

by Dan Voyce

19

35

)ĞAR[]

TABLE OF CONTENTS

Chapter One	3
Hard People, Hard Land	4
Life in the North	6
Religion	13

Chapter Two

In the Beginning	19
The Age of Legends	19
Of Dwarves & Men	
Other Races	20
The Uttermost Sea	20
Donnermark & the Reaver Coast	22
Trollheim	25
Jotunheim	
The Bleak Expanse	32
Northern Races	

Chapter Three

Northern Classes	
Expanded Skills	44
Feats	
Traits	
Equipment	53

CREDITS

Design Dan Voyce Additional Design Wolfgang Baur, Thilo Graf, Jim Groves, Chris Harris, Jonathan McAnulty, Christina Stiles

Editor

Hank Woon, Jr. *Cover Art*

Aaron Miller

Interior Art

W.G. Collingswood, Rick Hershey, Arthur Rackham, Carl Wahlbom



Grudge Magic	• • • • •	58
Rune Magic		
New Incantations		
New Spells		65
New Magic Items		
Arctic Chases		

58

85

97

Chapter Five

New Environmental Rules	
New Hazards	88
Fate Afflictions	89
Haunts of the North	

Chapter Six

	//
Boreas, God of the North Wind	
Giant, Jotun	
Giant, Thursir	
Golem, Tupilak	101
Ice Maiden	102
Krake Spawn	103
Liosalfar	
Nightgarm	105
Son of Fenris	106
Thuellai	107
Vættir	
Valkyrie	110

Cover Design

Crystal Frasier

Layout

Liz Courts

Linguistic Lead

Thilo Graf

Playtesting

Ty Ali, Mark Arvidson, James 'Bill' Biltcliffe, Katrina Schmahl,

Robert Schmahl





Compatibility with the Pathfinder® Roleplaying Game requires the Pathfinder® Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the Pathfinder® Roleplaying Game. Paizo, Publishing, LLC does not guarantee compatibility, and does not endorse the product. Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder® Roleplaying Game and the

Pathfinder® Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder® Roleplaying Game Compatibility License. See http://paizo.com/pathfinderRPG/compatibility for more information on the compatibility license.

©2011 Open Design LLC. All rights reserved. Second Printing ww.koboldquarterly.com

PATRONS

Special thanks to our patrons, who dared to trust a rookie to pull this off!



Jason Alexander Tahira Ali David Allen Kristina Amaloo Mark Arvidson Michael Baker **James Biltcliffe** Tycho Bismeijer Chad Bowser Sean Bradley Leslie Brown Charles Carrier Mike Cary **Bill Collins** Bradley Colver Patrick Curtin Matthew C. Cutter Sam Daish Michael Davenport Brian Davison Mark Daymude Alexander Delp David DeRocha David Eitelbach Ben Ferguson Michael Furlanetto Mark Gedak Steve Geddes Andrew Glenn Thilo Graf **lim** Groves Brian Guerrero Patrick Halverson Steven Hammond Gunther Hamprecht Chris Harris Chris Harris Lyle Hayhurst Lutz Hofmann **Ronald Hopkins** Keil Hubert Kevin Ingle Phillip Ives Craig Johnston Jay Joyner Philip Kendall Jason Kramer C Krumins David Lai Michael Lane Troy Larson John Leonas Michael Machado William Maranto Emiliano Marchetti

Jonathan McAnulty Francois Michel Olivier Miralles Paul Mollard Matthew Monteiro Paul Munson Charles Myers Zachary O'Connor John Overath Jeffrey Oyler Nick Pater Petri Pihlajamaa Markus Plate Patrick Plouffe Callum Prior Stefan Radermacher Frank Reding Trent Revis Kevin Reynolds Barrie Robison Wade Rockett Jan Rodewald Franz Georg Roesel Roy Sachleben R. Hyrum Savage Michael Schell Robert Schmahl Eddy Schmidt Benjamin Sennitt Sean Silva-Miramon Burt Smith Bret Smith Hugo Solis Marzio Spairani Christina Stiles Iared Strickland Michael Suzio Constantin Terton Keith Unger Steven VanDyk Giorgio Vergani Greg Volz Oliver von Spreckelsen Keith Voyce James Voyce Iani Waara Michael Waite William Walker Phil Ward Stephen Wark Michael Welham Andrew Wild Adam Windsor Paul Woods Nathan Wormer

CHAPTER ONE RIDDLES OF STEEL S ROLERAMING IN THE BROZEN NORTH

XIJA NUKANA NA JANA USANA NA VANA XI UXA XA I XXUA

Weary wayfarer, l see suspicion in your eyes, your glance gives away your bewilderment at our fjords. Boreas's nocturnal wind rattles your brittle bones, so come! Don't fear this old lord of laughter; warm your weak hands at my flickering fire. Mind not my hollow eye; its gaze disturbs only the dishonorable nithlings.

Sit down and slip off your sword, drink from this horn, and let me tell you of curious customs. Though ring-rich 1 may be, remember this: The first drop of bee-dew belongs to the Aesir and the Aesir alone.

Walking beneath the northern lights is like stepping into a different world, a different time. The clock is turned back from a generally Renaissance-like setting to the rougher and bloodier Dark Ages, when honor was more common than steel and history mingled interchangeably with myth. Forget empires and grand feudal states: The landscape is dotted with small settlements and petty kingdoms, surrounded by a wilderness that's largely unexplored and rife with natural and supernatural dangers. Kings, cities, knights, and armies do not exist as we think of them, replaced instead by log-walled mead halls and common-born heroes rising up to become savage reavers, fearsome monster-slayers, and overproud lords. Truly nowhere nurtures—and needs—player characters more than here.

Adventuring in the frozen North isn't just about playing the *Pathfinder*[®] *Roleplaying Game* with snow and more barbarian NPCs, quaffing mead from drinking horns (although that's certainly part of it), and horned helmets (which certainly *aren't*). This is a land created from the history and legends of the Norse peoples, and there are strong themes from both that can enrich your gaming experience. In this chapter, we'll look at the major motifs and touchstones for campaigns that embrace them.

So sharpen your axe and raise the dragon's head upon the longship's prow-we're heading north.

HARD PEOPLE, HARD LAND

The folk of civilized lands take so much for granted: town walls, soldiers and the city watch, and a unified law of the land; even the protection of the feudal contract is taken for granted, as dubious as that might be. Monsters may lurk in the shadows but convenience abounds: Guilds import luxuries via caravan and trade fleet, journeymen toil to produce cheap goods, and food can be bought from local vendors for a few copper pieces and a minute or two of gossip. In the North, things are very different.

Daily life isn't a matter of convenience, but of life and death. Running out of firewood doesn't mean just a chill and draughty night but potentially lethal exposure to cold or a trip into the dark and dangerous forest for kindling. Towns and cities are rare, and even in urban areas it's common for families to craft their own tools and slaughter their own food, salting and storing the excess for barter and the lean times that come every winter.

Everyone from king to lowly thrall must work hard to survive. A life of indolence is almost unheard of—and almost impossible without help from powerful magic. Work-shy characters aren't just lazy, they're ostracized as dangerous threats to the community.

What all this means is that if you want something done, generally you need to do it yourself. Might makes right, and people are expected to be practical and independent, energetic in their efforts, and inured and uncomplaining about the hardships of life.

There's no central authority to demand taxes or a cut of the party's loot, but also no one to reign in the excesses of monsters and unscrupulous men. When bandits or trolls or a Jarl's bullying *huskarls* come prowling, it's down to each family and their friends to choose fight or flight. People are tough and independent.

DEATH, GLORIOUS AND INEVITABLE

Death comes to all, sooner or later, for no matter how well-prepared and defended, nothing lives one moment longer than they're fated. Although the heroic dead may earn a place in Asgard, for most all that remains after they've gone is their name and reputation.

Death comes to Player Characters like everyone else. Although *raise dead* and other magic might see a PC return from death, most characters consider a heroic end to be no bad thing (and a good thing indeed if it earns them a place in Wotan's Hall), and

Northern Glossary

A quick guide to the Nordic world: Aesir: "Those Who Dwell in Asgard." Wotan and his kin. Asgard: Palatial fortress of the Aesir. Warrior heaven. Bulawa: Ceremonial mace. Common on the Reaver Coast. Kazzakh: Boistrous horse-nomads. Draugr: Vengeful dead. A vættir that has risen up in wrath. **Drengr**: One who embodies *drengskapr* (honor). Donneren: Burly, argumentative men of the fjords. Einherjar: The heroic dead of Asgard. Huskarls of Wotan. **Falx**: War-scythe. Goedendart: Combination mace/spear. Ccommon peasant weapon. Huskarl: "Karl of the house." Retainers of a jarl. Jarl: Nobleman. Often equivalent to a duke or earl. Karl: Freeman. W

Knattgildra: Rough ball game. Sacred to the gods.

many heroes might not want to return if they can. Both PCs and NPCs should accept a "good death" as a worthy end. Gone but not forgotten, dead PCs live on through tales told by the friends and allies they made, their reputations (which might inspire feats or traits for later PCs), tales sung by skalds and their comrades, and even high-level visits to Valhalla.

For less honorable characters, Niflheim is the unwelcome destination. Hel's hall a virtual prison—one that characters might infiltrate in order to rescue a nefarious comrade. Hel herself is always open to a bargain or course, and the "immortality" of undeath

INESCAPABLE FATE

The Norns weave destiny for god and mortal alike, and no one escapes their final doom.

Everything in the world has a fate that cannot be evaded or denied. Baldur's dreams foretell his death and a hall awaits his coming in the Underworld. Wotan learns of Ragnarok many years before it comes to pass and knows that he will die with the jaws of Fenris Wolf around his throat. His son, meanwhile, prepares for years crafting the weapon he knows will avenge his father.

Northerners don't believe in coincidence. When old friends or enemies meet, they give a knowing nod at their destined reacquaintance. When an expedition is lost at sea or a companion killed, everyone knows that it was simply destiny. People's actions are predestined, their choices already woven. This doesn't depress most people, though. They travel through life with a cheerfully resigned attitude to trouble: It was simply *meant to be*, and a good man struggles on as best he can and hopes that a better thread of fate awaits him tomorrow. Curses and prophecies may abound, yet stoic acceptance of one's doom is integral to the Norse character.

Chance doesn't play a great part in the northern psyche, but *gæfa* (luck) is a different matter. Good or bad fortune isn't a matter of random chance but is tied to fate. "Luck" is how your destiny plays out and calling something lucky or unlucky is much the same as calling it good or bad: Charming men are often called "womanlucky" and good sailors are said to have "sea-luck," while it's unlucky to be a poor fighter or to rouse a draugr by disrespectfully tromping over its grave.

Because lucky men are signposts of fate, northerners ally themselves with those favored by fate and seek to possess lucky

Niflheim: Cold and misty land of the dead.
Níðingr: Craven, coward, traitor, pariah.
Ofermod: Heroic recklessness.
Reaver Dwarf : Northern dwarves who embrace the Viking way.
Scramasax: Cleaver-like knife and general tool.
Seiðr: Witchcraft or other "unmanly magic."
Shashka: Kazzakh sabre.
Sisu: Strength of will, stubborness, unconquerable spirit.
Symbel: Ritual toast to the gods.
Thrall: Slave.
Thyle: A feast's presiding bard.
Trylleri: Lithe and wily rustic folk. Worshipers of the Vanir.
Vættir: Spirit of the land.
Vanir: The Old Gods. Powers of nature.
Yggdrassil: The Tree of worlds. The cosmos upon which all
orlds hang like fruit.



CHAPTER ONE

things—likewise, they distance themselves from unlucky people and dispose of items thought to be ill-fortunate.

LAND OF DEADLY BEAUTY

Nature is more dangerous than the most savage band of vikings. Deadly creatures lurk in dark pine forests; blizzards and snowdrifts can isolate farms and towns for months at a time; and the temperature plummets to a deadly chill during the winter months. Even daylight itself, the oldest defense against ghosts and skulking horrors, dims as the year ends, dooming men to huddle around their fires and stare nervously into the dark.

For all its harshness and hazards, however, the North is indisputably, breathtakingly beautiful. The raw air of towering mountains fill climbers with euphoria; summits provide glorious views, letting men look down upon the clouds as if they were gods. Frost glitters in the morning sun, making the world shine as if coated with diamonds; waterfalls thunder over cliffs, cascading down through an unearthly haze of mist and rainbows. Countless poems and songs have been inspired by its beauty, but for those lost and starving in the wilderness, the allure can be deadly, mesmerising the senses and dulling the mind to approaching danger. Scenic it may be, but never merely backdrop and window-dressing.

LAND OF THE MIDNIGHT SUN

Thule is often called the Last Continent, for in its Bleak Expanse the mortal world of Midgard comes to an end. Natural laws are warped and even broken at the far extent of the world, as if the end of Midgard were an unfinished work, or had a ragged edge.

In the dark forests of the taiga, ancient things once worshiped like gods lurk beneath barrow mounds and within stone circles. Jotunheim overflows with life-giving magic that bursts out of the earth in volcanoes and magical mineral pools and spawns creatures of outlandish size. Sea and land alike quake to the writhing of the encircling World Serpent, while overhead the northern lights shimmer in prismatic arcs like slow-motion rainbow lightning; even something as taken for granted as day and night is changed.

Evenings last a long time in the North, and the sun is often hidden behind its cyclopean mountains, allowing nocturnal beasts to haunt the shadows long before night's true arrival. In winter, however, the sun seems to abandon its course completely, arching lower and lower until it ceases to rise beyond a glimmer on the horizon—a grim time known as the Boreal Dark. South of the Neider Strait this lasts for only an uneasy few days, but the phenomena lasts longer the farther you travel north, so that the valleys of Trollheim and Jotunheim endure around two months without true daylight, and half that in perpetual night. The Bleak Expanse sees even more Boreal Dark, and in the utter North it's said that the sun rises and sets only once each year.

In summer, this distortion of day and night is reversed, hours of sunlight lengthening until the nights are no dimmer than twilight. These are the days of the Midnight Sun, sacred to Baldur and welcome respite from the horrors of the night.

LAND OF SAVAGERY

Northerners talk casually about deeds that would make a southern matron faint with horror. Indeed, they don't even consider them *wrong*.

Civilization may pull a thin veneer over the lusts and cruelties of humanity (and other races) but northerners are usually upfront and unashamed about their baser urges. Evil is not confined to monsters and black-cloaked, mustachioed villains: The harsh reality is that what's right is often decided at sword-point, and most northerners don't expect it to work any other way. They accept as normal behavior what more civilized societies decry as wicked. War, raiding, slavery, and worse things are just a part of life—unwelcome when they happen to you, but profitable in wealth and reputation if you're on the winning side.

Ironically, this makes the divide between good and evil even *more* important. Without law and social pressure to condemn acts like piracy and slavery, the choice to walk the path of hero or villain is a very personal one. Dark deeds survived and the strict demands of honor and reputation form a large part of everyone's motivation: Basically, players can't sidestep alignment issues "because Vikings were just like that."

LAND OF THE SAGAS

The frozen North is not the Nordic lands of history, although its culture is certainly inspired by them. It's the Norse world as poets and storytellers knew it, a land of legends where battles with trolls and linnorms rest alongside mundane adventures like blood feuds, piracy, and the ambitions of kings and would-be kings. These are the sagas: Timeless tales with themes of honor and friendship, love and lust, blood feuds and violent revenge.

In other words, a perfect resource for gamemasters looking to craft adventures in the North.

Saga characters were larger than life, be they hero or villain (and frequently they're both): Berserkers transform into bears, boys of twelve kill grown men in wrestling matches, and iron-hewed heroes are able to overpower countless lesser foes – but are still vulnerable to an knife in the back. Protagonists bridge the gap between the gritty real world and heroic fantasy; while their aims and backgrounds are those of mere mortals, their powers cross into the magical and superhuman. Much like *Pathfinder* Roleplaying Game* PCs, in fact.

Sagas may be epic in scale but they contain blood, guts, and grime. You can hear the bones crunch and muscles tear as a broadsword cleaves flesh. They evoke a savage land of "frontier law" where Hero is always written with a capital H: Men and women with iron resolve and an unshakable personal code; wandering protagonists, mercenaries perhaps but adventurers in the truest sense of the word, who'd find peace deathly dull.

With their emphasis on action, the sagas share much in common with stories of the pulp era and their successors, especially "sword and sorcery" tales such as the chronicles of Conan, Kull, and Thongor, Fafhrd and the Gray Mouser, and the lost worlds of Tarzan. Less a battle between cosmic good and evil than "high fantasy" tales, both sagas and pulps deal with personal quests for adventure, glory, or retribution. Its heroes combine physical prowess and fighting skill with a savage fierceness that marks them out from 'civilized' heroes. Although beings of supernatural evil and Lovecraftian repellence make plenty of appearances, the power of goodness—if it exists in a cosmic form at all—rests mainly in the stout hearts of our protagonists.



Adventuring Through the Sagas

The *Pathfinder*[®] *Roleplaying Game*[™] draws on so many elements from the sagas (from trolls and frost giants to cursed magic items and dragon hoards) that these tales read almost like game session write-ups. Whenever stuck for inspiration, GMs can plunder them for inspiration. What barbarian wouldn't relish taking on Grendel in Hrothgar's Hall, firing the magical arrows known as Gusir Gifts, or wield the unstoppable but bloody-souled Tyrfang in battle?

Here's a sample adventure adapted from the most famous saga of all: *Beowulf*.

PCs come to the aid of Hrothgar, a jarl whose feasting hall is so lavish it's said to be an affront and challenge to the gods themselves. A half-dragon skrag named Grendel regularly assaults the hall, jealous that people feast and sing while his folk are condemned to scratch an existence in the icy wilderness. Grendel's mother, a powerful witch and rune mistress, protects him with a rune called Iron-Can't-Bite that wards against steel and iron weapons. If Grendel is slain, his mother seeks revenge. Pursued, she'll retreat to an underwater lair—lurking in the darkness casting spells rather than assaulting PCs with tooth and claw. Her final act is a curse, condemning PCs to suffer at the hand of her husband and to hold no great treasure without harm: "As you took my most precious son from me, so all you treasure shall be taken from you!"

Some time later, the party discovers a beautiful gold drinking horn. It's priceless, but the first PC to touch it feels in their bones that the curse of Grendel's Dam is coming to fruition. Echoing their destruction of its own family, Grendel's draconic father sets out to destroy all the PCs have achieved: Saved villages and farmsteads are burned to the ground, relatives and allies are kidnapped or devoured. Their treasures are stolen and added to the dragon's hoard—the focus of the curse. To prevent their achievements being reduced to ashes, the party must find and confront the dragon. The creature's death leaves its hoard, gleaming but cursed, for the taking. Will they claim the ill-fated gold or seal it away where it can do no further harm?

A CHANGING WORLD AND FADING GLORY

Many sagas invoke a sense that the glory days of the northlands are coming to an end. Fate moves relentlessly toward the twilight of the gods, while new ways and a new religion begins to supplant the old. Sagas end in the death of the hero, and those left behind wonder if the world will ever see their like again. Elders lament that men are not of the strength and bravery they once were, a sure sign we're nearing Ragnarok.

Tolkien drew on this when he created the four ages of Middle Earth, each less glorious than the one which came before. Countless role-playing settings mirror the same tradition—declining, stagnant, or vanished elves; ruined civilizations dotting the wilderness, lost treasures that time has buried deep and forgotten, ancient evils with power undreamt of by modern men. The North of Midgard is no exception: Elves, giants, and reaver dwarves have all seen their empires broken. Progressive dwarves from the Ironcrag Cantons bring new ideas and—unthinkable!—new ways of waging war and crafting to their northern kin. The great cities of the Reaver

Coast employ innovative defenses and modern warfare techniques to counter Viking raids, while priests and paladins serving gentler deities hope to convert the lawless heathen to less bloody ways. Some northerners embrace the new ways, especially those disenfranchised by the old system. Others cling fiercely to the old traditions out of fear, nostalgia, or genuine reverence.

Player Characters are balanced on the knife-edge of the region's future: Will they be heralds of a new golden age of heroes, or will greybeards shake their heads and say sadly that adventurers just aren't what they used to be?

LIFE-IN-THE-NORTH-

The majority of Northerners are *karls*, free farmers and craftsmen and part time raiders and traders—who answer only to themselves. Unlike their counterparts in the feudal hierarchies of the south, homesteaders aren't bound to a local lord by anything but their own choice and oaths. Karls who directly serve a lord are known as *huskarls* ("karls of the house") and make up a lord's chief allies, administrators, and personal bodyguard. A wise lord is free with gifts and opportunities for glory, for if not his karls may look elsewhere for a patron.

Above karls are chieftains, jarls, and kings—nobles defined not by bloodline or divine provenance but followers, ships, and estates. The difference between them is scale and ambition: Chieftains rule a family or local clan, while jarls are wealthy and influential enough to dominate regional *Pings* and dream of one day claiming kingship. A jarl's power depends upon their supporters, however, so ensuring their honor and prosperity is a key concern. They lead wars, finance major Viking expeditions, and provide a rallying point in times of trouble. Kings are basically the same, writ large.

The transition from jarl to king is nebulous and based as much on repute as resources. Sometimes the North has many kings and sometimes it has none, but rarely do they unify more than a relatively small area, and never for more than a generation or two. Royalty attracts more than enough rivals, invaders, and pretenders to stymie any ruler's power, and successions are almost always disputed. Even kingship itself is not viewed as especially sacred or special. Some rulers may claim descent from a hero or god (occasionally backed up by genuine divine favor) but success is the only real measure of nobility in the North.

In the lowest social class are the *thralls* or slaves, usually prisoners of war or kidnapped by raiders but also bondsmen unable pay their debts. Most thralls lead hard lives, but it's not impossible to rise from such depths. Everyone respects triumph over adversity and good slaves are often considered part of the family, sharing its hardships and successes alongside everyone else. Karls often free their slaves, either in their wills or simply by treating them as freemen as the years go on.

Social order is fluid and defined by one's actions: Kingship and jarldom are forged through war and adventure, not guaranteed by bloodline. Every man has the talents he was fated to possess and naturally finds his destined place in the world, be that slave or longship captain, war leader, or rogue. Those who command their neighbors are called chieftains and kings, slayers of monsters are hailed and honored as heroes, and those who toil in rags are slaves.

You are what you do, and more importantly, what other people say you are.

1777 MAXAMAAA

CHAPTER ONE

CUSTOMS OF THE NORTH

The unyielding landscape has hammered northern life into its current shape. It defines them far more than race—indeed the society of humans, dwarves, giants, and others all share much in common. They approach life with the same bullish mindset, worship in a similar fashion, and follow roughly the same customs: Humans can travel to even a goblin hall with reasonable expectations of proper etiquette. Each species has its own prejudices and preferences of course, muddying the waters and adding unexpected twists that can form the basis of entire adventures. Jotuns rarely think it unfair to challenge guests to giant-sized games of strength for example, while kobold *Pings* are notorious for backstabbing politics, and what's on the table at a troll feast may not be palatable to other races...

The most common shared customs are honor and reputation, hospitality and feasting, the *Ping*, wergild and duels, and the infamous Viking raid.

HONOR AND REPUTATION

Reputation is everything. Warriors tell tales of old comrades and adventures and skalds sing of deeds both valorous and vile. Passing news and gossip is a common pastime from thralls to kings. Desire for a good reputation compels men to acts of generosity, valor, and hospitality, while ill-repute is rightly feared and sometimes never shaken off. Most northerners have a prickly sense of honor: A good name is all that remains after death, so most people don't just want to do the right thing, they want to be *seen* doing it.

Honor isn't the same as goodness, however. Many wicked reavers are considered honorable, and some good men are known as *niðingr* for abandoning the oft-cruel customs of their kin. Regardless of alignment, an honorable man is generous in gifting and hospitality, fair-minded in judgments, and fearless in battle. Cleverness and wit are also essential—they should be able to recite poetry, evade the tempers and tantrums of the gods, and be known as cunning by allies and enemies alike. Above all however they should take life stoically, retaining their composure in even the worst of circumstances. No man or god escapes his fate and complaining is pointless.

There are several aspects of honor have only loose translations in the common tongue. The nearest equivalents are Integrity, Fearlessness, and Resolve.

Drengskapr (Integrity)

Honorable men are called *drengr*. They embody *drengskapr*—doing the right thing. This encompasses sacrificing to the gods, keeping oaths and being loyal to comrades, upholding the laws of the *Ping*, honoring offers of wergild (and pursuing feuds when necessary), disavowing those made outlaw, and being a good host and leader of men. To call a companion *drengr*, especially if they were not born in the North, is a profound compliment.

Ofermod (Fearlessness)

Ofermod is the fearless courage embodied by Donar, essential to any northern hero. It drives warriors to throw themselves recklessly into battle but also allows for a sense of fair play and the urge to settle disputes with duels rather than a knife in the back. Skalds refer to those filled with *ofermod* as being "over-hearted" or "having too much heart" but this isn't considered a bad thing. Since no man



Designer's Note: Threes and Nines

Three Norns. Three gods who made the world. Three monstrous children of Loki to end it. Nine Worlds and nine days hung on the tree Yggdrassil; nine nights spent together by Njord and Skadi in each of their homes. Nine deities who will survive Ragnarok.

The numbers three and nine, and multiples thereof, feature heavily in Norse myth. They're luky and powerful, and every northerner is aware of their significance. You'll find references to them throughout this book, and GMs can scatter them throughout their game and encourage PCs to look for them.

lives a moment longer than he's fated, it's always best to be bold and daring.

Sisu (Resolve)

To possess *sisu* is to have strength of will, determination, and perseverance beyond the norm. *Ofermod* may get you into a fight but *sisu* is the tenacity to keep fighting when the battle goes against you—a "never give up!" attitude that sees northerners through the long dark winters and gives them the resolve to continue bloody vendettas and seemingly impossible quests.

Nīp (Dishonor)

A coward, a betrayer, an oath-breaker or treacherous host are those who earn this name. The *niðingr* is a person without honor, the object of loathing and scorn. In a world where reputation and acclaim determine status, a *niðingr* has proved that they deserve none. They can expect to be bullied and mocked relentlessly by more honorable men, expelled from *felags* and longship crews, and to receive only meager hospitality—poor food and seated in the shadows far from the lord at feasts, if indeed they are invited at all.

Although the two often go hand in hand, this is very different from being made outlaw.



7

Holmganga (Dueling)

Don't fall into the 'civilized' ways of sarcasm, innuendo, and snide remarks: Questioning someone's honor is asking for a fight. Sometimes it happens by accident—especially at drunken feasts—and indeed many northerners are quick to laugh off such happenings... once a sincere apology is given.

Sometimes only bloodshed can heal a warrior's wounded pride. This is called *holmganga* ("going to the island"), named after the first duel fought in this manner. When an island isn't available, duels are typically fought at crossroads, in sacred glades, or on a cloth staked to the ground. The fight ends only when one combatant flees or is unable to continue. The concept of "first blood" is laughed at, how can a mere scratch satisfy the demands of honor?

Typical provocation for a duel is accusing a warrior of a crime, cowardice, or falsely claiming credit for heroic deeds. Whoever caused the offence has three days to publicly apologize for the slight or meet the aggrieved party for the duel. Failure by either side to show up earns them a reputation as a *nithling* and in some cases can lead to outlawry for a year or two. Each warrior is traditionally allowed to take their personal arms, armor, and three shields to the dueling ground. Breaking a shield or throwing it down ends a "round" of fighting, allowing a brief respite (no more than a minute) to catch one's breath before battle begins anew. Contestants may use magical items and their own magical powers, but outside assistance is forbidden.

