilence'
- "Babes die of the pestilence in their mother's poxed arms, m'lord! None who show signs of the pox live through it!"
- "The sickness starts in the mouth and spreads throughout the face. Babies and children all perish from it quickly, adults languish for days."
- "A Scag-hunter came through 'near 10 years back, killed our volva, said she were consorting of ill-kith of the Vanir."

On Fjoll
- "A small village, but an old one, lord. A dozen or more large families call the place home, and we elect an Ealdorman from our ranks to treat with the Jarl and give us Law. Since the last Ealdorman died 'o plague, Erik here is our Speaker."
- "The forest is our provender, and the source of our luck and woe. We hunt and trap wild fowl, and many a wild game is kept in the pens of Fjoll... or was..."
- "We hunters now feel we are the hunter! The sickness is killing us, and if we survive, Jarl Thorveld will enthrall us!"

A Wisdom (Wound-wise) check at DC 15 to examine either Haff or Erik will show them to be infected. An 18 or higher on the check will show them to be terminally infected, but not contagious.

A Wisdom (Seið-wise) check at DC 13 will show that the plague is in fact part of a curse, though the source is unknown. A 16 or higher on the check will show that the plague is in fact part of a Brunnmigi's Curse. A check of 20 or higher will reveal the general capabilities and lore of the Brunnmigi, including its weaknesses: Cold unworked iron and magical weapons. It uses foul songs, so the deaf are not as easily affected.

If the players decide to aid Fjoll or obtain the tithes. Erik and Haff lead the PCs on a journey into the Refrskogr over a few days. The journey can be hand waived, or be more challenging with the appearance of wild animals usually kept at bay by a functioning village, bandits from further north, or whatever is conducive to your current adventure/campaign.

On the way to Fjoll. Wild dogs are eating at graves along the way, they attack the party if they interrupt them. Haff or Erik recognise one the slain hounds. When more than half the Mangy Hounds are slain, the others will run in fear.

Arriving at Fjoll. Many of the hovels and houses in Fjoll are abandoned, or smoulder as pyres where the succumbed have been laid. No dogs bark, Erik says they have all been killed or driven off. The forest grows thick about the town and many fields lay fallow. Sickly, pale folk peer at the newcomers from underneath their cowled hoods.

A Wisdom (Perception) check of 16 will show myriad fox footprints. A 19 or higher will show that the footprints are identical. This should prompt a DC 18 Wisdom (Seið-wise) check to know that the plague is in fact part of a Brunmigi's Curse (if this isn't known already).

PLACES OF INTEREST

The Well
An old, Jotunaett crafted well, large enough for a man to easily climb down. Graven with ancient, age worn runes. It bore sweet water before the coming of the Fjollmark (what the local folk call the Brunmigi's curse). It now reeks with something sinister. The fox prints are all about here, and plain for any PC with PP: 14^ to notice.

The Old Oak
Not too far north lies an old Oak Tree used for generations by the gothi of Fjoll. It has not been used in some time, it is overgrown and untended. A Perception 15 reveals a recent craving into the base of the tree; a rune to Freyr. Nearby lies a rune carved fox skull. (These are evidence of the Nameless Vanir Spirit which summoned a Brunnmigi)

Greta's Hut
(Mother of the first child to succumb) If the players have understood that this is the Brunnmigi's curse, they will know that this was brought on by the mistreatment and torture of a fox. Investigating and asking around, Greta will be heartbroken and vehemently deny the idea that her sweet boy could ever have harmed an animal. However, the other children in the village say that Greta's son, Kjorl, was a strange boy and liked to trap animals in the forest, and used to smash rocks onto frogs.

The Fowl Pens
If the players investigate the chicken coups, they'll see that every single chicken has been killed and torn apart, some of them haven't even been eaten, simply killed and torn apart, then left. A DC 15 Wisdom (Perception) check will reveal identical footprints here to those by the well.
'Morning after the plague started, foxes came from the Fjollskogr and massacred our fowl stocks.

The Forge
If the players have discovered that the Brunnmigi is vulnerable to unworked iron, they can speak with Ceolwulf the smith, who is pox ridden and coughing. He will give them a lump of unworked iron, about the size of a fist.

A Skulk of Foxes
At night in Fjoll, if a character steps outside, they will the eyes of many foxes shining in any torch or moonlight that exists. A group of near twenty will be watching, just beyond the light. They will flee if approached, but will make loud, frightening noises which will sound like a human screaming to those unfamiliar with a red fox's noise.

Facing the Brunnmigi

The Brunnmigi is a frightening foe, and a potentially deadly one for characters that are unprepared. Finding and facing the creature is difficult, and the Brunnmigi does not fight fair. It will flee into its lair, The Sunken Tomb of Vog, after the first round of combat, and use its lair effects and abilities to confuse and harry characters. When the Brunnmigi is wounded for the first time, its screams echo throughout the Fjollskogr, summoning a Skulk of Foxes within 100f ft. These foxes will take two rounds to arrive to the fight.

The Sunken Tomb of Vog. In ages past, this rocky cavern served as the tomb of the Jotunaett warrior, Vog. As time passed, Men came to the wild places about Vog's resting place and tamed them hammer and hoe. Flooded by time and the turning world, the sunken tomb came to serve the folk of Fjoll above as a source of freshwater, so far from rivers. That is until the boy, Hoj, tortured a young vixen to death and earned the brutal ire of the Vanir. Now this once honoured place, that was the source of so much life, reeks with the corrupting piss of the Brunnmigi.

Terrain Effects

There is waist high murky water flowing through this chamber and underneath the nearby dark rock, into older, deeper places. Only the waterworn, statue face of Vog protrudes from the murky water. It is here that the Brunnmigi scrambles up out of the water.

- At the end of its turn, a creature in the well water must succeed on a DC 15 Strength saving throw or be pushed West 5ft. If a creature fails this check by 5 or more, they are knocked prone.
- Any creature that starts its turn in the well water must succeed on a DC: 15 Con save or be poisoned until the end of their next turn.

Lair Actions

On initiative count 20 (losing initiative ties), the brunnmigi takes a lair action to cause one of the following effects. The brunnmigi can't use the same effect two rounds in a row:

- The brunnmigi targets one creature it can see within 60 feet. The target must succeed on a DC 15 Constitution saving throw or contract the brunnmigi's sickness.
- The water in the brunnmigi's lair raises by 5 feet. Each creature in the lair must succeed on a DC 15 Strength saving throw or be knocked prone, and the lair is considered difficult terrain.
- The brunnmigi teleports up to 60 feet in any direction it chooses.

Regional Effects

Sickness. When a Brunnmigi descends upon a village and begins its profane pissing, all creatures within the village that drink from the well will begin to feel ill. A fever follows soon after, and pustules and swelling under the arms and around the groin complete the sickness. A creature will gain the poisoned condition 1d4 days after it drinks the well water, and then must make a DC 15 Constitution save or suffer a level of exhaustion each day until cured, or until the Brunnmigi is dead.

Foxes. The Brunnmigi will bring an unusual number of foxes to a region. Each night the foxes will come and kill chickens, leaving the bodies behind. They will make their strange fox screams all night, keeping the village awake.

Treasure

The tomb of Vog was long ago looted, but a few jotnar disks (320 hacksilver each) and a fine Jotunaett spear head have been overlooked and can be found with a DC 15 Intelligence (Investigation) check, or with a Passive Perception 15. The spearhead can be reforged into a +1 sword, war seax or boar spear.

Aftermath

With the Brunnmigi slain, it will take a week for the well to return to its normal state. The people of Fjoll will need to make a sacrifice to Freya, to ward off any future curses.

With that done, the people of Fjoll will find themselves without the tithe to pay their Jarl. Thorgeirrsson will have them turned into thralls, though with a bit of convincing, the players may be able to buy those thralls from the Jarl at a low price - he doesn't want to have to feed them through the winter. These thralls can then be freed on condition they help fight to defend Skogrund.

For their part in freeing Skogrund from the Brunnmigi, Jarl Thorgeirrsson will pledge his support of up to twenty warriors who will go and help in the defence of Skogrund.

The Brunnmigi of Fjoll (Major)

Medium fey
Armour Class: 15
Hit Points: 55
Speed: 40ft, climb 40ft., swim 40ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	15 (+2)	16 (+3)	17 (+3)	6 (+1)

Skills: Athletics +3,Deception +4, Perception +6, Stealth +7, Seithwise +6, World-Wise +6,
Senses: Darkvision 30 ft., Passive Perception 16
Damage Resistances: Non-magical bludgeoning, piercing and slashing damage.
Damage Vulnerabilities: Cold iron (unforged iron)

Avoid Notice. The Brunnmigi has advantage on Stealth rolls when moving through the village it has chosen.

Forget. A creature that witnesses the Brunnmigi pissing in the well must make a DC 13 Wisdom saving throw or simply forget the last 10 minutes it has witnessed.

Actions

Multiattack. Brunmigi makes two Bite attacks.

Bite. Melee Weapon Attack: +7 to hit, 1d10+4 piercing damage and the creature must make a DC 15 Constitution saving throw or contract the Brunnmigi's sickness.

Fox Scream. The Brunnmigi screams like a fox, though louder and more piercing. Each creature within 60 feet that can see and hear the Brunnmigi must make a DC 15 Wisdom saving throw or become frightened of the Brunnmigi for the next minute. A creature that succeeds on the save is immune to the Fox Scream for 24 hours.

Shapeshift. The Brunnmigi can change shape into that of a fox as a bonus action. The fox is indistinguishable from a normal fox.

Siren Song. When in humanoid form, The Brunnmigi sings in a beautiful voice. One creature of its choice within 1 mile must make a DC 15 Wisdom saving throw or become charmed by the Brunnmigi, and must use its actions to move towards it by the most direct way possible.

Reactions

Vanish. When Brunnmigi is bloodied by an attack, as a reaction, it can use its Shapeshift.

Skulk of Foxes (Minor)

Medium swarm of tiny beasts
Armour Class: 10
Hit Points: 24
Speed: 40ft

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	8 (+1)	4 (-4)	10 (+0)	4 (-4)

Skills: Stealth +3
Senses: Darkvision 30 ft., Passive Perception 10
Damage Resistances: bludgeoning, piercing and slashing damage.
Condition Immunities: charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Keen Senses. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a fox. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 7 (2d6+1) piercing damage, or (1d6+1) piercing damage if the swarm has half of its hit points or fewer.

THE BATTLE OF SKOGRUND

This is the climax of the adventure. The players' work should pay off here, but those who haven't prepared properly, or the unlucky, could very much go to the Corpse Hall when the battle is done.

Gunnar Goldtooth will arrive with his crew of 42 (including himself). You can feel free to change this number down to about 20 (for a very small longship) or up to 60 (for a very large crew). His crew should have a very formidable shield wall, with about half of his crew being heavily armoured warriors, well equipped and trained. The other half would be lesser fighters, youths, archers, and those who have yet to gather enough wealth to purchase heavy armour.

How the battle goes will depend hugely on how much preparation the players have done.

Gunnar is a clever and talented commander, and is not likely to make any major blunders. However, he is overconfident, and he knows his warriors are capable. However, if he arrives to find a large force waiting for him, he will be careful and may attempt to parley instead.

No matter the case, it is usual in Iskloft for commanders to meet and speak before a battle. While the men line up and get ready, Gunnar will move forward with some of his trusted warriors, to meet the PCs. This is known, colloquially, as the shit-sling. It is a sort of contest between commanders to make threats, give insults, and try to psyche out the other side. Gunnar is excellent at it. He offers terms, that if the player characters put a stop to this madness now, he has a place for them on his crew. Their refusal will cause him to make cold, calculated threats and go to rejoin his lines.

There are many ways to GM a battle, but I would recommend using the Mass Combat rules outlined in the Game Rules section.

When Gunnar's crew has been reduced to less than half of their starting strength, he will call for a parley, to discuss terms. At this stage he will offer to leave Skogrund and never return, and will reveal that he has vital information to share if they let him and his crew leave. If an accord is reached, he will return the weapon he took in the first encounter, and reveal that he had been hired by Magnusson to raid, because Jarl Gunndis had been ignoring his repeated marriage proposals by letters he sent.

Gunnar is good on his word, and if given the chance, will flee with his remaining crew and sail home to Gunnland, leaving Asbloð and his failures there, for good.

AFTERMATH

After the battle, the town will celebrate. There is however, much to do.

If the characters didn't figure out that it was Sven who had been hiding Magnusson's letters, they will likely discover it when Gunnar reveals his information. How the characters deal with Sven is a difficult choice. He is an oathbreaker and a drunk, but his love for Gunndis is genuine.

Beyond that, Gunndis remains unmarried. Characters may offer themselves as potential suitors who could rule by her side, or they may counsel her to marry Magnusson and join their two lands into one jarldom. Gunndis will certainly offer a place in Skogrund to any characters that wish to stay, instating them as her huskarls, and giving them land. This can be a great way to start an empire building campaign - the characters are given some land on the rough frontier of Skogrund's borders.

The characters may decide to stay in Skogrund and see it grow, or they may return to Jarl Snorrisson (if they were sent by him), or they may wander farther afield.

PEOPLE

JARL GUNNDIS HAAKONSDOTTIR

Gunndis is a 17 year old woman. She has been saddled with the running of a jarldom in dire straits, surrounded by more experienced, and more ruthless leaders.

Gunndis is the only surviving child of Jarl Haakon Garmsson. Haakon was a respected and powerful jarl, but was killed in a battle some three years ago. Since then, Gunndis has ruled in Skogrund, but the older, veteran jarls that surround her look upon her territory with wolfish eyes.

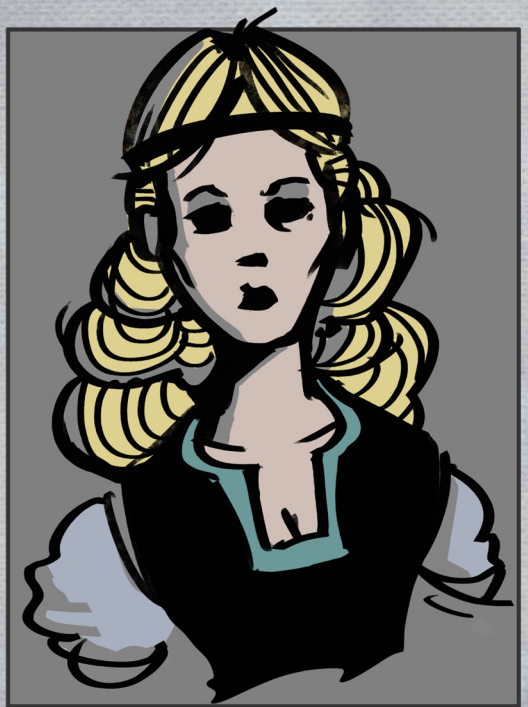
Appearance Gunndis is a beautiful young woman with striking blonde hair and blue eyes. However, there are bags under her eyes from lack of sleep. She is always dressed well, wearing a silver torc around her neck and silver arm rings around her wrists. She favours blue clothing.

Mannerisms Gunndis is a capable jarl, but is often unsure of herself. She relies upon the council of her huskarls often, and her calm composure belies her nervousness in dealing with political matters. She is kind to the people of her village, and gives to them generously.

Strength/Weakness Gunndis' strength is her empathy. It makes her a good leader, and adept at spotting dishonesty. Her weakness is her lack of confidence, and her naivety.

Goals Gunndis wants security for her people above all else. She also wants to be more confident, to gain respect, and to be a worthy jarl for her people.

How to play her Gunndis is new to power and still somewhat unsure. Yet she cares for her people, and will not bend when it comes to their wellbeing. She is no great political animal, but she has good instincts, and is generous with rewards and favour when someone is useful to her. She relies a little too heavily on the advice of Sven and Folki. She is polite and well spoken, often invoking the gods blessings.



JARL YNGVAR MAGNUSSON

Magnusson is the jarl who rules to the North of Skogrund. He is more established than Gunndis, and has a great many more warriors. He was an ally of Gunndis' father, but due to a twist of fate (or perhaps due to his scheming), he arrived late to the battle of the Westerwoods, where Gunndis father's men were massacred in defeat.

Magnusson had been sending proposals of marriage to Gunndis, in the hopes of uniting their lands and thereby growing his power. Her refusals (due to Sven's hiding of the letters) have made him wroth, and he has hired a crew of Gunnlander mercenaries to raid Skogrund, hoping that Gunndis will seek his aid. Thus, he could rescue her, and propose marriage from a position of strength.

Appearance Magnusson is a man in his late 30s, with a bald head and thick beard. He dresses well, and wears rings, arm rings and other finery.

Mannerisms Magnusson is very aware of his superior position in local politics. While he's not a powerful warrior, he is shrewd and adept at playing sides against each other. He is confident, and speaks with absolute certainty in his hall. He is an excellent liar.

Strength/Weakness Magnusson is shrewd and wily, and has set many plans in motion. His greatest strength is his ability to gauge people and his ability to deceive. His weakness is his pride - he believes he is a more powerful force than he really is, and will respond poorly to disrespect.

Goals To marry Gunndis and absorb her lands. To grow to be the most powerful jarl in the region.

How to play him Magnusson is a shrewd man who knows what he wants, and he thinks he is the superior player in the region. He expects deference and believes in his own grandeur. He speaks in a roundabout way - implying a point more often than outright saying it, hoping that the person he is speaking to raises the point, so he can encourage 'their' idea.

Jarl Thorveld Thorgeirrsson

Thorgeirsson is a well established Jarl to the Southeast of Gunndis. A man in his autumn years, he has been a major player in this part of the world for decades. A veteran of the battle of the Westerwood, Thorgeirsson was on good terms with Gunndis' father.

Ruling on the Eastern side of Asbloð, he has little time for Gunnlanders. He has a daughter, Thorhild, who is Gunndis' age. With a well trained fyrd and many household warriors, he feels that he is safe in the region, particularly since his lands are away from the shore where raiders land.

Appearance Thorgeirrsson is an imposing man in his early fifties, with a salt and pepper beard, a balding head marked with tattoos. He is tall and well built, a life of war and training.

Mannerisms Thorgeirrsson is a lord, and has been his entire life. He is used to a certain level of deference and respect, and will not tolerate any disrespect.

Strength/Weakness Thorgeirrsson is a powerful man, with many warriors and people under his command, and knows how to wield his power and influence well. However, he is careful, and can be slow to act.

Goals To leave his daugther with a better life than he had himself.

How to play him
The jarl is honest. He does not mince words, and has a tendency to just say whatever he is thinking.

Magni Forkbeard

Magni is one of the two remaining huskarls that served Gunndis' father. He is a wiry man in his late forties, strong and confident. Magi served jarl Haakon for most of his life, and now is a loyal protector of Gunndis. He is a severe, stoic man and says little, though his gaze is piercing and he is adept at spotting lies.

Appearance Magni is a tall man, with a gaunt, pale face and long, braided, black hair. He has a distinctive forked beard, and is usually seen wearing a well oiled suit of chain. He carries a spear at most times, and a well made, Ironeye axe at his hip.

Mannerisms Magni is a quiet man, who tends to reserve his judgement for Gunndis' ears only. While his blood-brother Sven will often speak for Gunndis, Magi never does. He has cold, intelligent eyes that watch whoever is not speaking in the room.

Strength/Weakness Magni is a capable warrior and his loyalty to Gunndis is absolute. He has +6 to Wisdom (Insight) checks, and rolls those checks at advantage. His weakness is Sven. He and Sven are old friends, and Sven saved his life at the battle of Westerwood, and Magi forgives Sven's terrible drunkenness, and will follow Sven's lead in most things.

Goals Magni wants Gunndis to be successful, and for her to be safe.

How to play him Magi is a quiet, stern man. He watches proceedings carefully, taking the measure of those who interact with his jarl. He speaks little, barely at all, but will occasionally lean forward to whisper something in his jarl's ear. When he does speak, it is considered and always direct and to the point. He stares at people, something he knows makes people uncomfortable.

Sven 'Alebane' Njalsson

Sven is a man in his winter years, once a proud huskarl of Gunndis' father. He now serves Gunndis as her huskarl and chief advisor. He is one of the only surviving warriors of the battle of the Westerwood three years ago.

Sven has been hiding the letters sent by jarl Magnusson, believing that a marriage to Gunndis would make Gunndis unhappy. He believes he does this out of a love for her.