Martial characters naturally have a great advantage in *holmganga*, but honorable men of all professions are expected to go the island when necessary. If a duel is grossly mismatched, a champion may fight in one's place or the defender can go before the local *Ping* and petition to have the duel declared unfair. Despite this many warriors make a good living as wandering duelists, making challenges in order to extort "gifts" from men unable to stand against them.

FEASTING & HOSPITALITY

To provide hospitality is one of the most important obligations of honor. A warm hearth, a hearty meal, and stout walls are the only respite from the dark and dangerous wilderness, and guests are one of the few ways to learn foreign news and gossip. How someone acts when guest or host is considered a telling mark of their character.

Playtesters' Notes on Thralldom and Slavery

It's safe to assume that most PCs will be freemen and adventurers (perhaps jarls or even kings one day), but some PCs may wish to have extremely humble beginnings. Indeed, it's a great place to begin a campaign—either earning your freedom or breaking out from captivity. It's also an easy way to explain the appearance of foreign characters in the North.

There's a history of slavery throughout the Norse world, and like the undoubted wickedness of raiding and piracy, deciding how you'll handle this in the heroic action world of Pathfinder is personal to each gaming group. Our advice is don't limit the social complexity that slavery brings or gloss over the abuse that thralls regularly suffer, but don't dwell on or highlight it if it makes your players uncomfortable. But don't ignore it either: Slavery makes for great dramatic plot hooks and character motivation. In exchange for the host's generosity, guests are expected to pay them back not with coin but by behaving themselves, defending their host from attack, and giving their own gifts (or aid in time of need) while staying beneath another's roof. Even deadly enemies and monsters usually adhere to the laws of hospitality—or at least the letter of it. Local notions of what's hospitable may not match the traveler's own, however.

11 M AQ 7 QH M71 H7X7MA71

The Mead Hall

From the farmer sitting down with his family and hired hands each night, to a jarl hosting his *huskarls* or a king celebrating a major religious festival, the communal meal is integral to northern culture. At the feast table, warriors get to know one another, deciding issues of status and building the camaraderie needed to survive as a warband or army. Outside martial groups, feasts mark harvests and other important calendar days, hail the gods, and help bind families and communities together. The day's events are discussed, gossip spread, and deals brokered from betrothals to barter to Viking raids. Anyone who regularly shuns communal meals is viewed with distrust—clearly they have something to hide.

For kings, jarls, and prosperous karls, meals are generally taken in a specially built hall: A large building resembling the upturned hull of a longship. Here the lord and his family receive guests, who often judge a host by their hall and the hospitality offered in it.

Made from stout timber reinforced by bronze bands, roofed with either thatch or shingle, a typical hall is carved with images depicting gods and totemic beasts. Story shields adorn the walls showing great deeds done by the host and his ancestors, alongside stuffed heads of bear and boar, and the racks of giant elk.

Many halls are sunk half into the earth for extra warmth and wary of ambushes while they're eating, most have narrow and low doors, forcing those entering to bend low and bare their neck to a defender's ready sword. Reeds and straw carpet the floor and serve as improvised bedding for guests (who often sleep here, close to the warm hearth) but more ostentatious chambers may have floors and walls with polished wood.

Long tables are divided by fires over which the food is roasted, letting aromas rumble the stomachs of guests. Burning pine needles add a touch of fragrance to the air and make the smoke less choking as it curls up to the smoke hole. Ale and mead is served in vast open barrels, ladled out by servants and ferried to drinkers who sit in order of status: Those most favored near the master of the hall, who sits on a throne-like chair wide enough for two people (usually the lord and their wife or *leman*). Everyone else rests on a bench. Drinking is done from hollow horns, specifically designed so that they cannot be set down without being emptied. Failing to do so is good cause for mockery, but using from a mug or flagon is considered suitable only for women—although many female heroes would rather drink with gusto from a horn.

Guests' weapons are kept nearby but not usually permitted at the feast itself: Too many temptations for drunken diners to violate hospitality, bringing dishonor upon all concerned.

Entertainment

Northerners have a justified reputation of enjoying strong drink as much as they enjoy battle—and the former often leads to the latter when warriors gather together to feast, brag, and swap outlandish tales of daring. As the hours, in some cases *days*, pass by, words

\^&M\X^\ F\M \&\&R IN N

become slurred, tempers become frayed, and brawls or duels are a constant possibility. A wise lord breaks up a long feast with hunting and outdoor sports to prevent cabin fever and give guests a change of scene. Bards and entertainers are always in great demand to ease tensions before they can erupt, although more than a few lords simply enjoy watching guests fight.

Besides drink and brawls, popular entertainments include hunting (essential for keeping meat on the table during extended feasts) and hawking (often considered "an old man's game"). Sagas and rhymes are always common, often dissolving into impromptu contests between audience and skald-a chance for all involved to show their talent and wit. Animal games, especially bear-baiting, cock fighting, and dog fighting are also common. A host is expected to give gifts to victorious contestants.

Many areas have a specialty in some rough but *mostly* friendly contest that visitors are expected to take part in. A wise guest finds out what's considered 'fun' locally in advance. Sample games include the following:

Dancing with the Bear: A popular Kazzakh game. Cross a balance beam over a pit containing an angry bear (DC 15 Acrobatics check, but characters must quaff a strong drink after each round and can "raise the stakes" by voluntarily taking a penalty to their check that other contestants must match.

Horse Racing: An opposed Ride check. Alternatively treat this as a chase as detailed in the Pathfinder® Roleplaying Game: GameMastery Guide.

Lie-Tales: Who can tell the most outrageous "tall story" while keeping it superficially plausible.

Nettle Eating: Who can eat the most nettles in the least amount of time. The rules are simple: No respite, no mouth-numbing (except alcohol), and no regurgitation. Each round requires a DC 15 Fortitude saving throw from all contestants, who can voluntarily raise the DC by between 1 and 5 by shoveling in nettles at a faster rate. Characters are excluded on a fail, which also leaves them sickened for an hour. Victory goes to the pass with the highest DC.

Polo: A variant of *knattgildra* that's played from horseback—or in the case of giants, mammoth-back.

Snowball Fight: Inevitably ends in a brawl.

Swimming: Swimming contests are very popular, especially "fear-swims" where contestants swim out to sea as far as they dare (and then back again). Monsters, impromptu wrestling between contestants, fatigue, and cold are additional dangers. Swimming far under floating ice and then breaking up through it is also a popular and risky challenge.

Water-Wrestling: Wrestling match in waist deep water (-2 to hit, CMB, and damage; half normal movement, and will likely require a check against exposure to cold). The aim is to hold a combatant underwater until he submits or cannot continue.

Worg Tickling: A Wolfheim speciality, where wrestlers engage in unarmed combat against wolves and worgs, trying to pin them.

Knattgildra

Played outside the hall rather than in it, *knattgildra* ('ball trap') is a pastime enjoyed by both adult warriors and carefree youngsters. Popular entertainment at the *Ping*, it can take place on grass or ice, range over a wide area with dozens of participants, and is sometimes played as a religious rite to entertain the gods. It's pretty rough, but brawling is considered all part of the fun. Giants invented the game,

Table I-I: Alcohol Potency

Brewed by Dwarves

Brewed by Thursir

Beverage	Potency	Save DC
Standard Ale	1	10
Mead	1	11
Rakia	3	14
Troll Whiskey	4	15
Weak Ale	1⁄2	5
Wine	2	12

and they still play an even rougher version of it, both on foot and from mammoth-back, using tree trunks and small boulders.

+1

+2

In the sagas, success at knattgildra is often the first sign that a young man is destined for greatness.

Drinking & Drunkenness

Most feasts include libations in honor of the gods, and this means a many toasts and emptying of horns. Known as the symbel, sometimes it's a solemn occasion of genuine piety and sometimes just an excuse to drink and drink and drink.

Characters can consume one plus double their Constitution modifier in beverages before becoming sickened for one hour, and this condition lasts another hour for each additional drink taken. Unfortunately, many feasts continue quaffing well past this sensible point to stop. Creatures such as dwarves and thursir apply any bonuses against ingested poison to the number of drinks they can imbibe before becoming Shaken, and so are renowned for the amount and potency of drink at their gatherings.

While sickened, each additional drink requires a Fortitude save against ingested poison. Use the DC of the current drink from the table below, raised it by 1 for every additional beverage imbibed. Failure means the character becomes severely drunk: His or her penalty to attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks increases to -4. Failing the save by 5 or more means the character becomes nauseous for an hour. Failing by 10 more means the character falls unconscious for 1d8 hours.

Particularly strong alcohol may count as more than one drink (see potency on Table 1-1), both for purposes of raising the DC and the number of drinks a character can take before becoming Sickened. The DCs below assume a character is drinking from an appropriately sized flagon or horn. Raise or lower the DC if they sup from an especially large or small vessel (a human trying to empty a jotun's horn, for example).

The venom immunity of druids does not affect their tolerance for alcohol, although a racial or other bonus to saves verses ingested poisons do. Using spells to prevent drunkenness is considered unmanly; cause for ridicule, or even a duel.

+2 DC

+5 DC

Designer's Note: Knattgildra

Although a historical game, no rules for knattgidlra have survived, so GMs should invent their own and not be afraid to have numerous local variations. Treat it as a chaotic mashup of ice hockey, hurling, and rugby. Here's the little that modern scholars have gleaned:

- It's a full-contact sport. Brawling and using both bats and ball as a weapon is commonplace.
- It's often played from morning to night, and matches sometimes last for days.
- Each team has a captain. There's always an even number of teams (not necessarily two) and players are allocated so there's an even match of strength between all sides.
- Markings denote various parts of the field and the goals. There are penalties for rules violations and a 'time out' area for the injured and those sent off.
- Special clothes are worn.
- You can throw and catch the ball with either hands or bat.

ADDICTION: Characters who regularly consume excessive amounts of alcohol will swiftly develop a dependency and various other health problems. Sadly, many warriors are little more than fighting drunks. Many battles have been lost because of ale-soaked or hungover warriors, and for some war leaders supplies of alcohol are as vital as weapons and armor.

HANGOVERS: A more immediate consequence of overindulging is the hangover: Treat hungover characters are fatigued and attempting any strenuous mental or physical activity requires a DC 20 Fortitude check: Failure makes them nauseous for 1 round. Once a character has passed this check for a particular action, he or she does not have to make one again for the same activity, and get a +1 bonus to further checks.

Tafl Games

Tafl games are an ancient tradition, contests of skill played on a checkered or latticed board. Size of board and number of pieces varies considerably but usually involve an uneven ratio and the lesser side having a king-piece to protect while the other side tries to capture it. There are countless local variations, but the most popular are 'skáktafl' (chess), 'sheep and wolf,' and 'tables' (backgammon).

Contesting a tafl game is an opposed Wisdom check, although some characters may choose to develop a Profession (Tafl Player) skill.

Chess: Three opposed checks, representing the beginning, middle, and end of the game. Each round won inflicts a cumulative -2 penalty on the loser.

Sheep and Wolf: The player of the sheep pieces attempts to elude the efforts of wolves out to devour them. Settle the match with a preset number of opposed Wisdom checks (usually three, five, seven, or nine). Whoever wins the majority of rounds is the victor.

Tables: Each team begins with twelve pieces that must progress to the end of the board. For every two points that one contestant beats the other in the opposed check, one of the winner's pieces is removed. The first player to remove all twelve is the winner.

CHEATING: A Sleight of Hand check can subtly shift pieces in your favor, granting a +1 to +4 circumstance bonus (cheater's choice)

to their next check result. The higher the bonus the more blatant the cheating however: It grants an equal bonus to an opponent's Perception or Profession (Tafl Player) check to spot the deception. Spells like *prestidigitation*, *suggestion*, and illusion magic can grant a similar advantage.

Thyles & Flyting

No feast is worthy of the name without a *thyle*—a bard skilled in defusing potential fights with a witty remark or entertaining performance. Thyles are also charged with monitoring the boasts and claims of guests, ensuring that no one claims an honor that does not belong to them and pricking the ego of those too big for their boots. A good thyle brings great honor to his jarl or king and to himself. A poor one starts more trouble than they stop and invites scorn upon their lord. The greatest thyles are usually trained on the Isle of Skalds.

Thyles excel at *flyting*—a duel of insults. It typically begins when someone, often the lord's thyle, challenges the bragging of another guest without causing sufficient offence for a duel. Contestants take turns insulting one another, in more and more creative ways, until anger or embarrassment reduces one side to speechlessness.

Treat each round as an opposed check between the contestants. The type of check depends on the argument utilized. Repeating the same strategy more than once in the same flyte inflicts a cumulative -1 penalty on the user's check and a +1 to their opponent's rebuttal:

- A clever re-interpretation of an opponent's boast or picking holes in their argument (Diplomacy)
- Revealing knowledge of the event of which your opponent speaks to reveal a secret or fact that casts them in a bad light (Knowledge [history] or [nobility])
- A witty retort or joke at their expense, or an outright lie (Bluff, and lies must oppose a Sense Motive check by any witnesses)
- Claims of prowess or fighting ability, and subtle threats (Intimidate)
- An amusing poem mocks the other's achievements (Perform [oratory])

Other skills may be applicable at the GM's discretion and a player's inventiveness. Losing two rounds in succession ends the contest and leaves the loser shaken for 1 hour. Flyting is sacred to Loki (the acknowledged master of the art), although some also call on Baldur's son Forseti for justice, Kvasir for wisdom, or Wotan as patron of poetry. If the match is not decided before host and fellowguests grow bored, they may call for a duel to settle the matter.

The **Ping**

Travelers familiar with an autocratic feudal society are often surprised by the democratic traditions of the North. Families and neighbors sort out local matters among themselves without concern for jarls or kings, but every region also has a regular meeting called a *Ding* (pronounced *thing*) that's a combination of court and trade fair. Northerners from miles around come to settle quarrels, make vows of peace or war, forge new alliances, celebrate great deeds, and invoke ancient laws.

A council of wise men ("lawspeakers") and jarls oversee debates and attempt to broker satisfactory settlements, but all the discussions are public and any freeman can have their say. Much is decided by the influence of local lords and bullies, but big decisions usually need public approval—although like all politics intimidation and

9178MXX1HFXMHXXRMA**1**

backstabbing goes on behind the scenes. Even in relatively peaceful times there are arguments to settle and feuds to avert, so the *Ping's* lawspeakers are always busy. Disputes range from hunting and pasturage rights, debts unpaid and stolen thralls or cattle to more serious matters like kidnapping and murder. If agreement and recompense cannot be reached then there is always the sanctity of the duel or declaring a feud.

There's also trading to be done. As well as raid booty to dispose of, most families have slaves, cloth, fine weapons, cattle and oxen, salt, wax, hides, raw materials and a variety of hand-crafted household goods to offer in trade. Master craftsmen, rune masters, and wizards also prowl the *Ding* in search of potential customers, and in a region with few cities it's the best opportunity for a wealthy man to lay his hands on exotic or magical items.

Kings and powerful jarls from outside the area sometimes send men to the *Ping* to safeguard their interests and ensure events progress to their advantage. Locals despise such sly emissaries however, and it's not uncommon for such folk to have their heads removed and sent back to their masters as a message that people prefer to manage their own affairs. This and duels are the only violence permitted at the *Ping*, although most attendees consider it a poor event if less than three or four men travel the hel-road during a moot. Death is always great entertainment, a fine sacrifice to the gods, and a good way to remind everyone how useful the peace of the *Ping* is.

Most *Dings* take place at a traditional spot: A sacred glade, blessed rock, *world tree*, or other location sacred to Tyr. Borders are a common locale, allowing rival regions to stay separate between debates. A nearby hall may host prominent visitors but most people camp in the surrounding fields. Divinely sent afflictions and public condemnation await those who break the *Ding's* solemn truce.

Justice, Feuds, and Wergild

A northerner's concept of justice can be hard to define. There are relatively few crimes—most come down to theft or dishonoring someone's good name—and 'justice' is synonymous with compensation or avoiding a feud, not some abstract idea of right or wrong. Assuming they have not committed an especially heinous crime (treachery for example), the accused may well not be treated as a criminal by the populace at large, or even by their victims.

Fines are the usual punishment, known as *wergild* or *mansbot*, paid by the offender to the victim and/or their family (traditionally in silver rings), and in exchange the victim and his kin swear to let the matter drop. If the accused isn't around to answer the charge themselves, then their family or comrades are expected to pay up. Those who cannot pay must serve as bondsmen until the debt is paid off or face outlawry and a reputation as a *ntôingr*.

The crux of deciding a *wergild* is often not whether or not the accused is guilty, but how much they should pay. There are no written laws detailing appropriate amounts, so this is typically decided by debate at the *Ping* and modified by the social status of accused and victim, and the greed of all involved. This ambiguity is a potential plot hook not to be overlooked.

Multiply the suggested amounts on Table 1-2: Crime and Punishment by two or three when wealthy and powerful characters like jarls or adventurers are victim or offender, and by five or more when kings are involved.

Sometimes things aren't as clear cut as just paying a fine, however: Arguments often arise over who is truly responsible. Disputes are

Table 1-2: Crime and Punishment

Offense Committed	Typical Wergild
Theft or Damage to Property	Twice value of the item. Thieves who cannot pay must serve the victim as a bondsman (thrall).
Assault	1 gp per hit point of damage done
Killing a free man	50 gp per level of the victim
Killing a thrall	5 gp per level of the victim (half paid to the owner, half to thrall's family). Injury counts as 'damage to property'
Provoking the Gods	100–1,000 gp per level of the offender, depending on the crime

heard at the *Pin*g and an opposed Diplomacy check decides the matter. The community rarely stands for lawyerish babble.

Feuds

If debate or *holmganga* cannot resolve an issue (or neither party is interested in trying them), then a feud is likely in the offing. Immediate and extended family, neighbors, and the victim's friends are expected to avenge him by inflicting the same woes on the criminal and *his* kin. Sometimes the motivation is a genuine sense of justice, often it's just an excuse for robbery and murder. Feuds rapidly get out of hand as each side calls in debts and alliances, creating an ever expanding circle of violence (and more *wergild* needed to settle it) that can go on for generations. Pressure from the *bing* can sometimes ended them, but otherwise they continue until one side flees the area, is destroyed beyond capacity to strike back, or—much more rarely—both sides weary of continual bloodshed.

All factions court adventures to aid them, both officially and unofficially, and the call for allies or the duty of a guest to their host are easy ways to embroil honorable characters in a conflict, sometimes on the wrong side. Even intervening to break up a fight can thrust an unwilling party into the feud—or be the cause of a fresh one.

Outlawry

Outlaws have been banished from honorable society. They are outcasts, sometimes by choice or circumstance but more commonly as a punishment. In this unhappy category are beggars as well as men made outlaw for crimes. Literally "outside the law" they can be killed without penalty or fear of *wergild* or feud. Their families are supposed to treat an outlaw as if they were dead, while strangers should not offer them hospitality or aid, treating them as they would a wolf that came scratching at their door. Sometimes a bounty is offered by the outlaw's victims, and some jarls reward anyone who kills a known outlaw.

Outlawry is sometimes for life and sometimes for a set period often a year or three years or until the king or jarl who declared it is dead. Outlawry applies only in the region of the outlaw's local *bing* or kingdom however. Depending on the nature of their crime

CHAPTER ONE





an outlaw may be ignored or even welcomed in neighboring lands. Outlawry itself doesn't carry much stigma (it's an occupational hazard for most adventurers), but the deed that caused it may reflect 4. significantly on the outlaws reputation.

VIKING EXPEDITIONS

The wild lands of the North may be claimed by jarls, kings, and 5. powerful monsters but relatively few can enforce their claim over a wide area. Instead the landscape is dotted with independent clans and aspiring kingdoms, the wilderness between largely unexplored and certainly not tamed. Powerful groups and individuals can rove around virtually at will, and in many cases this takes the form of 6. adventuring bands and Viking expeditions.

Viking is a nebulous term, originally meaning "man from the fjords," it has become synonymous with banditry and raids along the Reaver Coast. Most expeditions have other purposes beyond burning and pillaging, however. Many Vikings are great traders and explorers, although not above piracy or extortion if an easy target presents itself. In many ways its best translation of into Common 7. is "adventurer."

Felags

Outside of family and clan, *felag* is often the strongest bond in society. It means 'fellowship' and 'partnership' and is linked to the power of the *Fé* rune, which represents division of wealth. A sacred bond between shield-brothers, a felag oath swears to loyally support one's captain and fellow warriors, and like the *articles of agreement* used by later pirates also defines the felag's aims, its right to depose and elect leaders, and fair division of the spoils.

Twenty Reasons to Go Raiding

There's more to going a-Viking than simple piracy, although that's the most opinion of them held by their victims. In many ways the image of dirty, stinking berserkers rushing to pillage, rape, and burn has unfairly tainted the whole world's view of the North.

Viking bands can be encountered as far away as the Sand of Sorrows, where they serve the emirs and caliphs of its gleaming cities

as mercenaries and are known as *varangians* in the southern tongue. They can be found as hired swords protecting outlaying villages in Neimheim and along the Reaver Coast, or as traders crossing the wide rivers of the Rothenian Steppe to bring back Zobeckian clockwork or exotic silks and spices from the distant east.

Here are twenty reasons to go a-Viking, common discussions at regional *Pings* and in coastal mead halls across the North:

- 1. "If you dare to brave the portages of Rhos Kurgan and venture south across the Rothenian plains, there's gold to be had serving the Caliph of distant Siwal. Distrustful of revolt from his own generals, he's assembling a bodyguard of northerners and rewards them lavishly."
- 2. "Zobeck and the dwarves of the Black Canton are having trouble with the blood-supping dead of Morgau and Doresh. Far be it from me to court a draugr's wrath without cause, but I've never met flesh my axe couldn't cleave and they're offering helmets filled with gold and all the barrow-booty we can carry to put the dead men back in their graves."
- 3. "It's a hard thing to say but winter has devoured our food stores and the only way to replenish them is from the ships and halls of our neighbors. Not an ideal solution, but surely they're thinking the same thing and I'd rather be taken by the Valkyries in an honest raid than a straw death from starvation".
 - "I can't stand mother's bullying and father's glower any longer, I have to get away. If I can earn a name and silver enough for a place of my own I can escape their tyranny forever. Please, take me with you!"
- 5. "The spear of the shield maiden points south, her oracle confirms the call to reclaim her shrines along the southern shores! Carry statues of the valkyries and capture enough thralls to rebuild her ruined temples, lest next battle she sends doom upon us all."
 - "The king's curse is that no horse will carry him. Perhaps a mechanical steed could evade this dire fate? Only the wizard halls of Zobeck possess such wonders, and their artifacts are not for sale to the likes of us. Secure it from beneath the gaze of clockwork watchmen and griffon knights and my lord will reward you with his daughter's weight in gold or her hand in marriage."
 - "The jarl knows you fought for his enemies but wishes to be generous now he's taken the throne. He offers you a ship and a place at his table if you can pile his shield high with gold taken from his other enemies." (But can you trust his crew not to dispose of you once you're at sea?)
- 8. "The jomsvikings are sparking battle metal and flyting in every hall that shieldmaidens are naught but girls play-acting as warriors. Soon they'll sail to reave of our coast, no doubt. The Queen demands ships and shieldmaidens to teach these bullies a lesson and silence their insults once and for all!"
- 9. "At first we ignored the omens that Wotan was displeased with us. Surely he'd not begrudge harmless gifts and coin from foreign priests who ask for only a little tolerance of their nonsense in return? Then came the ravens and wolves, the today work began on a new longship; when the first axe bit into the oak it brought forth gouts of blood - it was clear this keel must be a vessel of war and glory. Wotan has chosen us to fill its rowing benches and prove we are worthy of Valhalla, or our lands will suffer his curse."

CHAPTER ONE

1 1 1 2 2 4 2 H M H H H X X H H H H

- 10. The challenge from Sven Far Wide is simple: "There's no river, no sea, no shieldwall or hedge of spears that you can cross, which I cannot match and then exceed, from here to the fires of Muspel."
- 11. "Hungering Mountain has groaned once more, choking the sky with ash. The angel of death has thrown the bones and says it roars because the old ways have been forgotten. The volcano hungers to taste an elfin maiden once more. Whoever can toss a suitable sacrifice into the mountain's fiery belly will receive a boon from the Vanir—not to mention save our skins from a cascade of fiery mountain blood."
- 12. "Donar decrees that Hungering Mountain shall continue to go hungry! The planned sacrifice to the fire giants and their rumbling volcano is an affront to the Thunderer and all the Aesir. It must be stopped: Interdict the tribute-laden ships and rescue the elf maids from the fiery doom that awaits them."
- 13. "Vikings and vendettas saw an end to all our menfolk, and the nearby thugs and bruisers certainly aren't worthy replacements. Maybe a few docile southern men will work out better? Go forth my daughters and bring back some comely lads!"
- 14. "Clansmen, the house of Ynglar the Nithling has risen to the rank of Jarl once more, yet after their treachery at the Battle of Cloven Helms, our grandfathers swore that no one of his blood would ever sit easy on a throne. Gather your companions and let's teach those villains that we do not forget our feuds! "
- 15. "Brothers, we all know that we Reaver Dwarves are the one, true heirs of our Glorious Dwarven Heritage but there just isn't as many of us as there used to be. We need you to go south and recruit some of those lapsed Canton Dwarves. Proving your worth should be easy - our innate superiority should easily sway them to return to their ancestral homes and ways. Marry a few of their lads and lasses while you're down there, and the bloodties will draw even more northward. What could possibly go wrong?"
- 16. "The white staff has been in the hands of our oracle since the time of our grandfathers' grandfathers, and One-Eye knows how long before that. With it they have led us through the hard winters, calmed the savage seas, and spotted falsemen sent into our midst. Without it we'll not survive another winter, so get out there and find the thieves who stole the staff: Take back that which belongs to us—and a whole lot more besides!"
- 17. "A strong jarldom doesn't come cheap, friend. Only a generous man has allies in time of need, and with nearby troll threatening a full-blown invasion, Lord Forkbeard needs a lot of friends, fast. Only a raid overseas can secure the enough booty to raise a host of warriors to his banner, and sufficient gifts to tempt reluctant allies into the fray. Without them our halls may soon belong to the trolls!"
- 18. "Our seidkona seeks three longships for a raid on the sea folk of the Swive. She has the favor of Njord and the magic to safely take ship and crew underwater to engage the foemen in their own sunken halls. She prophesies that the resulting plunder will be sung of for generations to come, and her visions have never yet proven false. In exchange we must swear to recover a certain sacred pearl, which warms the waters of their city, so she can use its powers against one of Boreas' living glaciers, which is even now creeping slowly southward toward our lands."

- 19. "Rise up, brave fellows! Too long have we reaver dwarves sat idle while humans, giants, and trolls roam freely across what was once our empire, pillaging the broken halls of our ancestors. We must drive invaders and explorers from these ancient sites and reclaim the artifacts of the past. Refuse this call and you are no true dwarf!"
- 20. "Reason? You need a reason? How about coffers of tribute from trembling barons? Golden relics seized from cowering priests? The coin of fearful merchants, or the jewel-hung beauties of the hot south? Who dares call himself a man and yet has not gone a-Viking?"

RELIGION

The old powers are known as Vanir, which means *The Old Gods* or *Those Who Came Before*. Their dominion is deep earth and deeper sea, harvest and famine, winter death and spring rebirth. Their eclectic clan includes fey lords, elementals, and the demigods of nature. Not as stern and lordly as Wotan's kin, the Vanir are quicker to laugh and more bountiful with their favors, but also capricious as the sea and skilled in dark magic.

Wotan leads a very different clan. They govern the lives of mortal creatures; their lusts and glories, strengths and weakness, and just reward in the afterlife. Known as the Aesir *(Those who dwell in Asgard)*, they displaced the old gods from the hearts of men and so provoked the first war to trouble the mortal world. Some of the vanquished made peace with their enemies and became friends and allies, wives and husbands to the Aesir. Others retreated deep into swamps and forests and caves beneath the mountains, nursing wounds and dreams of revenge.