Appearance Sven looks tired almost always. He has a gut from his near constant drinking of mead, and often looks disheveled. He does however own a fine suit of mail, and a high quality axe.

Mannerisms While drunk he is bold, brash, confident and has a very slight slur to his words. He will tend to speak grandly about the old days with Jarl Haakon, and the glory of those days.

He will sing songs of battle, and regale PCs with tales of his valour (now long faded). While hungover, he is frustrated, short tempered, with a hoarse voice. His hands shake badly when he hasn't had a drink yet in the day.

Strength/Weakness Sven is a very capable warrior in spite of his age, and knows much and more about warfare. His weakness is his alcoholism, and his jealous, unrequited and hopeless love for Jarl Gunndis.

Goals To keep Gunndis away from Jarl Magnusson. To see Gunndis grow happy.

How to play him
Sven is a complicated man. He doesn't understand the feelings he has for Gunndis, his friend's daughter. He wants to protect her, and he loves her dearly. Yet he harbours a romantic love for her, which he would never pursue. This silent longing leads him to drink. Sven should be both admirable and pathetic, heartbroken and determined.

Tolvi the Hunter

Living on the outskirts of Skogrund, Tolvi is a woman in her mid thirties who hunts and traps in the woods. She knows that there have been increased attacks by wolves of late, and that there are outlaws camped a few days West of Skogrund.

Appearance Tolvi is a wiry woman with long blonde hair tightly bound in braids. She has tattoos along the shaven sides of her head.

Mannerisms Tolvi is conflicted - she is lonely living out here on the outskirts, and has little meaningful interaction with others. However, winter is coming and ever waking moment must be spent preparing. Tolvi should always be doing something - skinning an animal, chopping vegetables, fletching arrows - she should always be busy.

Strength/Weakness Tolvi is fearless and independent, spending a lot of time alone here on the outskirts of Skogrund. She has four hounds, named Onn, Twa, Tra and Fyr, who keep her company. If Tolvi has a weakness, it is that she is somewhat lonely, and is a little too eager when people come to visit.

Goals To have enough food for winter. To see Skogrund thrive.

How to play her Tolvi is busy. She has much to do, and little time to do it. She will speak with the PCs if necessary, but she should always be in the middle of something - skinning a rabbit, gutting a fish. Yet she enjoys company, and will eagerly discuss rumours, stories and history with the PCs.

Gunnar 'Goldtooth' Gunriksson

Goldtooth is the captain of the Sjobikkja (Sea-Bitch), a drekkar longship filled with a crew of professional Gunnlander mercenaries. He is an arrogant and charming individual, utterly confident in the ability of his crew to handle any violent matter.

Gunnar was hired by Jarl Yngvar Magnusson to harry and raid Skogrund, weakening the place. This is to ensure that Gunndis goes to Magnusson to seek aid.

Appearance Gunnar is a handsome man in his mid thirties, with long red hair and one piercing blue eye. The other is milky white. He is tall and statuesque, an archetypal Gunnlander. His canine teeth on his upper and lower jaw are covered in gold, giving him a wolf-like smile. He wears a suit of fine, well worn chain, carries a shield with a golden tooth upon it, and a High Quality Sword at his hip.

Mannerisms Gunnar has made his living as a mercenary captain through a combination of magnetic personality and pragmatic cruetly. He swaggers and talks like a man totally unconcerned by danger, and acts as though he is the most important person in every conversation he is in.

Strength/Weakness Gunnar is a superlative warrior, a veteran of many battles. His crew are a disciplined, veteran group of warriors. His weakness is his pride and vanity. He will not tolerate being spoken to in a way that he deems insulting, and can be cruel when he feels slighted.

Goals To fulfil the needs of his contract. To gain reputation and honour for his mercenary company, the Tumult.

How to play him Gunnar should drive the players wild. He is, to put it simply, an arsehole. He is cocky, he insults the players and those around them, and he does this from a position of knowing he is stronger and in no real danger.

Gretskil the Woodswitch

Deep within the woods is a small wooden hut. It seems that no matter how many times you visit the hut, you arrive there by a different route each time. It is home to Gretskil, the Woodswitch. She is an ancient crone who is wise in the ways of midwifery, healing, sex and magic.

Gretskil spends most of her days in her hut, knitting skeins together, and dreaming of prophecy. Yet when the moon is full, she will shift shape into that of a beautiful woman, and head to Skogrund to seduce a man.

Appearance Most of the time, Gretskil is a woman in her winter years, with long, streaky hair, a crooked nose and arthiritic hands. When she changes shape, she is a stunningly beautiful woman with fiery red hair, her skin adorned in tattoos.

Mannerisms Gretskil in her crone form is a strange woman. She speaks in riddles and metaphors, and knows much more than she should. She will know the characters names before she meets them, and will know much of their past. As a maiden she is flirtatious, confident and outgoing.

Strength/Weakness Gretskil is more knowledgeable about magic than any in the region, though getting her to speak in anything but cryptic, riddle like rhyme is difficult. She will know the player-character's names if they come to her hut. She can be convinced to heal wounded members, but for a significant price - and she does not take silver.

Goals Gretskil's goals are beyond the ken of mortal men.

How to Play Her Gretskil is useful to the GM in many ways. She can be used to guide the player characters to a certain place, she can be used to speak prophecy, she can be a healer in desperate times. What she wants in return for her help is always ephemeral - a secret that the character has never told anyone, a night in which one of the characters lays with her, the character's greatest hope or fear - these are the currency of Gretskil.

LOCATIONS

WARNING ISLE

Clearly visible from the beach, Warning Isle sits about half a mile off shore from Skogrund. All that remains there now are seagulls and seals, who flock there in great numbers. In elder days, a powerful family claimed Warning Isle as their own, but they were killed by reavers; their homesteads razed to the ground.

What can you see?

The island is now a refuge for wildlife. Seals especially teem here in great numbers. The island itself is mostly rocky, covered in slick moss and algae.

What can you hear?

The constant screams of seagulls that swarm over the island. The barking of seals and their splashes into the water as you approach.

What can you feel?

A sense of loss, of pain.

Who is here?

The island is abandoned, apart from gulls and seals. On the far side of the island is the ruin of the home of Torgel Fisher and his family, long ago slain by reavers. There the characters will encounter Torgel's spirit, which cries out for release. He tells the characters that his family's bones were thrown into the sea by the reavers, and that their remains now rest in the cave of the Rusalki. Torgel says that his family's spear, Belly-ripper, will be with his bones, and if the characters can bring the bones to rest here, they can keep the ancient spear.

HOUSE OF THE WOODSWITCH

Deep in the forests near Skogrund sits the house of Gretskil, the woodswitch. It sits on a small hillock overlooking a cold stream, built near old stones and ancient trees.

What can you see?

Every surface of the house is covered; there's not an inch of space unoccupied. Herbs and animals hang from the ceiling, drying, making it hard to stand up properly. A wide,comfortable looking bed sits in one corner of the house, with a firepit and iron cauldron at the centre. In the far corner, Gretskil sits in a rocking chair, knitting with bone needles.

What can you hear?

The sound of myriad animals, making their noises. The bubbling of whatever acrid thing is brewing in the cauldron. The constant, rhythmic squeaking of the rocking chair on the floorboards. And... voices? What do they whisper?

What can you feel?

A sense of great dread. The woman before you is much more than she seems, and it is clear that she understands things you could not possibly begin to know. An oppressive warmth.

Who is here?

Gretskil, the woodswitch sits in one corner. Out in front of the house, a large, mute man with unusually pale skin chops wood.

ANCIENT STONE SPIRAL

In the heart of the woods there is a stone spiral set into a flat glade. The stones are old and cracked, and many are covered with moss. On many of the stones, a symbol can be discerned - a triskele of three spirals. A successful DC 20 Intelligence (Seið-wise) check will reveal that this symbol is often associated with the Alfr.

What can you see?

The glade is surprisingly warm, and the snow doesn't seem to have fallen so thickly here. The trees around the glade are all old and gnarled, and PCs will frequently get the impression that the trees have faces, just for a moment. If the PCs take some time to watch the place, they will see strange phenomena occurring.

What can you feel?

The characters should feel a sort of electricity in the air. This place is obviously a sacred or profane place, but one charged with power.

During the summer solstice, Alfr will appear around the spiral to fornicate, revel, and seek mortals to compromise. However, in the winter, nothing exciting happens here apart from the strange phenomena.

The goði knows a little about the place and can fill their heads with tales of cavorting elves and changeling babies, of sick rituals and terrifying monsters from other worlds.

This encounter is here for flavour, to let players know that Iskloft is a magical world. While there is no encounter here, if your players latch onto this place, feel free to add something. You could also have one of the villagers, someone unassuming, come here to pray. The worship of the alfr is far from common, but also not unheard of. However, the implication would be akin to someone worshipping an evil deity in a more traditional fantasy setting.

D8	PHENOMENON
1	Flowers seem to move and follow the characters as they walk around the glade.
2	Bugs congregate in weird patterns, spirals and runic shapes, rather than clumps.
3	Fat bees buzz through the glade collecting nectar from blood coloured flowers to bring to unseen hives.
4	Deer walk upright on their hind legs as if human, though they show no signs of any additional understanding or intelligence if interacted with.
5	Birds bring empty nests to the altar, arranging them around it in a spiral pattern.
6	The song of the many birds around the glade all synchronises at one point into a familiar tune for just a moment, before returning to regular bird calls.
7	A fox is chased across the glade by three mice, they make three circles around the altar, and then vanish into the undergrowth.
8	Spiraling wind patterns form at the exact same time every 10 minutes, scattering leaves in precisely the same way every time.

THE HOWE OF AERK KRÁKA

Deep in the woods, a lone howe of piled stones bears the final resting place of Aerk Kráka Ullrson. Long years have seen much of the grave reclaimed by nature. A successful DC 18 Intelligence (Lore-wise) check will reveal that Crow was one of the storied companions of the first king, Gunnar Gunnarsson; one of those who betrayed him.

What can you see?

All around the piled stones is a somewhat barren hill, with a single willow tree at its top. The wind whips fiercely here, tugging at a piece of red fabric tied around one of the stones. A pole stands near the willow, a horse's skull perched atop it, and many pieces of fabric fluttering from it. This is a Nithing pole. A raven is often perched atop the Nithing pole and observes the howe.

What can you hear?

The wind whistling through the stones make a strange sound, almost like a dull wailing. The occasional harsh caw of the raven.

What can you feel?

There's a sense of cold or chill at this place no matter the weather. You feel as though your shadow moves of its own volition. By disturbing the stones and digging into the frozen dirt, characters can find that entombed within the mound, along with the bones of the hunter himself is a stunning bow. Despite its obvious age, the bow seems to be in excellent condition.

Baen

Weapon (War bow), uncommon (requires attunement)
Baen is a +1 War bow. You recover 75% of arrows fired in the woods/forested areas when using this bow. If you land a critical hit on a target with this bow while hidden, you can make a Dexterity (Stealth) check to remain hidden.

Cursed. If a character dies with this bow in their hand they go to Hel, not Valhol. (This is unknown to the bearer unless they succeed at a DC 25 Seiðwise check.)

After 1d20 days, Kráka's spirit will haunt the bearer of Baen in their dreams, demanding to have his grave set right and his bow returned. After the first week of these nightmares, the bearer of the bow suffers one level of exhaustion, and no amount of long rests will remove it. After 1d4 weeks of these nightmarish visions of a naked man bound in Hel, the bearer of Baen must make a DC 16 Constitution (Grit) check or suffer 2 levels of the Freezing condition.

Mother Myrkin

On the rocky shores near Skogrund, a day's walk to the south, there is an ancient sea cave. Characters who walk along this route will see a notable rock formation out in front of the cave: five rock spires that seem to make the shape of a hand reaching up. Climbing down to inspect the cave requires a successful DC 14 Strength (Athletics) check. The cave itself is filled with water, though there are enough slippery rocks arrayed in a sort of path which a person could walk on. These lead into the cave itself.

What can you see?
In the darkness of the cave is a strange shrine or altar made of whalebone. Offerings of bones, weapons, and wealth have been laid to rest before it. Stalactites hang from the ceiling like the teeth of a great whale.

What can you hear?
The constant sloshing of the waves, the dripping of water from the stalactites.

What can you feel?
A sense of power. Something calls this place home, and that something is not human.

This is a fane of Ran, the Sea Bitch; a cruel and callous goddess who takes the drowned to dance in her halls beneath the sea. It is kept by Mother Myrkin (Fossegrim), who is watching the characters as they enter her temple. If they attempt to take anything from the altar, she will reveal herself in her siren form, and ask them to instead make an offering to Ran. A refusal will see her leave peacefully, but she will return to the water. She will wait in the water and pull the characters down, biting them and trying to drown them for her goddess.

So You're a Thrall Now

If the players are defeated by Gunnar and his raiding crew, they will awake 1d4 days later, chained to the oarbench of a ship. They will have been stripped of their belongings, everything from weapons to trinkets to money. They will be chained to a stranger, a thin and pathetic looking thrall. Gunnar will have been careful to seat them far enough away from each other that they cannot communicate easily.

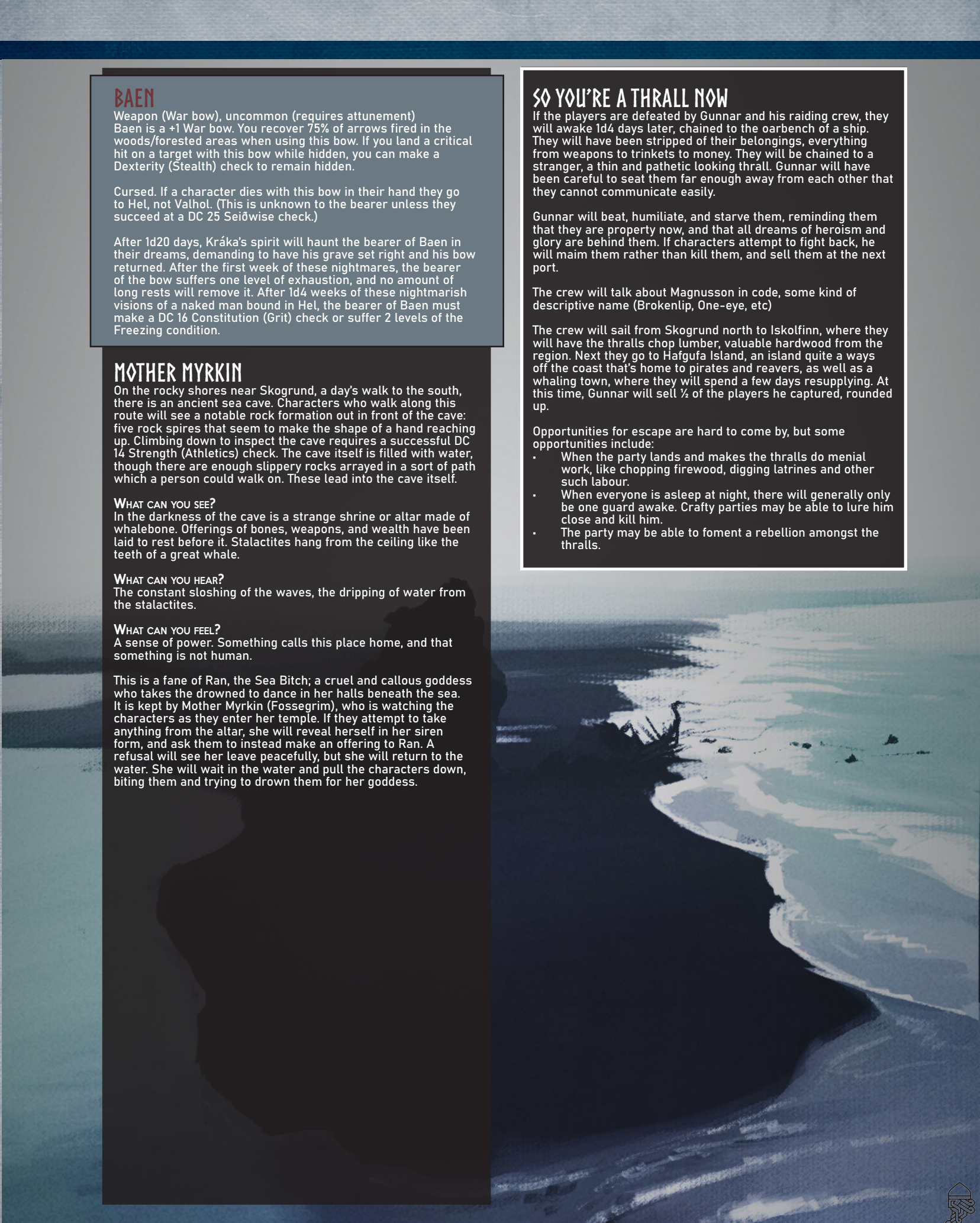
Gunnar will beat, humiliate, and starve them, reminding them that they are property now, and that all dreams of heroism and glory are behind them. If characters attempt to fight back, he will maim them rather than kill them, and sell them at the next port.

The crew will talk about Magnusson in code, some kind of descriptive name (Brokenlip, One-eye, etc)

The crew will sail from Skogrund north to Iskolfinn, where they will have the thralls chop lumber, valuable hardwood from the region. Next they go to Hafgufa Island, an island quite a ways off the coast that's home to pirates and reavers, as well as a whaling town, where they will spend a few days resupplying. At this time, Gunnar will sell ⅓ of the players he captured, rounded up.

Opportunities for escape are hard to come by, but some opportunities include:

- When the party lands and makes the thralls do menial work, like chopping firewood, digging latrines and other such labour.
- When everyone is asleep at night, there will generally only be one guard awake. Crafty parties may be able to lure him close and kill him.
- The party may be able to foment a rebellion amongst the thralls.



FOES

Death lurks around every corner in Iskloft. From the shining warrior in bright mail, to the slavering berserker, from the snarling wolf to the cunning troll, violence and conflict is absolutely central to Iskloft.

Most conflicts that you'll encounter will be small. Even jarls in Iskloft rarely have more than a hundred men at their command, and most jarls have far less than that. A reaving crew is usually between 30 and 60 men. Iskloft is rarely a place for large scale battle, though they do happen. You'll find useful rules for running mass combat in Iskloft later in this chapter.

Beyond that, battles in Iskloft are a risky affair. With any character being susceptible to brutal wounds, fights are much less common, and those that do happen are often carefully chosen, to ensure that the terrain is on your side.

In this chapter, you'll find statistics for a range of enemies, to help you populate your tales with animals, people and even monsters.

ISKLOFT BESTIARY

Here you'll find a selection of creatures for the GM to pit against their players. They are grouped by type - animals, denizens, and monsters.

I don't use experience points in my game, generally using milestones instead, so the enemies do not have an experience value assigned to them. I also do not use challenge rating, so the enemies in this section do not have a challenge rating. Instead they are divided into threat levels.

Minor - a minor threat is a foe that most characters could defeat single handed even from early levels.
Moderate - a medium threat is a foe that most characters would struggle to defeat single handedly but could manage as a party relatively well.
Major - a major threat requires the entire party working together and being clever to defeat, or specialised characters focusing their attention on the foe.
Deadly - a deadly foe is powerful enough that even a prepared party will struggle against, and possibly fall to. These should be used extremely sparingly.

BUILDING ENCOUNTERS

Iskloft is a world in which the party rarely comes up against a single, isolated, powerful foe. Much more likely is that they will come up against groups - a ship crew, a shield wall, a group of mercenaries. The ratings above are not reflective of Challenge Ratings as used in traditional 5th edition. The exception here is monsters, which are usually enough to be a threat against a whole party on their own.

For example, a Tactician is a Major threat. On its own, a Tactician is no challenge for a group. However, when backed up by other warriors and underlings, the Tactician drastically increases the effectiveness of its allies, and thus is a Major threat.

HIT POINTS

I've found through running hundreds of games that every party is different, based on their unique make-up, tactical acumen and other factors. As such, rather than give a definite hit point amount for the creatures that follow, I've given a ballpark figure, so you can adjust the hit points for what you feel works best for your party.

ANIMALS

Here you'll find a list of animals you might encounter in Iskloft. As a more gritty setting, you'll find that the animals in this section are quite a bit tougher than those you might be used to.

BEARS

There are a great many things to fear in the forests and mountains of Iskloft, but few sights are more terrifying than a fully grown bear. Alpha predators in every sense of the word, they are often aggressive, territorial, protective and incredibly dangerous.

Young Bear

This enemy represents young bears, from large cubs to adolescents. Often found with a Mother Bear, they can be playful, not fully understanding the danger of humans - or the danger they put those humans in by wanting to play.

Young Bear (Minor)

Medium beast | **Armour Class:** 12 | **Hit Points:** 5-20
Speed: 35 ft. | **Proficiency Bonus:** +2

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	3 (-4)	12 (+1)	6 (-2)

Skills: Perception +3
Senses: Passive Perception 13

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The bear makes two attacks: one with its bite and one with its claws.
Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) piercing damage .
Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (2d4+2) slashing damage

She-Bear

A she-bear is a mother bear who is always accompanied by 1d3 cubs. She is rarely far away from them, and often becomes aggressive if something has, deliberately or accidentally, come between her and her cubs.

Mother Bear (Minor)

Large beast | **Armour Class:** 12 | **Hit Points:** 15-40
Speed: 35 ft. | **Proficiency Bonus:** +2

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	3 (-4)	12 (+1)	6 (-2)

Skills: Athletics +10, Perception +3
Senses: Passive Perception 13

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.
Mighty Beast. The bear adds its Strength modifier to Strength based checks it makes twice.
Protect. The Mother Bear has advantage on attack rolls against a creature if at least one young bear is in sight of the She Bear and isn't incapacitated.

Actions

Multiattack. The bear makes two attacks: one with its bite and one with its claws.
Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage .
Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6+4) slashing damage

Reactions

Mother and Cub. As a reaction, when a Young Bear ally of the She Bear is attacked by an enemy within reach, the She Bear can make a Claw attack at that enemy.

Brown Bear

The bears of Iskloft are large and generally have brown fur, not unlike a grizzly bear. They are common in forests and mountains, especially along streams where they catch salmon. They are often aggressive and do not fear even armed men.

Brown Bear (Moderate)

Large beast | Armour Class: 12 | Hit Points: 35-60
Speed: 40 ft. | Proficiency Bonus: +2

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	3 (-4)	12 (+1)	6 (-2)

Skills: Athletics +11, Perception +4
Senses: Passive Perception 13

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.
Mighty Beast. The bear adds its Strength modifier to Strength based checks it makes twice.
Unstoppable. (Recharge after a Short or Long Rest). If the bear takes damage that would reduce it to 0 hit points, it is reduced to 1 hit point instead and the bear is healed for 10 hit points.

Multiattack. The bear makes two attacks: one with its bite and one with its claws.
Bite. Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (1d8+4) piercing damage .
Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (2d6 + 4) slashing damage

Snow Bear

Far in the North of Iskloft, near the lands of the Skraelings, the dreaded snow bear can be found. These enormous animals have white fur and are opportunistic hunters, and will track and attack travellers without fear.

Snow Bear (Moderate)

Large beast Armour Class: 14 | Hit Points: 50-80
Speed: 40 ft., swim 40 ft. | Proficiency Bonus: +3

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	18 (+4)	3 (-4)	12 (+1)	6 (-2)

Skills: Athletics +15, Perception +4
Senses: Passive Perception 14

Camouflage. Creatures make Wisdom (Perception) checks to spot the Snow Bear in snowy terrain at disadvantage.
Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.
Mighty Beast. The bear adds its Strength modifier to Strength based checks it makes twice.
Unstoppable. (Recharge after a Short or Long Rest). If the bear takes damage that would reduce it to 0 hit points, it is reduced to 1 hit point instead and the bear is healed for 10 hit points.

Actions

Multiattack. The bear makes three attacks: two with its claws, and one with its bite.
Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (1d10 + 6) piercing damage .
Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (2d6 + 6) slashing damage and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Hraezlabjorn

It is said that in the deepest caves and darkest forests of Iskloft, there lurk bears of elder days. They say that the Jotun would use them to pull their chariots, that their roars are thunder, and that they can fell a tree with a swipe of their claws.

The hraezlabjorn is a great bear of elder days, a true monster. It towers over men and other bears, standing nearly 20 feet tall when standing straight up, and weighing nearly 4 tons.

These ancient bears slumber for years at a time, in deep dark caves. When they are found, they are always covered in ragged scars from their centuries of life, and their caves are often filled with the lost treasure of ages past, the weapons of those who sought to fight such a beast.

Hraezlabjorn (Deadly)

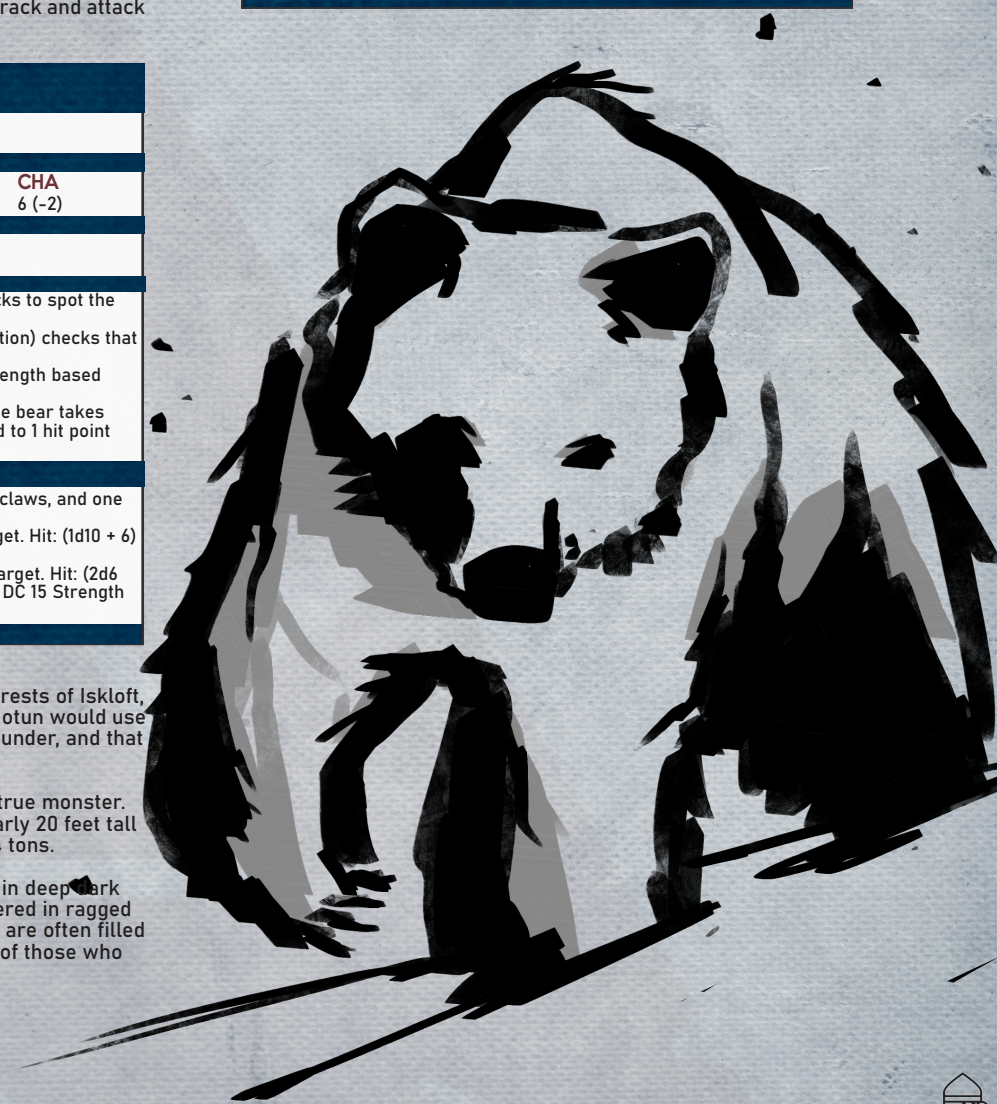
Huge beast | Armour Class: 16 | Hit Points: 100-180
Speed: 40 ft., swim 40 ft. | Proficiency Bonus: +4

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	3 (-4)	12 (+1)	6 (-2)

Skills: Athletics +20, Perception +5
Senses: Passive Perception 15

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.
Mighty Beast. The bear adds its Strength modifier to Strength based checks it makes twice.
Unstoppable. (Recharge after a Short or Long Rest). If the bear takes damage that would reduce it to 0 hit points, it is reduced to 1 hit point instead and the bear is healed for 10 hit points.
Charge. If the Hraezlabjorn moves at least 15 feet straight toward a target and then hits it with a claw attack on the same turn, the target takes an extra 2d10 bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 15 ft. away and knocked prone.

Multiattack. The Hraezlabjorn uses its Frightful Presence, and then makes three attacks, one with its bite and two with its claws.
Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target.
Hit: 20 (2d12 + 7) piercing damage..
Claws. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 24 (3d10 + 7) slashing damage and the target must make a DC 16 Strength save or be knocked back 10 feet and knocked prone.
Frightful Presence. Each creature of the bear's choice that is within 30 feet of the bear and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the bear's Frightful Presence for the next 24 hours.



Boars

The boar is a sacred symbol in Iskloft. Representing tenaciousness, bravery and fertility, it is a symbol of the god Freyr.

Iskloft's forests are filed with boars of various sizes, and boar hunts are popular, if dangerous, activities for jarls to engage in. The boars are territorial and can be extremely aggressive, but in most cases will flee and panic when encountering people.

Boar (Minor)

Small beast
Armour Class: 12
Hit Points: 16
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	15 (+2)	3 (-4)	12 (+1)	5 (-3)

Proficiency Bonus: +2
Skills: Perception +3
Senses: Passive Perception 13

Keen Senses. The boar has advantage on Wisdom (Perception) checks related to scent or hearing. Additionally, the boar doubles its proficiency bonus when making these checks.
Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Actions

Tusk. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 2) piercing damage. If the target is prone, it takes an additional 1d6 piercing damage.

Old Boar

Boars will continue to grow, and if given sufficient food and safety can reach massive sizes. The old boars of Iskloft are scarred, thunderous beasts that have lived for well over a decade. They are much more aggressive than other boars, and will not take kindly to people in their territory.

Old Boar (Moderate)

Medium beast
Armour Class: 14
Hit Points: 24
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	17 (+3)	3 (-4)	12 (+1)	5 (-3)

Proficiency Bonus: +2
Skills: Athletics + 5, Perception +6
Senses: Passive Perception 16

Keen Senses. The boar has advantage on Wisdom (Perception) checks related to scent or hearing. Additionally, the boar doubles its proficiency bonus when making these checks.

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Relentless. If the Old Boar takes 17 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multi attack. The Old Boar makes one Tusk attack and one Gore attack.
Tusk. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.
Gore. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage. If prone, the target takes an extra 3 (1d6) slashing damage.

Gullinbursti

The Gullinbursti is a sacred creature, a golden boar created by the dwarf brothers Sindri and Brokkr. The first such creature was given to Freyr. That creature, the first, can run in the sky, but it has sired many offspring, and those that dwell on Midgard cannot fly, but are still creatures of glory, most sacred to Freyr.

Gullinbursti (Major)

Huge beast
Armour Class: 21
Hit Points: 100-150
Speed: 60 ft.
Proficiency Bonus: +3

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	22 (+6)	6 (-2)	17 (+3)	15 (+2)

Skills: Athletics +9, Perception +7
Senses: Passive Perception 17
Resistances: Nonmagical slashing and piercing damage

Golden Fur. The Gullinbursti's pelt is of shining golden quills and fur, making it near impenetrable. It has resistance to nonmagical slashing and piercing damage. Additionally, the Gullinbursti sheds bright light for 30 feet.
Unstoppable (Recharge after a Short or Long Rest). If the Gullinbursti takes damage that would reduce it to 0 hit points, it is reduced to 1 hit point instead and is healed for 40 hit points.
Sacred Beast. The Gullinbursti is a creature of the Vanir. Flowers grow in its wake, and if it is attacked in a forested area, each round roll 1d6. On a 4 or 5, 1d4 boars arrive to help it. On a 6, an Old Boar arrives to help it. A maximum of five boars can be summoned this way.
Charge. If the Gullunbursti moves at least 15 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 2d10 piercing damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be pushed up to 15 ft. away and knocked prone.

Actions

Multiattack. The Gullinbursti makes three attacks, a gore and two tusk attacks.
Gore. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit 16 (2d10 + 6) piercing damage, and the target must make a DC 16 Strength saving throw or be knocked prone.
Tusks. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit 24 (2d8 + 6) slashing damage. If the target is prone, it takes an additional 2d8 slashing damage.

Deer

Iskloft is home to vast herds of reindeer, deer, elk and moose. From the tundras in the North to the verdant forests of the South, the deer is represented in every part of Iskloft.

Hunted for both sustenance and sport, the deer is a common fixture in most parts of Iskloft. Antlers are used for a great variety of crafts, and deerskin jackets are a common sight.

Tuathan Elk

These enormous elk originally hail from Tuatha, but were brought back by explorers in the misty past. Towering at nearly 8 feet at the shoulder, these elk have become a fixture in Iskloft.

They are, like most deer, skittish and wary of predators, despite their huge size, but when roused to fight, they can be devastating. Their red pelts and great antlers, sometimes spanning nearly 12 feet, are prized trophies.

Tuathan Elk (Minor)

Large beast
Armour Class: 14
Hit Points: 64
Speed: 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	19 (+4)	3 (-4)	12 (+1)	8 (-1)

Proficiency Bonus: +3
Skills: Perception +4
Senses: Passive Perception 14

Actions

Multiattack. The Tuathan Elk makes two attacks, one with its antlers and one with its hooves.
Antlers. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: (2d10 + 5) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.
Hooves. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: (2d8 + 5) bludgeoning damage. If the target is prone, it suffers an additional 2d8 bludgeoning damage. .

Eikthyrnir

It is said that at the top of Valhalla, there is a great hart that chews upon the leaves. In Iskloft, it is said that the offspring of that great hart roam. Often described as having a golden pelt, and antlers that appear as tree branches, they are sacred beasts of Freyja.

The Eikthyrnir are some of the most elusive creatures in the Nine Worlds. Few indeed have ever seen one, and it is said that those that have are blessed with fertility, good luck and bounty. These glorious creatures are native to Vanaheim and Asgard, and have developed incredible senses in order to escape the gods that hunt them for sport. Occasionally, however, these creatures will come to Midgard to sup on the sweet morning due, or the secret leaves and roots that grow in the deepest forests.

Description

An Eikthyrnir is a large deer, as large as a moose, though it is more gentle in its appearance, light on its feet. Its hide is of a golden colour and said to be near immune to blades and arrows. A great crown of antlers sprouts from its head, antlers which spread like the branches of a great tree.

Hunting an Eikthyrnir

These creatures are very difficult for even the gods to hunt. It is said that they do not leave tracks, though if one is near, a hunter can make a DC 25 Wisdom (World-wise) check to determine that the track is not that of a normal deer. Following the tracks is incredibly difficult, and will require consecutive World-wise and Stealth checks.

Eikthyrnir (Minor)

Large beast
Armour Class: 18
Hit Points: 20
Speed: 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	23 (+7)	16 (+3)	4 (-4)	19 (+4)	20 (+5)

Condition Immunities: charmed, sleep
Proficiency Bonus: +3
Skills: Perception +10 (advantage), Stealth +10
Senses: Passive Perception 19

Supreme Senses. The Eikthyrnir has advantage on Wisdom (Perception) checks and doubles its proficiency bonus when making these checks. Additionally, it has advantage on Initiative rolls, and cannot be surprised.

Forestwalk. The Eikthyrnir can, as an action on its turn, leap into any tree it is adjacent to, and appear within 5 feet of any other tree within 500 feet.

Cold Iron. The Eikthyrnir has vulnerability to cold iron, and cannot use its Forestwalk ability for one turn when struck by such a weapon.

Actions

Antlers. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: (2d10 + 5) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

WOLVES

The wolf is a common sight in Iskloft. Ranging from domesticated hounds to the terrifying Donarulf, wolves are a central part of life in much of Iskloft. The main landmass, which includes Asbloð and Iskolfinn has great packs that roam the tundras, forests and hills.

Though most wolves are opportunistic hunters, almost all wolves know to leave armed men alone. Though wolves may track and follow a band of warriors as they travel the tundra, they will rarely be so foolish as to attack them. However, if one of the warriors begins to lag behind, wolves will not hesitate to take their chance.

Wolves are most commonly encountered as pests, preying on sheep and other domesticated animals at the edge of civilisation. Farmers will often find sheep devoured, and wolf traps and the act of wolfhunting is a common thing.

The wolf occupies a complex meaning in Iskloft. It is a symbol of power, of greed, of determination, of ferocity. Odin has two wolves, Freki and Geri, who are always by his side. The sun and moon are chased across the sky each day and night by the wolves Skoll and Hati. And the Great Wolf, Fenrir, lies bound in Asgard, awaiting the Final Battle where he will devour the Allfather.

Sacred and profane, beloved and hated, the wolf is a central part of life in Iskloft.

WOLFHOUND

Not a true wolf, the Wolfhound is a large breed of dog that has been carefully bred to allow them to find, chase and course wolves. They are no match for a wolf, but Wolfhounds will find wolves and lead their masters to them.

Wolfhound (Minor)

Medium beast | **Armour Class:** 12 | **Hit Points:** 5-15
Speed: 40 ft. | **Proficiency Bonus:** +2

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	16 (+3)	4 (-4)	12 (+1)	8 (-1)

Skills: Perception +5
Senses: Passive Perception 15

Keen Senses. The Wolfound has advantage on Wisdom (Perception) checks related to sight, scent or hearing. Additionally, the Hound doubles its proficiency bonus when making these checks.

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

WOLF

There are dozens of varieties of wolf in Iskloft, from the rauðrulfr of the Ironeye lands, to the grey wolves of Gunnland. They range in size, colour, shape and temperament, and in every part of Iskloft, wolves have found a niche in which to live.

Wolves are almost never encountered alone. They usually travel in packs at least ten strong. They are clever and wily, and will not simply charge at armed men and women. If they intend to attack, they will try to separate what they deem to be the weakest member away from the others, harrying at them and taking down the weak link. Wolves, however, are not often inclined to attack people. They have learned that they often lose pack members in the process.

Wolf (Minor)

Medium beast | **Armour Class:** 12 | **Hit Points:** 10-20
Speed: 40 ft. | **Proficiency Bonus:** +2

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	4 (-4)	12 (+1)	8 (-1)

Skills: Perception +5
Senses: Passive Perception 15

Keen Senses. The Wolfound has advantage on Wisdom (Perception) checks related to sight, scent or hearing. Additionally, the Hound doubles its proficiency bonus when making these checks.
Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

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

TUNDRA WOLF

Though there are many varities of wolf in Iskloft, those who live in the North of Iskolfinn will tell you that there are wolves, and there are wolves. The wolves of the tundra are feared for their size, their ferocity, their endless endurance, and their intelligence.

Standing three feet tall at the shoulder and weighing nearly 180 lbs., the tundra wolf is a true predator. Traveling in packs up to thirty strong, they follow the great reindeer herds of the North. However, when they come upon human settlements, they are not afraid to take any livestock they find, and have been known to attack people.

Tundra Wolf (Minor)

Medium beast | **Armour Class:** 13 | **Hit Points:** 15-30
Speed: 40 ft. | **Proficiency Bonus:** +2

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	4 (-4)	12 (+1)	8 (-1)

Skills: Perception +5
Senses: Passive Perception 15

Camouflage. Creatures make Wisdom (Perception) checks to spot the Tundra Wolf in snowy terrain at disadvantage.
Keen Senses. The Wolfound has advantage on Wisdom (Perception) checks related to sight, scent or hearing. Additionally, the Hound doubles its proficiency bonus when making these checks.
Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

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

VARGR

The offspring of Loki and Angrboða are three - the World Serpent Jormungandr, the goddess Hel, and the great wolf, Fenrir. Though the Great Wolf is bound, he has sired many progeny of his own, and vargr are among the more hated and feared of those children.

Looking like large wolves with red eyes and cruel smiles, the vargr are more than mere beasts. They are the corpse-chewers, who dig up the dead and chew on their bones. In the darkest pits beneath the World Tree, the great dragon Niðoggr chews upon the corpses of the inglorious dead. In Midgard, the Vargr do that same task.