Gods of the North

Piety in the northlands is a curious thing. Although it has its share of true believers, most people regard the gods like unruly kings rather than divine beings: Powerful and dangerous if crossed, helpful when bribed or flattered, and thankfully easy to appease with tribute. Blood is the usual sacrifice—goats, cattle or horses suffice most of the time but it's not uncommon for men to go beneath the knife when matters are serious. Each god prefers their offerings delivered in a particular way: Wotan demands sacrifices are hung and pierced by spears, while Baldur's offerings are burned and Donar prefers heads bashed in with a sacred hammer.

Druids, oracles, and even witches are all common classes for priests. Full-time clerics in the southern style are a relative rarity, treated more as favored champions than clergymen. Most holy men also have another role, from jarl or captain to soothsayer, hunter, or smith. Worship isn't someting to be kept separate from everyday life; it takes place in feasting halls and forges, on battlefields and the swaying decks of longships. Dedicated temples are few not because northmen are impious but because they consider it fruitless to try to contain their gods: They've better things to do than visit *you*, so it's best to call on them in the places where they like to walk.

Few northerners devote themselves to a single deity. Most acknowledge all gods as powerful and best not angered. Although most people have a deity or two that's close to their heart, when traveling it's not uncommon for northerners to call upon local gods for a while, abandoning them with equal casualness when they move on.

Baldur, the Shining

Youthful god of light and beauty, happiness, and rebirth

Baldur is the shining god with hair like spun gold and skin white as snow. Donar may be more glorious and Wotan wiser, but no one is more beloved than Baldur.

He is the god of light and patron of all things beautiful, from the smile of a comely maiden to the engraved pillars of a well-crafted hall. He's the bringer of light and joy, teacher of forgiveness and mercy. His wife is the sun and his son is Justice, and many call him the best of all the Aesir.

Baldur is the god of the things to come for he experiences dark dreams of his future fate: Although his death is fated to begin the end of the world, he will return from the Underworld to lead the gods of the new world from the ashes of the old. He's revered as the sun that comes after the storm and the dawn that rescues men from darkest night. He's god of protection too, for his mother has warded him from every manner of peril: Neither fire or water, metal, stone, earth, trees, sickness, beasts, birds, poison, or serpents can

harm him. Indeed, the gods often amuse themselves by throwing dangerous objects at him, laughing as they bounce off harmlessly.

Baldur's chosen domains are: Charm, Good, Healing, Protection, and Sun.

His favored weapon is the mace.

WHAT BALDUR DEMANDS: Baldur surrounds himself with beauty and demands that his followers likewise seek out the finest thing s in life—not to hoard but to share with others. They must always be kind and charming, offer aid where it's needed, remind those who struggle through dark times that dawn will always come, and otherwise plant the seeds of a better world.

Boreas, the Devouring Wind

Cruel god of the North wind, bringer of storms and killing cold.

Boreas is the god that brings autumn storms and winter gales, the biting wind that delivers sleet, hail, and snow. Son of the Winter Maiden, his duty is to deliver

his mother's killing cold to the world. It's a job he takes seriously.

Boreas' aim is to cover all of Midgard with eternal winter. Prophecies foretell that he'll one day succeed and cover the land in endless winter. He works tirelessly to ensure that his day of victory comes soon. From the highest mountain in the North he brews storms and dispatches thuellai, yeti, and other minions southward. He's sometimes worshiped merely as the herald of Mara, much to his chagrin.

0000

Boreas typically appears as a winged old man with shaggy hair and a wild beard—a cackling madman plagued by lust, paranoia, and rage. He enjoys shape-shifting however, sometimes appearing as a living storm or a massive white stallion, dragon, or hawk and occasionally in more seductive forms. In horse-form he's been known to impregnate the free-roaming mares of the steppe, producing some of the strongest, fastest, and toughest horses in the world. He also claims to be the grandfather of all winter wolves and other snow-beasts. True or not, northerners curse his name as the progenitor of all manner of evils.



Boreas' chosen domains are Air, Evil, Madness, Travel, and Weather.

His favored weapon is the pick.

WHAT BOREAS DEMANDS: Boreas claims those who serve him will be spared when his victory comes. His demands are relatively direct: Help destroy the power of other gods and cover all Midgard in winter storms. Worshipers make sacrifices by exposing victims to the winter night and pray to him to send destruction upon their enemies. They sabotage hearth fires and storehouses, and assist yeti, ice maidens, and other creatures to do Boreas' will.

Donar, the Thunderer

God of strength and thunder, slayer of monsters and protector of man. Wotan's eldest and boldest son, Donar is the champion of man and dwarf. Riding out in search of glory on a chariot pulled by tireless celestial goats, equipped with potent artifacts, he is the eternal adventurer of Asgard, eternal foe of giants, trolls, and other monsters.

His hammer is the symbol of strength and thunder, fertility, and protection from the supernatural.

Everyone from raiders to farmers make offerings to Donar. Warriors look to him for strength and bravery, while his hammer is raised by peaceful folk to ward off trolls and keep danger from their doors. Its touch blesses newborns with strength, secures marriage vows, and drives back undead. His strength is both physical and spiritual.

Donar is typically depicted as a large man with a wild red mane and beard, filled with *ofermod* and none too bright. Countless godlings and ancient spirits fell beneath his hammer during the Vanir War, and to this day Donar is feared and hated by many northern monsters, especially giants. The dwarves too are wary of him, for although

he created them alongside Volund, he also smote their halls when they dared to favor the smith god over him. Reaver dwarves invoke him both as creator and for vengeance and retribution.

Donar's chosen domains are Destruction, Protection, Strength, War, and Weather.

His favored weapon is the warhammer (*Mjöllnir*, 'Crusher').

WHAT DONAR DEMANDS: Donar's worshipers invoke him with deeds, not words. His name is shouted in the midst of battles and duels, and as a challenge to monsters in the wild. His temples are battlefields new and old, where oaths of brotherhood are sealed with runes of painted blood and the sacrifice of bears and oxen. Followers must emulate his deeds of strength and bravery, never fearing death or evading an honorable challenge. To fall bravely in battle is the perfect end for them—the Thunderer has little love for those who live to see a straw death from sickness or old age.

Freyr & Freyja

Twin Gods of Passion, Fertility, Magic, and the Natural World. Freyr and Freyja are twins, children of the Vanir who now dwell among the Aesir. Technically hostages exchanged after the Vanir War, they're now considered one of the family and sit in the highest

Riddles of Steel: Roleplaying in the Frozen North

councils of Asgard. It's said they taught the gods witchcraft, and Table 1-3: Major Gods of the North were the divine sponsors of Njord the Sea Master.

Freyr and Freyja are gods of the old religion that have adapted better than most to the new ways. Freyr bestows peace and pleasure on mortals, is protector of farmers and a foe to fire giants and out of control flames that destroy farmsteads and fields. Freyja's is a skilled witch, so beautiful that she cries golden tears. She wears the necklace of the Brisings, an unmatched piece of jewelery she purchased by sleeping with all four of its dwarf creators. Freyja's is also the patron of shieldmaidens.

Both deities are adventurous and have seen their share of battles. Like Wotan, they gather fallen warriors to them to form an army with which the Vanir will fight beside the Aesir at Ragnarok.

Freyr and Freyja's chosen domains are: Animal, Charm, Magic, Plants, and Water.

Their Favored weapon is the sickle.

WHAT FREYR AND FREYJA DEMAND: The twin gods are often worshiped together but each demands equal due from their followers. Worshipers must revere the old ways, respecting the power of nature and the fey and elementals bound to it. Their chosen offerings are the bounty of nature as well as drunken debaucheries. Freyr and Freyja demand their worshipers punish with curses those who scorn the Vanir and the old ways.

Hod, the Blind

Blind god of caves and darkness.

Brother to Baldur, Hod is as dark as his brother is fair. He wasn't born blind: Sired by Wotan during a tryst with the Queen of Nightmares, it's said that Mara gave birth to him in the Underworld, and there he saw such terrible things that his newborn eyes were seared from his face.

Hod is the god of dark places: The Underworld, lightless caves and the moonless night. He is the god of escaping one's limitations, be they bonds of servitude or physical disabilities. His blind eyes make his fellow gods uneasy, so he travels. He protects adventurers exploring caves and subterranean ruins, and in the Underworld he's been known to intercede on behalf of restless spirits, so his name is sometimes invoked against undead.

Most of his worship goes on beneath the earth. These temples are kept in permanent darkness; priests rely on their ears and memories to move around, and deadly traps often lurk ready to punish an unwary misstep. Hod is worshiped at dusk and sacrificed to before ventures down into the earth. His holy days correspond to the dark of the moon. His sacred animals are dogs, bats, and any creature relying on senses other than sight.

Hod's chosen domains are Darkness, Earth, Liberation, Repose, and Travel.

Hod's favored weapon is the dart.

WHAT HOD DEMANDS: Hod asks his worshipers to venture into the darkness, both underground and into the night. They must rely on senses other than sight and work to free those in bondage, including the restless dead. Hod's ceremonies must be performed sightlessly. Priests and worshipers usually blindfold themselves, although the fanatical have been known to permanently blind themselves in his honor. Worshipers make pilgrimages beneath the earth to set up underground shrines and waystations. His sacrifices are entombed alive.

	Typical	
Name	Worshipers	Domains
Baldur	Lovers, Families	Charm, Good, Healing, Protection, Sun
Boreas	Arctic Monsters, the Insane	Air, Evil, Madness, Travel, Weather
Donar	Warriors, Adventurers	Destruction, Protection, Strength, War, Weather
Freyr & Freyja	Druids, Farmers	Animal, Charm, Magic, Plants, Water
Hod	Miners, Underground Creatures	Darkness, Earth, Liberation, Repose, Travel
Loki	Monsters, Scoundrels	Chaos, Fire, Luck, Travel, Trickery
Njord	Sailors, Shipwrights	Artiface, Magic, Travel, Water, Weather
The Norns	Seers & Oracles, Witches	Fate, Glory, Knowledge, Death, Luck
Volund	Kazzakhs, Dwarves, Craftsmen	Artifice, Community, Earth, Fire, Travel
Wotan	Kings and Jarls	Knowledge, Fate, Nobility, Runes, War

Loki, the Trickster

Shapeshifting god of cunning, mischief and malice.

What's known and rumored about Loki is surely only the tip of the iceberg compared to what's hidden behind misdirection and lies: You'll never hear the same story twice of his origins, and that's just the way he likes it. Loki is a trickster and an instigator. He brings change-often dangerous change-but also helps the gods escape the trouble he causes. In a world dominated by the strong and forthright, he has the talents that northmen all too often overlook: cleverness, stealth and guile. Many liken him to a fire-useful, bright, and alluring; unpredictable, uncontrollable, and potential deadly. Like a flame he can suddenly go from small and harmless to large and dangerous-he's a renowned shapeshifter even among the gods and has sired numerous monsters; among others the World Serpent, the wolf Fenris, and his half-dead daughter Hel.

Loki is blood-brother of Wotan and a common companion to Donar, and is the *thyle* of the gods. Yet he often provokes the Aesir and finds himself unwelcome in Valhalla—at least until his cunning is needed once more.

Loki's fate is a dark one. Driven by jealousy, he will kill Baldur and his monstrous children will bring about the twilight of the gods. These deeds may be in the future but they cannot be forgiven or forgotten even before they have been done. Some say the suspicion of the gods and scorn of mortal men will drive him from mischief to evil, others that Loki was wickedness incarnate from the start. The truth-like so much more about him-will probably never be known.



Loki's chosen domains are Chaos, Fire, Luck, Travel, and Trickery.

His favored weapon is the net, which he's said to have invented.

WHAT LOKI DEMANDS: Loki has no temples and his name is more often a curse than a prayer. He's worshiped by those who consort with monsters and those about to do acts of treachery or cunning. Few dare to call upon him, for his divine 'help' often gets out of hand and causes more trouble than it solves. The trickster himself demands nothing from his followers: "Do what you think would amuse me" is all the guidance he gives. His worshipers have learned to serve him while maintaining an outwardly respectable demeanor. Their aim is usually to place themselves in the same position among mortals that Loki is among the gods—renowned for skill and cleverness rather than strength; sometimes unwanted, but always indispensable.

Njord, the Ocean Master

Fearless god of the sea travel.

Njord is a master sailor and explorer, patron to the city of Noatun and those who'd master the dangers of the sea. Dolphins, seals, and flying fish are especially sacred to him. Once a mortal wizard (although some say, divinely descended), he ruled the city that would one day be called as Noatun, and its kings and tower lords still claim descent from him. Statues depicted him as a *trylleri* sea captain with a long black beard, curling shells and starfish for jewellery. He laughs often and loves a good tale of adventure. Legend says his feet are more comely than any other god's. Freyr and Freyja are his chief allies.

Njord earned his godhood by supplanting Aegir, former god of the sea, in the hearts of men and dwarves and that god has never

forgiven him for the affront. He isn't the god of storms, reefs, and sea monsters as Aegir was, instead being god of those who evade and challenge such hazards: Sailors, shipwrights, and Vikings. Although Njord often dallies with Aegir's many daughters (who intercede on his behalf with their father), he's actually married to the demigoddess Skadi the Icewalker, but sadly they're too different to ever be happy together—each despises the other's domain.

Njord's chosen domains are: Artifice, Magic, Travel, Water, Weather.

His favored weapons is the harpoon.

WHAT NJORD DEMANDS: Challenge the waves, master the currents, fear neither storm nor maelstrom. Sacrifice to the sea people and *sjövættir* to ensure their tolerance; show courtesy to mermaids and selkies in case they are the daughters of Aegir in disguise. Travel far seeking unknown shores, and raise a runestone in Njord's honor where you beach. Craft or oversee construction of a longship at least once before you die. Keep a wary watch for Aegir and his wrath.

The Norns

The Norns embody fate. Some call them witches and oracles, others gods, but no one truly knows what the Norns are, because fate is woven that way. The three most famous Norns and guardians of the Well of Fate that waters Yggdrasill are *Urd* (mean Past), *Verðandi* (Present), and *Skuld* (the future). There are many other, lesser Norns as well—Valkyries, for example—each unique in form and function, and though rarely seen their powers are felt by commoner and king alike.

Even gods are subject to the Norns' fate-weaving, but they do not abuse their power. They consider themselves servants of fate rather than its mistresses. Many pray to them hoping for a good end or good luck, but they rarely concern themselves with prayers and supplications; they are destiny, and entreaties for mercy or favor go unanswered, although they can sometimes be persuaded to reveal a little of someone's destiny—usually with disastrous results for the asker.

The Norns domains are Fate, Glory, Knowledge, Death, Luck. Their favored weapon is the dagger.

WHAT THE NORNS DEMAND: The Norns use their mortal servants as agents to ensure that the world's fate moves forward as it should. Their worshipers are mostly witches, oracles, and other seers. The Norns demand little except obedience when they call, but rarely punish those who lapse in their faith— it was fated, after all. Only those who try to cheat destiny suffer their wrath.

Volund, the Master Smith

Master of fire and anvil.

Volund is the god of earth and fire, of the hammer's ring as it lands upon the anvil and the hiss of steam as a new-forged sword is quenched. He's one of the divine patrons of the reaver dwarves, but many races pray to him as master craftsman and lord of all the jewels and precious metals in the earth. In his youth he was a great traveler—some even dare to say a *mortal*—and in his wanderings taught many races to forge not just swords and shields but laws and communities. If angered however, he was merciless in his revenge; often crafting cursed items still linger in Midgard, causing trouble into the present day.

He's also known as the god of family and hospitality, especially among humans, who call him Svarog south and east of the Neider

178 M 3242H M44 H1X4M316

Straits. Marriage, forging a bond between two people, is sacred to their faith, as are horses for it's said he stole the first steeds from Boreas and showed mankind how to tame them. Dwarves everywhere scoff at such tales, but the Kazzakhs of Rhos Kurgan praise this aspect above all, revering him as The Rider, master of the open steppe and guarantor of their eternal freedom.

Volund's chosen domains are Artifice, Community, Earth, Fire, and Travel.

His favored weapon is the battle axe (shashka, among Kazzakhs).

WHAT VOLUND DEMANDS: Volund demands his followers craft great works in his name and harness stone, metal and fire to their will. Humans call him Svarog and add mastery of riding to his divine portfolio. His priesthood and many of his worshipers marry young, a sacred act which represents building a family and forging links with their community. Pilgrimage to shrines and temples far and wide is common: Worshipers must take raw materials or tools with them, to donate to the places they visit, and must add something, no matter how small, that they have wrought themselves to every temple they visit.

Wotan, the Rune Father

God of strife and wily king of the Asgard.

Donar and Baldur may be more beloved by the people, but Wotan stands head and shoulders above his kin in power. He is the creator who carved up the body of the first giant to make the world; he is the magician who stole runes and charms from the unknown void. He rewards the heroic dead with a place at his table and is the patron of proud and ruthless kings. Ravens fly across the world to bring him news and rumors, and from his enchanted throne he can spy upon all Creation. He plucked out his own eye in return for wisdom, and when that wasn't enough he hung himself upon the Tree of Worlds, stealing secrets from the void beyond existence. His name is a kenning for wisdom, poetry, and the kingly arts of war.

Wotan embodies the virtues of a strong king—foresighted and wise, ruthless toward his enemies but generous to followers, master of magic and lord of war. God of strife, chieftains and kings, master of runes and stealer of wisdom. He slew Aurgelmir the first giant and so earned the enmity of all giant kind. Their battles have been largely one-sided however; Wotan's superior cunning and wisdom ensure that he triumphs time and time again.

Wotan's chosen domains are Fate, Knowledge, Nobility, Runes, and War.

His favored weapon is the spear (Gungnir, 'swaying one').

WHAT WOTAN DEMANDS: Wotan demands his mortal servants embody the qualities for which he's famous, so most of them are jarls and kings. Warriors also pray to him, hoping to earn luck and victory in battle, or if defeat is fated then to attract the attention of his Valkyries and a place in Valhalla. Wotan demands that his followers be canny in judgment, skilled in poetry, and quick to lead men into honorable battle.

Lesser Gods of the North

There are many gods in the North, some known elsewhere and worshiped by other names, some seemingly unique. Most northerners show little prejudice and sacrifice to whoever can help them at the time. Even the term 'god' is applied somewhat vaguely, blurring the line between genuine deities and powerful creatures



HAPTER ONE

both mortal and not. Many heroes have been invited to dwell among the Aesir, and in time have acquired a cult of their own.

Aegir

Aegir is an elder of the Vanir, the ancient power of the sea who lost his place and much of his power to the upstart, Njord. While that god is the patron of sailors and those who'd tame the sea, Aegir is as wild and dangerous as the storm-tossed ocean, more likely to wreck a ship than aid it. He does not take humanoid form but prefers to swim the depths as a great marine beast. Sharks and giant squid, krake spawn and krakens are his worshipers now.

Aurgelmir

First of the giants, Aurgelmir is the patron of his descendants and all those who consider themselves foemen of the gods. Frost giants especially revere him, but all giants claim him as an ancestor and with it the right of blood feud against the gods. Some druids also acknowledge Aurgelmir, as his murdered body was used to create Midgard itself.

Gullveig

Gulveig is known by many names and kennings; Gold Drink and Golden Might, Heiðr the Gleaming One, She Who Returns From Flame. She's a powerful witch who inflamed gold-lust in the hearts of the gods and provoked them into war against the Vanir. Misers and hoarders worship her, as do enchanters and others who use magic to cause trouble and get their own way.

Fenris, the Demon Wolf

Fenris is the greatest of the terrible children of Loki. He grew to such size that the gods feared his hunger might be turned upon them, so bound him and cast him out of the world. In order to trick Fenris into submitting to their shackles however, the god Tyr had to sacrifice his hand.



Fenris' followers are wolves, worgs, lycanthropes, and nightgarms. They work to bring about the Wolf Age, when fire and steel with falter and all mortals become prey, and their master bursts free to devour the gods. They consort with giants, Boreas and anyone else who seeks to bring about Ragnarok, but their first love is always the hunt and the kill.

Forseti

Forseti is the god of justice and rightful retribution. Son of Baldur, he embraces justice as a form of beauty and source of harmony. He defends his peaceful father from attack or exploitation, and helps Tyr enforce the laws of the *Ping* by ensuring judgments remain honest and true.

Heimdall

Heimdall is the watchman of the gods, guarding the Rainbrow Bridge between Midgard and Asgard from attack. He's well suited to the task, for his senses are amazingly keen: He can see a hundred miles in both daylight and darkest night, hear grass growing, and feel the footfall of an ant. He is the patron of the besieged, popular all along the Reaver Coast, as well as with scouts, lookouts, and those who guard treasuries and grain stores.

Hel

Hel is mistress of the inglorious dead. Her father is Loki and her brothers are Fenris and the World Serpent. Thrown into the Underworld by Wotan, she makes her home in the hall *Eljudnir*, where those who suffer an unheroic death go. She's charged with punishing *ntôingr*, oath-breakers, and traitors. One side of her body is beautiful; the other as ugly as the rotting corpse of a dead hag.

Necromancers pray to Hel for mastery over the dead and undead, and by those seeking to retrieve loved ones from the Underworld. Her hall is one of the few places that Loki is always welcome, and so she's sometimes praised and cursed for the hospitality she shows her father. It's said that at Ragnarok she'll send an army of the dead to fight against the gods, crew of a mighty ship named *Naglfari* that's made entirely out of traitor's fingernails.

Kvasir

To seal their truce at the end of their war, all the Aesir and Vanir spat into a clay pot, and from this mixing of divine spittle their came Kvasir. In him was a sliver of the power and wisdom of every god, but it could not save his life—he was murdered by a pair of unscrupulous dwarves (clan unknown, and every reaver dwarf hotly denies it was anyone from *their* lands). They brewed his blood into mead that granted sublime poetic ability. Kvasir is revered as the patron of poetry and wisdom among those who follow the Vanir, and by others who'd rather not call on strife-loving Wotan for these things.

Lada/The Bear Maiden

Sometimes regarded as the servant or consort of Baldur, the Bear Maiden is a protector of both her namesake and all in need. She is a patron of hearth and home, guardian of lovers and patron of those who pray for loved ones to return safely home. When her charges are threatened she is a fierce shieldmaiden, fighting in the form of a red-furred dire bear.

Southerners call her Lada the Golden, goddess of healing, love, and mercy. Most popular among the over-burdened peasants of

the Reaver Coast, Lada's clergy have recently launched a crusade to convert the North to less violent ways. They've found few converts among jarls and warriors, but a peace-loving farmers and overworked thralls have heeded her call. Her missionaries travel north preaching love and peace; many are slain outright, enslaved, or 'honored' with the blood eagle's ritual death. Martyrs to cause cry Lada's priesthood, undaunted. She's not without her defenders however: Paladins and pilgrim-protecting monks are now heading north to protect the Golden Crusade.

Mara, The Winter Maiden

Mara is the Queen of Nightmares, promiscuous mother of monsters and unfaithful consort of many gods. Boreas is her son, as is blind Hod. She is the goddess of winter and the terror that makes cowards and traitors out of man and dwarf alike, and of diseases that bring down heroes who would otherwise earn a place in Valhalla. She is grandmother of snow maidens, patron of hags and evil witches, those who lust and who satiate it, and all who cower in fear and desperately hope that this year the Vikings will pass them by. Like winter itself she's often beautiful, a seductress whose delicate appearance hides a wicked and destructive nature.

Skadi, the Ice Walker

Skadi is a giantess whose veins flow with the potent blood of both Mara and Aurgelmir. A masterful explorer and huntress, she's daughter of the Snow Queen of Frozen Reach and Thjazi of the Crashing Hall, the now dead frost jotun who once stole Donar's hammer. For decades she sought revenge or *wergild* from the gods, eventually getting Njord as a husband in return for abandoning her feud. She hates the sea and everything in it however, and although the flame of love flickers in their hearts, the pair spends little time in each other's company.

Skadi's followers are hermits and rangers who enjoy the solitude of the mountains—the open sky, the thrill of flashing by on ski and skate, and of the hunt and the kill. She roves the mountains and tundra endlessly, hunting game and indulging her wanderlust, although Skadi inherited her mother's quickness to icy. fury, she does not share the Snow Queen's wicked heart. Mostly she just wants to be left alone, although tales tell of her sharing a camp with lone travelers from time to time.

Tyr

Tyr was born among the Vanir but has long dwelt in the halls of Asgard. Most fearless of all the gods, he's prayed to by those who'd stave off terror and the temptations of cowardice. His chosen weapon is the sword, with which he protects the sanctity of the *Ding* and enforces its laws. When the gods sought to trick Fenris and capture him by making a game of tying him down, the demon wolf demanded that one of their number place their hand in his mouth as a surity of trust. Tyr immediately held out is fist, and when the wolf saw that the gods would not untie him, he bit it off. Tyr never flinched.



Savage our lands may seem, wild and wondrous. Many a snowblind and stunned one has gazed at the gracious land-gift bestowed by the old gods, but beware: Wound-starlings wait for the weak and unwise. Hark, can you hear them? Lolling jaws lick their lips for the warm wet of your life's wine. Tread softly, Southerner, for from the transient beauty of Trollheim all the way to heart-stopping Hyperborea's heaths, our lands have secrets—and not all should be beheld by mere mortal...

Men speak of Thule as a mythical place, and rightly so. Here mortal Midgard meets the end of the world, where gods tread in search of adventure and monsters rule kingdoms older than men or dwarves. Many legends were born here, and terrible creatures call it home. Dusk lingers but night comes early, and the sun flees the sky for a quarter of every year.

In the Beginning

Northmen say that before Midgard was created there was only the yawning void called *Ginnungagap*. At one extremity of this vast abyss was biting cold, at the other, raging fire. Life sprang up in the center where rime met flame, melting and boiling. This was Aurgelmir, the first and greatest giant, from whose body both earth and sky are crafted.

Creatures sprang from Aurgelmir like nauls on an oak, among them the first giants and the eldest of the gods. The two groups warred, and when Aurgelmir sided with his giantish kin, the gods slew him. The giants have never forgotten this. Since that

RMXAH FXM HAXAR IN FI

day they've nursed a grudge and hope one day to see the gods' dominion ended.

The gods fashioned the world from Aurgelmir's corpse. His bones became the earth and his blood the rivers and seas. From his teeth they fashioned mountains and his hollow skull became the sky. To each god's favored race a portion of the new world was allotted and for a time there was peace, but nothing lasts forever.

THE AGE OF LEGENDS

With giants cowed by the cleaving of Aurgelmir, the gods explored their new-forged world. Soon they fell to strife: The gods of nature and the gods of passion and glory formed factions and fought for dominion, and Creation trembled from the blows they struck. Eventually canny Wotan, always wise and victorious, brokered a truce. The gods exchanged hostages and peace descended once more.

It was during the Vanir War that Volund and Donar created the dwarves. Warriors forged on an adamantine anvil, they were

created to counter the wild elves of Thorn in battle, who sided against Wotan's forces. Fearless warriors and giant slayers, the dwarves did great deeds in the name of their patrons. Llegions fell beneath their glittering axes and the dwarves became proud, believing themselves the greatest of all mortal races. Perhaps this was their undoing.

No mortal knows for certain what caused the Reaving, as dwarves call the fall of their kingdoms and great holds in the North. Many believe they began too much to favor Volund over Donar, delighting in craftsmanship rather than warfare, and the Thunderer was filled with wrath and smashed their mountain kingdoms into the sea. Others claim that it was treachery from beneath the earth; an alliance of dead souls slain by dwarven axes and defeated yet vengeful fey, who infiltrated their halls and brought them low from within. Certainly dwarves claimed at the time that elves were responsible, and the exiles immediately went to war with their old enemies. There were other factors too: Grabbing new lands, greed for *mithril*, and a desperate need to vent their anger on *someone*.