Vargr travel in packs like wolves, though their howls do not sound like those of animals. Instead, their howls are the screams of agony, anguish and fear of those they devour. It is not uncommon for a vargr to open its mouth to howl, only to hear the terrified screams of a man, or the desperate begging of a woman.

Beyond that, the vargr stink of the grave, a pungent stench that follows them everywhere they go. Wildlife flee at their approach, and it is said that even plants die in their wake.

Varg Encounter Ideas

- The characters hear a pleading woman's voice inside a cave that they are passing. She is begging for her life, over and over again. When they enter the cave, they realise that their way out is barred by several vargr.
- The party has been contracted to kill a pack of wolves that are causing problems in the area. After tracking them down and killing almost all of them, the final vargr is backed into a corner, and begins to beg in one of the player's family members voices.

Vargr (Moderate)

Large beast | **Armour Class:** 15 | **Hit Points:** 40-60
Speed: 50 ft. | **Proficiency Bonus:** +3

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	11 (+0)	15 (+2)	8 (-1)

Skills: Perception +5
Senses: Passive Perception 15

Keen Senses. The Wolfound has advantage on Wisdom (Perception) checks related to sight, scent or hearing. Additionally, the Hound doubles its proficiency bonus when making these checks.
Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.
Stench. Any creature other than a vargr that starts its turn within 5 feet of the vargr must succeed on a DC 13 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all vargr for 1 hour.

Multiattack. The Vargr makes two bite attacks.
Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Vargr Regional Effects

- Canines in the region will feel drawn towards the Vargr, running away from their owners and homes, or turning hostile and aggressive.
- Hunting in the region where Vargr have taken root will yield only one fifth as much food as usual.
- Nightmares of blood, kinkilling and murder plague all who live within 6 miles of the Vargr's lair, causing those who spend more than two nights in the region to have a level of exhaustion.

DONARULFR

They say that there are wolves so large that their howls are like thunder. They say these beasts are taller than a horse, heavier than a bull, and stronger than an aurochs. They say that when they howl, lighting splits the sky and thunder rolls. They are mostly correct.

Progeny of the Great Wolf, the Donarulfr are huge wolves that roam the isolated places of Iskloft. They are rare indeed, but when one is seen it is often considered an omen of a great battle to come. They are the lords of all wolves, and others instinctively bow to them.

Donarulf (Major)

Huge beast | **Armour Class:** 16 | **Hit Points:** 100-150
Speed: 60 ft. | **Proficiency Bonus:** +4

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	11 (+0)	15 (+2)	8 (-1)

Skills: Perception +5
Senses: Passive Perception 15

Keen Senses. The Wolfound has advantage on Wisdom (Perception) checks related to sight, scent or hearing. Additionally, the Hound doubles its proficiency bonus when making these checks.
Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.
Lord of Wolves. Other canines (dogs, wolves) will instinctively obey and submit to the Donarulf, and must make a DC 15 Wisdom saving throw or join the Donarulf.

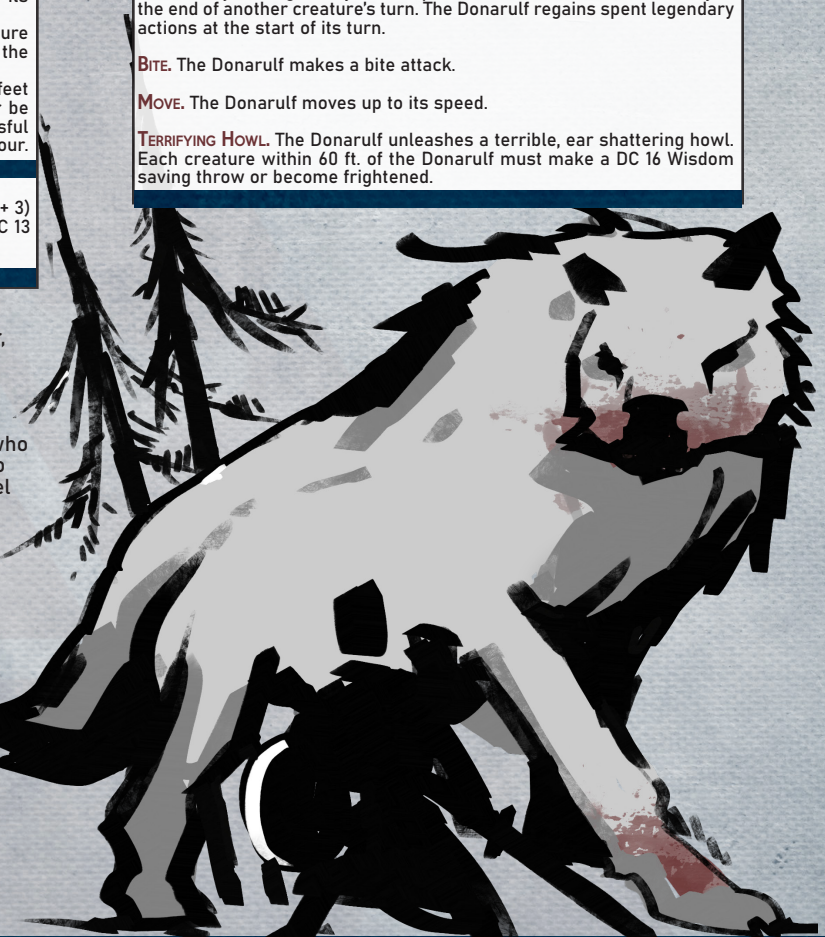
Multiattack. The donarulfr makes three attacks, a slam and two bites.
Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target.
Hit: 11 (2d6+5) piercing damage. If the target is prone, the donarulf deals an extra 4d6 piercing damage.
Slam. Melee Weapon Attack: +9 to hit, reach 5 ft., one target.
Hit (2d8+5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.
Thunderous Howl. (Recharge 5-6) Each creature within 60 ft. of the Donarulf must make a DC 16 Constitution saving throw or take 6d8 thunder damage and become deafened. On a successful save, they take half of the damage and are not deafened.

The Donarulf can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Donarulf regains spent legendary actions at the start of its turn.

Bite. The Donarulf makes a bite attack.

Move. The Donarulf moves up to its speed.

Terrifying Howl. The Donarulf unleashes a terrible, ear shattering howl. Each creature within 60 ft. of the Donarulf must make a DC 16 Wisdom saving throw or become frightened.



DENIZENS

Here you'll find a list of people you might encounter in Iskloft. These are templates you can use to cover almost anyone you could conceivably meet in Iskloft. Also included are some specific characters.

CHAMPIONS

Iskloft is a world filled with countless warriors. From the hardy farm hand to the bright lord in shining mail, almost everyone in Iskloft has been involved in some kind of combat. Champions, then, are the best of the best. They are the mightiest warriors in the land, with unique abilities and fighting styles.

BERSERKER

The berserker is a holy warrior, a wandering killer who goes from place to place, pulled by his whims, and those of the Allfather. A berserker is a terrible foe, nigh unkillable with a great and mighty rage that makes him a near superhuman enemy. Crossing a berserker is often a suicidal decision, as there are few foes more dangerous in all Iskloft.

HJORVALDR

All weapons can take life, but the weapon of a Hjorvaldr has reputation all its own. These warriors are often famed for their technique and known for their fine equipment, including a famous weapons. A Hjorvaldr is always famously skilled with their weapon (usually a sword), and is a frightening foe to face.

Berserker (Major)

Medium Humanoid | **Armour Class:** 19 (Absorb 2) | **Hit Points:** 110-170
Speed: 50 ft. | **Proficiency Bonus:** +3

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	8 (-1)	12 (+1)	11 (+0)

Skills: Athletics +9, Grit + 9
Condition Immunities: frightened
Senses: Passive Perception 11
Languages: Trade Tongue, Old Norsk, one additional

Pelt. The Berserker adds his Constitution modifier to his AC when not wearing armour.
Bear Among Wolves. The Berserker gains +1 AC for each enemy he is adjacent to, as long as there are more than one enemy, and there are no allies adjacent to him.
He Cannot Fall. When the Berserker is brought to 0 hit points for the first time, he instead drops to 1 hit point and cannot become unconscious until the end of his next turn. When he drops to 1 hit points due to this feature, each enemy within 20 feet must make a DC 16 Wisdom saving throw or become frightened of the Berserker. They can repeat this saving throw at the end of each of their turns, if they cannot see the Berserker.
He Was Strong As Nine Men. The Berserker deals an extra die of damage when he attacks using Strength. (Included below)

Actions

Multiattack. The berserker makes three attacks, one with his shield, and two with his axe.
Shield Smash. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6+5) bludgeoning damage, and the target makes a DC 16 Strength saving throw or be knocked prone.
Axe. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit 13 (2d8+5) slashingdamage.

Reactions

His Eyes Saw All. When the berserker is hit with a melee weapon attack or unarmed attack, once per round he can use his reaction to reduce the damage by 1d10 + 5. If this reduces the damage to 0, he can make a single melee weapon attack against the target.

Hjorvaldr (Major)

Medium humanoid | **Armour Class:** 19 (Absorb 3) **Hit Points:** 80-120
Speed: 50 ft. | **Proficiency Bonus:** +3

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	11 (+0)

Skills: Athletics +9, Grit + 6, Intimidation +4, Lore-wise +6
Senses: Passive Perception 12
Languages: Trade Tongue, two additional

Famous Weapon. The Hjorvaldr has the following properties when using their Famous Weapon. (generate a name for their weapon on page 59)
- They can critically hit on a 19-20
- They have a +2 bonus to attack and damage
- They add +5 to any Brutal Wound rolls they cause.

Actions

Multiattack. The Hjorvaldr makes three attacks.
Pommel Strike. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 11 (1d10+6) bludgeoning damage, and the target makes a DC 16 Strength saving throw or become Punch-Drunk.
Draw Cut. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit 11 (1d10+6) slashingdamage, and the target suffers two levels of the Bleeding condition.
Lunge. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit 11 (1d10+6) slashingdamage, and the Hjorvaldr may move up to 15 feet without provoking opportunity attack.

Reactions

Parry. When an attack would hit the Hjorvaldr, they may use their reaction to increase their Armour Class by 5 until the end of the turn.
Riposte. When an attack misses the Hjorvaldr, they may use their reaction to make a melee weapon attack against the target that missed the attack.

Hjaldrgegnir

The Hjaldrgegnir is a terrifying foe, a Drengr of raw power and seemingly inexhaustible stamina, who can withstand blows that would fell a lesser warrior.

Hjaldrgegnir (Major)

Medium humanoid
Speed: 50 ft.

Armour Class: 19 (Absorb 3) Hit Points: 100-150
Proficiency Bonus: +3

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	11 (+0)

Skills: Athletics +7, Grit + 6, Intimidation +4, Lore-wise +6
Senses: Passive Perception 12
Languages: Trade Tongue, one additional

Reckless Attack When the Hjaldrgegnir takes the attack action, they can choose to attack recklessly. This gives them advantage on attack rolls, but attacks against them have advantage until the start of the Hjaldrgegnir's next turn.
Blood! When the Hjaldrgegnir hits a creature with a Reckless attack, they gain 7 temporary hitpoints. Additionally, when the Hjaldrgegnir suffers a Brutal Wound, they subract 3 from the result.

Actions

Multiattack. The Hjaldrgegnir makes three attacks, one with their shield, and two with his axe.
Shield Smash. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d6+4) bludgeoning damage, and the target makes a DC 16 Strength saving throw or be knocked prone.
Axe. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit 13 (1d8+4) slashing damage.

Reactions

On Your Feet. When the Hjaldrgegnir would be reduced to 0 hit points, they regain 7 hit points as a reaction up to three times.

Skag Hunter

Famed and feared throughout Iskloft for their ability to track any target, their use of magic to fight magic, and their absolute dedication to bringing down those they deem dangerous, the Skag Hunter is a formidable foe.

Skag Hunter (Moderate)

Medium humanoid
Speed: 50 ft.

Armour Class: 21 (Absorb 3) Hit Points: 55-85
Proficiency Bonus: +3

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	11 (+0)

Skills: Athletics +7, Grit + 7, Lore-Wise +7, Seið-wise +7
Senses: Passive Perception 12
Languages: Trade Tongue, three additional

Forbiddance. The Skag Hunter has advantage on Intelligence, Wisdom and Charisma saving throws made against spells and spell like effects.
Stalker. The Skag Hunter doubles its proficiency bonus on Intelligence based checks related to spotting and tracking magic-users.
Speak Not! A spellcaster that is hit by the Skag Hunter loses Concentration on any spell.

Actions

Multiattack. The Skag Hunter makes two attacks with their rune weapon.
Rune Weapon. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit 10 (1d8+5) slashing damage and 7 (2d6) radiant damage.
Abhor Skag. One magic-user within 30 feet of the Skag Hunter must succeed on a DC 17 Intelligence saving throw or become paralyzed. The target can repeat the saving throw at the end of each of their turns.

Reactions

Upon Your Head. The first time the Skag Hunter is the sole target of a spell each round, that spell is countered.

Huskarl

The elite shock troops of Iskloft, huskarls are the sworn warriors of jarls, and often fight in heavily armoured units. They have specialised training to protect themselves and their jarl from even the most grievous of blows.

Huskarl (Major)

Medium humanoid
Speed: 50 ft.

Armour Class: 21 (Absorb 3) Hit Points: 80-120
Proficiency Bonus: +3

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	19 (+4)	12 (+1)	17 (+3)	11 (+0)

Skills: Athletics +7, Grit + 7, Insight +6
Senses: Passive Perception 13
Languages: Trade Tongue, two additional

Bright Mail. The Huskarl adds +1 to its Armour Class, and reduces incoming bludgeoning, piercing and slashing damage by its Constitution modifier (4)
Eagle Feeder. Allies within 30 ft. of the Huskarl re-roll 1s on their damage rolls.
Expert Training. Once per turn, the Huskarl can deal an extra 2d6 damage to creatures it hits with a weapon attack.

Actions

Multiattack. The Huskarl makes a shove attack and then two long-axe attacks.
Long-axe. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 4) slashing damage.
Shove. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 1d4+4 bludgeoning damage and the target makes a DC 15 Strength save or is knocked prone.
Axe. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Reactions

Parry. As a reaction, the Huskarl adds 2 to its AC against one melee attack that would hit it. To do so, the huskarl must see the attacker and have a weapon equipped.

Outlaws

Outlaws are those men and women who have been exiled from Iskloft's society. They are often hardy, callous and pragmatic, and have hardened their skills through hard lives.

Einvigr

Often acting as leaders among Outlaws, the Einvigr is a crafty foe who excels when fighting in single combat. They will often taunt and boast, trying to lure lesser enemies into a duel, where they can defeat them with ease.

Einvigr (Moderate)

Medium humanoid | **Armour Class:** 15 | **Hit Points:** 45-60
Speed: 30 ft. | **Proficiency Bonus:** +3

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	12 (+1)	8 (-1)	17 (+3)

Skills: Athletics +6, Perception +2, Stealth +9, World-wise +7
Senses: Passive Perception 12
Languages: Trade Tongue, one additional

You and Me. When the Einvigr is engaged and there are no creatures but its target within 5 feet, it can make an attack as a reaction, when an attack against it misses. The Einvigr can also Sneak Attack this target.
Keep Moving. When the Einvigr hits with an attack against a target and there are no other creatures within 5 feet, it increases its AC by 2 until the end of its next turn.
Sneak Attack (1/Turn). The Einvigr deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has an ally within 5 feet of the target, or advantage on the attack roll.

Actions

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

Kern

The Kern is an outlaw who has specialised in hit and run tactics, that can throw a knife, a hatchet or a spear with more skill than any drengr can.

Kern (Moderate)

Medium humanoid | **Armour Class:** 15 | **Hit Points:** 45-60
Speed: 30 ft. | **Proficiency Bonus:** +3

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	15 (+2)	11 (+0)	8 (-1)

Skills: Deception +2, Perception +3, Stealth +10, World-wise +5
Senses: Passive Perception 13
Languages: Trade Tongue, one additional

Hail. The kern may draw or stow any number of thrown weapons on their turn and can use their Sneak Attack ability with thrown weapons.
Sneak Attack (1/Turn). The Kern deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has an ally within 5 feet of the target, or advantage on the attack roll.
Ready and Waiting. Enemies that move within 10 feet of the kern for the first time provoke an attack of opportunity.

Actions

Multiattack. The Kern makes two throwing weapon attacks, or one melee attack.
Hatchet. Melee Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

Niðingr

The Niðingr is an outlaw who has embraced their lack of honour, and fights using every dirty trick in the book. They fight without honour, and will stop at nothing to win.

Niðingr (Moderate)

Medium humanoid | **Armour Class:** 15 | **Hit Points:** 45-60
Speed: 30 ft. | **Proficiency Bonus:** +3

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	15 (+2)	11 (+0)	8 (-1)

Skills: Deception +2, Perception +3, Stealth +10, World-wise +5
Senses: Passive Perception 13
Languages: Trade Tongue, one additional

Pragmatism. The Niðingr is proficient with improvised weapons, deals a minimum of 1d6 damage with unarmed and improvised weapon attacks, and can sneak attack with them.
Sneak Attack (1/Turn). The Niðingr deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has an ally within 5 feet of the target, or advantage on the attack roll.

Actions

Seax. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 4) slashing damage.
Groin Kick. The Niðingr makes an unarmed attack as a bonus action. On a hit, the target must succeed on a DC 14 Constitution (Grit) check or suffer two levels of Winded.
Sand in the Eye. The Niðingr makes an unarmed attack as a bonus action. The target must succeed on a Dexterity saving throw or be blinded until they take an action to clear away the debris.

Ratatoskr

The Ratatoskr has a cheeky demeanour and fights light on their feet, tiring out heavier opponents and keeping their attention by hurling cruel insults.

Ratatoskr (Moderate)

Medium humanoid | **Armour Class:** 15 | **Hit Points:** 45-60
Speed: 30 ft. | **Proficiency Bonus:** +3

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	12 (+1)	8 (-1)	17 (+3)

Skills: Deception +9, Intimidation + 9, Perception +5, Stealth +6, World-wise +5
Senses: Passive Perception 10
Languages: Trade Tongue, one additional

Insulted. The Ratatoskr can take the Dodge action as a bonus action when it is engaged only with the target of its insult. Additionally, they can Sneak Attack the target of their Insult when there are no other creatures within 5 feet.
Sneak Attack (1/Turn). The Ratatoskr deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has an ally within 5 feet of the target, or advantage on the attack roll.

Actions

Insult. A creature of the Ratatoskr's choice within 30 feet must succeed on a DC 15 Wisdom saving throw or become insulted. An insulted creature has disadvantage on attacks against creatures that aren't the Ratatoskr, and must use its action to move toward the Ratatoskr and attack them if possible. The creature can repeat the saving throw if it takes damage from a creature that isn't the Ratatoskr.
Seax. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) piercing damage.

Reactions

Over Here. When the target of the Ratatoskr's Insult makes an attack against a creature that is not the Ratatoskr, it can make an attack against them.

REAVER

The word reaver acts as a shorthand for anyone who goes Viking. Those who sail the open seas and land with a terrible fury upon foreign shores, to rape and plunder, to steal and kill, they are known as reavers to their enemies.

Ranging from beardless boys to terrifying veterans, reavers come in all shapes and sizes, but they do have a few things in common. They're good at sailing, and they fight dirty.

Reaver Youth (Minor)

Medium humanoid | Armour Class: 15 | Hit Points: 10-20
Speed: 30 ft. | Proficiency Bonus: +2

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	11 (+0)

Skills: Sailing +2, Perception +3, Stealth +4, Survival +3
Senses: Passive Perception 13
Languages: Trade Tongue, one additional

Sea legs. The Reaver Youth has advantage on checks and saves related to fighting on a boat, or in the water.

Actions

Multiattack. The Reaver Youth makes two melee attacks or two ranged attacks.
Seax. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.
Shortbow. Ranged Weapon Attack: +4 to hit, ranged 150/600 ft., one target. Hit: 6 (1d6 + 2) piercing damage.