Grove by grove, mile by bloody mile, elves and their allies of were driven out the North. Some dwarves continued further southward, among them Volund's most devout followers, where they made a new home in the Ironcrag Mountains and the smith god became their preminent deity. Those in the North stayed faithful to their dual heritage, however: Fierce warriors, slayers of elves, giants, and trolls; proud and vengeful clans forever dreaming of a time when their fallen empire could be reclaimed.

?FDWARVES ₫ MEN

The tale of man and dwarf may be punctuated by feuds and battles, but they are allies more often than not. At first the dwarves mistook humans for a degenerate sub-breed of elf, but soon categorized them alongside the many "lesser races" of the Midgard. Gifts and knowledge eventually forged an alliance between man and dwarf, which strengthened as the old gods gave way to the new, but it was hardly an equal partnership at first.

The dwarves feuded and raided at the least provocation, and their kingdoms claimed huge tracks of land occupied by other races, which the dwarves drove out or enslaved. Those who proved too troublesome were exterminated. Those who submitted to dwarven rule were required to supply tribute, put to work laboring in mines or lowland farms, or provided slaves for dwarven lords. It was these client races who first gave their masters the nickname "reaver dwarf."

As time passed and more dwarves were lost each generation to southern emigration, war and vendetta, humanity gained a more even footing. Much of dwarf culture was adopted (or forced upon) humanity and the other races of the North, but it was mankind who taught the dwarves restrained diplomacy, cooperation, and peaceful trade. Some say they've mellowed over the years, others that humanity has simply learned to weather their pride and temper. Certainly the name "reaver dwarf" hasn't been abandoned by other races or the dwarves themselves.

OTHER RACES

The North is home to many other races beside the three remaining dwarven kingdoms and innumerable human clans. The giants are perhaps its most well-known inhabitants, claiming Jotunheim, a land that bubbles with primal energies. This is the last remnant of a much greater land (they claim), destroyed by the gods shortly after the First War, when Aesir and Vanir joined forces to crush their dreams of glory. Aside from its scale, an understandable obsession with strength and size, and despising the Aesir, life in Jotunheim is much the same as elsewhere.

An offshoot of the giant race, trolls are so prevalent that a whole region is named after them. In the oldest dialect of the Northern Tongue, *troll* means both "supernatural evil" and "something hard to put an end to"—attitudes that sum up most peoples' view of them. Despite this, Trollheim's trolls are somewhat more sophisticated then their southern kin, dwelling in crude halls and adopting the shared customs of the North—usually with a dark and violent twist.

Wilder than the meanest berserker, trolls have carved a reputation for both monstrous acts of violence and for being powerful, if unreliable, mercenaries when bribed with trinkets and strong drink. Troll women are well known to all be witches and masters of grudge magic, willing to invoke curses and black magic for a price.

Troll raids inflict untold misery on the north's isolated villages and farmsteads. 'Lucky' victims can buy off their attackers with tribute, others are heard of only in tales of broken bones and shattered timbers found where people once dwelt.

GOBLINS AND KOBOLDS

Of the smaller races, perhaps the kobolds have adapted best. Enslaved long ago by reaver dwarves, they quickly carved a niche for themselves as miners, scouts, and tinkerers – small enough to be useful and small enough to be dismissed as a threat. At first they were tolerated, then largely ignored. As a result the shadows of dwarven society are rife with kobold rogues and entrepreneurs, seemingly subservient but really running the show and trading dwarven goods for resources extracted from the dwarves own mines and storehouses, right under the nose of their supposed "masters."

Free kobolds defend their mines viciously, but otherwise maintain the ruse of a harmless and subservient little folk – at least until the opportunity to sheath a knife in someone's kidneys presents itself. Many other small races have adopted their strategy, which includes worship of Loki—embracing his cunning ways and the advantages of trickery over brawn.

Goblins refused to be conquered or adopt even the pretence of civility, and so are treated as vermin and exterminated wherever dwarves find them. Driven into the wilderness by larger races, goblins scratch an existence as opportunistic scavengers. Many tribes have fallen under the sway of worgs and nightgarms, who they often worship as totem beasts. The relationship between goblins and worgs is often the reverse of the expected: It's the *goblins* that are pets and servants of lupine lords, not the other way around.

THE UTTERMOST SEA

The cold, gray waters of the Uttermost Sea are lashed by arctic winds that fly unchecked from the tundra. The water is only a little above freezing and icebergs are often torn loose from the edges of the Bleak Expanse to go drifting slowly southward. It's not uncommon for monsters like krake spawn, polar bears, and remorhaz to hitch a ride.

Most ships encountered are whalers, hunting behemoths year round for blubber, bones, and ambergris. It's not uncommon to see Viking longships either, but they usually stay close to the coast where potential prey or trading partners are plentiful. Unfortunately for other travelers, there's little to tell a peaceful trader from a raiding

CHAPTER TWO



vessel at first glance—partly because one may well become the other if circumstances suggest that's the better course.

THE PHANTOM ISLES

Legend says the Phantom Isles are home to all manner of evils: Linnorms and demons, exiled gods, curses and cold-blooded aberrations. It's said islands rise and fall beneath the surface at the whims of fate or mortal wizards, or aren't fixed in place at all but prowl the ocean like hungry wolves.

Volcanic mists, hidden reefs, contrary winds, and maelstroms surround the isles, making attempts at landfall a risky proposition. Most visitors are unfortunates blown off-course or drawn in by supernatural lures. The isles have never been catalogued successfully, so Wotan alone knows how many they truly are or what may be hiding on an as yet undiscovered spur of rock.

BUYAN: Rumors abound of strange and uncanny happenings on the Isle of Buyan. Legends say the island can only be discovered at certain times of the year, or by destined heroes (who more often than not find their destiny ends on it), or that it spends summer floating through the oceans of the nine worlds of Yggdrasill. Some say its a meeting place for the four winds, where Boreas and his siblings gather from time to time; other claim its site of a glorious yet empty city with riches just waiting to be claimed, or that Koschei the Deathless—sometime herald and champion of crone-goddess Baba Yaga—hides his corrupt and wretched soul somewhere on the island.

LODESTONE MOUNTAIN: This mountain-sized chunk of magnetized iron has a pull so powerful, it attracts the needles of compasses from miles away and causes ships to move in ever decreasing circles around it. Closer in the pull is strong enough to make weapons fly from hands, drag nails out of a ship's hull, and to pin armored men to the ground so strongly they're unable to move and so starve to death.

THE BROCH OF GLESTOF: This isle presents visitors with only wild, broken cliffs, slick with moss and seagull guano, and the wreckage of ancient galleys. Once visitors have scaled its cliffs, a seemingly harmless scrubland of heather and bracken awaits, its gentle slope surmounted by a solitary abandoned tower. Glestof teems with birds taking advantage of the utter lack of other animal life, so during spring and summer passing travelers can reap a rich harvest of eggs from her cliffs. Woe betide those who visit late in the year though, for no man has ever passed a winter on Glestof and lived to tell the tale—nor do corpses or even bones remain the following spring.

FLYING BJARMIA: This isle of cloud giants spends most of its time high in the sky, but occasionally touches down upon the waves. The Bjarmians claim that demigoddess Gulveig was born among them,

and each one's more gold-greedy than a pack of dragons. Even their thralls are richer than dwarven jarls (or so goes the legend). The giants deal in luxuries, rare magic and valuable objects, but they're sharp-eyed traders and their 'deals' often have unexpected consequences. Buyer beware!

ISLE OF THE BONELESS: The men of this island refused to fight in the Vanir War, and both sides cursed them for it—taking away their bones to leave the inhabitants wriggling sacks of flesh. They survive to this day in their crawling and flopping state, ever-hungry to devour the bones of travelers and make them their own.

THE NIEDER STRAIT

Protected from boreal cold by the curving western edge of Thule, the Nieder Strait is considerably calmer and warmer than the open ocean, but still treacherous to those who don't know its ways. To the North, waves crash against the towering cliffs of Jotunheim and the ice-shrouded rocky badlands of Frozen Reach. Landings can be tough unless you've good charts or local knowledge to help navigate the shoals. Known as the Trollbane Coast, it's rife with volcanic activity. Helmist and choking fog is common thanks to the presence of underwater vents disgorging sulphurous steam and magma into the sea. It's a rare day that even the most eagle-eyed traveler can see all the way to the horizon.

Islands dot the Neider Strait and its common knowledge that many are actually the peaks of sunken mountains, smote down to sea-level by Donar when the dwarves offended him. They are all that remain of the dwarves' once glorious empire, now refuges and points of resupply (or raid) for longships crossing the Strait—although most dwarves don't welcome trespassers and colonists on what they still consider *their* lands. They still grieve for their drowned kinsmen and long to recover the ancestral treasures left behind in the flooded ruins. Islanders live in constant fear of aberations, restless ghosts, and wandering dwarven vættir, and other danger emerging from below.

BLACK TOOTH TOWER: Jutting up from a sunken peak, this dark edifice pokes out from the icy sea. Though waves lap and crash through missing stones and open windows on the surface, many lights ican be seen below the waterline, illuminating glass windows leading to chambers not yet breached by the sea. When the moon is a sickle-like sliver, silhouettes flit across the lights below and baritone chants disturbs the night air.

ISLE OF SWORDS: It's said this forested isle was site of the first *holmganga*. To this day it's a venue for anyone with a dispute that can only be settled in blood. Just over a mile in diameter, the island's barrows, pine copses and shingle beaches have seen the end of many feuds. Once you and your foeman step upon the isle, Wotan's shieldmaidens ensure the score is settled without interference, and One Eye's curse falls upon any who dare to flee before the bloody work is done.

ROCK OF THE SELKIES: An arc of seaweed-shrouded boulders worn round by the waves, here selkies and other sea-folk gather each summer for a *Ping*, and at other times to lure incautious sailors to their doom with smiles and charms. The rocks are littered with the bones of foolish northmen, and scattered among the remains are silver rings and gold bracers seemingly abandoned by the sea folk.

THE DROWNSTONE ROAD: Their halls and citadels may have sunk beneath the waves, but they're far from empty. Exploring dwarves have returned with stories of half-submerged passages and damp

chambers that survived the Reaving, home to degenerate survivors and things better left unnamed that came up from the seabed to occupy flooded mines. Far below the surface, a network of dripping tunnels runs the enture width of the Strait. Few brave the journey however, for the many leagues of darkness, the oppressive weight of water above, and piping and howling of lurking aberrations is enough to drive even stout dwarves insane.

JOMSBORG, ISLE OF BERSERKS

The windswept Isle of Berserks bears the brunt of lethal arctic winds blowing eastward from the Uttermost Sea. Only the toughest men dwell here, and that's just the way they like it. Everything on this island is dedicated to a single cause: glorious war.

Jomsborg is home to the Jomsvikings, a force of raiders and mercenaries renowned for their savagery and *ofermod*. Berserkers to a man, they're staunch warriors with a reputation as the fiercest of the fierce in battle. When not out fighting, they train constantly in an austere and punishing regime designed to harden their bodies and perfect their fighting rages. They'll fight for any lord able to afford their substantial fees, roving far when the pay is right, but also venture out as raiders demanding battle or tribute. They are despised across the Reaver Coast, but do abide by a strict code of honor and conduct.

The Jomsvikings only accept men into their ranks, warriors of proven valor who can endure nearly impossible tests of strength and endurance-the least of which is a ritual duel with an existing Jomsviking. Brothers are bound to defend each other in battle, forbidden to quarrel or speak ill of their fellows (irreconcilable differences are resolved by holmganga), and to never flee battle or show any fear of hardship. No women are allowed in the brotherhood or even within the walls of their fortresses-although a few female adventurers spit in the face of this prohibition and claim to have explored them by various means over the years. Jomsvikings have a scornful attitude toward women warriors in general, and a distinctly unfriendly rivalry with the shieldmaidens of Huldramose. They enjoy good repute among the reaver dwarves however. This hasn't stopped regular feuds and battles with nearby Stannasgard, but traditionalist dwarves respect the uncompromising jomsvikings as they do few other humans.

FORTRESS OF THE SHIELD BITERS: Built from stone rather than wood, the jomsviking capitol broods over a fortified harbour town. More castle than traditional hall, its ramparts bristle with catapults, spear-throwers, and watchful guards—the Jomsvikings have many enemies and their stronghold has been raised to the ground more than once. Dwarven engineers supervised the latest rebuilding and proudly claim that its grim walls are the most secure in all the North—excepting their own holds, of course. Beyond the port town the island is scattered with ancient tumuli, austere and drafty halls, and scabrous fields worked by subdued thralls.

BLOODEAGLE AERIE: Scores of rotting corpses (mostly trespassers and a few jomsviking traitors) hang from this stand of dead pines. Ravens pick each one slowly apart after they've been sacrificed to Wotan using the jomsviking's infamous ritual of the bloodeagle.

Donnermark & the Reaver Coast

The Reaver Coast has suffered at the hands of marauding raiders for centuries. Reaver dwarves were just the first: Scholars tell of cruel fey hunting parties from the Tomierran Forest, killing for sport



and making no distinction between men and beasts; or the terrible algid weeks of a bygone winter when the Nieder Strait froze solid and frost giants and winter wolves marched across the sea. In every settlement, large and small, people keep weapons within easy reach and a wary eye toward the sea.

DONNERMARK

Donnermark is a large port city that's given its name to all the lands nearby. The plains here were raided so often by Viking bands that many simply decided to stay, at first building fortified camps and later spreading to occupy farmsteads and villages for two hundred miles in every direction.

Donnermark is named after the Thunderer and his chosen people. A few hundred years ago this city was just another cowering southern town struggling to survive, but things changed with the arrival of adventurer Håkon of the Broad Embrace. When a pair of gold-inlaid pillars he'd recently plundered were washed overboard while his longship floundered in a storm, he was heard to claim that if Donar saw him through these troubles and led him to recover the lost treasures, he'd make them the door posts of a great temple in the Thunderer's honor.

When the storm cleared, both ship and pillars were washed up on the same stretch of bountiful coast. Håkon immediately set about bring the area under his sway, and when the current inhabitants of what would later be known as Donnermark objected, he issued an open invitation every Viking in the North to join him in subduing the land and claiming a portion of it. Håkon's 'great heathen horde' (as it became known in the south), reaved as far south as the Ironcrag Cantons before infighting and the stout defence of southern dwarves broke its power. Over the generations many of Håkon's descendants have lead new hordes to plague the south (mainly to be rid of ambitious sons and nephews), but none have been as successful as the first.

THORKEL THE SACRIFICER: Both the city and realm of Donnermark remains heavily influenced by its barbarous heritage, but as the metropolis has grown its rulers came to favor trading over raiding. The current king is known as Blot-Thorkel because he prays so hard for continued peace and prosperity—although because he dare not offend Donar with such cattle-kin thoughts, he regularly lavishes gifts on the Thunderer's great temple, whose doors are still flanked by his ancestor's golden pillars. The pillars are an unfortable reminder that violent days could easily come again.

THE RUINS OF THORN

In ancient days before the Aesir-Vanir war, Thorn was the glittering capitol of the elves. Towers spiralled up through the canopy, palatial halls were pillared by living trees, and dancing lights illuminated feasting glades in rainbow hues. Liosalfar descended from the far north (earning the nickname 'light elf' for the first time) to teach the inhabitants knowledge and wisdom from other planes. Soon fey, angels and others joined them as regular visitors to what was known as the Gleaming Court.

Then the dwarves brought it all crashing down.

Reaver dwarves naturally had an uneasy relationship with their elven neighbors, who worshiped Vanir rivals of their own divine patrons. At first they came like many other supplicant races, to bathe in the glory of the Court—although they saw little that impressed them. Soon they learned of *mithril* and hungered for it in evergreater quantities. It was only a matter of time before trade became demands, demands became war, and war became a full-blown invasion. Dwarven leaders claimed the war was divinely sanctioned, but for many it was all about gaining control of the mithril mines.

They didn't care about conquering the elves, only took what valuables they could carry and stripped the mines. To the outrage of elves and their allies, everything else was burned. It was an affront the elves have never forgiven, but they soon had worse to contend with—simple survival.

Retreating before the relentless axes of the dwarves, the elves turned to the arboreal guerrilla warfare they'd later be famed for. They worked grievous magic on the forest they were step by step being forced out of: Curses were laid on glades and mounds, leaving wights and vættir lurking beneath enemy boots; trees were transformed into living traps of exploding sap and grasping thorns; misleading enchantments made paths twist and vanish, treants of hitherto unknown savagery and xenophobia were cultivated and let loose. If the elves couldn't have Thorn, then no one would.

The scars of war on Thorn and the Tomierran Forest show no sign of healing. Like a draugr brooding in its cairn, the malevolence only grows stronger with each passing year. The ruins remain an overgrown labyrinth of frozen sap and razor-sharp briars, where elven traps and angry ghosts await trespassers. Towers and living halls are now blackened and shrivelled; the wood is petrified, fungus-infected, or rotting.

THE BLACK MERES: Like giant footsteps filled with stagnant water, a series of bleak mires disrupt the treeline. Into each lake the elves sunk a linnorm egg and now the waters, cursed and black as liquid obsidian, hide a gaggle of tarn linnorms whose noxious breath has fouled the surrounding swamp. Only when the clutch is dead will the meres return to their former sparkling hue and benevolent healing powers.

DEAD WORLD TREE: This eerie glade contains a corrupt and rotting *World Tree* (see Chapter Four). For miles around something not quite right about the forest drives off every wholesome beast and bird, while the twisted foliage hides slinking silhouettes of malformed and unnatural things. Like beetles infesting a rotting stump they are symptoms of the sickened tree—things that Never Were or Might Have Been; ghosts of unrealized realities and creatures spawned of untaken choices. The weave of Fate is threadbare here, and with the proper magic perhaps it can be cut entirely?

THE LOST MITHRIL MINES: Subterranean grottos of outstanding beauty, partly natural and partly worked, these exquisite caverns were a wonder of the ancient world. Lit by sparkling gemstones and mithril that glitters in the slightest illumination, their walls are carved with delicate gypsum flowers dusted with powdered gemstone; groves columned by forests of carved adamantine trees hung with jeweled fruits. A few were lost to dwarven pillagers, but the majority were sealed and hidden, guarded by potent wards and curses, tireless constructs, and elven *draugar* who rise at the least provocation. Even centuries later, the lure of mithral draws dwarves and other races in search of the caves. The elves rue the day they first showed mithril to the world.

WHISTLING YEWS: This copse of dead yew trees whistle in the slightest breeze and screech throughout the frequent gales that lash their gnarled limbs. Used as a gallows to hang dwarven captives during the Thorn War, the source of their careening are the ghosts of skulls that once dangled there. Visible as faint glimmerings on

the darkest of nights, the spectral skulls have been known to answer questions regarding their living days. Those who press too boldly or offer threats however, disappear back in time, to when reaver dwarves kicked and spasmed to the grim delight of hateful elves.

THE REAVER COAST

Seen mainly as a source of booty and slaves by their neighbors across the Strait, the nations of the Reaver Coast have turned elsewhere for aid, embracing foreign ways to beat back the flood of Viking raiders. The old gods are still worshiped, but their more savage aspects are downplayed. Kingdoms hold for generations, jarls are slowly being replaced by Earls and Dukes, and villages and temples have replaced long houses as the centers of life. The result is a land halfway between the barbarous traditions of elder days and the civilized culture of the south.

A siege mentality pervades the Reaver Coast, for the shallow drafts of longships can slip hundreds of miles upriver in search of plunder. *Sisu* is considered the greatest virtue here, for the people have had much to endure. Every farm and village stands ready to defend itself from attack or to pay tribute to buy off raiders, and most have protective earthworks or a motte and bailey 'strong house' where both people and animals can take shelter when trouble comes calling. Wandering adventurers often provide extra muscle to isolated settlements; some are genuine heroes, others charlatans or outlaws no better than the raiders.

The mighty cities of Courlandia, Krakova, and Vallanovia have grown despite a constant diet of depredation from northmen, trolls, reaver dwarves and Kazzakh hordes. Beacon towers warn of attacks and stone walls turn their towns into impregnable fastnesses. From these strongholds heavily armored knights and pike-wielding levies issue forth to throw back raiders before too many lives are lost, too many fields and farmsteads burned. This strength comes at the price of brutal taxes and despotic boyars, who tyrannise their own people in a stranglehold as vicious as the vikings they claim to protect against.

THE COLLEGE OF MIGHT: The College of Might is Krakova's most prestigious academy, providing training in martial arts, battle magic, and tactics. The curriculum is harsh, with almost monastic discipline, but the results cannot be denied. But both staff and pupils are snobbish and hidebound, however, and strictly divided by class: Commoners are trained only to serve in pike blocks and archery regiments, while nobles are taught to fight as heavily armored knights and how to rule their people with an iron fist.

MOUND OF KRAKUS: The Mound of Krakus nestles among the grassy hills east of modern Krakova. Site of a great battle by the city's legendary founder, he defeated an immortal three-headed dragon here by turning it to stone. Raising a great barrow over the beast, his priests nailed blessed spikes into its hide to bind the creature to its granite flesh and ward off anyone who would free it. Since those days the Mound of Krakus is said to have been used as a secret prison and treasury by Krakova's kings, who've stored all manner of vile and terrible things (and not a few inconvenient relatives) in tunnels beneath the dragon's stony coils.

VÆTTIR MOUNDS: Inhabited by warriors fallen in the countless skirmishes between coastal thorpes and vikings, barrows are common along the Reaver Coast. Many double as beacons to warn of attack. Locals honor the dead within with regular prayers and gifts, and in exchange many a raider has found an undead warrior or

three waiting to greet them. With each raid the vaettir grow greedier however, and it can't be long before their demands for booty and maidens become even more intolerable than those of the raiders.

Neimheim

Protected somewhat from coastal raiders by thick forests filled with gnomish magic, the cities of Neimheim have berserkers of their own to match those of raiding barbarians, and devilish allies who can pit infernal steel and enchantments against Viking iron. Neimheim has a reputation for magic and deviltry that makes most northerners uneasy, but hundreds still travel there each year to trade and raid. Most prefer to trade by daylight in its darker forests, and few stay the night.

The great cities of Holmgard and Volvyagrad were founded by northern adventurers, but have since grown large enough to throw off attacks by less than a whole army of Vikings. Trading centers for goods coming going to and from the far South and even further east, they see travelers from distant lands as well as elves and centaurs from the Rothenian Plains. Expeditions to distant realms set out from Holmgard and Volvyagrad over the portages of the steppe and passed rowdy bands of Kazzakhs and centaurs in search of riches at the other end of the Silk Road or in the shining desert cities of the far south. Enclaves of southern and eastern merchants give both cities an exotic feel.

GLOWER STONES: Staring out over the coasts and grassland borders of Neimheim are hunched stone statues accompanied by a fan of severed heads mounted on pikes. Stone eyes watch unblinkingly for approaching raiders, and severed heads moan at any who approach, warning of souls imprisoned and unable to reach Valhalla. Their cries are often enough to make a Viking band look elsewhere for victims. Curses, ill-luck, and summoned unholy creatures plague those who ignore the warnings.

TRAITOR FIELDS: Fifty years ago the Kazzakhs of Rhos Kurgan joined forces with the Duke of Volvyagrad to quell assaults on both their lands by a centaur bandit king. The battle took place at what's now known as the Traitor Fields, for when the battle was done and the centaurs routed, Neimheim's army turned its crossbows upon their Kazzakh allies, wiping them out rather than pay them in booty and land. The Neimheimers call it a great victory; to the Kazzakhs, it was black treachery. The fire of revenge burns brightly in many a Kazzakh youth's heart.

PLAINS OF RHOS KURGAN

Although technically part of the eastern kingdom of Vidim, the rolling hills and grasslands to the east of the Nieder Strait are known as *Rhos Kurgan*, land of the Red Mounds. Here wild horsemen pour libations of blood and wine over ancient barrows, honoring dead heroes and Svarog the Rider, their patron god.

The chief inhabitants of Rhos Kurgan are the Kazzakh Brotherhoods, nomads descended from an unlikely mix of northern raiders, ancient steppe dwellers, and Kariv gypsies. They have no cities and live as roving horse and ox herders, and occasionally as farmers.

CITY OF WHEELS: Moving across the plains on the back of creaking carts, the City of Wheels is Rhos Kurgan's nominal capitol and main trading centre, as nomadic as the people it serves. The majority of the city is made up of palatial *orgoo* (massive pavillions) and collapsible buildings of light wood that can be packed onto

wagons or pack horses when the city roves. Famed for its wrestlers, jugglers, jesters, and other entertainers, the city frequently seems to be one giant drunken party—although much trade and diplomacy goes on quietly amid the drink and games. Families come and go, but city is dominated by the kariv Leanti family, ruled by Clan Mother in the gypsy style. There are more kariv gathered here than almost anywhere else, although the city's population fluxuates wildly.

THE BLACK WAGON: Kazzakh and gypsy alike tell tales of the black wagon, a gypsy caravan painted entirely back. It's never seen on the move, only encountered camped, no horses to be seen. The Wagon's sole occupant is Akka the Old One, a broken-toothed oracle who foretells only doom. Meeting her means an encounter with the Eben Mare of death cannot be far off.

YURT MONASTERIES: Scattered across the plains are tent monasteries where monks, wizards, and sorcerer-priests live in studious seclusion. Many seek them out when kariv wise-women and hedge magic cannot solve a Kazzakh's problems. The steppes are home to many strange gods and spirits however, so it's wise to know into exactly whose yurt one is walking...

TROLLHEIM South of the Reaching Mountains and east of cyclopean Jotunheim, fertile forest is sheltered from the worst excesses of cold and wind.

fertile forest is sheltered from the worst excesses of cold and wind. It teems with vibrant life. Trollheim's inhabitants think of themselves as the purest

Irollheim's inhabitants think of themselves as the purest inheritors of the barbarian way: cunning hunters, fearless explorers, fearsome raiders. Be they man, dwarf or troll, few embrace the culture of the North as fiercely as these: They farm, brawl, raid each other, toast the gods, and consider themselves the best of all folks.

Most of Trollheim's humans live in her sheltered fjords, while dwarves claim mountain peaks and trolls, fey and other races nest in the forest's depths. Most people live in independent farmsteads and villages that come together in regional *Pings* when danger threatens, but otherwise have little patience for talk of kings and kingdoms.

FARE-WIDE'S HALL: Sven is a young jarl who spends little time in his own hall, so consumed is he with wanderlust. His family welcome visitors and gladly show off treasures and keepsakes from a dozen voyages, including a tireless mechanical thrall snatched from the streets of Zobeck and a genie-conjuring lamp from distant Siwal. Visits here have a reputation for leading to unexpected trips abroad and fantastical adventures, so some choose to decline their hospitality.

DEAD SKALDS TOR: Long ago three skalds huddled beneath a bare rock pinnacle in the hills. As their fire and provisions dwindled they told tales to keep out the cold, becoming so involved in their stories that they carried on passed death. To this day their ghosts sit by the long extinguished campfire, voices charming mortals to sit and listen heedlessly, until they succumb to hunger or cold. The tor is littered with bones.

THE SUITOR: An unassuming waterfall with a bottle-shaped Island beneath its cascading flood, the Suitor has a slightly sinister reputation. There are many alcohol-related deaths in its proximity, and some have claimed that a drunken Fossegrim is responsible.

The Reaching Mountains

The Reaching Mountains loom over Trollheim like weathered stone jotuns. High among their peaks is the Jormulglatz Glacier,

CHAPTER TWO

as blue and deadly as Mara's eyes, where sacrifices to the valkyries can sometimes draw their favor. Skalds say that the greatest heroes may call one of their flying wolf steeds here, with Wotan's blessing.

The highest peak is Reaching Mountain itself, a many-pointed summit that claws at the roof of the world. Upon this peak the northern gods alight to survey the lands of their worshipers. If they observe something objectionable, clouds gather around the mountaintop and they reach out to punish the offenders.

SKULLS OF NAWTCH: This two-headed jotun roamed eons ago but his renown lingers on. His immense skulls lie in the mountains, linked by unknown magic. One is used by a nearby steading to host visitors. The hall responds to greedy or lustful thoughts by teleporting those within to its companion skull, which lies in a dragon's hoard deep beneath the mountain.

TROLL MEADOW: Troll witches and sorcerers gather in this high mountain meadow to exchange potions and tales of wicked deeds. The spot is marked by dolmens and guarded by a vættir known as *She Who Sleeps Lightly*—a former 'shaman of shamans' who first taught brewing and potioncraft to the trolls.

THE SWIVE

The Swive was formed when Mara the Witch Queen bedded the sea god, Aegir. Water flooded in to drown the land around them, drowning many a gold-etched oaken hall beneath the waves and dooming their inhabitants to become sea people or drowned undead.

When the light is just right, passing ships can still see the remains of weed choked halls and farmsteads on the sea floor, hints of sparkling gold engravings and shadowy movement visible to the keen of eye. Wise captains always sacrifice to the sea people as they pass over, lest they or their patron deities be angered and drag the ship down.

THE TROLL BONNETS

The Bonnets are a forlorn range of hills named after the hollow mounds in which its inhabitants dwell. The soil is iron-hard with permafrost and largely unsuitable for farming. In summer pools of stagnant water left by melting ice spawn vast swarms of diseasecarrying mosquitoes, while blizzards and thuellai tear across the hills each winter. Although the trolls that live here have no specific resistance to these woes, their general hardiness means they can scratch a living. Every few years they're reminded that better lands exist beyond their own, spurring a bloody season of invasion until fire and steel and drive them back. Between these wars, trolls often travel to other lands for brigandage or to hire themselves out as mercenaries.

THE MOUND GODS: Small but ancient gods are said to slumber in grave mounds across the Troll Bonnets. Some of these 'little gods' are just lurking undead; others are lesser Vanir who'll take prayers from anything and fey who enjoy devotion and provoking their worshipers to acts of savagery. Trolls in search of might or vengeance sometimes invade the mounds to demand power from those who dwell within. The few who return always emerged changed – as a sorcerer or summoner, with a black magic artefact or bearing the curse of ghoul, lycanthrope, or vampire.

MILLER'S FALLS: A new name for an ancient waterfall that crashes with chunks of mountain ice. Its namesake is a surprisingly advanced mill, powered by water wheels and the labor of dwarven

slaves. Other thralls toil in the Miller's field harvesting barley, rye, and wheat for the rough and potent whisky he sells to fellow trolls. For miles around the night echoes with explosions from the crude stills that surround his hall. Thanks to him the locals have reached unheard of levels of drunkenness, but now consider themselves connoisseurs and can sometimes be bribed with gifts of mead or other drink. The Miller himself is practically king of the Troll Bonnets—enforcing servitude by withholding liquor from those who displease him. Thanks to his example, dwarves have become a prized commodity.

THE KINGDOM OF THE BEAR

The rolling hills and coastal plains south of the Reaching Mountains are claimed by the Kingdom of the Bear, which has no other name in humanoid tongues. The bears (some *awakened*, some not) claim a wide region but the population is sparse and doesn't mind trespassers, so long as they respect the King of Bears and defer to his people when challenged. Common visitors include berserkers studying the path of the bear and druids and rangers in search of a superlative animal companion. A few unscrupulous adventurers also hunt the inhabitants, because both the meat and organs of these bears is prized by healers of the distant east.



The bears fiercely maintain their own traditions but are generally solitary, their society loose and individualistic. The king remains a powerful psychopomp and war leader however, served by a cadre of witches and oracles. His royal court spends most of its time hunting in the hills near the capital and feasting, brawling, and drinking the finest honey mead from immense stone bowls.

The King of Bears rules from Gloaming Crag, which thrusts out from the foothills of the Reaching Mountains like a petrified wave. A warren of caves and tunnels riddle its interior, occupied by the King (currently the *awakened* bear Mesikämmen, generally known as 'Old Honey Paws') and his ursine, human, and lycanthropic retinue. Kingship is decided by yearly challenges, theoretically open to any bear, although lycanthropes and the *awakened* have an obvious advantage.

BJEORNSHAFEN: The most cosmopolitan portion of the realm is the largely human town of *Bjeornshafen* ('bear's port' in the northern tongue), which sits at the coastal terminus of the wide River Lakz, that runs in foamy leaps down from the Reaching Mountains. Each spring vast hordes of salmon make their way upstream, attracting a legion of bear and human fishermen in uneasy competition. Aquatic monsters sometimes follow these shoals, disrupting the annual festival until a hero can be found to deal with them.

Bjeornshafen employs a unique defense against raiders: Hives of ferocious bees ring the town, swarming out to attack anyone who draws near. Only residents are immune to their stinging rampages, for they eat so much local honey that they smell of it and are accepted

by the hives. At night the buzzing guardians are replaced by semidomesticated bears and patrols of local lycanthropes, and anything walking on two legs is treated with extreme suspicion. Few dare to trouble the town, so Bjeornshafen has earned a reputation as a safe place to make port. Traders from Vidim and the exotic kingdoms of the Far East can be found here, as can centaurs and elves from the Rothenian Steppes, Kariv wagons, and Kazzakh tribesmen.

Like the hives that protect them, Bjeornshafen is ruled by a queen: Yohana Honeyhair, an elderly but still golden-haired druidess of the Bear Maiden. She rules from Bee-Ulf Hall, overlooking the town. The mead brewed by her family is said to be the finest in all the North (made from local honey, of course) and is renowned as portage ale (see Chapter Four). Each year many casks travel north in tribute to the Bear King, a tempting target for bandits.

KINGDOM OF THE WOLF

Trollheim's most unwelcome neighbor is the Kingdom of the Wolf, a stretch of hilly taiga where Fenris is worshiped in howling ceremonies and humanoid races are relegated to thralldom. Here nightgarms, wolves, worgs, and werewolves make their home, and woe betides those who trespass in their realm. The only law here is the law of tooth and fang, and men are tolerated only as food or slaves. The 'kindest' wolves treat their thralls as pets, most treat them like cattle.

The land is largely unworked, as only thralls and sedentary werewolves need fields to farm. Ruins hint at some far-flung outpost of the elf kingdom of Thorn, but most signs of civilization are overgrown.

CUB'S HOLLOW: A hole in the tangle of roots beneath a *World Tree* (see Chapter Four), this crawlspace leads deep into the earth, where young and pious worgs commune with the spirits of their ancestors. In a cave known as the Voice of Garm, snarling words reach their pricked ears—prophecies of greatness or doom. Those who push even deeper into the earth are said to eventually fall out the bottom of Midgard, landing in the misty realm of the dead.

DEN OF FENRIS: One ruinous city remains in the Kingdom of the Wolf, known now as the Den of Fenris. Amidst rotting elven tree houses and scattered blocks of moss-encrusted marble, Wargaz the Mighty, queen and high den mother of the wolf folk, rules from what was once a palatial citadel. An ancient nightgarm with grey-white fur, she's outlived a thousand mates and rivals. Her personal guard of monstrous wolves are known as the *Moon Hounds*, for they're dedicated to the Hati, the fiendish wolf who chases the moon on its nightly course and is prophesied to one day catch and swallow it.

SKÖLL'S HOLT: A seeming blessing for those skirting the edge of the wolf kingdom, Skoll's Holt is not what it seems. What appears to be a fishing village sat on a wooded island in an estuary is actually an elaborate trap: Behind its log walls, every resident is a lycanthrope or nightgarm-spawn. The inhabitants occasionally sail out in their longship, supposedly to trade but actually to spy and infiltrate, but they find most glee in the arrival of unsuspecting travelers.

NOATUN, HOLD OF THE SEA MASTERS

If Trollheim has a capitol it is Noatun, greatest human city of the North.

It was founded by the god Njord when he was a mortal sorcerer and sea captain of unmatchable skill. Back then the people revered

the wild sea god, Aegir. When Mara bedded him and their lust begat the disastrous flood that created the *Swive*, the people called on Njord to save them from the rising waters. Njord's magic held back the sea for nine times nine days, while dwarves and men labored together to build the great sea wall that still protects their harbour from wave and storm. For this they earned Aegir's undying enmity, but the city was saved and prospered under a new patron.

Rare for a human settlement, Noatun is built more of stone than wood thanks to the skill of local dwarf clans. High, thick walls guard against landward attack, while her trading docks and famous shipyards are surrounded by the enchanted sea wall, which magically calms both wave and weather. The wall is surmounted by nine towers whose masters are charged with the wall's upkeep and defense. It's a prestigious post; the rival Tower Lords are Noatun's elite, and form the core of the king's court. The current king is *Uffi the Toothless*, a warlord of unseemly age who's physically frail but cunning as Loki and skilled in keeping one step ahead of powerhungry jarls and rival kings.

Noatun is rich and cosmopolitan, welcoming both northerners and visitors from far afield: longships laden with plunder and thirsty raiders, Kazzakh and centaur caravans, Ironcrag airships and occasional flying islands of cloud giants or magicians of distant Sikkim. Even trolls with gold to spend are sometimes allowed in.

Huldramose

Caught between wide rivers that frequently flood, the swamp and soggy land of Huldramose is ruled not by a king but by two halfelven queens. Here the old ways of the Vanir remain strong and fey encounters for good and ill are common. The people live in a bountiful but treacherous marshland, punts and rowboats replacing roads and horses. Few dwarves travel to huldramose, for the infamies of their war against the Vanir are well-remembered.

Huldramose is named for the Huldra, brawny nymphs who think nothing of beating arrogant male warriors unconscious with their bare hands. Their valor and honor is vouchsafed by One-Eye himself, for he gathered the first valkyries from among the huldra, and they still train mortal girls and women in the fighting arts. Huldramose's warbands are accounted more civilized and trustworthy than other (male-dominated) viking gangs, and while some may doubt their fighting prowess few do so after meeting them in battle.

Huldramose's capitol (after which the region is named) is a marsh town raised up on thick stilts like a collision of giant wooden spiders. Witches and fey sorceresses are far more common than wizards or priests here. Snake-handling is a common ritual, with many practitioners combining their art with hallucinogenic potions brewed from swamp-serpent venom and narcotic herbs.

THORGERD & DARK IRPA: The queens of Huldramose are Thorgerd and Dark Irpa, half-elves descended from the longvanished nobility of Thorn. Each rules in turn, an arrangement that seems to serve their people well—one at home while the other travels out in search of adventure. Neither queen has a husband, although each takes heroes as lovers from time to time and has born strong daughters to carry on the family line.

Skaldholm

The Isle of Skalds is formed from the caldera of a massive volcano, sunk almost to sea level in the heart of the Swive. Once lava bubbled in its belly and fire giants held court in obsidian halls around the

crater's rim. Now it's home to a lush forest, geysers, and medicinal hot-springs. Here and there, the ruins of fire giant halls are nestled amid the greenery.

SKALDHOLM: This city is renowned as a sanctuary for many reasons: It's located on the leeward side of the island, avoiding the worst of the weather; its saunas and hot springs are famous for their restorative properties, and its people are known for their relatively peaceful (some would say downright cowardly) ways. It's also famous for its skaldic schools, each run by a master bard who insists his particular style is greater than any other. What the scholars here don't know isn't worth knowing – or so say the scholars themselves.

THE MASTER OF THYLES: Skaldholm's king is the most talented poet in the North—a matter decided by a contest of singing, tale-telling, and flyting every nine years. The Master of Thyles leads a people striving to be seen as more civilized than the hairy barbarians around them. He sits at the heart of a network of spies and informants, for little escapes the notice of his traveling skalds. Few northerners dare to vex him openly, for his minions can destroy reputations with a few choice words.

TANNASGARD

Tannasgard is the most ancient and sacred of all dwarven cities, sacred to Volund and Donar. Far below its consecrated hearths and shrines is their holy of holies: The rune-etched Cradle Cave where the patron gods breathed life into the first of dwarven people. Here Volund showed them gleaming metals and glittering jewels, and Donar showed them steadfast courage and immortal glory, and said *"these things are yours, from now until the end of time."*

The dwarf clans of Tannasgard are pious and reclusive. The few who choose to travel (and fewer still that speak of home) describe it as an awe-inspiring complex, more a massive underground cathedral than a city. Here the dwarves worship Volund and Donar with strict equanimity, so as never to provoke their anger again. They keep their theocratic state pure by barring other races from the halls almost entirely. Even southern dwarves must undergo ritual purification and sanctification before they can walk within, and for other races the labyrinth of bureaucracy, custom, and outright stubbornness make it almost impossible to gain entry. To deal with those unwilling to use proper channels, the dwarves constructed a more literal maze of trapped corridors to intercept trespassers. Transgressors are rarely seen again—rumor says only one in every hundred is spared, the rest transformed into stone statues that act as both a warning and ward against further intruders.

While Tannasgard once stood amidst lofty peaks, the land came crashing down from the blows of Donar's wrathful hammer and now the Most Hallowed Hall sits amid mere hills. Terrace farms dot the jagged slopes of former mountains, worked by a few free dwarves and a great many thralls of other races. Hard work but better than toiling in the mines.

HUGIN'S HOLT: Since most Tannasgarders prefer a secluded lifestyle, the lands outside their city are left to tenant farmers of other races. Under the gaze of watchtowers, thralls exploit the lush lowlands between two mighty fjords that cleave Tannasgard's doorstep: The Hammer's Shaft and Volund's Tread. Most travelers find their journey ends at the cosmopolitan town of Hugin's Holt, which sits at the foot of the mountain and welcomes traders and pilgrims of all races.



THE SEVEN SISTERS: Seven huge waterfalls spray over Volund's Tread, crashing down upon the crystal-clear water of the estuary. Each is a magical gateway to the fey home of a bewitched maiden, waiting in enchanted slumber for a hero to release them. Some maintain that the waterfalls themselves are the missing women, bound in this form to guard the entrances to their otherworldly realms. Whatever the truth, the *gates* activate when light hits them at a certain angle, spawning rainbows in the misty spray.

JOTUNHEIM

In Jotunheim you can taste magic in the air and feel its tingle in your bones. It's a land of towering mountains, treacherous glaciers, scalding geysers, and magical hot springs where the northern lights can be clearly seen from every summit. The mightiest of giantkind rule its halls, and even gods walk cautiously in their domain. Lesser races soon learn to give the giants a wide berth or face the consequences. It's quite a shock for most humans and dwarves to discover that here *they* are the small races, surrounded by larger and stronger beings.

The giants have claimed Jotunheim as their home since the beginning of the world. They call it the Bones of Aurgelmir after their slain progenitor, and here they plot to regain their former status as masters of the world. The jotun lords despair at how small and puny other giants have become—a dwindling of size and power they ascribe to the rise of the Aesir and the plots of Wotan. Some jotuns work tirelessly to return their people to their former glory, others brood and look only to their own power and comfort. It's millennia since the Jotun lords were unified.

Other breeds of giant are scattered throughout the mountains and live much as their human neighbors do—farming, herding, raiding, and bending their knees only to whoever can make them. After the jotuns, fire and frost giants are the most powerful inhabitants, rivals bound by mutual hatred. The frost jarls claim the northeast of Jotunheim and some of the Bleak Expanse beyond, while the fire lords make their home in a range of volcanoes called the Crib of Earth's Blood, nestled between the charred and desolate remains of what once was a stunningly fertile valley. Fire and ash erupt into the

air and any who die covered by the Crib's enchanted ashes rise again as twisted undead. Some say this terrible place is where *Surtalogi*, the great weapon of Ragnarok, is being forged.

GASTROPNIR: Gastropnir is the deadly abode of Mengloth, a giantess with equal talents of healing and witchery. It's said she can draw the dead back to Midgard and cure even divine plagues and curses – or deliver them upon enemies. The usual price for her services is a powerful magic item, especially enchanted jewelery which she craves above all other artifacts. Countless treasures lie in the vaults of her hollow mountain home, and to keep them safe she has filled its corridors with traps and roaming monsters. Not without good reason is her hall called *Guest-Crusher*.

THRYMHOLD: Hidden behind the cascade of an icy waterfall, this fortress has a history both glorious and tragic because its masters tend to come to a bad end thanks to gods or heroes. Thrymhold's most famous lord was Thjazi, a jotun adventurer who managed to steal Donar's hammer and shame the champion of Asgard. His son Bergfinn, one of the few survivors of Thjazi's bloodline, sulks on his father's throne while the once busy halls stand gloomy and desolate. His half-sister Skadi, wandering daughter of Thjazi and the Snow Queen, is his only visitor. A less welcome guest is the disconsolate shade of Thjazi himself, which refuses to pass into the Underworld until he's been avenged.

TOMBS OF THE FROST JARLS: A set of enormous barrows overlook this glacial valley, where former kings of the frost giants lie buried. War brews here, as an expedition of goblin and kobold looters is carving tunnels into the tombs, provoking fury from giants too large to pursue them. Both sides are seeking mercenary tunnel-figters.

UTGARD: The mightiest hall in all Jotunheim. Protected by layers of impenetrable illusions and enchantments, it's said not even the gods themselves can find her doors unless the lord of Utgard wills it so. Over the centuries its master has changed several times; often giants, sometimes demigods or powerful mortal adventurers. The current Jarl is a giant so skilled in trickery that even his name is a kenning for guile: He's known simply as Utgard-Loki ("Loki of the Outyards" or "Loki of the giants") and he's famed for humbling even Donar and his namesake when they visited the hall.

THE HALLS OF FOAMING ALE: What do fire giants drink? Who dares serve to them? Lo, the inhabitants look like pale and stunted dwarves, or half-men. Tall they stand, bright of eye, as they weave amongst enormous tables bearing huge mead horns to giants relaxing before the dazzling hearth.

YGGDRASSIL'S CROWN: Ringing this icy peak are four 'sky docks' used by cloud giants to anchor their flying castles. Named after the divine stags said to nibble on Yggdrassil's canopy, they've recently seen new and unwelcome visitors: A fleet of exploring airships crewed by southern dwarves. Traditional enemies circle each other warily, balanced on a knife edge between opening trade negations and outright war.

THE GIANT'S PLAYGROUND

To the south of Jotunheim sits the remains of the reaver dwarf empire, now known as the Giants Playground.It's home to giant exiles, outlaws, and adventurers as well as nomadic clans of ogres and trolls, a few human prospectors and treasure hunters, and reckless dwarf bands out to make their name by reclaiming a fallen citadel. The western edge is warmest, although too close to the fire giant heartland for most visitors' tastes. **6178M\$X78F\$M\$**\$\$\$

CAVES OF GJOL: Sulphur and hel-mist billow from a maw-like opening in the cliff side. From the darkness comes the crash of steel and the echo of distant growling. These are the Caves of Gjoll, whose waters are filled with tumbling blades and whose subterranean flow cascades into the Underworld, passing the water gate of Hel's domain and the enormous bloody-throated hound that guards it.

THE CLEAR SEA: This deep sweetwater lake is slowly expanding. Its water is clear and perfect for brewing; its shores abundant with flora and fauna. At the bottom of the lake sleeps a two-headed linnorm. When it stirs, young giants revel in the waves that thrash the surface. Bringing a coin from the linnorm's scattered horde is a coming of age ceremony of them. It is always tossed back afterward however; for fear that even a single stolen coin may rouse its owner from slumber.

WOLFHEIM

Wolfheim is an isolated dwarf hold guarding an uncompromising locale: The border between Trollheim and the Giant's Playground. Other races would consider settling there to be a suicidal mistake, the Wolfheimers think of it as a worthy challenge.

The dwarves of Wolfheim are generally blond and ruddyskinned, although their hair and beards turn silver-white relatively early in life. Don't expect that to be a sign of weakness or infirmity however—prideful, bold, and highly traditionalist, Wolfheimers hold to the old reaving ways more fiercely than any other northern clan. The most violent aspects of Donar and Volund are worshiped here, and Wotan is almost as popular. Displays of strength and endurance are common during services (and in the legal system), some of which involve ritual mutilation and scarification or other trials by ordeal.

Wolfheim's warriors raid and feud constantly, but nearby trolls and giants feel the majority of their wrath. They do reave south as well however, easily finding an excuse to claim tribute or seize fresh thralls to work their mines and valley holdings. The death-toll among their slaves is shockingly high and so thralls are treated as cheap and expendable resources, especially those who work above ground.

Although it has great midden caves and fungus-fields, Wolfheim lacks the farms that surround most dwarf holds. Slaves must hunt or tend vast reindeer herds in the wilderness to fill their masters' tables with meat, and they suffer greatly from wolf and worg attacks. Even worse, thralls are forbidden to kill wolves even in defense, thanks to an ancient pact between the dwarves and local winter worgs, who serve the dwarves as guards and scouts. Wolfheimers may be famous for keeping winter wolves as 'pets' but in truth it's an alliance between two intelligent races. The beasts are hardly what any animal trainer would call domesticated.

Because of its hard land and refusal to tolerate the views of their modern and moderate kin, Wolfheim has earned a reputation as the spiritual home for ultra-conservatives and traditionalists. It's a beacon for young dwarves of both northern and southern stock who want to embrace the fearsome culture of the bygone age, and elders who still dream of the glorious reaver days when dwarves were masters of the world.

WOTAN'S BLOOD RING: At the border of three of Wolfheim's jarldoms there is a copse of spruce. In the centre lies a large spiralgrooved stone, a *Ding* rock. Dwarf chieftains come here to swear pacts and form alliances, for oaths made in blood bind their speakers

Everythings Bigger in Jotunheim!

Jotunheim is the ancestral home of all giant-kind, and perhaps other breeds of dire and overlarge beasts too. Humanoids aren't the only giants here: Unusually large flora and fauna are common, from dire animals of all types to fist-sized acorns and apples the diameter of a human head, and pines that dwarf Earth's giant redwoods.

At the GM's option, magic may be similarly larger than life here. Casters can tap into this well of abundant life energy (the lingering soul of Aurgelmir, giants claim) with a Spellcraft check (DC 15 + level of the spell cast). If successful, treat the spell as Widened (as per the metamagic feat, but without taking up an additional slot). Characters with the Widen Spell feat can automatically add it to their spells without raising the level, but n this case the spell fails if cast anywhere but Jotunheim.

beyond even death. A thrall is often 'honored' here by being subject to the blood eagle upon the sacred stone.

THE LOST DWARFHOLDS

Many dwarven lives were lost in the Reaving which sank their empire, but not every hall was destroyed. The remains of Aurvang and Nordheim remain embarrassing stains on dwarven honor, and it's a rare year that the councils of the dwarves do not at least *discuss* plans to recover them. Other halls were lost beneath the Neider Strait and several more are so ruinous that hardly any trace of them remains.

NORDHEIM: Ironically the greatest of the reaver kingdoms was the first to fall, and the shame is worsened by the dwarves not knowing for certain how. Not from without—that much they claim with fierce certainty. Some *thing* crept up from the depths of the earth to extinguish its hearths and forge fires, and during a terrible winter in which the overland routes to Nordheim were blocked, *it* or *they* somehow destroyed the dwarven capitol from within.

The dwarves blamed the frost giants and their jotun masters, they blamed Boreas and his freezing winds; they blamed fey conspiracies and elven ghosts, blamed the Vanir and demons from Ginnungagap. They promised vengeance to the end of the world... but however sharp their axes, they could not cut truth from the mystery of Nordheim's fall. They say its destruction was the beginning of the end, and that their failure to avenge it may have stirred Donar's wrath as much as turning to craft and trade.

Whatever the truth, Nordheim was smote worse than any other hall. The dwarves mourn it still.

LANDS OF THE FALLING WALL

Long ago the dwarf citadels of Nordheim and Aurvang were allied to the human city of Issedon, a stronghold populated by heroes from Trollheim and, it's rumoured, wizards and mystics from a secret polar realm named Hyperborea. Together they were known as the Vanguard Kingdoms, and they guarded the world from the wiles and rages of Boreas. The alliance's greatest creation was known simply as The Wall, a line of fortified bulwarks that sealed off the most easily-traversed passes from the Bleak Expanse. For centuries, Boreas sent thuellai and ice elementals through the valleys, but thanks to The Wall—strengthened by dwarf spells and



stonemasonry-the Vanguard Kingdoms held his worst excesses back.

Tired of defeat, Boreas unleashed a new weapon on the North: Living Glaciers. Unstoppable masses of ice larger than the greatest castle, these chunks of living tundra possessed ponderous but malevolent intelligence. Surrounded by a deadly aura of cold, they moved slowly but inexorably, crushing everything in their path. They destroyed Aurvang and swallowed Issedon, sundering both The Wall and the alliance that defended it.

Although collapsed in many places, the stones and sorcery of The Falling Wall (as its now known) still battle against the onslaught of the North wind, but every year glaciers topple another section and push more of Boreas' influence into the wider world. The pass is not entirely undefended however: Pockets of resistance remain in the form of undead, remnants of Issedon's defenders still standing defiant in her ice-shattered valleys. Most are ghosts who've forgotten everything except the need to stand fast and resist the cold. A cabal of liches command the defenders in their eternal war, and they do not suffer interference or suggestions that their troops should move on to their rightful rest.

ISSEDON THE ENTOMBED: Thuellai and Ice golems prowl the glacial plain that squats over Issedon, but many of the city's dwarfbuilt halls still stand, trapped beneath half a mile of blue ice. Here and there broken crenulations of once-mighty towers stretch toward the surface, some close enough to allow access to adventurers armed with ice-breeching spells. Remorhaz tunnels also provide a way in, but their inhabitants make these routes an even bigger risk than burrowing down from the surface.

Deep within the glacier a network of passages connect halls of shattered stone now mortared with ice and ground up skin and bones. Trapped within the city centuries ago, some of Issedon's dwarf and human residents seem to have survived its overrun. Entombed, the survivors turned to cannibalism and inbreeding; the results now scrabbling through Issedon's chill tunnels are ghoulish derro. They scavenge the sunken city in an instinctual search for something that their mad, hungry minds cannot consciously name. Every Issedone lair is filled with junk and salvaged artefacts, which

constantly stollen and restollen from each other. Only the promise of fresh meat distracts them from the magpie lure of Issedon's ancient relics.

THE PROPHET GLOM ARGAU: When living glaciers broke the defenses of the dwarf city of Aurvang, the inhabitants unleashed the magma that warmed their volcanic home, ringing the fallen hall with a sea of fire. One of the invaders survived however, retreating into the chilly depths of the citadel. Its name is *Glom Aurgau*, a living glacier that claims the volcanic smoke has given it the gift of prophecy. Surrounded by lava and choked by fumes, the 'oracle' is clearly mad—if such concepts have any meaning to a mind of living ice—but the accuracy of its prophecies are not in doubt.

Brave travelers can earn a rede from the glacier but its price is a large chunk of ice or significant cold magic directed into the lava moat that imprisons it. With every offering the molten prison grows cooler and smaller, and Glom Aurgau comes closer to escape.

FROZEN REACH

Sail up the westernmost coastline of Thule and one will see fjords smothered in a thick layer of ice. Even the brave whalers of the Uttermost Sea prefer to keep their distance from those treacherous shores, for jagged icebergs lurk just below the surface and forlorn vessels can be seen locked within chunks of glass-clear ice—crews preserved forever in a moment of panic and terror.