Reaver (Minor)

Medium humanoid | Armour Class: 15 | Hit Points: 30-50
Speed: 30 ft. | Proficiency Bonus: +2

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	13 (+1)	8 (-1)

Skills: Sailing +3, Perception +3, Stealth +3, Survival +3
Senses: Passive Perception 13
Languages: Trade Tongue, one additional

Sea legs. The Reaver Youth has advantage on checks and saves related to fighting on a boat, or in the water.
The Merry Dance. The Reaver can use a bonus action to make a shove attack or take the Dash action.
Reckless. At the start of its turn, the Reaver can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The Reaver makes two melee attacks or two ranged attacks.
Seax. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.
Hatchet. Ranged Weapon Attack: +5 to hit, ranged 20/60 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Reaver Captain (Moderate)

Medium humanoid | Armour Class: 17 (Absorb 3) | Hit Points: 30-50
Speed: 30 ft. | Proficiency Bonus: +3

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

Skills: Sailing + 5 Athletics +5, Deception +5 Perception +3, Stealth +6, Survival +3
Senses: Passive Perception 13
Languages: Trade Tongue, one additional

Dirty Tricks. A Reaver Captain has the following options when they hit with an unarmed attack. The DC for these abilities is 15:
Eye Rake. The target must succeed on a Constitution saving throw or be blinded until it takes an action to succeed on a Constitution (Grit) check.
Low Blow. The target must succeed on a Strength saving throw or be knocked prone, and is Punch-Drunk until it takes an action to succeed on a Constitution (Grit) check.
Toe Stomp. The target must succeed on a Dexterity saving throw or halve its movement speed for one minute.

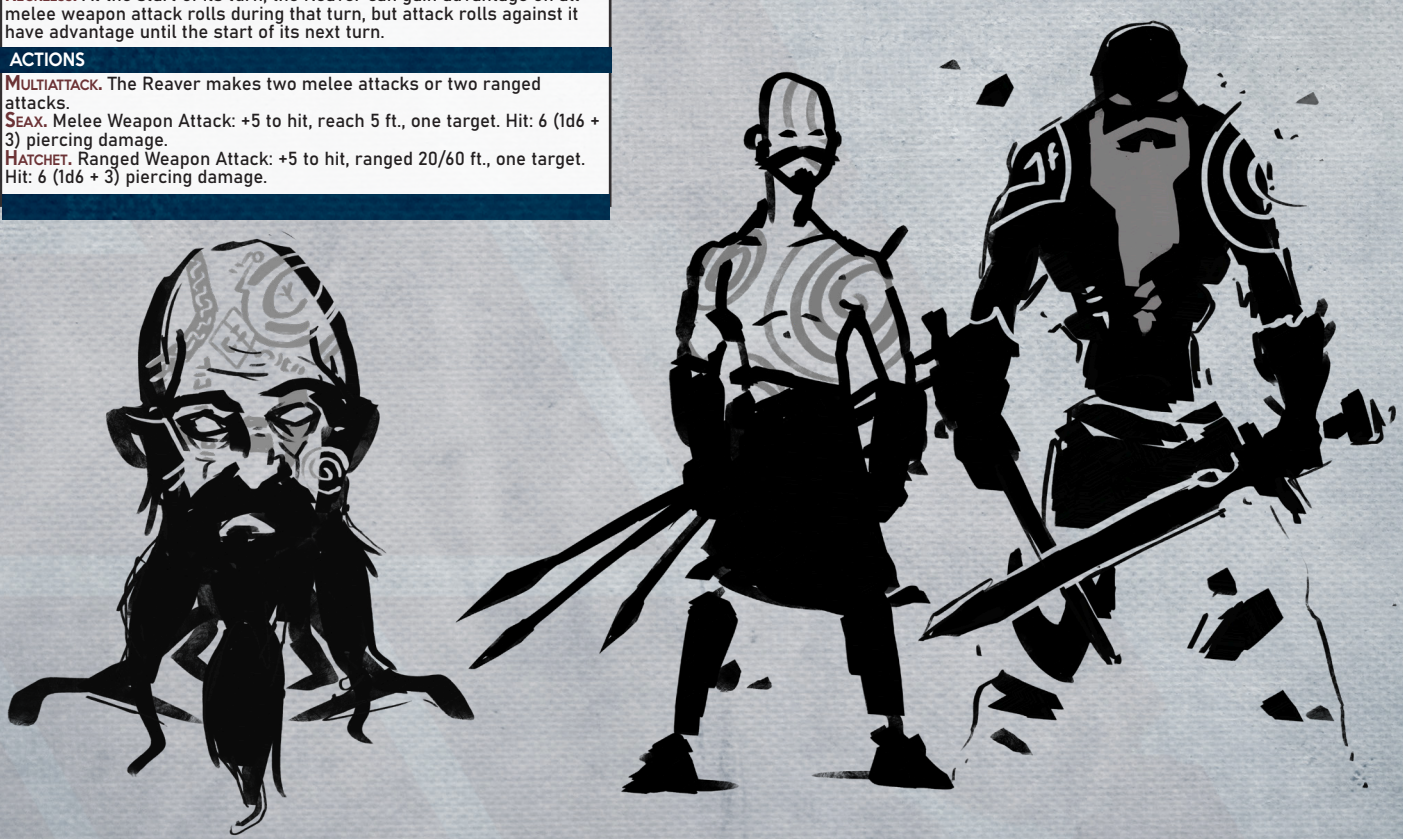
The Merry Dance. The Reaver can use a bonus action to make a shove attack or take the Dash action.

Reckless. At the start of its turn, the Reaver can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Sea legs. The Reaver Scum has advantage on checks and saves related to fighting on a boat, or in the water.

Actions

Multiattack. The captain makes three melee attacks: two with its war axe and one unarmed attack.
Waraxe. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) slashing damage.
Unarmed Attack. Melee Weapon Attack: 7 to hit, reach 5 ft., one target. Hit: 5 (1d4+3) bludgeoning damage.



SEIÐR

The mysterious seiðr are some of the most powerful denizens of Iskloft. From stoic galdr, to charming singers, to frightening witches, there are many magic wielders in Iskloft, and they all make for terrifying foes.

GALDR

To know the runes is to understand all life. The Galdr studies the runes, their meanings, and unlocks their power. Drawing runes in the air, or carving them onto items, the Galdr can bring forth the mighty power of runatal.

Galdr (Major)

Medium humanoid | **Armour Class:** 21 (Absorb 3) | **Hit Points:** 40-60
Speed: 30 ft. | **Proficiency Bonus:** +4

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	16 (+3)	18 (+4)	15 (+2)	11 (+0)

Skills: Athletics +8, Insight +5, Lore-wise +8, Perception +5, Seið-wise +8, Wound-wise +8
Senses: Passive Perception 15
Languages: Trade Tongue, four additional

Magic Resistance. The Galdr has advantage on saving throws related to spells and magical effects.
Spellcasting. The Galdr knows the following runes from the Galdr rune list: Othala, Raidho, Yngwaz, Kenaz, Nauðiz, Hagalaz, Isaz (+7 to hit, DC 15).
Rune Warrior. The Galdr uses their Intelligence modifier in place to Strength when attacking or making Athletics checks.

Actions

Masterwork Runeblade. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 6) slashing or piercing damage.
Einherjar's Blade. For the next minute, the Galdr's weapon gains a +2 bonus to hit and damage, deals an extra 2d6 radiant damage, emits bright light in a 30-foot radius, and creatures hit by the weapon must succeed on a Strength saving throw or be thrown back 15 feet and knocked prone. On a successful save, they are not knocked back or made prone.

SEIÐKONA

Perhaps the most feared of the seiðr, the Seiðkona is the old witch of the woods, the alluring red headed woman dancing naked before the ancient stones. She is the whisper in your ear as you try to sleep, or the chill you feel when you step outside. The Seiðkona is prophetess, healer, curse-giver and life-taker.

Seiðkona (Major)

Medium humanoid | **Armour Class:** 14 (Absorb 1) | **Hit Points:** 40-60
Speed: 30 ft. | **Proficiency Bonus:** +4

STR	DEX	CON	INT	WIS	CHA
9 (+0)	12 (+1)	16 (+3)	12 (+1)	15 (+2)	18 (+4)

Skills: Deception +8, Insight +5, Perception +5, Seið-wise +5, Wound-wise +5
Senses: Passive Perception 15
Languages: Trade Tongue, four additional

Magic Resistance. The Seiðkona has advantage on saving throws related to spells and magical effects.
Spellcasting. The Seiðkona can cast Niðgaldr from the Seiðkona list (+7 to hit, DC 15). She knows the following Niðgaldr:
Possession 0: Wrack
Possession 1: Break Bones
Possession 2: Blades to Snakes, Grimganga
Possession 3: Gate Jotunheim
Possession 4: Draugr's Visage
Possession. The Seiðkona's Possession limit is 5. When she rolls on a Possession Table, she can roll twice and choose her result.

Actions

Staff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d8+0) bludgeoning damage.

VÖLVA

The sacred Völva are the chosen daughters of Odin. They are his arbiters on Midgard, knowing his secret songs and rendering his judgement of law. Some say that those Völva that die glorious deaths go on to become the Valkyries of the Allfather. Völva are usually found as spiritual leaders in towns, or advisors to mighty jarls.

Völva (Major)

Medium humanoid | **Armour Class:** 21 (Absorb 3) | **Hit Points:** 50-80
Speed: 30 ft. | **Proficiency Bonus:** +4

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	16 (+3)	10 (+0)	19 (+4)	14 (+2)

Skills: Athletics +8, Insight +8, Lore-wise +8, Seið-wise +8
Senses: Passive Perception 15
Languages: Trade Tongue, four additional

Magic Resistance. The Völva has advantage on saving throws related to spells and magical effects.
Spellcasting. The Völva knows the following Songs of Odin (+7 to hit, DC 15). Help In All Woes, That Song Which Will Set Me Free, On His Head The Curse He Called Upon Mine, I Sing 'Neath The Shields, And They Fare Forth Mightily, Wisdom To Odin who Utters, Her Heart I Turn And The Whole Mind Change
Odinsdottir. The Völva uses their Wisdom modifier in place to Strength when attacking or making Athletics checks.
Skeins of Fate. The Völva can have the result of any d20 roll that takes place during the combat be either a 3 or a 19. She must choose this before the roll.

Actions

High Quality Spear. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) piercing damage.
Aegishjalmur. For the next minute, the Volva and up to 4 allies gain a +1 bonus to their Armour Class, and gain 7 temporary hit points.

Leaders

To rule in Iskloft is more than birthright. Leaders are often chosen or voted for. Most leaders, be they thegns or jarls, also have a responsibility to lead from the front. In war, the jarl stands in the front of the shield wall with their warriors - that is how it is supposed to be.

Often equipped with the finest gear and trained in strategy and combat, the rulers presented here make excellent captains and villains.

Tactician

A great many battles can be won before they start. This is the school of thought the tactician subscribes to. These leaders tend to choose their battlefields carefully, only fighting when they have an advantage. While they are capable fighters, they prefer to lead on a macro level.

Tactician (Major)

Medium humanoid | Armour Class: 18 (Absorb 3) | Hit Points: 60-90
Speed: 30 ft. | Proficiency Bonus: +4

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	15 (+2)	17 (+3)	16 (+3)	20 (+5)

Skills: Deception +9, Insight +7, Investigation +7, Intimidation +9, Lore-wise +7, Perception +7, Persuasion +9
Senses: Passive Perception 17
Languages: Trade Tongue, five additional

Chosen Field. The tactician's allies gain the following benefits if they are in the same encounter as them.
- They can move normally over difficult terrain such as steep hills, slippery decks, and so on.
- They can add your Charisma modifier to Strength (Athletics), Wisdom (Perception) and Dexterity (Stealth) checks.
- When two or more of your allies are engaged with the same enemy, they may take the Help action as a bonus action.

Victory Author. Whenever an ally of the Tactician suffers a critical hit or drops to 0 hit points, the Tactician gets 1 point. They can spend points as follows:
- 1 Point - As a bonus action, give an ally advantage on their next attack.
- 2 Points - As a reaction, may turn an ally's hit into a critical hit.
- 3 Points - Up to 5 allies may Disengage and move up to their speed as reactions.

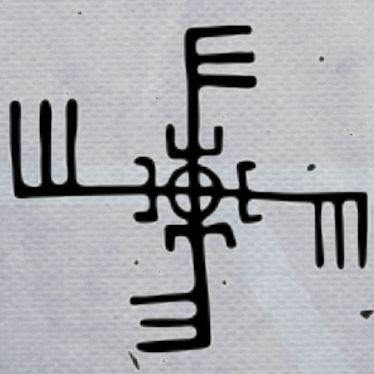
Spear Din (1/encounter) As an action, the Warlord allows 4 allies that are within 30 feet of them to spend their reaction to make an attack.
Shields Up! All allies within 60 feet of the Tactician gain +1 Armour Class for the next minute.
Lord of War Enemies within 30 feet of the Tactician treat the area as difficult terrain, and must succeed on a DC 15 Wisdom saving throw to attack the Tactician, attacking with disadvantage on a failure.

Actions

Sword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d8+1) slashing damage, and one of the Tactician's adjacent allies makes an attack as a reaction.
Stand! Up to four allies within 30 feet of the Tactician recover 8 hit points.
Strike. Up to two allies within 30 feet of the Tactician make a melee weapon attack using their reactions.

Reactions

Get down Sir! When the Warlord is hit with a critical hit, they can choose to have the attack hit an adjacent ally instead.



Banner Bearer

There is great power in symbols, and the banner bearer knows this. Rushing forward with their banner held high, they inspire those around them to fight harder, to not take a single step back while the banner flutters above the battlefield.

Banner Bearer (Major)

Medium humanoid | Armour Class: 18 (Absorb 3) | Hit Points: 60-90
Speed: 30 ft. | Proficiency Bonus: +4

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	12 (+1)	13 (+1)	18 (+4)

Skills: Athletics +7, Deception +8, Insight +5, Intimidation +8, Lore-wise +5, Perception +5, Persuasion +8
Senses: Passive Perception 15
Languages: Trade Tongue, four additional

The Banner. Allied creatures within 30 feet of the Banner Bearer have advantage on saving throws against being frightened, reduce all incoming damage by 4, and can Dash as a bonus action.
No Mercy. Allied creatures within 30 feet of the Banner Bearer gain a +2 bonus on attack rolls.
Go, Go, Go! Allies within 30 feet of you can spend their reactions to gain 10 extra feet of movement on their turns.

Actions

Spear. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) slashing damage, and one of the Banner Bearer's adjacent allies makes an attack as a reaction.
Death! Allies within 30 feet of the Banner Bearer roll their damage dice twice and choose the result for the next minute.
Stand! Up to four allies within 30 feet of the Banner Bearer recover 8 hit points.

Reactions

It cannot fall! When the Banner Bearer would be disarmed, an adjacent ally can use their reaction to catch the banner and keep it upright.
Get down Sir! When the Warlord is hit with a critical hit, they can choose to have the attack hit an adjacent ally instead.

Warlord

Many jarls and thegns in Iskloft lead from the front. This is the traditional way - if you expect your warriors to fight and die for you, you should share the risk. The warlord is such a leader, always in the thick of the fighting, carving their way through the enemy, the tip of the spear.

Warlord (Major)

Medium humanoid | Armour Class: 21 (Absorb 3) | Hit Points: 60-90
Speed: 30 ft. | Proficiency Bonus: +4

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	12 (+1)	13 (+1)	18 (+4)

Skills: Athletics +7, Deception +8, Insight +5, Intimidation +8, Lore-wise +5, Perception +5, Persuasion +8
Senses: Passive Perception 15
Languages: Trade Tongue, four additional

Feed the Eagle! Allied creatures within 30 feet of the Warlord reroll results of 1 on their damage dice.
Walk It Off. Allied creatures within 30 feet of the Warlord take 5 less damage from incoming attacks.
Finish Them. When the Warlord hits an enemy with a melee weapon attack, the next attack against that target made by an ally has advantage.

Actions

Spear Din (1/encounter) As an action, the Warlord allows 4 allies that are within 30 feet of them to spend their reaction to make an attack.
Death! For 1 minute all allies that can see and hear the Warlord may roll their damage dice twice and choose the higher.
Get in Ranged attack, hit, one ally can use their reaction to move up to their speed towards the target.
Warlord's Strike An ally within 30 feet makes an attack, adds 1d8 to damage
Sword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) slashing damage, and one of the Warlord's allies can move up to their speed as a reaction.

Reactions

Get down Sir! When the Warlord is hit with a critical hit, they can choose to have the attack hit an adjacent ally instead.

A singer, tactician and banner bearer

Singer

Most people in Iskloft cannot write. Indeed, it is seen as a kind of magic to be able to trap words on paper or stone. So it is, that most people learn their history, their religion and many other things through song. A singer is often a wanderer, given great welcome and honours when they arrive in town. Yet there is real, palpable magic in songs, and on the battlefield, their songs can inspire their allies to new feats of glory.

Singer (Minor)

Medium humanoid — Armour Class: 18 (Absorb 3) — Hit Points: 15-30
Speed: 30 ft. — Proficiency Bonus: +3

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

Skills: Lore-wise +3, Intimidation +9, Performance +9; two musical instruments
Senses: Passive Perception 12
Languages: Trade Tongue, two additional

Magic Resistance. The Singer has advantage on saving throws related to spells and magical effects.
Inspiring Verse. As a bonus action, the skald adds 1d6 to the ability check, saving throw, or attack roll of another creature within 60 feet that can hear it.
Countercharm. The Singer grants advantage on all saving throws against being frightened or charmed to all friendly creatures within 30 feet that can hear it.check, saving throw, or attack roll of another creature within 60 feet that can hear it.

Actions

Spear. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) piercing damage.
Hunting Bow. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) piercing damage.
Verse of Fury. One target of the Singer's choice must succeed on a DC 14 Wisdom saving throw, or else attack a random adjacent creature on its next turn. The target can repeat the saving throw at the end of their turns.
Verse of Glory. One target of the Singer's choice deals an additional die of damage when they make attacks, for the next minute.

Skald

Who knows the most ancient tales of Iskloft? Who remembers the old tales of alfr, of trolls, of jotun? Who can tell the tale of the First King, and the tragedy of his fall? The skald has learned everything they can of history, and using their magical songs, can bring audiences to tears, to belly laughter, or to outrage. They say that the flames of every war are fanned by a skald's songs.

Skald (Moderate)

Medium humanoid — Armour Class: 18 (Absorb 3) — Hit Points: 35-65
Speed: 30 ft. — Proficiency Bonus: +4

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

Skills: Lore-wise +4, Performance +12
Senses: Passive Perception 12
Languages: Trade Tongue, four additional

Magic Resistance. The Skald has advantage on saving throws related to spells and magical effects.
Song of Battle. The Skald and allies that can hear them within 30 feet gain immunity to the charmed and frightened conditions, have advantage on Wisdom and Charisma saving throws, and gain a +1 bonus to armour class.

Actions

Spear. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) piercing damage.
Hunting Bow. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) piercing damage.
Verse of Fury. One target of the Skald's choice must succeed on a DC 16 Wisdom saving throw, or else attack a random adjacent creature on its next turn. The target can repeat the saving throw at the end of their turns.
Verse of Glory. One target of the Skald's choice deals an additional die of damage when they make attacks, for the next minute.

TOWNSFOLK

Making up the backbone of Iskloft, these denizens range from local farmers and woodsmen to the many warriors in Iskloft's society that make up crews and armies.

THRALL

The ever present, often ignored huddled masses of Iskloft, the thrall is a fixture in every part of Iskloft. From well trained servants, to farm hands or hard labourers, they are omnipresent in every level of Iskloft's society.

Thrall (Minor)

Medium humanoid
Speed: 30 ft.
Armour Class: 12
Proficiency Bonus: +2
Hit Points: 5-20

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	13 (+1)	7 (-1)	11 (+0)	8 (-1)

Skills: Athletics +2, Stealth +3
Senses: Passive Perception 10
Languages: Trade Tongue, one additional

Actions

Knife. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4+0) piercing damage.

FYRDVAR

Every village, every town, every city in Iskloft functions on basically the same feudal principles. Thralls owe fealty to bondi, bondi to karls, karls to thegns, thegns to jarls, and jarls to the king. Every person answers to someone, and when war comes, it is the responsibility of everyone in the community to come together and defend what is theirs. This is the fyrd - a loose militia that gathers under the command of the local ruler.