Summer never comes to broken reach, for it's the domain of Queen Morrinn of Grokeheim, the proud, cruel and cold-hearted Snow Queen, daughter of Boreas. Her snow maiden servants roam the plains of Frozen Reach with impunity and travelers who cannot claim good reason to be moving through the Queen's territory frequently meet a chill end in their killing embrace.

The Snow Queen is supremely vain, an immortal sorceress whose arts can turn the noblest heart cold and wicked. Ice polished to a mirror shine allows her to *scry* on the rest of the world, but all they reflect is wickedness and ugliness, so the queen believes the world deserves her hexes. Even her daughter Skadi has been cursed and exiled, condemned to wander the mountains and tundra of the North alone.

GROKEHEIM: The delicate spires of Grokeheim rise like gleaming spearpoints from the headwaters of the largest fjord in Frozen Reach. Carved entirely from ice, its towers shine when brushed by the least glimmer of sunlight, a lure to passing travelers. Those brave enough to follow its light soon find themselves passing a floating graveyard of iced-over ships and cold-killed crews frozen to their posts. This is the navy of the Snow Queen; the dead remains of guests who dared displeased her. Defending her palace on the landward side are the Glittering Plains, a featureless expanse of ice that blinds travelers with white-outs and mirages, and freezes them solid with boreal cold.

GULVEIG'S TEARS: These chilly shingle beaches are exposed to the worst of Thule's killing clime. Streams trickle into the sea from glacial runoff, while desperate prospectors sift gold dust from the sand with their bare hands. Men and dwarves seek their fortune by day and huddle in reindeer-hide tents and driftwood lean-tos at night. Some miners work the surrounding hills (or break open nearby barrows) but most haunt the rivulets on the sand, panning for gold. Pitches are claimed long before dawn and the competition is murderous. Killings over a stretch of stream occur almost daily, and more than one prospector has failed to leave the beach with



their haul. Ghosts of murdered men and disturbed barrow-wights wander in the night. No one lingers outside after dusk.

WYRMKIN GLACIER: Pushing through a beautiful fjord into the sea, this glacier is crawling with white dragon wyrmlings. Hundreds of them. They seem more civil to each other than other such dragonlings, but no one has ever reported seeing eggs or adults in the area, prompting locals to whisper that the wyrmlings are spawned by the ice itself.

AMAROTH, THE SLEEPING KINGDOM

Nestled between a trio of peaks that block the sun's light for most of the day, ill-fated travelers can find the basalt city of Amaroth, the Sleeping Kingdom. Sheltered from weather and the Snow Queen's bitter influence, Amaroth's valleys are surprisingly abundant. Thick pine forest conceals the landscape in a dark green murk, dots of bright reddish-crimson amaranth flowers enlivening the gloom. The Blood Flower symbolises immortality and is a potent alchemical agent, but to the dwellers in Amaroth it's most precious as a drug.

Amaroth is almost completely cut off from the sky. Stone corridors connect windowless ziggurats; domes cover courtyards and atriums, while crypts and sepulchres burrow deep into the surrounding earth. This city despises the sun, and with good reason.

The Lords of Amaroth have chosen a necromantic route to power and survival in the frozen North: They're vampires who spend much of the year slumbering in narcotic bliss thanks to the nectar of amaranth flowers. They rise in mid-autumn each year to prepare for the sun's departure, but the city only truly comes to 'life' during the Boreal Night.

Olemaun the Ever-King rules Amaroth. When the sun sets he dispatches vampire huntsmen to scour the surrounding lands for victims. Some ride out on skeletal steeds with packs of scampering ghouls leashed like hounds beside them. Others crew black-sailed longships that travel swiftly thanks to the strength of inhuman oarsmen. No one within leagues travel of Amaroth is safe from vampire hunting parties.

In the days of near-permanent darkness great slave auctions are held throughout the undead city. Captives are sold like cattle, the few who avoid immediate exsanguinations kept as entertainment; some treated as pets, others used guards or lovers—transformed into undead to preserve whatever trait caught their master's eye. Rare escapees have reported winter nights are spent in orgies of blood-drinking and flesh-tearing, punctuated by hunts and gladiatorial games, and rituals to honor Mara the Winter Maiden and Mordiggian the hunger god.

IRON WOOD

Few trees that can thrive the arctic winds blowing directly from the tundra, but north of Broken Reach there's a forest that's weathered the worst the of it for centuries: Iron Wood.

The titanic grey-barked pines of Iron Wood are as hard as their namesake. Bane of all fey, and many natural animals, its iron canopy is home to hags and nightgarms, and all manner of creeping, feculent, verminous things that serve the wicked crones. It's ruled by an ancient troll hag named Angrboða, She-Who-Brings-Sorrow; mother of countless plagues and monsters. Her most infamous brood were spawned with Loki himself: Fenris the demon wolf, Jormungandr the world-encircling serpent, and half-dead Hel. The Moon Hounds of the Kingdom of the Wolf howl prayers to Angrboða, as do some troll and giants and other enemies of the gods. Loki's cult also reveres her, traveling to her hall in the hopes of meeting their wandering god, for the Trickster still visit his former lover from time to time. Angrboða truly loves him, they say.

A few *trylleri* villages huddle beneath the shelter of Iron Wood, suffering the demands and depredations of wolves, hags, and other monsters because they have nowhere better to go: Outlaws and their descendants, the skalds claim. Surly, jaundiced and pessimistic, the rustic clans of Iron Wood practise all manner of strange and littleknown charms to ward off danger and ill luck; some are no doubt powerless but others seem effective—at least in the vicinity of Iron Wood.

Fey of course, never come within a league of this place.

WORLD'S EDGE: On Jotunheim's northernmost scarp, a tiny spit of land thumbing out into a great frozen bay, stands a crumbling hut. A goatherd tends his flocks, beside the hidden entrance to a great cave full of cheeses. Each morning he stands to watch the sun claw a hole through the gauntlet of clouds. They say he's a glima master, an archmage or a god. He just smiles and says all things are possible at the world's edge.

STANNASGARD

Stannasgard is the most open and cosmopolitan of the reaver kingdoms, a major trading enclave that stands almost as a gateway to the Neider Strait and for many merchants it's the farthest into northern waters they wish to venture. It's also the home port of the dwarven whaling fleet, a site of pilgrimage, and staging post for a quiet invasion of the North by new ideas.

Iron and adamant mines are the backbone of Stannasgard's prosperity, for the land is rich in veins of outstanding purity for leagues around. Working from these superlative raw materials the dwarves have forged a reputation as master craftsmen, especially in the crafting of shields and armor. The production of relics is also big business, for Stannasgarders consider themselves to be the most good-hearted and just of all dwarves. Their slaves are well cared for, their feuds justified, and their wars are all holy crusades—or at least, so insist the clan elders. For many dwarven paladins, Stannasgard is their spiritual home.

Visitors come from far and wide to commission reliquaries and sacred treasures, as well as items to be enchanted. There's a steady flow of Ironcrag dwarves looking to reconnect with their roots too, and they bring new ideas and new technology with them that the local temples of Volund embrace and promote—to the outrage and disgust of dwarven conservatices. In no other hold do the modernist and traditionalist factions clash as often, and as bloodily. There are halls and corridors (and streets, on the surface) controlled by each faction where their enemies do not walk alone or unarmed, and gangs of fervent youths from both sides are often looking for trouble.

Another group of visitors are human pilgrims from the south. Worshipers make the long journey north from Zobeck and the Seven Cities—some dragging sanctified anvils as a sign of devotion – to ask for a blessing at Stannasgard's mountaintop *Shrine of a Thousand Anvils*. Situated at the summit of a steep incline, the grounds of this cathedral are littered with offerings carried there by supplicants.

THE FACE OF GRAM: Scowling out over the sea, this headland is carved into the glowering visage of a reaver dwarf King, eyes burning

with supernatural fire that can be seen for many miles. Those accused of crimes are frequently sentenced to a night on Penitent Strand, a sandbar that squats beneath its stony countenance. It's said that no guilty person can bear king Gram's stare for even a single night, although subaqueous viridian lights sometimes seen around the sandbar hint at another explanation for prisoners disappearing in the dark.

THE BLEAK EXPANSE

North of Jotunheim and the Reaching Mountains there is only windswept white tundra stretching off to the end of the world. Ice so deep some say there's no ground beneath it, nor ever was. This is the Bleak Expanse, a desert of snow where Boreas rules unchallenged. Yet men survive even here—the hardy *skraelings* survive on the outskirts of the tundra and the frozen sea, evading the dire bears, remorhaz, white dragons, and ice linnorms that also call it home.

Legends speak of lost palaces and tombs swallowed by Boreal ice, lush lost worlds and great treasures buried beneath the snow, but all most adventures find is death. It's easy to go astray in the tundra, where billowing snow causes land and sky to blur into a single white haze, and the emptiness causes despair and hallucinations. Madness is a constant companion looming over your shoulder, stayed only by the campfire's wan light. Only yeti and skraelings seem to have mastered the art of long-term survival on the ice.

Despite the preserving cold, few features of the waste endure for long. Even lasting landmarks can topple, be shifted miles away by moving ice, or disappear into a sudden crevasse. For the most part the tundra is just an endless series of glassy scaurs and pressure ridges. The only true permanent fixure is Boreas' Tower of the North Wind, an unwelcome but useful point of reference.

KRAKE MOTHER'S CORPSE: One of a few landmarks not yet swallowed by the white expanse is a titanic frozen corpse locked half in, half out of the ice. Larger than the largest dragon, the 'krake mother' as its known is a mass of tentacles and less definable organs spilling from a half-buried spiraling shell. Krakens lay scattered around it, looking like newborns compared to its tremendous bulk. Despite being frozen solid, the stench of brine and rot is overpowering.

For starving ice travelers or prowling beasts the prospect of tearing a chunk of frozen flesh from the bodies or taking shelter beneath a shard of shell may sound tempting. But hundreds of krake spawn swarm and scuttle around the corpses, and packs of ice mephitis have burrowed into the frozen blubber. Only creatures able to fight or scare them off can get close to the krake mother. Currently two rival groups are investigating the Krake Mother's corpse: A band of frost giant adventurers and a pair of ice linnorms both seek to claim any secrets of the corpse. Thuellai circle above, no doubt ready to descend on whoever proves the victor.

THE BOILING TOWER: A column of steam rises up from the tundra to mark the Boiling Tower. For a mile in every direction around it the ice is replaced by boiling water, for the red stones of the tower are hotter than lava. Storms of raging thuellai perpetually circle it, howling in frustrated rage but unable to harm the occupant.

The tower is home of the Auvindri Against-the-Wind, a fire giant magus who's surprisingly gregarious with visitors. He's no love for other races but turns away almost no one who makes it to his abode, saving the servants of Boreas. His tower is an open act of defiance against the Devourer, and Auvindri also delights in rescuing

travelers from the god of the north wind's minions. He provides a table that overflows with mulled wine and roasted bear to travelers who bring news of the outside world or tales of victory over the North Wind. He refuses to discuss his feud with Boreas or why he chose such an isolated and besieged spot to make his stand, but it's a good omened site: Many travelers receive unexpected rescue when Aurvindri appears out of nowhere to drive off the servants of cold.

REMORHAZ GRAVEYARD: Driven across the ice by a homing instinct as strong as that which drives salmon upstream, the Graveyard is where remorhaz go to die. If badly wounded or when they sense their internal fires beginning to flicker and wane, they make for this otherwise unremarkable patch of ice to howl like pained mammoths until the end. Thousands of remorhaz shells, sections of segmented chitin and membranous wings lie frozen here, in a lake of sludge ice and half-melted snow.

THE BURNING QUEEN: The Remorhaz Graveyard has a guardian above and beyond the sickly beasts that wait to die there: *Heitur Dama*, named by the frost giants as queen of all remorhaz. Her fires are still red hot despite centuries of hunting and battling in the Bleak Expanse. Frost giants sometimes bring her gifts and seek her wisdom, and she's no friend of Boreas. A century ago after the god decreed a pogrom against her people; Heitur Dama melted the icy gates of Geskleithron before being driven back. Her favorite tactic is to burrow beneath her enemies, reducing the ground around them to a drowning lukewarm soup.

DEAD WHALER'S LEAD

Between the coastline north of Iron Wood and the Lung of the Sea, there are hundreds of miles of floating, broken pack ice. Each winter the ice swells and spreads, then shatters in the all too brief summer, loosing drifting icebergs. Thulian winds blow floating ice clear, forming a bow-shaped polynya known as Dead Whaler's Lead. As the biggest break in the ice for leagues in any direction it teems with whales, seals, and marine birds. Foolhardy hunters try to cull this cetacean bounty; most are consumed by larger, less-human predators.

THE LONGSHIP TOMBS: All around the Lead are the crushed remains of ships that lingered too late in the year and were trapped by reforming ice. Many have been reduced to splinters, but others, envelopped by a thick layer of frost, have been preserved for hundreds of years. Skraelings sometimes brave the wrecks in search of materials, but more often than not these refuges are occupied by lairing beasts—some of whom are clever enough to know that wrecks attract curious prey.

THE TOWER OF THE NORTH WIND

Rearing out of the tundra like the tip of an enormous black stone spear, the mountain known as the Tower of the North Wind is taller than the highest peak of Jotunheim. On its pinnacle far above the clouds rests the ice palace of the demigod Boreas, almost high enough to touch the stars. Frozen souls dangle like icicles from its corridors, and the very air seems frozen to lifelessness. Boreas himself broods and plots upon a jagged throne made from broken *flametongue* blades, his rages southed by the ululations of rimy thuellia and the caress of ice maiden concubines.

GESKLEITHRON: At the mountain's foot sits a metropolis carved entirely from ice. Snow white walls and bastions surround regal halls of blue ice and glass-like towers stretching high into the



sky. Delicate filigree bridges arc like silver cobwebs, while frozen fountains immortalize gouts of leaping water and icicles jangle in the constant breeze. The city is undeniably beautiful and a marvel of engineering, worked exclusively from ice with skill that even the frost giants cannot match. Its temples ring with howls of praise, its artisans carve weapons and armor of hardened ice; its markets trade in bottled storms and mortal souls and memories frozen solid by the Boreal chill. Mortals can survive here, just, but only the elemental servants of Boreas are truly welcome.

THE LUNG OF THE SEA

Ships following the pack ice northward encounter an almost indescribable barrier that scholars have named the *Lung of the Sea*. Neither land nor water, this cloying ooze is too thick sail through but too yielding to walk upon. It resembles a titanic patch of frogspawn; though empty of 'tadpoles,' massive shapes can be seen moving in its depths and dim echoes of piping and moaning echo up from far below. Shimmering with iridescence like the northern lights above, it never freezes despite the biting cold.

Nothing remotely natural lives in the Lung of the Sea. Its landward edge is prowled by oozing abominations; colossal gibbering mothers, ice ropers, jellies and slimes. Explorers who've flown north over it report shoggoths breaching the surface like whales - sometimes battling with aboleth—and the even more massive tentacles of some otherwise unseen beast, which flex mindlessly in the air and sometimes make a grab for low-flying creatures. The Skraelings call this beast *Partalainen*, That Which Dwells on the World's Edge.

The Lung of the Sea continues for many leagues, stretching right around the pole. Although the pointed bare summits of sunken mountains poke through the Lung here and there, the only major landmass is the island of Hyperborea, which the Sea Lung rings like a vast unnatural moat.

THE NORTHERN LIGHTS

Trollheim lore names the lights *Bifrost*, a fiery rainbow bridge connecting Midgard to the realms of the gods. The legends are correct, but there's far more to the northern lights than that.

The lights flicker with raw prismatic energy, radiating magic down onto wherever their light touches. Southward beyond the Sea Lung, this energy is weak enough to be mostly harmless. In and directly beneath the auroras however, its effects are far more potent. Wild mutations and hideous aberrations spring up every generation in the offspring of Hyperborean plants and animals, and humanoids find a small but steady percentage of their children born with a natural tie to the upper or lower planes, or elemental realms. The effects are not regular enough to destroy the ecosystem but it's warped the creatures of Hyperborea into evolutionary throwbacks and strange variations unseen elsewhere.

Whatever its corrupting effects on corporeal creatures, the liosalfar clearly find the lights' energies comfortable or nourishing. They regard the dancing panorama partly as a home, partly as a feast, and partly as a doorway to explore the planes beyond Midgard—for the mortal world really does come to an end in the lights, touching other times and worlds seemingly at random. Effectively a permanent *gate* to the planes beyond, flying travelers who traverse it unprotected are buffeted by storm winds and waves of magic, likely to be petrified, vaporised, sent mad or suffer unsurvivable transformations. Only lioslafar know the secret of passing safely through.

The *liosalfar* regard the lands and people of Hyperborea with mild curiosity, like a weed-filled garden inherited along with a desirable residence. They generally allow it to go untended but still consider it theirs and step in if serious danger threatens to engulf or destroy it, as Boreas knows to his cost.

Liosalfar make powerful but unreliable allies, concerned with their own inscrutable affairs but from time to time distracted by going on beneath them. Catching the right liosalfar at the right time can produce insights and knowledge beyond mortal ken—at the wrong time it can result in a prismatic blast or being flung out of the world and into gods-know-where. Given their alien and unreadable minds, there's little chance of knowing their mood in advance.

Hyperborea

Beneath the apex of world where polar lights cavort in drifting streams, the island of Hyperborea explodes with verdant life. Here mortal laws of nature bend and crumble and Midgard mingles with the multitudinous energies of the outer planes. The sun rises and sets only once each year, living colors dance in the air, and a lost world's basalt crypts and ancient caves hold treasures and horrors of the primordial age.

A caldera thrusting up from the Lung of the Sea, the borders of Hyperborea are reinforced by massive ramparts of rune-carved granite. Scaling their icy surface is like climbing a ledge less mountain, but four massive barbicans breech their otherwise unbroken circle, each sealed with a priceless gate of prismatic steel big enough to swallow two longships sailing abreast. Covered by layer upon layer of ice, the gates haven't opened in millennia. Around this inner heart of the Sea Lung, worn and curious driftage of alien shores can sometime be found. Brave scavengers clamber down the walls on hair ropes, hoping to salvage a valuable curiosity or artifact from the uncanny junk before a shoggoth rises to batter or devour them. The lords of Hyperborea pay handsomely for such detritus, believing it the floatsam and jetsam of the gods.

Within the frory walls the air is as warm as the deserts of Siwal and lush vegetation erupts from swampy volcanic earth. Hot springs create an unworldly mist that wriggles between jungle trees and tickles vines and tiny flowers found nowhere else in the world. At first glance Hyperborea is a paradisical refuge, but a more thorough viewing usually leaves explorers uneasy. The plants and animals are similar to those found elsewhere but subtly and disturbingly different—mutations that should never have bred true, evolutionary dead ends and things that should be long extinct. Among the ferns and tropical vines, carnivorous plants abound, strange and overlarge insects skitter underfoot, and aberration best left undescribed lurk under fallen logs and beneath the surface of bubbling pools. Hyperborea seems to echo with the cacophony of a normal jungle, but each sound is unrecognisable to even the most skilled student of nature. The fauna and fauna resemble a wizard's menagerie more than nature's bounty, and the uncanny environment only increases in intensity as you move deeper in.

There are humanoid inhabitants too: Troglodytes lurk in the swamp pools and volcanic caves, venturing forth with primitive clubs and spears to gather sacrifices for their froghemoth-shaped idols. A breed of serpentine lizardfolk, more advanced than their stinking neighbors, dwells in camouflaged tree houses brewing venoms with which to adorn blowpipes and obsidian-headed arrows. The human inhabitants call Hyperborea's green morass the Snakehead Jungle.

THE PLATEAU OF THULANG

Hills surround a central plateau that rises from the heart of the sultry jungle. The higher ground provides some respite from the sicklyhot verdance and the reptiles that prowl it. Here the Hyperborean humans make their home.

They divide themselves into seven tribes, each ruled by a lord whose title derives from one of the seven colors of the northern lights. Each tribe contains both dayborn and nightborn members, and their jarls share rulership of the kingdom: Dayborn rule during the Midnight Sun, Nightborn during the Boreal Night (never quite dark thanks to the closeness of the polar lights).

The seven palaces of Hyperboea are sprawling complexes of stepped pyramids, painted domes, and garden terraces, with every spare yard of wall covered by frescoes and carvings that hint at some elusive secret significance. The buildings seem made for humanoids larger than normal men but not quite giant-sized, but aside from their constructs and hints of war with Boreas in the distant past, little of Hyperborea's ancient history remains. Stories of the Hyperboreans' origins have been lost to time, and although liosalfar alight here and seem more inclined to talk with mortals, even they do not speak of Those Who Came Before, who built the palaces and the strange ruins that fill the plateau.

The bricks of Hyberbores's ancient citadels may be cracked and filled with vines and flowers, but still defensible against raids by troglodytes and lizardfolk. It's a ruin, but many of its pillared halls are habitable-even lavish by the standards of the North. No thralls serve in the complex, its masters are instead waited on by constructs of marble, glass, or prismatic steel that seem built more for abstract artistry than anatomical precision. Enchanted tables produce fruits upon command, fountains flow with water or wine as desired, enchanted and mechanized instruments play themselves for the amusement of the Hyperboreans. Many of the people have turned to esoteric or hedonistic pursuits; lingering in the arms of devilish temptresses or adopting ghoulish practices and obscure and evil gods in order to stave off boredom. Certainly there's much decadence to be found here, but the dangers of the jungle and visiors from beyond Midgard keep the people from sliding completely into decay. They are cultured, but strong and cunning, the Hyperboreans insist. Fresh blood helps though, so they use both charm and force to insist the realm's rare visitors stay.

Beyond their seven tribal capitols, Hyperborean humans dwell in towers of volcanic stone and strange sparkling minerals scavenged from the lost world's many ruins. Colonies can be found everywhere there's a break in jungles leafy expanse, towers reaching upward as if trying to touch the northern lights above. Thepeople wear jerkins and hose of dinosaur-leather, robes decorated with the feathers of exotic birds, and silk woven from giant silk worms harvested in subterraenean caves. They make war upon the reptile people and hunt great jungle sloths, dinosaurs, and shaggy sabre-toothed hill cats for meat and glory. Their shamans and oracles worship day and night, sun and moon, without much concern for the names of individual gods, while their wizards and sorcerers call upon the shifting lights and enigmatic liosalfar patrons. Unwordly they may be, but for generations the Hyperboreans have gleaned sercrets and lore from planar travelers.

THE CRAB RIDERS: Outcasts among the tribes that survive exile in the jungle head for the lakes and steep scree beeches at the perimeter of their lost world to join the Crab Riders. These outlaw raiders have tamed chuuls and giant crabs as mounts, do not revere the liosalfar, and answer to no one but themselves.

TOWER OF ABARIS: Abaris is perhaps the wisest sage and oracle of the dayborn. A rare adventurer who has left their lost world and returned to it, he dwells in tower of gleaming gneiss. Abaris wields an artefact known as the *Arrow of Law*—a golden bolt with wondrous abilities, most usefully being the power to drive off aberrations and chaotic outsiders. A decade ago when the Sea Lung swelled from the writhing of the World Serpent and shoggoths came sloshing over the walls, he drove them back received honors from human and lizardfolk alike.

WRECK OF THE CLOUDHEART: A new addition to the jungle is this stretch of levelled trees and blackened ground. In the centre, defended by the inhabitants as though it were made of solid gold, is a collapsed mass of canvas, rope, and wood—the remains of a crashed dwarven airship that set out from the Ironcrag Mountains to uncover the secrets of the northern pole. Crewed by a mix of Templeforge dwarves, Zobeckian adventurers, and northern mercenaries, the airship was damaged by dragon attack and forced down by leaking liftgas bladders.

Stranded in the jungle and attacked from all sides by savage beasts, the lost explorers have yet to make peaceful contact with either the humans or lizardfolk, and despair of ever seeing home again. A few brave souls talk of trekking toward the central plateau, or scouring the geysers and hot springs for a substitute to liftgas. Hemmed in by the jungle however, they currently dare not stray far from the precious wreck of the craft.

END OF THE WORLD

Narrow paths, little more than crumbling ledges, spiral up the gray slope of the Plateau of Thulang to the literal end of the world. They pass thousands of tiny openings, low caves where the Hyperboreans inter their worthy dead. Rarely do they venture near the summit, however.

The plateau stands high enough to look out over the great walls that surround Hyperborea and down upon the iridescent undulations of the Lung of the Sea and blurred white merging of snow and sky beyond. A single ruined metropolis, apparently made entirely from magically hardened glass, fills the summit. Weathered statues line the streets, showing only the vaguest details of humanoid form, but seeming to stare down imperiously nonetheless. Elsewhere jagged stumps of towers, cracked palaces, and shattered stained glass halls stand amid parks and gardens now windswept to barrenness. Light strikes the ruined glass like a prism, sometimes causing a spray of unstable magic to ricochet through the broken streets.

The rainbow aurora have other effects on the empty city: Shifting patterns inflict a strange cast on intruders, making them look warped, eyes wide and staring; shadows seem to slip and slide in unnatural movement instead of mimicking their caster. Magic seems just as twisted: Sometimes spells surge with power; at other times they flare with contrary energies or fizzle entirely. Even the physical laws seem somehow damaged: Certain angles suddenly appear more obtuse or acute than they could possibly be, or change when viewed from another direction. All too often those who investigate such phenomena vanish, never to be seen again. Hyperborean lore says they've been lost in cracks between the planes, fallen in or been snatched up by creatures so alien that mortal eyes cannot perceive them.



I have talked for too long already while you sit in shy silence. One might interpret this as insolence, but your stance makes it clear you're no cowardly cattle-kin. Surprise steals across your face, so allow me to propose a game of guessing.

Have our valorous Vikings haunted your homestead? Have you heard about our sagacious skalds and their devastating dróttkvæts? Crave you revenge against the reavers? Have you come here to hold the olden, heathen hammer high and bring our words of wisdom to the South?

Are you here to bring gifts to join one of the jarls? The Draught of Giants will flow sooner or later...

To their cousins in warmer climes, the races of the North seem larger than life. Living in a harsh environment, towered over by jotuns and linnorms, they've responded by walking tall and approaching life with all the vigour and savagery of a rearing bear or a leaping wolf.

Northern Races

HUMAN

Although the reaver dwarves would never admit it, they learned a lot from the humans they bullied, enslaved, and eventually befriended. As with all humanity, northerners adapt quickly and excel in every direction. Four main groups occupy the North: nomadic Kazzakhs, rakish Donnerens, mysterious Skraelings, and the arboreal Trylleri.

Kazzakh

Kazzakhdom is as much a way of life as a racial group, and welcomes any race that shares its attitude. Kazzakhs embrace the courage and wildness of Donnerens, the cunning and archery skills of ancient *trylleri* plainsfolk, the love of revelry of the Rothenian centaurs, and the wild wanderlust of *kariv* gypsies. Their cavalrymen frequently serves as mercenaries for the cities of the Reaver Coast, but refuse to become civilised and tame.

PHYSICAL DESCRIPTION: Kazzakh blood is a mix of wiry trylleri, handsome gypsy, and towering Donneren, making them average human height and weight, and somewhat swarthy. Women wear their hair long and wild; men shave their heads into topknots, and grow prodigious moustaches.

SOCIETY: Every Kazzakh belongs to a brotherhood that works together for trade, war, and raiding. They rove in small family groups, or ride out in bands like mounted Vikings—causing


What's in a Name?

Each of the main races of the North uses a different earth culture as itrs basis. Kazzakhs use their historical counterparts of the Russian steppe, Donnerens use a mix of traditional Norse and Old English names, while Reaver Dwarves are German. Trylleri use Finnish names and the skraelings Inuit ones—despite the geographical inaccuracy, it just seemed to fit.

Beyond their given names, many northerners use their parent's moniker as a kind of surname, adding "–son" if male (e.g. 'Olaf Ragnarson') or "–dottir" (daughter of) if female. Vikings are best known for their nicknames however, which highlight a notable trait or famous deed of the character. Nicknames from history include the following:

- Arrow-Odd
- Berserks-Killer
- Bloodaxe
- Flatnose
- Hairy Breeks
- Silk Beard
- The Black
- The Boneless
- The Deep Minded
- Wartooth

While you can let players choose their own nicknames, it's more in the spirit of the North to let them earn it through a great deed (or timely critical or fumble) or the suggestions of their friends, enemies, and fellow party members. Whether a nickname is 'good' or 'bad'is irrelevant; a name that lasts beyond death is what matters to most northerners.

considerable trouble for the eastern jarldoms and longship crews trying to cross the portages of their steppes. Yurts are the most common dwelling, sometimes covered with turf to create makeshift houses when they settle down for a month or two. Kazzakh 'towns' are semi-nomadic trading enclaves that follow traditional routes, made up of tents and light wooden buildings that can be dismantled and transported on the back of ox carts. These towns are usually treated as neutral ground by the Kazzakh brotherhoods, which otherwise constantly compete and feud with each other. Each brotherhood is lead by a *hetman*, elected by acclaim and contests of skill from among its greatest heroes. Hetmen rule for life—which really means for as long as they bring glory and prosperity, and can evade the knives of their rivals.

RELATIONS: The brotherhoods have a long held alliance with Kariv gypsies, who passed this way many generations ago, fleeing the Usmavoti Sultanate after the infamous *Night of Axes*. Back then the Kariv hadn't cemented their contempt and hatred of all *dechas* (non-gypsies) and some families settled among the tribes that hid and protected them. Even the Kariv that moved on remember their debt to the people of Rhos Kurgan, regarding them as blood kin in exchange for continued friendship and support.

Kazzakhs have a love-hate relationship with the kingdoms of the Reaver Coast. Krakova and Niemheim make extensive use of Kazzakh mercenaries, but present a tempting target for raids. Kazzakhs are also often cheated or betrayed by their civilised paymasters, who view their barbarous neighbors with contempt.



ALIGNMENT AND RELIGION: Treating horses as well (if not better) than they do their fellow men, Kazzakhs praise Svarog the Rider above all other deities. They also pray to the four winds and countless minor divinities of their grasslands, and mound-interred ancestors. Women also call upon Mara in matters of magic and vengeance. Their wild lifestyle strongly promotes a chaotic alignment.

ADVENTURERS: Specializing as cavalrymen, ranger is the most popular class among Kazzakhs, although they certainly have their share of barbarians and fighters. Those with strong ties to the Kariv often favor rogue or bard instead. Most spellcasters are clerics of Svarog, but the grassland hides all manner of magicians.

NAMES: Kazzakhs mix traditional trylleri names with those inspired by centaurs and elves from the Rothenian Steppes and the humans of the Reaver Coast. Typical male names include Andrei, Filipenko, Grisha, Ostap, Stepan, Taras, and Tolstoj; female names: Ilka, Ivanova, Manechka, Natasha, Pomorska, Valentina, and Vitina.

Donneren

Along the Reaver Coast, *Donneren* is a kenning for thug and pirate. Disputatious and quick to reach for their swords, Donnerens often fit the stereotypical image of wild and hairy northmen.

PHYSICAL DESCRIPTION: Donnerens are tall and muscular with ruddy skins and blond, light brown, or red hair. They prefer furs as clothing. Beards are a sign of manhood, often treated with an almost dwarvish reverence.

SOCIETY: Donneren's prize their independence but suffer to be ruled by kings and jarls strong enough to command their obedience. They war almost constantly, both small clans and individual families and large jarldoms and would-be kingdoms. Going a-viking is a rite of passage and a common pastime, with feuding a close second.

RELATIONS: Donnerens are most like the reaver dwarves in culture and outlook, and share their hatred of giants. They tend to distrust elves, fey, *trylleri* and other creatures that revere the Vanir or rely on cunning over strength. Because of their propensity for raiding, many other nations distrust or outright loathe Donnerens.

ALIGNMENT AND RELIGION: Donar and Wotan are the most popular gods. Most Donnerens consider themselves Donar's chosen people and thus key allies of the Aesir on MIdgard. Their wild, individualistic, and often lawless society leans heavily toward chaos.

ADVENTURERS: Embracing the Viking way, barbarian is by far the most popular class for Donneren adventurers.

NAMES: Over time the Donnerens have adopted many dwarven names. Many parents choose the names of famous ancestors for their children. Typical names: Edgtho, Eric, Haltaf, Ragnar, Refel, Skeld. Female names: Aesa, Gudrun, Oddný, Runa, Silksif, Thrudr.

Skraeling

No one's knows where the skraelings came from. They wander the tundra and scrublands of the North and are quite reclusive. Some say they're descended from fallen gypsy blood, cursed that no land will bear them and so confined to wander over ice and snow.

PHYSICAL DESCRIPTION: Skraelings resemble trylleri in build, short and lean, but their skin has a weathered and leathery look and their eyes are almond-shaped to help squint against the glare of the arctic sun.

SOCIETY: Skraelings are nomadic, traveling in small family groups. Every tribe knows a bolt-hole or two, a coastal bay or a sheltered

valley they retreat to periodically for respite from the relentless cold. There are also traditional meeting grounds where many several tribes go to trade and exchange sons and daughters. Most of their time is spent as hunters on reindeer herders, hugging the coasts of Frozen Reach and the northern edge of Trollheim and Jotunheim.

RELATIONS: Tribes often spend many weeks alone on the ice, so when the opportunity arrives they'll trade with almost anyone. They get on best with the trylleri however, who respect their pantheistic views.

ALIGNMENT AND RELIGION: Skraelings believe that all things have an immortal soul and that their curse is to consume the soul alongwith the flesh of creatures they hunt, and so court supernatural disaster and all manner of ghosts. Skraelings worships a vast array of hostile ghosts and spirits and are predominantly concerned with avoiding their wrath. Their society favors Neutrality.

ADVENTURERS: Ranger is the most common class for skraeling adventurers. Druids the most common spellcasting class among them. Wicked skraeling spellcasters exiled from their tribes are notorious for using *tupilaks* (see Chapter Six).

NAMES: Skraelings often shares names with their trylleri cousins, but prefer short and simple names such as Aatami, Dyce, Eetu, Feynor, Irien, Jouko, Vek. Female names: Anja, Fevi, Helka, Kirsi, Lempi, Maija, Satu.

Trylleri

Trylleri prefer deep forests, lush mountain valleys, or grassy plains to coastal fjords. Some say it's a sign of their cowardice that they try to lurk out of reach of Viking hordes, others that they prefer the wilder world of their Vanir patrons.

PHYSICAL DESCRIPTION: Trylleri tend to be short and lithe, with skin darker than their Donneren relatives. Their clothing is practical and rustic, although outfits for special occasions are often dyed in brightly-pattened colors.

SOCIETY: Trylleri prefer to live in small and independent family groups. Their society stresses the sanctity of nature and reverence for the Vanir and the North's few remaining fey. Many families have courted fey alliances for years, and have been honored with gifts or favors.

RELATIONS: Trylleri are cautious in their dealings with others, as other northerners often think them weak and cowardly and try to bully them. They often despair of their larger Donneren relatives, their thuggish mentality and emphasis on strength and violence. They get on well with skraelings and, perhaps surprisingly, with Kazzakhs, whose wildness and reverence for nature spirits strikes a cord. As traditional servants of the Vanir and the elves of Thorn, they're deeply uneasy around dwarves.

ALIGNMENT AND RELIGION: Trylleri are humans that worshiped the Vanir before the first war and most still cling to the old ways. Trylleri society generally favors neutrality (harmony with nature) but leans slightly toward chaos thanks to their strong sense of individuality and alliances with the fey.

ADVENTURERS: Male tylleri adventurers favor no class in particular, although they're renowned for their bards, druids, and sorcerers. Their women are renowned for witchcraft and wisdom, and female adventurers are commonly witches or oracles.

NAMES: Trylleri names often have a sing-song or poetic rhythm, and often use old elvish and fey names. Sample names: Ilmarinen, Kalervo, Lemminkäinen, Lönnrot, Tauno, Ukko, Väinämöinen; female names: Jaakiima, Kuu, Kyllikki, Marjatta, Tellervo, Tuoni, Yohana.

Hyperborean

The northern lights have a unique effect on humans that spend long periods beneath their shifting huesL The power of the liosalfar manifests in their offspring. The exact effects depend on the time of their birth. Those born during Hyperborea's day are known as Dayborn; those born in the dark become Nightborn.

Occasionally a human outside Hyperborea gives birth to dayborn or nightborn children. Usually this means one of their parents ranged far into the northern wastes, has been in extended proximity to a liosalfar, or was otherwise exposed to the prismatic radiance of the lights (including being hit by spells like *prismatic spray*). In rare cases it can also occur naturally, to children born or conceived at the height of the Midnight Sun or Boreal Dark.

Physical Description: Both dayborn and nightborn are superficially human. Dayborn have a golden tan to their skin and hair that's either flame red, sun yellow, or russet-brown. They're brawny of frame and fiery of temperament, forthright and often overbearing. Nightborn have a pale cast and a lean, supple frame. Hair is sometimes very light blond but more often silvery or pure white. Their eyes twinkle like stars, their lean frames possess a feline grace, and their minds seem naturally attuned to subtlety and misdirection.

Society: Hyperboreans share a single culture, but value different things: Dayborn laud direct action and physical prowess; nightborn prize cunning, wisdom, and adaptability. Provided for by constructs and magic, each race is somewhat inclined to decadence and cerebral pursuits like sorcerery, astrology, and planology. Each Hyperborea family is lead by a 'prince' (often a cleric or sorcerer).

Relations: Hyperboreans generally view their diversity as an advantage and have a complimentary rather than antagonist relationship with each other. They know little of the world beyond their isolated home and so judge each new race by the few examples of it they have seen. Hyperboreans born elsewhere in the north share the prejudices of their home region.

Alignment and Religion: Hyperboreans can be of any alignment, although the stubbornness of the dayborn gives them a slight tendency to be Lawful, while the nightborn's love of subtlety and misdirection gives them an equal leaning toward Chaos. Neither has a particular predilection for good or evil.

Hyperboreans worship an abstract religion based around night and day, embracing all gods with power over light and darkness, sun and moon. A Dayborn will happily pray to Khors, Baldur, or Amon-Re for example, treating them as aspects of the same manyfaced divinity. Both bloodlines also pray to Heimdall, whom they call the Lord of the Colors and Keeper of the Gates.

Adventurers: Dayborn favor more martial classes especially fighter, paladin, or cleric. Nightborn generally prefer the subtler arts of the bard or rogue. Both races embrace the path of the Sorcerer, traditionally with the Hyperborean Bloodline.

NAMES: Descended from the mixed stock of visitors, hyperborean names draw on all the cultures of the North and from far stranger and more foreign shores, some from beyond the mortal world. They often sound strange to northern ears. Examples: Agares, Evagh, Suethes, Ohjal, Namir, Turen, Vormis; female names: Agatha, Asteria, Polydora, Myrrine, Riona, Valleria, Xanthe.

Dayborn Racial Traits

+2 Charisma, +2 Strength, -2 Wisdom: Dayborn are physically powerful and have strong personalities but are often impulsive, short-sighted, and self-absorbed.

Medium: Daryborn are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Daryborn have a base speed of 30 ft.

Daysoul: Dayborn are immune to light-based blindness and dazzle effects, including snow-blindness. Blind effects not based on bright light affect them normally.

Fireheart: Dayborn can use *spark* and *burning gaze* once per day as a spell-like ability. The caster level for this ability equals their class level. Angry or impassioned dayborn literally flicker with a fiery aura equivalent to a *light* spell: 1/day when this occurs they may make a demoralize attempt as a swift action.

+2 racial bonus to Knowledge (Planes): Hyperboreans regularly encounter strange creatures and phenomena from beyond Midgard.

Fire Resistance: Dayborn gain a +1 racial bonus to saves against fire-based magic and effects. This increases by 1pt for every 4 class levels they possess.

Prismatic Affinity (Ex): Dayborn sorcerers with the Hyperborean bloodline treat their Charisma score as 2 points higher for all sorcerer class abilities, and gain a +2 racial bonus to saves verses prismatic magic.

Languages: Dayborn begin play speaking Common and Ignan. Dayborn with high Intelligence scores can choose any of the following: Abyssal, Auran, Celestial, Draconic, Infernal, and the Northern Tongue.

Nightborn Racial Traits

+2 Dexterity, +2 Wisdom, -2 Strength: Nightborn are insightful and swift but lightly built.

Medium: Nightborn are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Daryborn have a base speed of 30 ft.

Low-Light Vision: Nightborn can see twice as far as humans in conditions of dim light.

Light Sensitivity (Ex): All nightborn possess this quality, as described in the Universal Monster Abilities list.

Moonlit Soul: Nightborn have a +2 racial bonus on Stealth checks and double this bonus when creating a diversion in order to hide.

Dark Demeanor: Nightborn can use *dancing lights* and *darkness* once per day as spell-like abilities. The caster level equals their class level.

+2 racial bonus to Knowledge (Planes): Hyperboreans regularly encounter strange creatures and phenomena from beyond Midgard.

Air Resistance: Dayborn gain a +1 racial bonus to saves against air and darkness-based magic and effects. This increased by 1 for every 4 levels they possess.

Prismatic Affinity (Ex): Nightborn sorcerers with the Hyperborean bloodline treat their Charisma score as 2 points higher for all sorcerer class abilities, and gain a +2 racial bonus to saves verses prismatic magic.

Languages: Nightborn begin play speaking Common and Auran. Nightborn with high Intelligence scores can choose any of the following: Abyssal, Celestial, Draconic, Ignan, Infernal, and the Northern Tongue.

Reaver Dwarves are a living legend to the other races and their own southern kin, but also an uncomfortable reminder of the violence that has torn the North apart for generations. Fierce proponents of the old ways of honor, raiding and slaving, and easily roused to unending grudges, the reaver dwarves embody all both good and bad about the savage North.

PHYSICAL DESCRIPTION: Reaver dwarves share the stout and stocky build of other dwarves, save that their hair and beards are often red or blond. They spend more time above ground than most of their kin and the harsh environment soon gives them an even more weathered and craggy look than typical dwarves.

SOCIETY: Reaver dwarves are a proud people, but fear that their greatest achievements are behind them. Their society is in upheaval and flux. New ideas have spread from Ironcrag immigrants (and some northerners returning from journeys south), and many young dwarves now challenge the veracity of ancient customs. In response traditionalists cling even more fiercely to the old ways. Fanatics on either side keep the conflict bubbling, but the wise among both modernists and conservatives suspect that the turmoil is merely a symptom of a greater issue: That the glory days of the dwarves are gone, and they must adapt or be left behind.

Based on a culture of honor and shame, there are many ways for a dwarf to become outlaw or outcast. These dwarves often become adventurers, dispatched to perform some nigh-impossible deed or heroism or vengeance to cleanse their honor.

RELATIONS: Pride leads most reaver dwarves to be either condescending or outright scornful of other races. Once seen useful only as potential slaves or vassals, humans are now judged worthy allies – partly for their adoption of dwarven ways, and partly because contact with humanity's diversity has mellowed the dwarves quite a bit. As relentless foes of giants and goblins, the dwarves also get on well with anyone who'll join them in combating those races. Elves receive the most suspicion for they were ancient foes, worshipers of the old gods and suspects in the destruction of the reaver empire.

ALIGNMENT AND RELIGION: Reaver dwarves embrace Donar and Volund with equal fervor, making their tenets the twin pillars of society. Their outlook tends to be divided by age; wild, youthful dwarves favor chaos, elders adhere strictly to tradition and favor law.

ADVENTURERS: Unlike their more civilized cousins, a large proportion of reaver dwarves consider themselves adventurers, at least for a decade or two during their youth. Younger dwarves favor raiding and other adventures, seeking glory for their clans, wealth and most commonly of all to reclaim fallen citadels from their racial enemies. Initially favoring fighter and barbarian, they typically retire to the concerns of hearth and home (and dynasty) in middle age. As they approach venerable however, reaver dwarves then find themselves drawn to rune lore and the deepest secrets of smithing; many become master craftsmen or wizards.

NAMES: Dwarvesfavor somewhat gruff names, all the better for growling and snarling in battle: Alvis, Albrecht, Bjorn, Dagmar, Einar, Hrothgur, Vladimir. Female reaver dwarves are often named after valkyries. Brunhilda, Gunnhild, Freyda, Hrima, Kitala, Turid, Weilew.

Reaver Dwarf Racial Traits

Most reaver dwarves have the standard dwarf racial traits, but at the GM's discretion you can replace some or all of them with the following optional features:

- **Fey Vendetta**: Every dwarf family has ancestors who fought in the First War against the Vanir and their servants, and in the War of Thorns. Dwarves with this racial trait receive a +1 bonus on attack rolls against creatures with the *fey* type or the subtype *elf*. This replaces *hatred*.
- Mountain Master: At home in their icy mountains, reaver dwarves are excellent climbers and sure-footed as goats. Dwarves with this trait gain a +1 racial bonus on Acrobatics and Climb checks. This replaces *greed*.
- **Rune Mastery**: The dwarves mastered runes before any other mortal race. Dwarves with this trait begin with mastery of one rune of their choice. This replaces *stonecunning*.
- **Weathered:** Reaver dwarves receive a +2 racial bonus on saving throws against cold effects, spells, and spell-like abilities, and a +2 racial bonus to checks to avoid becoming fatigued or exhausted. This replaces *hardy*.

TROLLKIN

It's not uncommon to find ogres, trolls, and fey creatures taking human wives or husbands. Their offspring are the "trollkin" (a catchall term for monstrous things), who often find employment as bandits or berserkers, or more peacefully as intermediaries between man and dwarf and the humanoids of the wild. Few trollkin have a renown that's for anything but brutality and violence, but that's based as much upon prejudice as the truth of their natures.

Physical Description: Trollkin are hulking creatures with long limbs and stocky bodies, giving them frames reminiscent of a yeti or ape. A wild stare and unkempt appearance is common.

Society: Trollkin are solitary creatures. Most live in isolation with their monstrous parent but some are raised in human communities (often treated like a beast of burden). Their natural talents for violence and survival, and the often more tolerant views of fellow adventures, lead a large number of them to take up a wandering life.

Relations: Trollkin get on well enough with humans who appreciate their talents and don't make an issue of their heritage. They're uneasy around dwarves, who often have feuds with their inhuman ancestors. Other races tend to treat trollkin the way they do half-orcs.

Alignment and Religion: The wildness in a troll kin's soul spurs them toward chaos or neutrality. Their strength and the fear they generate leads many down the path of evil, but they are not inherently wicked and the sagas sing of more than a few trollkin heroes and kings.

Adventurers: Trollkin prefer martial classes, especial barbarian. Those who embrace their Vanir upbringings also make fine rangers and druids (and the solitary lifestyle suits them too). Trollkin magicians tend to be sorcerers, witches, or oracles.

Names: Trollkin are typically named either by their human parent, or have a name in thenative tongue of their monstrous family: Baugi, Bolthorn, Hraudung, Kolga, Rungir, Ulfrun; Female names: Bestla, Fulla, Gerd, Hardgreip, Rind, Sigyn, Snotra.

Trollkin Racial Traits

+2 Constitution, -2 Dexterity, +2 to one other ability score: Trollkin are tough and ungainly, but their varied nature allows them to excel in many areas.

Medium: Trollkin are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Trollkin have a base speed of 30 ft. **Brutish Look:** +2 racial bonus to Intimidate.

Monstrous Heritage:

- *Fey-Kin:* You may cast *daze*, *detect magic*, or *prestidigitation* once per day as spell-like abilities, and once per month you can *bestow curse*. The caster level for these abilities equals your class level. **Bonus Language**: Sylvan
- *Thurs-Kin:* You gain *Rune Mastery (Thurs)* as a bonus feat, and count as both a human and a giant for purposes of effects relating to type. If you become a sorcerer with the giant bloodline, treat your Charisma as if it were 2 points higher for the purposes of all sorcerer class abilities. **Bonus language:** Giant
- *Troll-Kin:* You have a bite attack. This is a primary natural attack that deals 1d4 points of piercing damage. You also gain a +1 natural armor bonus, and whenever you are subject to healing (natural or magical) you gain an additional extra hit point. **Bonus language**: Giant
- *Sea-Kin:* You have a Swim speed equal to your base speed, with all the normal benefits. You are proficient with the trident and net. **Bonus Language**: Aquan

Languages: Trollkin begin play speaking the Northern Tongue and one of language based upon their Monstrous Heritage. Trollkin with high Intelligence scores can choose bonus languages from the following: Aklo, Aquan, Common, Draconic, Giant, Goblin, Sylvan.

Northern Classes

Optional and additional features for PC classes are presented here. Many of them are minor, granting abilities tailored to the environment of ice and snow, or flavored to better reflect life in the North and capture the feel of the sagas.

BARBARIAN

Barbarians are the North's most iconic characters, whether reckless heroes full of *ofermod* or villainous berserker henchmen for a scheming king or jarl.

RAGE PATHS: Northmen often select a particular 'path' of rage powers inspired by a belief or totem animal. The three most famous are the way of the wolf and the way of the bear shirt, and the path of the raging rider practiced by the Kazzakhs of Rhos Kurgan. Use the suggested rage powers below to help build characters along those lines:

- "Bear Shirt" (Berserkir)—Animal Fury, Bear Chested^(NEW), Fearless Rage, Mighty Swing, Powerful Blow, Raging Climber, Strength Surge; Pathfinder[®] Roleplaying Game: Advanced Player's Guide: Beast Totem, Hurling, Hurling Charge.
- "Wolf Berserker" (Úlfhéðinn)—Animal Fury, Low-Light Vision, No Escape, Quick Reflexes, Raging Leaper, Scent, Swift Foot, Terrifying Howl; Pathfinder® Roleplaying Game: Advanced Player's Guide: Beast Totem, Knockdown.

"Raging Rider" (Kozacy)—Kazzakh Leap^[NEW], Knockback, No Escape, Raging Leaper, Raging Rider^[NEW], Svarog's Swiftness^[NEW], Swift Foot; Pathfinder[®] Roleplaying Game: Advanced Player's Guide: Ferocious Mount, Ferocious Trample, Overbearing Advance, Knockdown, Overbearing Onslaught, Spirit Steed, Swift Foot.

New RAGE POWERS: The following new rage powers are available to northern characters:

- *Bear Chested (Ex):* The barbarian's body swells in size when rage overtakes them. While raging they are treated as one size category larger than normal if to do so is advantageous.
- **Donar's Wrath (Ex):** If brought below 0 hit points but not killed while raging the barbarian can make an attack with a melee or thrown weapion against the enemy who caused the damage as an immediate action. At the end of the action they fall unconscious and begin dying as normal.
- *Fists of Ice (Su):* The barbarian's hands become enthused with Boreal cold. While raging their unarmed attacks do 1d6 cold damage, and they can extinguish a mundane or alchemical fire of up to campfire size by touch, as a standard action. A barbarian must be at least 8th level to select this power and must also possess *Sweat Ice*.
- *Meadhall Brawler (Ex):* You gain the feat Improvised Weapon Mastery whenever you rage. A barbarian must be at least 8th level to select this rage power.
- **Raging Rider (Ex):** If you rage while mounted, your mount gains the benefit of your fast movement class ability and any other rage power that increases your speed.
- Svarog's Swiftness (Ex): As an immediate action the barbarian may add their class level as a circumstance bonus to a Reflex save or Dexterity-based check, Combat Maneuver check, or to their Combat Maneuver Defense when a maneuver is attempted against them. This power can only be used once per rage.
- Sweat Ice (Su): While raging, the barbarian can cause thousands of tiny icicles to erupt from their body. The barbarian's unarmed combat and grapple damage now inflicts 1 point of cold damage in addition to normal effects, and anyone striking the barbarian with a reach weapon, unarmed strike, or natural weapon takes 1 point of cold damage. The amount of cold damage increases by 1 point per four barbarian levels the character possesses.
- **Úlfhéðinn (Ex):** As a standard action, you may take on the form of a totem animal, as if affected by beast shape I. You select your totem animal at the time you choose this rage power. A totem animal must be a four-legged non-flying mammal that meets the constraints of beast shape I (Small or Medium size). A barbarian must be 12th level or higher in order to select this power.
- Úlfhéðinn, Greater (Ex): As a standard action you may take on the form of a totem animal as if affected by beast shape II. You select your totem animal at the time you choose this rage power; if you already have the Úlfhéðinn rage power, you may choose an additional totem animal at this time. A totem animal must be a four-legged nonflying mammal that meets the constraints of *beast shape II* (Tiny through Large size). A barbarian must be 16th level or higher in order to select this power.

• Unquenchable Life (Ex): You become immune to magical death effects and spells, energy drain, and negative energy effects while raging. A barbarian must be at least 10th level to select this rage power.

MASTER MOUNTAINEER (Ex): The barbarian is a master climber, sure-footed as a goat, gaining a climb speed equal to half their base speed. This ability replaces fast movement.

SPELL HATER (EX): At 3rd level, a barbarian gains a +1 resistance bonus on saves made to avoid magical effects and a +1 bonus to Armor Class against attacks made by spells. These bonuses increase by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). This ability replaces trap sense.

BARD (SKALD)

Bards are essential for spreading word of a hero (or villain's) renown. A bard variant known as a *skald* is common. Use the bard class except as noted below:

Alignment: Any

Class Skills: The bard's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Use Magic Device (Cha).

Saving Throws: Skalds have good Fortitude and Will saves, but their Reflex save is poor.

Class Features

Weapon and Armor Proficiency: Skalds are proficient in all simple weapons as well as all axes, hammers, short bows, and longbows. They are also proficient with light armor and shields (except tower shields). A skald uses the bardic spell list and can cast bard spells while wearing light armor and using a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a skald wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass skald still incurs the normal arcane spell failure chance for arcane spells received from other classes.

DRÓTTKVÆT MAGIC: *Dróttkvæts* ('Lordly Verses') replace bardic performance:

Dróttkvæts of Wisdom (Su): At 1st level, the skald may recite dróttkvæts of wisdom to his comrades to strengthen the resolve and willpower of his allies. While reciting the Dróttkvæts of Wisdom, both the skald and all allies within 30 ft. get a +2 morale bonus to will-saves. Furthermore, if they have been influenced by a spell with the *illusion (pattern)* or *illusion (figment)* descriptors, they can opt to reroll the save with the +2 bonus. Each character may only reroll one such save per 24 hours, and the second roll must be kept, even if worse than the first.

Dróttkvæts of Courage (Su): At 1st level, the skald may grant his allies a + 2 competence bonus to saves against fear effects. At 5th level, this bonus increases to +3. At 11th level, when under effect of these dróttkvæts, the skald's allies instead get immunity to fear effects. This is a language-dependant, mind-influencing effect.

Dróttkvæts of Endurance (Su): At 1st level, the skald can help allies overcome the exhaustion of heavy labor. Both he and allies within 30 feet gain the benefits of the Endurance feat for one prolonged task per use of this Dróttkvæt (targets with the

Endurance feat receive an additional +2 bonus). From 8th level, the skald may instead use this Dróttkvæt to grant one of his allies the ability to sleep in medium or heavy armor without penalty for the next 8 hours.