Fyrdvar (Minor)

Medium humanoid
Speed: 30 ft.
Armour Class: 15
Proficiency Bonus: +2
Hit Points: 10-30

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	7 (-1)	14 (+2)	8 (-1)

Skills: Athletics +3, World-wise +4
Senses: Passive Perception 10
Languages: Trade Tongue, one additional

Shield Wall. The Fyrdvar gains a +1 bonus to its armour class if it adjacent to an ally that is also using a shield.

Actions

Spear. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8+1) piercing damage.

HUNTER

Iskloft is a hard land, and the ground is not bountiful. Most families need to supplement their crops with wild game, and every village will have one or more hunters who range out into the forests and surrounds to find meat.

Hunter (Minor)

Medium humanoid
Speed: 40 ft.
Armour Class: 14
Proficiency Bonus: +2
Hit Points: 10-30

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	7 (-1)	14 (+2)	8 (-1)

Skills: Athletics +3, Stealth +4, Perception +4, World-wise +4
Senses: Passive Perception 14
Languages: Trade Tongue, one additional

Sneak Attack. The Hunter deals an extra 6 (2d6) damage when it hits a target with a ranged weapon attack and has advantage on the attack roll.
Archer. The Hunter has a +2 bonus on attack rolls made with ranged weapons.

Actions

Hatchet. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) piercing damage.
Hunting Bow. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6+2) piercing damage.

Marksman

Most warriors in Iskloft look down at the bow as the weapon of a coward, but the marksman is wiser. Often veteran hunters or scouts for armies, they can wreak havoc at a distance.

Hunter (Minor)

Medium humanoid **Armour Class:** 14 **Hit Points:** 10-30
Speed: 40 ft. **Proficiency Bonus:** +3

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	10 (+0)	14 (+2)	8 (-1)

Skills: Athletics +4, Stealth +6, Perception +5, World-wise +5
Senses: Passive Perception 15
Languages: Trade Tongue, one additional

Quarry. The Marksman chooses a target within the range of its warbow and marks it as its quarry. The first time the Marksman hits its Quarry with a ranged attack, its movement speed is reduced by 10 feet. Whenever the Marksman hits their Quarry with an attack, the attack deals and extra 1d6 weapon damage.
Archer. The Marksman has a +2 bonus on attack rolls made with ranged weapons.

Actions

Hatchet. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) piercing damage.
War Bow. Ranged Weapon Attack: +8 to hit, range 120/240, one target. Hit: 6 (1d8+3) piercing damage, and the target must succeed on a DC 15 Strength saving throw or have their speed drop to 0 until the start of the Marksman's next turn.

Warrior

There are as many kinds of warrior in Iskloft as there are leaves on the World Tree - they range from simple farmers with spears, to mighty heroes from sagas. However, most warriors have certain tendencies - tendencies that keep them alive.

Spear Warrior (Minor)

Medium humanoid **Armour Class:** 18 (Absorb 2) **Hit Points:** 10-30
Speed: 40 ft. **Proficiency Bonus:** +2

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

Skills: Athletics +5, Perception +2
Senses: Passive Perception 12
Languages: Trade Tongue, one additional

Spear-skill. The Spear Warrior gains a +1 to attack and damage with spears, as well as 5 ft. of reach.
Shield Wall. The Spear Warrior gains a +1 to its AC when it is adjacent to an ally that also has a shield.

Actions

Multiattack. The Spear Warrior makes two attacks with its spear.
Spear. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 8 (1d8+4) piercing damage.
Throwing Spear. Ranged Weapon Attack: +6 to hit, range 40/100 ft., one target. Hit: 8 (1d8+4) piercing damage.

Axe Warrior (Minor)

Medium humanoid **Armour Class:** 17 (Absorb 1) **Hit Points:** 10-30
Speed: 40 ft. **Proficiency Bonus:** +2

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

Skills: Athletics +5, Perception +2
Senses: Passive Perception 12
Languages: Trade Tongue, one additional

Axe-skill. The Axe Warrior gains a +1 to attack and damage with axes.
Hew. When the Axe warrior hits an enemy with a shield, it can use a bonus action to hook the enemy's shield, removing its bonus to AC and Absorb properties until the start of the target's next turn.

Actions

Multiattack. The Axe Warrior makes two attacks with its long-axe.
Long-axe. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 10 (2d6+4) slashing damage.
Hatchet. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d6+4) slashing damage.

Shield Warrior (Minor)

Medium humanoid **Armour Class:** 20 (Absorb 5) **Hit Points:** 10-30
Speed: 40 ft. **Proficiency Bonus:** +2

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

Skills: Athletics +5, Perception +2
Senses: Passive Perception 12
Languages: Trade Tongue, one additional

Shield-skill. The Axe Warrior gains a +1 bonus to AC when using a shield, and gains +3 Absorb.
Shield Wall. The Spear Warrior gains a +1 to its AC when it is adjacent to an ally that also has a shield.

Actions

Multiattack. The Shield Warrior makes two attacks, one with its axe and one with its shield.
Axe. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 10 (2d6+4) slashing damage.
Shield. Melee Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d6+4) slashing damage.

Block. The Shield Warrior can use its reaction to raise its AC by 4 when attacked by an enemy within 5 feet.

Monsters

Monsters are rare in Iskloft. The supernatural is not a common part of most people's lives, and the majority of people will go their whole lives without ever seeing a supernatural creature.

An encounter with a monster should be a rare thing, not only because they are mechanically very powerful, but to keep the fascination of the supernatural.

Jötnar

The Jötnar are a race of giants, native to Jotunheim and Muspelheim. They range from the mighty, full sized Jötnar who are akin to the gods, to the Jotunaett, who are their servants in Midgard, to ogres and trolls.

Jotunaett

In elder days, when the Jötnar ruled Iskloft, they created a race of giants to enforce their will. These Jotunaett (Jotun-blooded) become their footsoldiers, their enforcers, their agents on Midgard.

When the Aesir gods came to Iskloft and banished the Jötnar, their progeny remained. Since those ancient days they have lived in Iskloft. In the time of the First King, the Jotunaett were driven back, killed in great numbers and forced into the Northern extremes of Iskloft, far up into the mountains by Ymir's beard.

Today, they dwell there still, but there are others who mingle with the humans of Iskloft. In Drotbaenum, there is a colony of Jotunaett, and the most famous mercenary captain in Iskloft is the dreaded Ogvai Three-Names.

Horned Giants

The Jotunaett are small when compared to their Jotun masters, but they tower over people. The smallest of them stands 12 feet, while the largest towers to nearly 20. Each Jotunaett sports a pair of horns, ranging from curved ram's horns, to wide aurochs horns.

Jotunaett (Deadly)

Large Jotun **Armour Class:** 16 (Absorb 3) **Hit Points:** 200-250
Speed: 50 ft., swim 50ft. **Proficiency Bonus:** +6

STR	DEX	CON	INT	WIS	CHA
29 (+9)	15 (+2)	29 (+9)	14 (+2)	20 (+5)	24 (+6)

Skills: Athletics +15, Grit +15, Intimidation +12, Survival +11, Perception +11, Insight +11, Lore-wise +8
Senses: Passive perception 19
Languages: Jotun, Old Norska, Trade Tongue, one additional

Charge. If the Jotunaett moves at least 15 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 4d12 bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 45 ft. away and knocked prone.
Magic Resistance The Jotunaett has advantage on saving throws against spells and other magical effects.
Legendary Resilience Critical hits against the Jotunaett roll 1d10 instead of 1d20 on Brutal Wound tables.
Fear Aura Any creature hostile to the Jotunaett that starts its turn within 20 feet of the Jotunaett must make a DC 20 Wisdom saving throw, unless the Jotunaett is incapacitated. On a failed save the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the Jotunaett's Fear Aura for the next 24 hours.
Brutal The Jotunaett critically hits on an 18-20 and they roll a d10+10 on the wound chart instead of a d20.

Actions

Multiattack. The Jotunaett makes three of the following attacks.
Grab. Melee Weapon Attack. +15 to hit, reach 10 ft., one target. The target is grappled and restrained by the Jotunaett. The Jotunaett can throw a grappled creature as an action.
Throw. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit 19 (3d6+9) bludgeoning damage and target is Prone and thrown 20 ft.
Sword. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit 30 (6d6+9) slashing damage.
Slam. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit 31 (4d10+9) bludgeoning damage and target is knocked prone.

A Purpose

A Jotunaett is not born, but created. Each one has a purpose on Midgard, that they must fulfil. These range from simple directives like guarding a sacred shrine, to complex plans spanning centuries, like ensure that a family remains powerful, or see that Ragnarok happens. A Jotunaett that is killed before its purpose has been resolved will simply be remade in Jotunheim or Muspelheim and sent back to Midgard. In this way, many Jotunaett are functionally immortal.

Encounter Ideas

The players are wandering in the hellish cold, their supplies are running low, when they see a shape in the distance. It follows them, keeping its distance until night falls, when it catches up to them, shouldering dry firewood and a freshly killed seal. It sits with them and shares a meal, and wants to learn about the world and current events.

In the midst of a battle, while two shield walls clash, the players hear a rumbling in the distance. They see a horned giant sprinting for the shield wall. It smashes into the formation, intent on killing a specific person, throwing others aside before ending the person's life. Once it achieves its task, it wanders away from the battle, as if nothing had happened, leaving broken men in its wake.

An old ruin on the outskirts of a village is alive at night with a deep voiced, ominous singing, and roaring fire. One of the villagers, a local boy, said he saw a malign spirit there! The villagers have saved up hacksilver and pay the characters to remove whatever has taken up residence. When the players investigate, they find a Jotuanett there, who wishes the village no harm, but has strict rules about who can pass through his new territory. The characters must negotiate between the frightened village and the mighty Jotunaett.

Troll

In the darkest corners of forests, or the most hidden of caves, there dwell Jötnar more ancient than anything still living in Iskloft. Primordial and grotesque, wise and canny, the trolls of Iskloft are many contradictions.

Many people believe that strangely shaped mountains or hills, rock formations or warped trees, are trolls that were caught in sunlight. It is said that trolls are dim witted, slow, but very strong. Others say that trolls are much like people, only larger, with donkey ears and a long tail. Some say they impart great wisdom, others say they chew the bones of humans.

In a way, they are all right. Trolls vary hugely from individual to individual. Some are so ancient and huge that they never move, and have become as the hills themselves. Others are smaller, and mix in the affairs of humans. Some are savage and feral, wreaking destruction wherever they go, while others are guardians, claiming a forest or mountain and ensuring that it thrives.

Strange Shape

The exact shape of a troll varies, and since trolls can shapeshift, they rarely appear to humans in their actual form. Most trolls, when seen as they really are, are large humanoids. They have long prehensile ears, some say like a donkey. Long noses, tusks like a boar, and a long tail like that of a cow.

Ancient Magic

Of all the Jotnar on Midgard, the trolls are the ones who are most capable in magic. Some say that they can grant wishes, but this is not the truth. They are, however, very powerful in magical songs, and are feared for their terrible curses which they lay upon those who cross them. They are known to be able to heal any wound, and even return the dead to life - for the right price.

Hate the Sun

Trolls abhor the sun. The sight of it pains them greatly, and they avoid it unless absolutely necessary. They do not, as the legends say, turn to stone in sunlight, but they do fear it.

A Troll's lair

A troll oversees a large region, always in a remote place, naturally beautiful and far from civilisation. The centre of a dark forest, the peak of a mountain, the deepest part of a cave, or a remote island off shore.

Lair Actions

- On initiative count 20 (losing initiative ties), the troll takes a lair action to cause one of the following magical effects:
- The troll takes a deep breath in and seems to triple in size, taking on a dreadful aspect, its eyes burning with cruel flame. Each creature that can see the troll must succeed on a DC 16 Wisdom saving throw or be frightened until the end of its next turn.
- The troll summons to it some of the spirits that it guards and protects. They materialise and attack one creature that the troll can see within 60 feet of it. The target must succeed on a DC 16 Constitution saving throw or take 28 (6d6) radiant damage, or half as much on a successful save. The spirits then retreat.
- The troll causes the nature of its lair to fight back. Undergrowth becomes grasping roots, snow becomes like quicksand. Each creature that wishes to move on its turn must succeed on a DC 16 Dexterity saving throw, or have their movement become 0 until the start of their next turn.

Regional Effect

The region containing the troll's lair is transformed by the troll's presence, creating the following magical effects:

- The troll is magically aware of any fire within 6 miles of its lair, and can appear in any such fire, allowing it to see and hear through it as if it was there. It can also speak through the flames.
- The sun never fully shines in the region. Even during the day, the sky is dimmed by fog or clouds. It is still bright, but isn't considered sunlight for the purpose of effects and vulnerabilities.
- Crops, harvests and meat that come from this region are unusually bountiful, and those born in the region tend towards being abnormally large, with longer, pointed noses and big ears.
- It is very hard to find your way in the region, and people get lost very frequently, wandering into the woods. Only with successful DC 16 Wisdom (World-wise) checks can characters ensure they know where they are going.

Troll (Deadly)

Large Jotun | **Armour Class:** 17 (Absorb 3) | **Hit Points:** 120-150
Speed: 60 ft. | **Proficiency Bonus:** +4

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	23 (+6)	16 (+3)	20 (+5)	22 (+6)

Skills: Athletics +10, Dception +10, Insight +9, Lore-wise +9, Persuasion +10, Seið-wise +10
Senses: Blindsight 20 ft., passive perception 15
Damage Resistances: Non-magical bludgeoning, piercing and slashing.
Damage Vulnerabilities: cold iron
Condition Immunities: charmed, poisoned
Languages: All

It Knows All. The troll knows the name of every person it encounters, and constantly reads surface thoughts. It has advantage on Wisdom (Insight) checks.
Magic Resistance The troll has advantage on saving throws against spells and other magical effects.
Legendary Resilience Critical hits against the troll roll 1d10 instead of 1d20 on Brutal Wound tables.
Detect The troll can magically sense the presence of living creatures anywhere within its region.
Skinshift The troll can use its action to change its shape into a specific humanoid, or any medium or large beast. The trolls statistics remain unchanged.

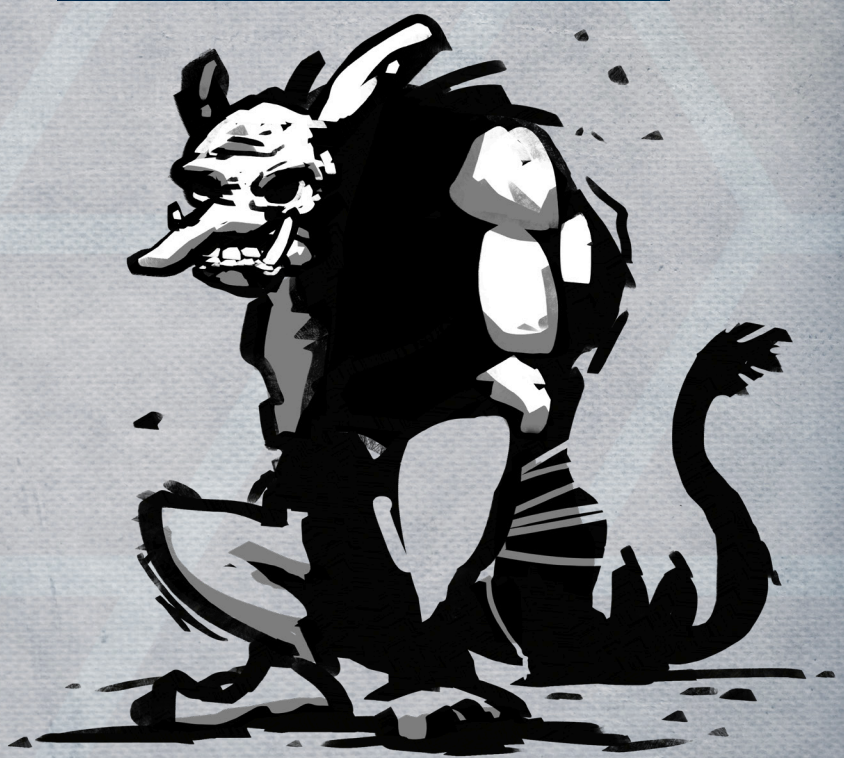
Actions

Multiattack. The Troll uses its Frightful Presence, and then makes two Claw attacks.
Frightful Presence. Melee Weapon Attack. +15 to hit, reach 10 ft., one target. The target is grappled and restrained by the Jotunaett. The Jotunaett can throw a grappled creature as an action.
Claw. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit 20(2d12+6) slashing damage and target is prone and thrown 20 ft.
Dread Curse. The troll forces a creature it can see within 60 feet of it to make a DC 18 Wisdom saving throw. If the target fails, it suffers one of the following effects, chosen by the Troll:

Doom. The target has disadvantage on attack rolls, saving throws and ability checks, and gains vulnerability to a damage type of the trolls choosing. A creature can repeat the saving throw at the end of its turns, ending the effect on itself with a success.

Mangle. The target's appearance is twisted horribly, bones moving beneath the skin. The target's speed becomes 0, it is blinded and deafened, and its Charisma score becomes 1 until the curse is removed by a Seiðr, who must spend 100 hacksilver worth of components and 24 hours of chanting.

Heal. The troll can cure any sickness, and heal any Brutal Wound, including the regeneration of limbs, as well as breathe life into a corpse that has been dead no longer than 3 days.



Fossegrim

There are countless tales of those who were laid low by greed. Many of those tales stem from the Fossegrim, a kind of troll that dwells in the water. Luring the greedy and the prideful to it, it takes them and drowns them, sending them to the halls of Ran, the Sea Bitch.

Often they take the shape of beautiful men playing a tagelharpa, a bowed lyre. They lounge by water, sometimes by idyllic meltwater streams or beautiful beaches, most often by hot springs. There, they play their incredible music, and lure travelers to their doom.

Beauty Made Manifest

A fossegrim will change its shape to appear beautiful. They most often take the shape of beautiful, statuesque men, or volptuous women. They are talented shape shifters and can change to suit their victim, changing into whatever they find most beautiful. Their true shape is that of an enormous humanoid eel, which lurks at the bottom of deep rivers.

Lure

The Fossegrim plays truly beautiful music, which can be heard anywhere within its region. They play the tagelharpa, a bowed lyre, with such mournful beauty that it will bring the most stoic warrior to tears. Yet they can also change their shape into treasure, swimming into the river or sea and showing themselves to be a large pile of coins or gold.

Servants of Ran

Ran, the Sea Bitch, is the wife of Aegir. Together, they rule the seas and waters of Iskloft. Ran is a jealous, capricious and cruel goddess, and seeks constant adoration. The Fossegrim are her servants, her children, and they bring many a greedy victim, drowning them so that they may dance in the underwater halls of Ran.

Regional Effect

The region containing the Fossegrim has the following magical effects:

- The Fossegrim is magically aware of anyone who comes within 6 miles of the spot where it rests. It can read the surface thoughts of anyone within this area, scanning for what they find most beautiful.
- The songs of birds, the howling of wolves, any animal noises whatsoever, seem to harmonise and work in perfect union, creating a moving, affecting melody that becomes immediately stuck in the head of any who hear it.
- The water the Fossegrim has taken as its home appears crystal clear, and the water is always pleasantly warm, even in winter, while tasting sweet and quenching a great thirst with one sip.

Fossegrim (Major)

Huge Jotun **Armour Class:** 15 (Absorb 2) **Hit Points:** 50-80
Speed: 30 ft., swim 80 ft. **Proficiency Bonus:** +3

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	23 (+6)	14 (+2)	16 (+3)	25 (+7)

Skills: Deception +10, Insight +6, Persuasion +10
Senses: passive perception 13
Damage Resistances: Non-magical bludgeoning, piercing and slashing.
Damage Vulnerabilities: cold iron
Condition Immunities: charmed, poisoned
Languages: All

It Knows All. The fossegrim knows the name of every person it encounters, and constantly reads surface thoughts. It has advantage on Wisdom (Insight) checks.
Magic Resistance The fossegrim has advantage on saving throws against spells and other magical effects.
Skinshift The fossegrim can use its action to change its shape into a specific humanoid, a pile of teasure, or its true form. Its statistics remain unchanged.
Slink While underwater, the fossegrim is transparent and invisible. It can switch between being visible and invisible at will, requiring no action.

Actions

Drowning Kiss. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 18 (4d6+4) psychic damage, and the target must succeed on a DC 16 Constitution saving throw or have water fill its lungs. On its next turn, the target must succeed on a DC 16 Constitution saving throw to cough up the water, or fall unconscious. Once unconscious, the target can attempt one final DC 16 Constitution saving throw, dying on a failed save., or stabilising on a successful one.
Claw. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit 18 (4d6+4) slashing damage.
Siren Song. One target that the fossegrim can see within 60 feet must succeed on a DC 16 Charisma saving throw, or else rush toward the fossegrim with pure lust, desiring above all else to kiss it. The target can repeat the saving throw if it takes damage from the fossegrim, or if another creature uses an action to slap the target.

Encounter Ideas

- The character are freezing, wandering through icy tundra. Suddenly, they hear a beautiful song playing, and follow it to its source – a hot spring! The water is warm and welcoming, and there's a naturally sheltered cave here too! That's when they see the Fossegrim, appearing as a beautiful woman, wanting just one kiss.
- A farmer finds gold in the river, and very quickly, the village starts to work on finding the source. Yet every few days, there is a drowning - strange in that everyone can swim.

SPIRITS

There are many spirits that dwell in Iskloft. The land is rich with them, from guardian spirits that protect certain sacred sites, to vengeful spirits that haunt towns, and even to the dreaded alfr, most feared of Iskloft's many monsters.

Spirits were revered in misty aeons long past, before the gods were worshipped everywhere. Some still revere them, giving sacrifices to the vaettir or the alfr. Yet mostly they are forgotten, or abandoned. Even so, most traditions and superstitions in Iskloft hail from these spirits.

ALFR

The most dreaded of Iskloft's creatures, the Alfr hail from worlds beyond Midgard. In Alfheim, Svartalheim and Nidavellir, they dwell. The life cycle of the Alfr has them rising up through the world tree, eventually becoming the near divine alfr that dwell in Alfheim.

Beginning in Nidavellir as malign spirits, the alfr there are industrious, creating masterful artifacts and pieces of art, which are horrific to human eyes. They do not think as people do - their schemes and plans span milennia, and it is impossible to know the true scale of an alfr's plan. These alfr, who dwell in Nidavellir, are the weakest of their kith, and the kind that is most often found on Midgard. Once they ascend from Nidavellir to Svartalfheim, the alfr will begin its study of the higher magics, the most ancient of powers, and continue its creation of 'art' and schemes. Finally, the alfr will ascend to Alfheim. These alfr, known as High Alfr, or True Alfr, are beyond any game statistics, and can be used as strange fey lords and ladies, making pacts, granting wishes at great cost, and leading characters astray.

The alfr work against the plans of the gods and the Jötnar. They fear Ragnarok, and the end of all things. While the gods and Jötnar work towards this goal, bound by fate, the alfr exist outside of this, and do all they can to stop the Final Battle.

NIÐALFR

The alfr that dwell in Nidavellir are cruel, powerful and alien. They exert their power on Iskloft whenever they can, appearing and gifting great power to those who would take it, moving their pawns in an ever shifting game that no human mind can comprehend.

The Niðalfr are the youngest of the alfr, those who have not yet ascended from Nidavellir. Their schemes tend to be baser, more cruel, more hedonistic. They fancy themselves lords and ladies over the primitive beasts that dwell in Iskloft and on Midgard.

Cruel And Capricious

Niðalfr are not of this world, and do not think, or even see, the same things as people. What is beautiful to them is often maddening or hideous to human eyes. Legends tell of an orchestra made of corpses, the near dead victims bowing their own entrails. Or of strange surgery, sewing parts of different animals to humans. Or of myriad other horrors, which cause the Niðalfr to laugh their discordant, yet beautiful laughs.

Apex Predators

The alfr enjoy hunting a great deal. Their strange masters, antlered giants with goat legs, love the thrill of a good hunt. So it is that the Niðgaldr often capture humans, arm them, and tell them to run, beginning a hunt not long after. They have incredibly strict rules about what is and what isn't allowed, but their idea of fair is not what a human would consider equitable.

Pacts and Wishes

The alfr delight in pacts and deals. They cannot lie, but enjoy the puzzle of twisting the truth to suit their purposes, often leading their victims to believe they are gaining something wonderful, when in fact it is a poisoned chalice. Other times, the deal seems too good to be true, and the repercussions may not be felt for a hundred years - the blink of an eye to an immortal alfr - but the pact victim's descendents will wonder why they have been cursed.

All of the stories warn that the alfr offer great gifts, but always at a price. The stories also say that these ancient spirits cannot tell a lie, and that their pacts are kept. It is difficult to find and contact such a creature, but if one wishes to, it requires a DC 20 Seið-wise check.

Niðalfr (Deadly)

Medium Fey — **Armour Class:** 18 (Absorb 1) — **Hit Points:** 50-80
Speed: 60 ft. — **Proficiency Bonus:** +6

STR	DEX	CON	INT	WIS	CHA
18 (+4)	28 (+9)	23 (+6)	20 (+5)	24 (+7)	25 (+7)

Skills: Deception +13, Insight +13, Lore-wise +11, Stealth +15, Persuasion +13
Senses: truesight 120 ft.
Damage Resistances: Non-magical bludgeoning, piercing and slashing, cold, necrotic
Damage Vulnerabilities: cold iron
Condition Immunities: charmed, frightened, poisoned
Languages: All

It Knows All. The nidðalfr knows the name of every person it encounters, and constantly reads surface thoughts. It has advantage on Wisdom (Insight) checks.
Magic Resistance The nidðalfr has advantage on saving throws against spells and other magical effects.
Cruelty. The nidðalfr has advantage on attacks against frightened creatures.
Like Smoke. The nidðalfr teleports when moving, disappearing in a puff of smoke and reappearing in its location up to 60 feet away.
Legendary Resistance (3/day). If the nidðalfr fails a saving throw, it can choose to succeed instead.
Spellcasting. The Niðalfr knows every niðgaldr from the Seiðkona spell list, and has a Possession limit of 25. (+13 to hit, DC 21)
Weapon Mastery. The niðalfr deals an additonal 2 die of weapon damage (included below)
Quarry. The niðalfr can choose a target it can see within 150 feet to be its quarry. When this target is hit by the niðalfr, it takes an extra 3d6 psychic damage, and must succeed on a DC 21 Wisdom save or become frightened of the niðalfr until the end of its next turn.

ACTIONS

Multiattack. The niðalfr makes three of the following attacks.
Alfr Blade. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit 21 (3d8+9) slashing damage, and the target must succeed on a DC 15 Constitution saving throw or suffer three levels of the Bleeding condition.
Spell. The niðalfr casts one of the Niðgaldr it knows.
Great Bow. Ranged Weapon Attack: +15 to hit, range 150/600 ft., one target. Hit: 21 (3d8+9) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. A creature's speed is halved when poisoned in this way. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
Spell. The alfr casts one of the Niðgaldr it knows.

REACTIONS

Parry. The alfr can increase its AC against an attack that would hit it by 4.

LEGENDARY ACTIONS

The niðalfr can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. The niðalfr regains spent legendary actions at the start of its turn.
Move. The niðalfr teleports up to its speed.
Spell. The niðalfr casts one of the Niðgaldr it knows.
Attack. the niðalfr makes an attack with its Alfr Blade or Great Bow.

Find a babe, young, innocent, and healthy. Take it to the woods, the darkest place you can find. There will be a stone, a flat stone. Place the babe upon the stone, and turn your back. You must count to nine times nine, and then turn again. The babe will be gone. Then, you must speak your plea, pronounce your request loud and clear. The alfr will hear your plea, and perhaps accept it.

The kind of power an alfr can offer is unlimited. Consider it to be somewhat like a genie's wish - often with a hidden barb inside. Boons that an alfr may grant include things like ability score improvements, experience, great wealth, unnatural long life, to return the dead to life, or anything else within the GM's discretion. The alfr cannot lie - they are bound by strict laws - but they certainly can twist the truth, or hide all of the facts. They will twist the words of any who seek their power. In return, they will seek something. Often it seems strange or innocuous.

In return for the strength of ten men, Gunnulf is granted a +2 to bonus to Strength, and gets to add his Strength modifier to his Athletics skill twice. The alfr then tells him he must go to Gulnafjord, and find a woman named Helgi, who is pregnant with twins. He is to ensure she has what she needs, and that the twins are healthy and fed for a year and a day. This seems an easy bargain for Gunnulf. He goes and sees the deal to completion. As far as he is concerned, he has paid no price at all.

Yet those twins will grow into tyrannical reaver captains, and in their adult years will pillage up and down the coast, including the razing of Gunnulf's family's home, and the extinction of his line.

A party of characters beseech an alfr for aid against foreign invaders, and it grants them what they wish. A jotunaett comes to their lands and joins them, protecting their land. Yet each of them is given a different price to pay, silently implanted into their minds by the alfr. One must name their child Dagrun. Another finds a blade, and is told that at a moment of greatest glory, she must strike down her companion. A third is told that the child Dagrun must be kidnapped and brought to the ancient stone spiral in the Dunskogr forest. The fourth is told that one of his companions will strike him down, that he cannot trust any of them. In this way, the alfr weaves a web of misery and chaos.

The specifics will of course vary, and as the GM, you must see your way through the mire to find how to best reward and punish the players for their greed. The alfr are as powerful as you need them to be, granting whatever wishes you need.

Brunnmigi

The brunnmigi, or 'well-pisser', is a strange and vengeful spirit that will punish a village for crimes percieved by Freyja. All creatures of the land are sacred to her, but she has a particular affection for the fox.

A brunnmigi is summoned when a person shows cruelty to foxes. A fox is a pest, often causing great damage to farmers and villages, laying waste to chicken coops, eating their way through winter stores - it is no wonder that farmers set traps or own hounds.

However, when a fox is treated cruelly - when someone takes delight in their death, their maiming, their fear - Freyja will turn her gaze upon the village. At the closest oak tree, a vaettir spirit will carve a rune into the wood, and place the skull of the mutilated fox at the base of the tree.

Within a week, a brunnmigi will come. It will stalk the village, spreading sickness and fear, until the village has atoned for its cruelty. Appearing like a fox headed man or woman with a fox's tail, it is a strange sight.

Vengeful Protectors The brunnmigi is a spirit of vengeance. It comes to a village or town with the intent of teaching a cruel lesson to those who showed cruelty to foxes. Its purpose is to do as much harm to the villagers as it can, and it does so with a resolve and certainty that is truly frightening.

Bringer of Omens The brunnmigi can be assuaged. Before its arrival, the village will see a sudden surge in fox numbers. At night, they will skulk around the edges of the village in great numbers, far too many to be a coincidence. There will be a strange metallic taste in the well or river water. It is at this stage that the village can save itself, if they spot these signs. If they leave an offering of fresh meat for the foxes at the base of an oak tree, and present whoever commited the cruelty, binding them to the tree, Freyja will call off her avenger.

Plague Carriers The Brunnmigi's true power is not in its physical might, nor its powerful magics. As a combatant, it is perhaps not as frightening as other spirits. However, a single brunnmigi can bring a city to its knees. By contaminating the water supply, the brunnmigi spreads a virulent sickness that will become fatal in nine days.

The Brunnmigi's Sickness

When a creature contracts the Brunnmigi's sickness, either by drinking contaminated water, or through contact with the brunnmigi, symptoms will appear in 1d2 days.

A fever follows soon after, and pustules and swelling on the mouth and face, then under the arms and around the groin complete the sickness. A creature will gain the poisoned condition 1d4 days after it drinks the well water, and then must succeed on a DC 15 Constitution save or suffer a level of exhaustion each day until cured, or until the Brunnmigi is appeased, or dead.

Regional Effect

- Healing is much less effective in the region. When a character expands Hit Dice to heal and rolls a 1 on one of the dice, it cannot regain hit points by any means until it has completed a long rest outside of the region.
- All normal plants become thick and overgrown. There is a surge in thorny, poisonous or foul smelling plants, as well as toxic mushrooms, that grow in the region. All forests and wild lands in the region are considered difficult terrain.

Brunnmigi (Major)

Medium fey **Armour Class:** 15 **Hit Points:** 50-80
Speed: 40ft,., swim 40ft. **Proficiency Bonus:** +3

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	15 (+2)	16 (+3)	17 (+3)	6 (+1)

Skills: Athletics +3,Deception +4, Perception +6, Stealth +7, Seithwise +6, World-Wise +6,
Senses: Darkvision 30 ft., Passive Perception 16
Damage Resistances: Non-magical bludgeoning, piercing and slashing damage.
Damage Vulnerabilities: cold iron

Avoid Notice. The Brunnmigi has advantage on Stealth rolls when moving through the village it has chosen.
Forget. A creature that witnesses the Brunnmigi pissing in the well must make a DC 13 Wisdom saving throw or simply forget the last 10 minutes it has witnessed.

Actions

Multiattack. Brunmigi makes two Bite attacks.
Bite. Melee Weapon Attack: +7 to hit, 1d10+4 piercing damage and the creature must make a DC 15 Constitution saving throw or contract the Brunnmigi's sickness.
Fox Scream. The Brunnmigi screams like a fox, though louder and more piercing. Each creature within 60 feet that can see and hear the Brunnmigi must make a DC 15 Wisdom saving throw or become frightened of the Brunnmigi for the next minute. A creature that succeeds on the save is immune to the Fox Scream for 24 hours.
Shapeshift. The Brunnmigi can change shape into that of a fox as a bonus action. The fox is indistinguishable from a normal fox.
Siren Song. When in humanoid form, The Brunnmigi sings in a beautiful voice. One creature of its choice within 1 mile must make a DC 15 Wisdom saving throw or become charmed by the Brunnmigi, and must use its actions to move towards it by the most direct way possible.

Reactions

Vanish. When Brunnmigi is brought below 50% of its health by an attack, it can use its Shapeshift.

- A huge number of foxes plague the region, making their loud screaming sounds all night, every night. Sleeping in the brunnmigi's region will not remove any levels of exhaustion.

A Brunnmigi's Lair

A brunnmigi finds the source of a village's drinking water, most often a well. Once there, it will begin to defile the source, and crawl inside, turning the well into a sort of burrow for its filth. it will dig open the base of the well and create a sort of cave underneath, within a day of its arrival.

Lair Actions

On initiative count 20 (losing initiative ties), the brunnmigi takes a lair action to cause one of the following effects. The brunnmigi can't use the same effect two rounds in a row:

- The brunnmigi targets one creature it can see within 60 feet. The target must succeed on a DC 15 Constitution saving throw or contract the brunnmigi's sickness.
- The water in the brunnmigi's lair raises by 5 feet. Each creature in the lair must succeed on a DC 15 Strength saving throw or be knocked prone, and the lair is considered difficult terrain.
- The brunnmigi teleports up to 60 feet in any direction it chooses.

Fylgja

There are many things which wish to live in Midgard, but cannot. Dark spirits with voracious appetites, always seeking an entrance, always trying to burrow their way in. The fylgja is one such entitiy. How a fylgja comes to follow a person is unknown, but some believe that it is through powerful curses, or as an omen of death to follow. The fylgja tries, over time, to supplant a person. Learning their mannerisms, their secrets, everything about them, and then attempting to replace them. The victim is then shunted into the spirit world where the fylgja came from, most often Hel.

Living in Shadow A fylgja is hard to notice. Once it chooses a victim, it will stalk them for a time, before taking over their shadow. It will live there, in their shadow, for months, even years, learning all it needs to know about the person. It will perfect every mannerism, learn every unique quirk about a person, always watching from their shadow.

Fetch As time goes on, the fylgja will begin to possess the person from time to time. The victim may find themselves waking up somewhere they don't remember going, staring into still water, examining their own face. The fylgja is testing its power, and the resolve of its victim, biding its time and waiting for the best time to strike. Sometimes called Fetches, the fylgja will totally replace a person, taking over their body and submitting the victim to a life lived in a shadow. They are feared, often acting as agents for the dreaded alfr. The fylgja is totally indistinguishable from its victim, having accessed the memories of it. It mimicks perfectly every quirk, movement and mannerism of the victim. When it makes a Charisma check to impersonate the victim, it has advantage on the roll, and can replace a number lower than 13, with 13.

The Signs

It can be very difficult to determine if someone is possessed by a fylgja. However, there are some signs that those in the know might determine.

- The victim occasionally stares into the distance with a glazed look on its face, having no memory of what passed in the last few minutes.
- The victim suffers from terrible headaches, or frequent nightmares of a shadow watching them.
- The victim finds itself staring into reflective surfaces often, or examining its hands, feet, or other body parts.

A person who notices these things can make a DC 16 Wisdom (Seið-wise) check to determine that these are the signs of a fylgja possession.

Once determined, a seiðr can undertake a ritual, requiring 500 hacksilver worth of components. The victim must whisper three of its most terrible secrets to the seiðr. The seiðr will then chant, lighting a fire and posititoning the victim so that their shadow lays upon a wall. The seiðr then draws the outline of the shadow in chalk, and separates the shadow from the victim. Starved for its victim, the Fylgja is forced to flee back to its shadow world.

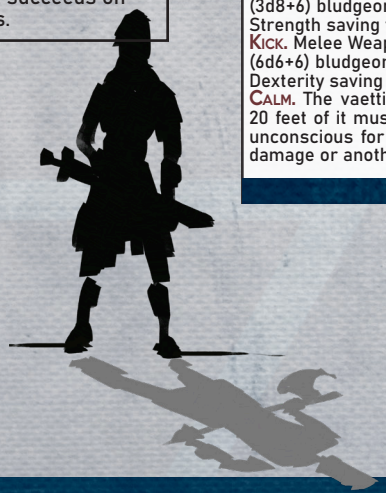
The fylgja does not have its own statistics, as it does not have a corporeal form. When fighting, it uses the statistics of its victim. However, it gains the following features and attacks:

Forget. A creature that witnesses the flygja causing the victim to act strangely must make a DC 13 Wisdom saving throw or simply forget the last 10 minutes it has witnessed.

Black Wail As an action, the fylgja unleashes a terrible moaning wail, a wail that does not belong in Iskloft, or Midgard. Each creature within 60 feet that can hear the fylgja must succeed on a DC 16 Wisdom saving throw or become frightened and hopeless for the next minute. A creature that succeeds on the save is immune to the Black Wail for 24 hours.

Encounter Ideas

- The jarl that the players serve has been acting strangely. Her orders are unusual, more aggressive, more chaotic than before. Strife seems to follow these decisions. The characters must discover that she has been possessed, and free the jarl of her affliction.
- A string of murders in a large village has the local thegn up in arms, but they can find no sign of who is responsible. The characters must investigate the murders and find who is responsible. When the remove the fylgja, is the victim responsible for the deaths? Who will pay the weregild?



Vaettir

A place has a spirit, a feeling, an energy. In Iskloft, there are many sacred places, now long forgotten. A battlefield where hundreds fell, a great carved stone now overgrown with moss, or the sunken hull of a great longship - these places resonate with power, and that power creates a spirit. The vaettir are guardian spirits that protect an area. Sometimes they protect a specific site, like a shrine to a god, and others they lay claim to a region, a village, or even just to a single farmstead. A vaettir is a changeable thing, and if treated with the proper respect can become an invaluable ally. However, if they are treated with disrespect, their laws broken, they can become frightening and vengeful.

Verdant Life

The vaettir are spirits of nature, and they have a fondness for things that grow, and rich, wet earth. They take delight in the flowering of plants, the birth of new life, and will oversee and encourage growth wherever they are. Vaettir are tied, spiritually, to a particular object within their domain. Most often it is the oldest thing there - a mighty oak tree, a stone cracked with age, or even an axe from hundreds of years ago. This object becomes the center of their domain, spreading out from it in every direction.

Gentle Giants

Vaettir usually don't appear in physical form. They are content to spend their days watching over their domain. If they are roused and feel the need to appear, they are a frightening sight. Standing near 30 feet tall, with soft features, long hair, and great antlers, they are nonetheless surpringly gentle and kind, unless their domain is threatened.

Protective and Jealous

Once a vaettir has claimed an area for its own, it becomes extremely protective of it. It will do whatever it thinks is necessary to protect its domain from any malign intent. This could mean calling animals to protect its oak, or spreading a sickness to ensure the ravaging touch of man does not despoil its natural habitat. It could mean giving unexpected wealth to the people it protects, so they can better protect themselves.

Vaettir (Major)

Huge fey | **Armour Class:** 14 | **Hit Points:** 120-150
Speed: 40ft. | **Proficiency Bonus:** +4

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	16 (+3)	12 (+1)	22 (+6)	14 (+2)

Skills: Insight +10, Perception +10, Stealth +6
Senses: Passive Perception 20
Damage Resistances: Non-magical bludgeoning, piercing and slashing damage.
Damage Vulnerabilities: cold iron
Languages: All

Magic Resistance The nidðalfr has advantage on saving throws against spells and other magical effects.
Spellcasting. The Vaettir knows every niðgaldr from the Seiðkona spell list, and has a Possession limit of 14. (+6 to hit, DC 14)
Legendary Resistance (3/day). If the vaettir fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The vaettir makes two attacks.
Slam. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 23 (3d8+6) bludgeoning damage, and the target must succeed on a DC 16 Strength saving throw or be knocked prone.
Kick. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 32 (6d6+6) bludgeoning damage, and the target must succeed on a DC 16 Dexterity saving throw or be thrown 20 feet away.
Calm. The vaettir brings a finger to its lips, and each creature within 20 feet of it must succeed on a DC 16 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if it takes damage or another creature uses an action to wake it.

A Vaettir's Lair

Where a vaettir makes its lair varies hugely, though it is usually in the oldest, most sacred, or most unspoiled part of a region.

Lair Actions

On initiative count 20 (losing initiative ties), the vaettir takes a lair action to cause one of the following effects. The vaettir can't use the same effect two rounds in a row:

- The vaettir summons to it one of the following combinations of beasts, to protect its domain: 8 tundra wolves, 2 snow bears, 8 old boars, 5 tuathan elk. They appear in an unoccupied space within 60 feet of the vaettir and act as its ally. The creatures remain until the vaettir dies, or it dismisses them as an action.
- One creature that the vaettir can see within 60 feet of it must succeed on a DC 15 Strength saving throw, or have vines rise up and bind them in place, totally covering them. The creature is paralyzed. The creature is immune to all damage and effects while paralyzed in this way. The effect ends on initiative count 20 on the next round.
- A thick fog appears, shrouding the area and causing it to be heavily obscured. The vaettir can see through this fog without issue. It lasts for 1 minute, or until the vaettir dismisses it as an action.

Regional Effects

- Plants, crops and animals in the region grow to unusual size and strength, and in unexpected quantity. The vaettir's region has three times the output of food, compared to a normal region.
- Animals in the region are larger than usual, and less afraid and aggressive toward people the vaettir considers under its protection. Towards outsiders, animals are much more aggressive. Even normally skittish animals like deer will often attack on sight.
- The vaettir can control the weather in its region, no matter the season. It can change the temperature and precipitation over a number of hours to create any weather effects it wishes.

Encounter Ideas

- A farm on the outskirts of a village is producing an incredible amount of huge turnips, and they've brought a boar the size of a cow to the jarl as tribute. The jarl wishes to see their farm, and seeing how productive it is, decides he wishes to buy it. This rouses the anger of the vaettir that protects it, who wraps the jarl in vines and moss and will not release him. The characters must negotiate with this protective giant and the jarl to find peace.
- As the characters are traveling, they see an old ruin not far from their path - a great standing stone, almost entirely covered in moss and cracked. At the base of it lie several ancient trinkets. As the players examine them, a furious vaettir steps from behind the stone (which is much to small to hide the giant) and demands they put the tribute back, and give extra tribute to make up for the insult.

UNDEAD

The dead should not return. This is something that every Isklander knows from the time of early childhood. The goal of every noble life is to ensure that you have a glorious death, and arrive in Valhalla or Folkvangr, in Asgard. This is the ultimate reward for a life well lived, and a death well earned.

For those who died ingloriously, they go to Hel, and the shadow life that they live there pales in comparison to the glory of Asgard, but is in no way a punishment. They too do not wish to return to Midgard. The dead should not return. And so it is, that when the dead do return to Iskloft, that the fear they cause is second to none.

Undead in Iskloft

In many fantasy RPGs, hordes of zombies and skeletons make for excellent fodder for low level characters to battle. In a world of high fantasy, necromancy and resurrection are common themes. In Iskloft however, the sight of the animated dead, returned to Iskloft, is a sight that holds true terror, much like if we saw it happen in our own world. Isklanders have very deep rooted beliefs related to the dead, and it is a total affront to their beliefs to see the dead return.

APTRGANGR

The dead do not want to return. However, if they are wronged, if their barrows are desecrated, their possessions taken, some may return to mete out terrible vengeance. Alternatively, there are magics in the world that can force a soul to return to Iskloft. Charged with a mission, it must complete this task before it can return to Corpse Hall. This is the aptrgangr (literally again-walker), a soul that has returned to its body to exact some kind of vengeance or task.

Vengeful

The dead take with them what lies in their barrows. The reason a warrior is buried with their armour and weapons is so that when they get to the Corpse Hall, they have the things they need. The wealth and other items in their barrow belong to the dead. The barrow itself, or grave, must be tightly sealed. If it is broken, and items are taken, the aptrgangr rises, and will not rest until it has slain the thief, and taken back what it owns.

Oathbound

The aptrgangr only returns under two circumstances. The first is that something has been disturbed at its grave-site. The second however, is more insidious. With enough time and dark purpose, powerful seiðr can create such a creature and bind it to their will with oaths. The aptrgangr will be bound to complete whatever task the seiðr sets it. This is often a mission of vengeance or murder, but the aptrgangr can be bound to deliver messages, declarations of war, or myriad other purposes.

Inevitable

An aptrgangr always knows exactly where the stolen goods are. It does not stop, it does not sleep, it does not breathe. It moves constantly, killing anything that gets in its way, until it finds the thief. There are tales of aptrgangr walking out of the ocean, covered in seaweed, and walking in a straight line towards their target. Once it finds the thief, it will kill them, cut off the hands, and take them back to its tomb, where it will reseal the entrance and return to death.

Encounter Ideas

- The characters are camping in the wilds when a shambling shape starts to move toward them. If they move out of the way, it will simply go past them, not even acknowledging them. If they try to stop it, it will try to kill them, but only so it can continue its mission. Following the thing will bring them to a local village, where a newly wealthy merchant will be killed, his hands taken, as the thing vanishes into the distance again.

Aptrgangr (Major)

Medium undead | **Armour Class:** 18 (Absorb 3) | **Hit Points:** 80-120
Speed: 40 ft. | **Proficiency Bonus:** +3

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+5)	10 (+0)	19 (+4)	6 (-2)

Skills: Athletics +11, Insight +8, Intimidation +6
Condition Immunities: bleeding, frightened, hopeless, poisoned
Senses: Truesight 120 ft.
Languages: All

Stench of Death. Each time the aptrgangr is wounded by a piercing or slashing weapon, the stench of its rotten blood gushes forth. The attacker must make a DC 14 Con save or become poisoned until the end of its next turn.
The Dead Rise! The aptrgangr doubles its proficiency bonus when making Intimidation checks, and has advantage on those checks.
Inhuman Strength. The aptrgangr deals an additional weapon die of damage (included below)
Perfect Tracking. The aptrgangr always knows the location of the items that were stolen from it, and the person who stole them.

ACTIONS

Multiattack. The Aptrgangr uses its Frightful Presence, and then makes two Ancient Blade attacks.
Frightful Presence. Each creature of the aptrgangr's choice that is within 60 feet of it and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the aptrgangr's Frightful Presence for the next 24 hours.
Ancient Blade. +10 to hit. 19 (2d10+7) slashing or piercing damage, and the target must make a DC 14 Strength save or be knocked back 15 feet and knocked prone.

Draugr

When the truly mighty are roused from Asgard, they are a horror unlike anything else in Iskloft. The Einherjar are the mighty, glorious warriors who sit and feast with the Allfather in Valhalla. They are waiting for the Final Battle, where they shall fight on the side of the gods. The return of such a mighty soul to Iskloft is a dread event.

No one is sure why the draugr return to Midgard, but when they do, they can devastate whole regions. When a draugr returns to Iskloft, it does not have a dread purpose the way an aptrgangr does. Instead, it wreaks havoc and sows death around its domain.

Of Asgard

The draugr has been to the Corpse Hall, to Valhalla itself. It has sat with ancient heroes and gods. It has tasted the sweetest mead and feasted upon the glorious meat of the Hall of Heroes. Its weapons are enchanted with the powers of the gods, and its form is both glorious and terrible to behold.

Lord of Death

The presence of a draugr causes death to seep into Iskloft, to spread its icy tentacles all throughout the draugr's domain. Surrounding itself with aptrgangr raised by its own hand, it rules as a king in its domain of death. Some say that a draugr can deny a soul entry to Valhalla, that having been ripped from that holy place, it instead binds the souls of those who die near it into undead servitude.

Otherworldly Dread

The fear that a draugr creates is more than simple fight or flight. There is a primal, all encompassing terror that grips those who face such a creature. With its impossible strength and speed, its near invulnerability to harm, and its dread magics, the draugr has caused even the most zealous berserker or stoic drengr to flee in terror.

A Draugr's Lair

A draugr will seek out a place befitting its station - often an ancient ruined castle or shrine, though some draugr will simple eradicate a town and take the jarl's longhouse as theirs. Once the place is taken, it will take on a dread aspect, appearing to be crumbling and decrepit

Draugr (Deadly)

Large undead | **Armour Class:** 18 (Absorb 3) | **Hit Points:** 80-120
Speed: 40 ft. | **Proficiency Bonus:** +6

STR	DEX	CON	INT	WIS	CHA
25 (+7)	20 (+5)	20 (+5)	10 (+0)	19 (+4)	16 (+3)

Skills: Athletics +13, Insight +10, Intimidation +9, Seið-wise +4
Damage Immunities: cold, poison
Damage Resistances: Non-magical weapons
Condition Immunities: bleeding, frightened, hopeless, poisoned
Senses: Truesight 120 ft.
Languages: All

Stench of Death. Each time the aptrgangr is wounded by a piercing or slashing weapon, the stench of its rotten blood gushes forth. The attacker must make a DC 16 Con save or become poisoned until the end of its next turn.
Asgardian Weapons. The draugr's weapons are magical.
Magic Resistance. The Jotunaett has advantage on saving throws against spells and other magical effects.
Legendary Resilience. Critical hits against the Jotunaett roll 1d10 instead of 1d20 on Brutal Wound tables.
Legendary Resistance (3/day) If the draugr fails a saving throw, it can choose to succeed instead.
Shadow-walker. The Draugr can step into and out of any shadow within 60 feet. Additionally, all flames are snuffed out and cannot be lit within 120 feet of the draugr.
Thralldom. Any creature killed by the draugr automatically fails the check to go to Valhalla.

Actions

Multiattack. The draugr uses its Frightful Presence, and then makes two attacks.
Frightful Presence. Each creature of the draugr's choice that is within 60 feet of it and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the draugr's Frightful Presence for the next 24 hours.
Doom. The Draugr points at a creature within 30 feet. The target makes a DC () Wisdom saving throw, or becomes frightened until the end of the draugr's next turn. While frightened in this way, the creature is also paralyzed.
Asgardian Spear. +13 to hit. 18 (2d10+7) piercing damage and 14 (4d6) radiant damage, and the target must make a DC 16 Strength save or be knocked back 15 feet and knocked prone.
Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 7) slashing damage and the creature must make a DC 20 Strength save or be grappled.

Reactions

Fodder. When hit by a melee attack, the Draugr can use its reaction to interpose a grappled creature between it and the attacker, causing the attacker to hit the grappled creature unless it succeeds on a DC 16 Dexterity saving throw.

Lair Actions

On initiative count 20 (losing initiative ties), the draugr takes a lair action to cause one of the following effects:

- The draugr reveals a glimpse of what awaits it, and any who die here - the great serpent Niðhoggr, chewing endlessly on their corpses. One creature that the draugr can see within 120 feet must succeed on a DC 18 Wisdom saving throw or become paralyzed with fear, clawing at its eyes and becoming blinded until initiative count 20 of the next round.
- The draugr opens a gate to the freezing wastes of Niflheim. A crushing cold seeps out, and each creature within 20 feet of the draugr must succeed on a DC 18 Constitution saving throw or suffer 28 (8d6) cold damage and have their movement halved until the next iniative count of 20.
- The draugr causes one corpse within 60 feet of it to rise as an aptrgangr who fights for the draugr.

Regional Effects

- A thick, icy fog spreads through the region, for ten miles around the draugr's lair. Creatures within the fog are considered to be in a Hostile climate. Additionally, creatures cannot regain Hit Points within the draugr's domain.
- Any creature that dies within the draugr's domain will rise again as a shambling, mindless thing, unquestioningly loyal to the draugr. They will attack any living creatures who dare to enter the domain.
- A palpable dread and sadness hang in the air of the draugr's domain. Any creature that spends an hour or more within the domain gains the Hopeless condition.

THE GLORIOUS WHO SIT IN VALHALLA

"Big Head" Zach Gaskins
Aaron Alcorta
Aaron James Kempf
Aaron "Fro" Joseph-Galvin
Abel Helt Lyngklip
Adam Masishin
Adrian Czajkowski
Alec Olson
Aleksandar Kostic
Alex Fosth
Alex Stachowski
Alexa J. Williams
Alexander Charbonneau
Ambika Kirkland
Amram Torczyner
Anders Andersen
Anders M. Ytterdahl
Anderson Charles Hopkins
Andrea Amadio
Andreas Andersson
Andreas Löckher
Andrew & Morgan Patch
Andrew B Lotton
Andrew Crawford
Andrew Fagant
Andrew Holley
Andrew Hollus
Andrew Knapp
Andrew Robinson
Andy Reynolds
Anthony Craig Senatore
Anthony Howell
Anthony Knight
Artcircus
Asheric Panzer
Austin Anderson
Auston Wilson
Avery Dunn
B L Copeland
Baron Cantrell
Bas Uytterhoeven-Spark
Ben Barkhoff
Ben Fisher
Ben Wolf
Bill Goeltz
Bjorsa Brimrsson
Björn Karlsson
Blake Taylor
BN Drake
BORRI
Bradford Wylie
Brenda Collins
Brian "Wuambosi" Johnson
Brian Davidson
Brody "Madzerker" States
Bruce Curd
Bryan Considine
Bryan Cubero
Bryan K. Yoann Felix
Cameron MacVean
Cameron Price
Carey Williams
Carol Dunster
Casey Logan Allen
Casmira Boland
Cat Schmidt
Chad Knick
Chris Winterton
Charles Hayes
Charles Tilley
Charlie Dearmore
Charlie W.
Chris "Baelian" Anderson
Chris Acuff
Chris Karlgaard
Christian Poole
Christopher Hill
Christopher Marshall
Christopher Taylor
Cody J Ford
Colin the Barbarian
Connor Davies
COOLALIAS
Corey Hollenbach
Corinna L Clanton
Corinne Gott
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D. Oris
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Dakota Russell
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Dan Kuziw
Dan Moser
Dan Pettyjohn
Dan Townsend
Daniel Hubertus Nakken
Cloin
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David Ginsburg
David Marion
David Ruskin
David Stephenson
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Devon Bice
Digda
DL. Gurnett
DM Chaz
DM Nick
Dominic P Stangl
Douglas H. Cole
Drominar
Dustin Kirby
Dylan Robertson
Eamon Clark Beliveau
Ean Johnson
Eathan Singleton
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Emily Pratt
Elijah Landes
Em Tragakis
Eric Daniel Worthington jr
Eric Freeman
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Evan Gilliland
Fearchar Battlechaser
Fennrik Elrikson
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Jacob W Noorman
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Jake Lyons
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James Countryman
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James Pierce IV
James Wiggins
Janna 'RTR' Kemperman
Jared Tyler Rosenau
Jason Anderson
Jason Conklin
Jason Hennigan
Jason Jones
Jason M Maus
Jason Owen
Jason Smith
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Jeff Morgan
Jeffrey Jacome
Jeffrey Scott Osthoff
Jeffrey Wells
Jeremy 'Lindross' Bridges
Jeremy W Huggins
Jeremy Wruck
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Jim Stoner
Jitse Paping
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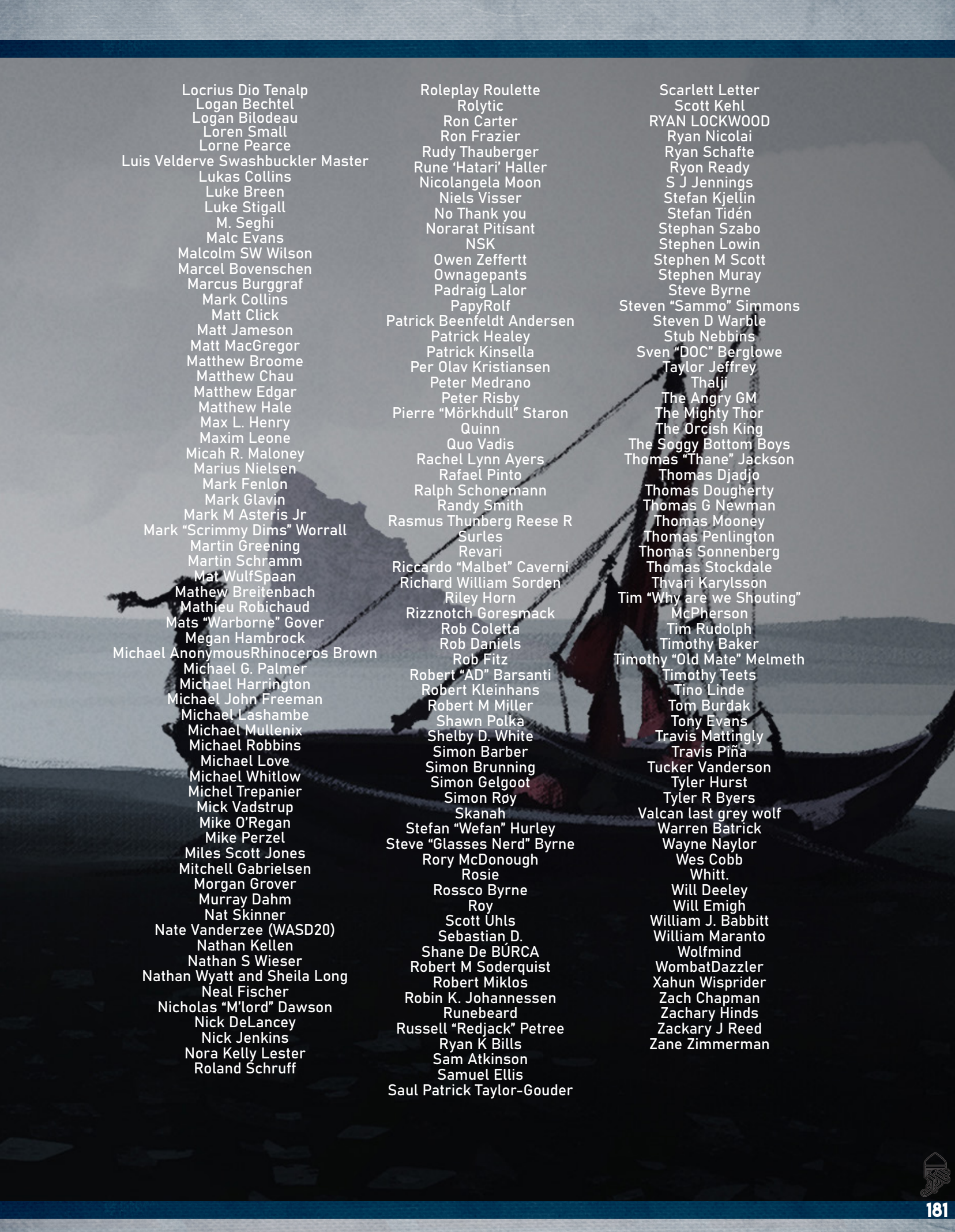
L.A. Jackson
Lance "UndeadViking" Myxter
Layth AL-Najjar
Leah & Jason Smith
Leonard Colin
Levi Mix
Liam Grant
Liam Hallahan
Lionel Dehetre



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Lukas Collins
Luke Breen
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Mark Glavin
Mark M Asteris Jr
Mark "Scrimmy Dims" Worrall
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The Soggy Bottom Boys
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Wolfmind
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