Dróttkvæts of Demoralization (Su): At 1st level, the skald may use witty dróttkvæts to demoralize foes. A creature to be demoralized must be within 90ft, and able to hear and understand the skald. Targets in range must succeed at a Will save against the DC of the skald's performance or suffer from a -1 morale penalty to attack and damage rolls. At 5th level and every 6 levels thereafter, this penalty increases by -1, to a maximum of -4 at 17th level. For every three levels the skald has attained beyond 1st, he can target one additional creature with this ability. This is a language-dependant, mind-affecting ability.

Dróttkvæts of Battle Frenzy (Su): At 3rd level, the skald may use his dróttkvæts to incite the berserker spirit in a comrade. This is identical to the rage ability of a 1st-level barbarian, except that the rage lasts for a number of rounds equal to 4 + the skalds' Charisma modifier.

Dróttkvæts of Scarlip's Whispers (Sp): This works just like the bard's suggestion ability.

Thyle's Taunt (Su): At 8th level, the skald may use witty dróttkvæts to enrage his foes. Each creature to be enraged must be within 90 feet, able to hear and understand the skald. For every two levels the skald has attained beyond 8th, they can opt to target one additional creature with this ability.

If the target fails a Will save with a DC of the skalds performance check, he has to exclusively target the skald with his attacks, spells and other offensive abilities. The target creature may not use supportive actions, attack other characters or escape from combat until the effect has worn off, he may, however, use all of his offensive capabilities to take the skald down, preferring single target spells and effects over area effects. (Vengeance is, after all, personal.) This effect lasts for 4 + the skalds Charisma modifier rounds.

Dróttkvæts of Greatness (Su): Available at 9th level. This works just like the bard ability *Inspire Greatness (Su)*.

Dróttkvæts of Ofermod (Su): A 12th-level skald can use his performance to bolster the speed of himself and his allies. Allies affected must be able to hear and understand the skald's performance. An affected ally receives a +10 ft. bonus to speed and a +2 morale bonus to Reflex saves and melee attack rolls. At 18th level, this bonus increases to +4. *Dróttkvæts of the Ofermod* is a mind-affecting ability and can use audible or visual components.

Dróttkvæts of Battle Metal (Su): At 14th level, the skald may impart knowledge of the battle tactics of old to his brothers-inarms. As long as he maintains this performance, an ally gets a +4 morale bonus on both CMD and CMB. A skald may target one additional target with this ability for every 2 levels beyond 14th.

Combined Dróttkvæts (Su): At 15th level, the skald can combine up to two types of skaldic performances. He still uses up the combined amount of rounds of performances of his daily allotment of skaldic performances.

Dróttkvæts of Mara (Su): A skald of 18th level may inspire sheer terror in his enemies. To be affected, an enemy must be within 60 ft. and be able to hear the skald, although a common language is not necessary. Foes get a Willpower save (DC $10 + \frac{1}{2}$ the skald's character level + his Charisma modifier) to resist the effect.

CHAPTER THREE

Its severity depends on the HD of the skald relative to the target: If the skald has 10+ HD more than the target, he paralyzes his foe. If he is 1-9 HD greater, the enemy are frightened. If the foe has the same HD or up to 5 HD more than the skald, they are shaken. Foes with 6 HD more than the skald are immune. The effect lasts as long as the skald maintains his performance. Enemies who succeed at their will-save are immune to this *Dróttkvæt* for 24 hours.

Dróttkvæts of Valhalla's Horde (Su): A skald of 20th level may use his performance to weave the destinies of his brothers-in-arms together for the greater glory of all. To be affected, allies have to be within 60 ft. of the skald. Only allies within range when the performance begins are affected, and all effects are lost if they leave the area of effect. Affected characters use either their own saving throw, BAB, CMB, and CMD, or that of an affected ally. *Dróttkvæts* of *Valhalla's Horde* does not confer abilities like evasion or uncanny dodge, however. All affected creatures also gain the Diehard feat for the duration of the performance.

CLERIC

Northern clerics can select from the following new domains:

Cold

Granted Powers: The cruel North wind has frozen your soul. You are master of its wrath.

Thulian Blast (Sp): As a standard action, you can target a foe within 30 ft. with a ranged touch attack that delivers a blast of Boreal cold. This deals 1d6 cold damage, +1 point for every two cleric levels you possess. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Cold Resistance (Ex): At 6th level, you gain cold resistance 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to cold.

DOMAIN SPELLS: 1st—*chill heart* ^[NEW], 2nd—*snowblind stare*^[NEW], 3rd—*freezing fog*^[NEW], 4th—*snow boulder*^[NEW], 5th—*ice storm*, 6th—*curse of Boreas*^[NEW], 7th—*triumph of ice*^[NEW], 8th—*freezing sphere*, 9th—*polar ray*.

Fate

Granted Powers: You serve fate and see more of its skein than others do—sometimes too much. Glimpses of things man was not meant to know linger behind your eyes.

Fateful Moment (Sp): You can touch a creature as a standard action, giving it either an insight bonus or a penalty on attack rolls, skill checks, ability checks, and saving throws equal to 1/2 your class level (minimum 1) for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Sense the Skein: At 4th level, you gain the rogue class ability of uncanny dodge. At 8th level, you're no longer truly surprised by anything: you gain improved uncanny dodge and the levels from any classes that grant uncanny dodge stack with your cleric level to determine the minimum rogue level required to flank you.

Domain Spells: 1st—twist the skein^[NEW], 2nd—grudge match^[NEW], 3rd—bestow curse, 4th—divination, 5th—find the path, 6th—geas/ quest, 7th—vision, 8th—moment of prescience, 9th—foresight.

Monk

Most northern monks study *glima* ("struggle"), a brutal wrestlingstyle sacred to Donar. Others are former thralls who learned to fight

114 PL \$\$\$1\$21 BAY \$\$14 BAY \$\$16

despite being forbidden to carry weapons. Several cults of Lada (see Chapter Two) also encourage worshipers to become monks as a way of melding her peaceful ways with the martial traditions of the North.

Northern monks refer to their *ki* pool as their *drekkjarhorn* ("drinking horn"), and speak of "taking a draught" rather than "expending *ki*." Many of their stances and techniques mimic the shape of runes.

Glima Master

Boisterous and worldy, glima masters enjoy life's pleasures—from drink to brawling. They usually live alongside other northerners, in a special lodge or temple to Donar, but glima masters can also be found living in the wilderness as hermits.

Glima masters have the following alternate class features:

Sacred Wrestler (Ex): Glima masters add Blind-Fight, Diehard, Endurance, Rune Mastery, and Toughness to their list of bonus feats.

Upprétt Staða (Ex): By 4th level, a glima master's skilled footwork makes them almost impossible to trip or push. If the monk starts and ends his turn in the same square, they cannot be knocked prone or forcibly moved until the start of their next turn, except by mind-affecting or teleportation effects. At 16th level, they can negate even magical movement effects as a free action. This ability replaces slow fall.

Hammerhand (Su): At 5th level, a glima master can spend 1 point of ki as a swift action to inflict 1d6 extra points of damage on a melee attack or sunder attempt, adding it after the attack roll is made. At 10th level, they may spend 2 ki points to increase the extra damage to 2d6. At 15th level, the monk may spend 3 ki points to increase the extra damage to 3d6. At 20th level, the monk may spend 4 ki points to increase the extra damage to 4d6. This ability replaces purity of body.

Voice of Thunder (Su): A 12th level, master of glima can roar with Donar's power once per day, as if casting *shout* with a caster level equal to their monk level. Using this ability is a standard action that consumes 3pts of ki.

Donar's Draught (Su): At 11th level, a glima master is immune to fear as long as he has at least 1pt of ki. This ability replaces diamond body.

Iron Can't Bite (Ex): At 13th level, as long as a glima master has at least 1pt of ki remaining, they gain DR 1/—. At 16th level, the DR increases to 2/—. At 19th level, it increases to 3/—. This ability replaces diamond soul.

ORACLE

Oracles are often known as *völva*, an ancient term meaning "wand carrier" or "wielder of the magic staff." Usually only women become *völva*, although the gods may bless (or curse) any character with its gift. Oracles in the North commonly select Fate as a mystery.

Fate

DEITIES: Baldur, Norns, Wotan

Class Skills: Oracles with the fate mystery add Bluff, Intimidate, Perception, and Use Magic Device to their list of class skills.

Bonus Spells: twist the skein^[NEW] (2nd), unluck on that^[NEW] (4th), hero's steel^[NEW] (6th), dominate person (8th), not this day^[NEW] (10th),

legend lore (12th), *vision* (14th), *moment of prescience* (16th), *foresight* (18th).

Revelations

An oracle with the fate mystery can choose from the following revelations:

Not My Fate (Su): Twice per day as an immediate action, you can cause a damaging affect to have the minimal possible result upon you (as if all damage dice had rolled 1), and you automatically evade any secondary effects as if you had made any saving throw or check required to avoid them. At 7th and 15th level, you can use this ability an additional time per day.

Wand Bearer (Ex): You gain Craft Wand as a bonus feat. At 9th level you also gain Craft Rod, and at 11th level Craft Staff. You must be at least 5th level to select this revelation.

Right Place, Right Time (Su): When you roll initiative, you can roll twice and take either result. At 7th level, you act even in a surprise round, but if you fail to notice the ambush you act last on the first round, regardless of initiative result. At 11th level, you roll for initiative three times and take any result you choose.

Fateful Redes (Su): You prophecize with a tone of finality that few men can deny. You gain the spell-like ability *command* once per day with a caster level equal to your oracle level. At 7th level this improves to become *greater command*. At 11th level you may instead cast *dominate person*. The DC is Charisma-based.

Vessel of the Norns (Su): You gain *Disir Dreams* as a bonus trait. From fifth level and every three levels thereafter, the dreams come one more time each week.

Seer's Wisdom (Ex): Your divinations never produce incorrect or misleading information. Whenever this would normally occur you learn nothing instead.

Stoic Submission (Ex): Accepting fate allows you to concentrate on surviving rather than avoiding life's woes. You may use your Charisma rather than Constitution to modify your hit points and Fortitude saving throw.

Master of Hasty Words (Su): You gain Oath Master as a bonus feat. You must be at least 7th level to select this revelation.

Augurous Attacks (Ex): You can sense when an opponent's destiny leaves him vulnerable. Whenever you make an attack of opportunity or strike a flat-footed opponent, add half your oracle level to the attack and damage roll.

Feel the Thread (Su): Once per week, you can open your soul to the will of the Norns, receiving a hint, clue or instruction on any subject the GM wishes (usually related to the current adventure). At the same time however, the Norns may choose to place you under a *geas* to complete a related task of their choosing, which lasts for up to 7 days. You may not resist or remove this *geas* by any means.

Final Revelation: Upon achieving 20th level, you serve the Norns directly as their agent. You never learn false information or nothing from divinations. You become immune to all fear effects, and never die or suffer statistic loss due to old age.

Once per day, you can pronounce fate's course. Whatever you say *will* come to pass, although perhaps with a twist, or metaphorically rather than literally (Fate does not reveal everything, even to you). Treat this ability as a *miracle*. Whenever you use this ability, the Norns may choose to compel you with a *geas* or *fate affliction* of their choosing, which you cannot resist in any way.

PALADINS

Paladins are rare in the North, as few possess the self-discipline required to serve the cause. In appearance and demeanor they're similar to other warriors, enjoying wondering, feasting, and even brawling just as much as other Vikings. One thing they all have in common, however, is a fierce dedication to honor and the qualities of *drengskapr*, *ofermod*, and *sisu*—all elements of a northern paladin's code (see Chapter One). They also do not keep slaves (other than bondsmen) and are always hospitable and generous gift-givers.

Most paladins serve Tyr or Balder's son Forseti, or Heimdall.

SORCERER

Northern sorcerers may select from two new bloodlines:

Giant

The ancient might of Aurgelmir, father of giants, courses through your veins. As you unlock its prowess, over time your stature slowly adjusts to the maximum of your race on the height and weight table.

Class Skill: Intimidate.

Bonus Spells: *enlarge person* (3rd), *bull's strength* (5th), *rage* (7th), *mighty strength* (9th), *animal growth* (11th), *transformation* (13th), *giant form I* (15th), *giant form II* (17th), *shapechange* (19th)

Bonus Feats: Combat Casting, Endurance, Diehard, Great Fortitude, Improved Unarmed Strike, Power Attack, Skill Focus (Intimidate), Widen Spell

Bloodline Arcana: Whenever you are subject to an effect that increases your strength, the bonus is increased by 2 points.

Bloodline Powers: Giant-blooded sorcerers show increasing signs of their heritage as they increase in level, becoming larger and more brutal looking.

Troll Shoulders (Ex): At 1st level, you're lifting and carrying capacity is calculated as if your Strength were 4pts higher. Once per day, when an effect would normally leave you fatigued or exhausted, you may ignore the effect.

Strength of the Jotuns (Ex): At 9th level, you may spontaneously cast *spellforged sinews* (see page 70) by sacrificing one of your available spell slots.

Seven League Stride (Ex): At 15th level, you gain +10 to your base speed and +30 to Acrobatics checks to make long or high jumps.

Giant Form (Ex): At 20th level, your body fully embraces its giant ancestry. You gain damage reduction 5/— and are treated as a giant for effects related to type. In addition, you become one size category larger, enjoying all the benefits and drawbacks of that status as well as a +6 size bonus to Strength, a -2 penalty to Dexterity, a +4 size bonus to Constitution, and a +4 natural armor bonus.

Hyperborean

The prismatic energy of the northern lights suffuses your body. Your eyes constantly change color, shifting between the seven colors of the rainbow.

Class Skill: Perception.

Bonus Spells color spray (3rd), hypnotic pattern (5th), searing light (7th), rainbow pattern (9th), prismatic ray (11th), planar ally (13th), prismatic spray (15th), prismatic wall (17th), prismatic sphere (19th).

Bonus Feats: Acrobatics, Alertness, Arcane Blast, Dazing Spell[†], Dodge, Ectoplasmic Spell[†], Eschew Materials, Fleet, Skill Focus (Knowledge [planes]). [†] Located in *Pathfinder[®] Roleplaying Game: Advanced Player's Guide*[™].

Table 3-1: New Familiars

Familiar	Special Ability
Arctic Fox	+3 bonus on Stealth checks
Ground Squirrel	+2 to Survival and Escape Artist checks
Lemming	+1 bonus to Initiative and Reflex saving throws
Marmot	+2 bonus on Fortitude checks
Otter	+3 bonus on Swim checks
Polecat	+3 bonus on Climb checks
Reindeer	+3 bonus on Survival checks
Seagull	+3 bonus on Fly checks
Snowy Owl	Low-light vision
White Hare	+1 hp and +2 bonus on hearing-based Perception checks

CHAPTER THREE

Bloodline Arcana: You become immune to dazzle effects and illusion (pattern) effects.

Bloodline Powers: Hyperborean sorcerers are infused with the radiance of the northern lights, slowly transforming into a creature half corporeal, half shimmering light.

Searing Ray (Sp): Starting at 1st level, you can unleash a ray of burning light as a standard action, targeting a foe within 30 feet as a ranged touch attack. This ray deals 1d6 points of damage +1 for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Incandescent Soul (Su): At 5th level you may counterspell or *dispel* a darkness-based spell or effect by sacrificing a spell slot of equal level. You can make your body glow with the equivalent of a *daylight* spell at will.

Escape the Flesh (Ex): At 9th level, you can become incorporeal for 1 round per sorcerer level. While in this form, you gain the incorporeal subtype. You only take half damage from magical corporeal sources (you take no damage from non-magic weapons and objects). Likewise, your spells deal only half damage to corporeal creatures. Spells and other effects that do not deal damage function normally. You can use this ability once per day.

Prismatic Protection (Su): At 15th level, you gain spell resistance equal to your sorcerer level + 10 and become immune to *prismatic rays, spheres, sprays,* or *walls.*

Apotheosis (Su): At 20th level the radiance of the liosalfar suffuses your body. You become immune to sneak attacks, critical hits and poison, and no longer have to eat, sleep or breathe. Close examination reveals that your whole body is slightly translucent.

WITCH

Witchcraft is known as of *seiðr*, and those who practice it are called *seiðkona* if female or *seiðmaðr* if male. There's some prejudice against the arts as 'unmanly' even though several male gods—notably Freyr, Njord and Wotan himself—are skilled in its use.

NEW PATRONS: Witches can choose a familiar from the alternatives listed under wizard below. There are also two new patrons available in the North:

Grudges: 2nd—bane, 4th—grudge match^[NEW], 6th—spiteful weapon^[NEW], 8th—cursed gift^[NEW], 10th—slay living, 12th—curse of Boreas^[NEW], 14th—repulsion, 16th—binding, 18th—imprisonment.

Fate: 2nd— twist the skein^[NEW], 4th—unluck on that^[NEW], 6th hero's steel^[NEW], 8th—dominate person, 10th—not this day^[NEW], 12th—heroes' feast, 14th—limited wish, 16th—polymorph any object, 18th—miracle.

Wizard

Northern wizards may select Rune Mastery (see Chapter Three) as a bonus metamagic feat, and can choose from a variety of new familiars (Table 3-1).

Expanded Skills

ACROBATICS

SKIING AND SKATING: An Acrobatics check is required to skate or ski. Assume all northern characters know the basics, but foreigners will require a few hours of instruction before being able to use the skill in this way.

Action	Check DC
Avoid Difficult Terrain modifier of ice or snow	10
Avoid Falling when struck in combat	10 + damage taken
Ski or Skate Leap	15
Ski or Skate Sprint	15

Ski Leap: You can leap obstacles as part of your movement. This is part of your normal movement and does not take an action. If you fail your Acrobatics check, you fall on landing and take 1d6 points of damage. If you fail by 10 or more, you fail the leap completely and hit the obstacle.

Ski Sprint: A successful Acrobatics check allows you to ski at a faster rate than normal: Increase your speed by 10 feet. You can use this ability every round, but become fatigued after a number of rounds equal to your Constitution score.

LINGUISTICS

Northern characters begin play with Common and the Northern Tongue.

Northern is a creole tongue developed from a pidgin of Dwarf, Giant, and Common mixed with countless poetic metaphors known as kennings. Despite (or perhaps because of) their general disdain for the written word, the north folk consider songs and poetry a high art and litter even normal conversation with poetic references.

Northern can be taken as a language using the normal rules for linguistics or starting languages, but because of its piecemeal nature speakers can often communicate even if not proficient in the tongue. Creatures that speak any of its component languages can communicate with a speaker of the northern tongue with a successful DC 15 Intelligence check (check once for each significant bit of information). Lower the DC by 5 for each of the component languages that you speak, or if the character has Perform (Oratory) as a class skill.

Flashspeech: Flashspeech is the language of liosalfar (see Chapter Six), a silent tongue communicated by bursts of color and shifting patterns. Characters can understand this language, but cannot speak



it unless they possess the ability to create the appropriate colors and patterns.

SURVIVAL

Modify the DC of Survival checks to find food and drink as follows:

Location/Terrain	Survival DC
Coast/Taiga/Heavy Foliaged Area	10
Jotunheim (giant plants provide double normal provisions)	10
Mountains: High Altitude	12
Mountains: Extreme Altitude	15
Mountains: Death Zone	20
Troll Bonnets/Arctic Scrubland	15
Tundra/Bleak Expanse (usually animal)	25
Foraging in Winter	+5

Lighting Fires

Under normal conditions, lighting a fire with the appropriate materials (a tinderbox or its equivalent and flammable fuel) is a DC 5 Survival check, and typically takes 1d3 rounds. Normally it's not worth forcing PCs to make this check, but arctic conditions or fighting a monster vulnerable to fire can make it a matter of life or death. In such circumstances use the following rules:

Location	Survival DC
Improvised Tools *	15
Tinderbox	+5
<i>Spark</i> cantrip	0
Greek Fire, fire-based magic	5
Fire set on ice or snow	+5
High winds, snow	+10
Fire builder suffering frostbite	Apply any Dex penalty

Improvised firelighting tools include striking a naturally occurring flint with an iron or steel item or tools such as a fire bow. A typical bundle of firewood weighs 1 lb. and burns for 1 hour.

FEATS.....

ACHIEVEMENT FEATS

Achievement feats are a great way to represent a character's growing fame or celebrate a heroic (or outstandingly craven) deed in your campaign. Encourage players to design and work toward their own achievement feats, weaving together the mechanics of their PC with the legend that growing about them.



Many of these feats have "acclaim of the Þing" as a prerequisite, meaning the character's prowess must be acknowledged and acclaimed by the general populace. This generally takes place at a powerful jarl's court or a regional Þing. PCs may have to fight off challenges to their title both initially and to retain the feat. Consider this is as much an adventure hook as a restriction.

Defier of Boreas

Tales of your resistance to his hordes of ice have spread even to the ears of Boreas himself, who has a special torment set aside for you.

Requirements: Acclaim of the *Ping*. Defeat 20 different servants of Boreas (thuellai, ice maidens, ice elementals, etc) without parleying, falling unconscious, fleeing, or otherwise becoming unable to combat them effectively.

Benefit: You gain spell resistance equal to 10 + half your character level against spells and magical effects with the [cold] descriptor, and a +2 morale bonus on Intimidate checks with cold-based creatures.

Dragon Slayer

The primal magic of dragon's blood courses through your veins.

Requirement: Deliver the killing blow to a linnorm or dragon of Adult age category or older, after inflicting at least half the hit points it lost during the battle. Then cut out and take a bite of its still warm heart.

Benefit: Choose one of the benefits detailed in the rules for linnorm blood in Chapter Five. This benefit becomes permanent as if it had been granted by the *permanency* spell.

Flyting Master

You possess a dazzling array of witty barbs and insulting comments, designed to deflate the ego of even the most confident hero.

Requirement: Acclaim of the *Ding*. You must win 20 public flyting contests; Cha 13+

Benefit: As a move action you can come up with an insult that disparages an enemy's reputation. If the subject is within 60ft and can both hear and understand you, they become angry and must either attack you or be shaken for 1d6 rounds per character level you possess. You may use this ability a number of times per day equal to your Charisma modifier.

Feud Master

Never forgive, never forget. Always make them pay.

Requirements: Acclaim of the *Ding*. Over the course of at least five occasions, defeat a total of 50 creatures of a lineage or allegiance with which you have a recognized blood feud.

Benefit: Once per round as an immediate action, you may add a +1 morale bonus to a damage roll, or to an Intimidate, Perception, or Sense Motive check, against an opponent that you have a blood feud with. The bonus increases by +1 for every four character levels you possess.

Foe Smasher

Everything has a weak point and with enough force, you can hurt just about anything.

Requirement: Land what would be 10 critical hits against a specific creature type that is immune to them. You must successfully confirm the critical for it to count toward this total, despite the lack of effect.

Benefit: You may inflict critical hits on this type of creature. You may now use sneak attacks, favored enemy bonuses, or other abilities that the creature would normally be immune to because it was not subject to critical hits.

Giant Killer

Your name is a kenning for death, whispered fearfully from the forges of the thursir to the citadels of jotun lords. Only Donar and Odin garner more hate than you.

Requirement: Acclaim of the *Ping*. You must be hit by 10 awesome blows, bull rushes, overruns, or similar manuevers from creatures with the giant subtype who is at least two size categories larger than yourself. You must also deliver the killing blow to 10 creatures with the giant subtype.

Benefit: You gain a +1 insight bonus to hit giants for every size category larger than you they are, and whenever a creature with the giant subtype attempts an awesome blow, bull rush, overrun, or otherwise tries to push you around or knock you down, you are counted as being one size category larger than normal.

Harmless Wretch

Not everyone in the North is a fearless warrior. Your displays of craven wretchedness have a supernatural ability to make opponents underestimate you.

Requirement: Acclaim of the *Ping.* You must use Bluff or Diplomacy to successfully persuade 20 opponents to spare your life or ignore you in a combat situation. You must not possess any feat that relies upon a reputation for bravery or skill in battle.

Benefit: Once per day, you may cower in such an elaborate show of fear that opponents are disgusted and must make a Will save in order to attack you. Treat this as a *sanctuary* spell with a caster level equal to your character level. The DC 11 + your Charisma modifier.

Lawspeaker

Your wisdom is renowned. Men will come from miles to hear your judgements. Your voice carries not only sagacity, but the power of Tyr.

Requirement: Acclaim of the *Ping.* Worshiper of Tyr; win 10 public debates at the Thing; be acclaimed as a wise man by all in your region. If you violate the laws of the Thing or become known as a *nithling*, you lose this feat until your name is cleared, or you may select another feat.

Benefit: You are one of the leaders of your regional Thing, a position of great renown and influence (and potential abuse). Your colleagues teach you the *peace of Tyr* incantation (see Chapter Four) and once per day may use *detect lies* as a spell-like ability, with your character level as the caster level. The DC is Charisma-based.

Master of Fear

Terror is your servant. You unleash it at will.

Requirement: Acclaim of the *Ding*. Successfully affect 50 different targets with a spell that inflicts fear.

Benefit: Choose one of the fear-inducing spells you can cast: You may use this spell once per day as a spell-like ability. The caster level and DC are the same as if you were casting the spell normally. Each time you gain a level in a spellcasting class, you have the opportunity to replace this with a different fear-inducing spell you can cast.

Namebearer

Your weapon has earned a name. The threads of its fate and yours are intertwined, each complimenting the other.

Prerequisites: To make a name-bearing weapon you must use it in a noteworthy fashion; either slaying a powerful creature with it, landing an impressive critical hit (or fumble) with it, or some other suitable dramatic moment.

Benefits: You may name your weapon—although in truth you are merely revealing the name it was always fated to have. You gain a +1 morale bonus to damage when using this or any other name-bearing weapon whose name you know.

Namemaker

Your deeds are crafting a mighty legend, both for you and your named weapon.

Prerequisites: Acclaim of the *Ping*; Namebearer Feat, a namebearing weapon.

Benefit: One of your name-bearing weapons becomes a magical weapon, gaining a +1 enhancement bonus to attack and damage. At 5th level and every 5 levels thereafter, you may add an additional +1 enhancement bonus or a special ability to it. Any ability added to the weapon must match an appropriate great deed you have done or quest completed, and you must make this deed public knowledge by spreading tales of it far and wide. You may take this feat multiple times; each time it applies to a different weapon.

The weapon remains magical even if you lose it or pass it on. If permanently destroyed or beyond your reach however, you may transfer the benefits of this feat to a different weapon—but each new enhancement bonus or special quality must be earned with a fresh heroic deed.

Oath-breaker

Your word cannot be trusted. Few men make deals with you.

Prerequisites: Alignment cannot be Lawful or Good. Make 10 successful saving throws against *quest/geas*, *binding oath*, or similar magic and deliberately break your word on a significant matter 10 times.

Benefit: You gain a +2 profane bonus to Bluff checks and Spell Resistance equal to 10 + half your character level against magical compulsions and divination magic that would reveal your lies.

Thousand Yard Stare

Your eyes hold the unblinking icy glare of death.

Requirement: Demoralize 50 enemies using the Intimidate skill or the rage power Intimidating Glare.

Benefit: You gain a *gaze attack* that inflicts the spell-like ability *scare* upon enemies within 30 feet. A successful Will save renders the target immune to further uses of this ability for the rest of the day. This is a mind-effecting fear effect. The DC is 12 + you Charisma modifier.

Viking Renown

Tales of your expeditions have spread far and wide, giving you the respect and honor reserved for true heroes.

Requirement: Acclaim of the *Ping*. Lead 3 successful viking expeditions of at one longship in size, each lasting a month or more and each larger and more successful than the last.

Benefit: Men flock to your banner, and you recruit followers faster than lesser men. You count as having 'great renown' for purposes of your leadership score and do not suffer a penalty to your leadership because of cruelty. The death of followers also no longer affects your score, so long as they die in combat and your expedition is an overall success.

War Captain

The valkyries favor you. You are renowned for leading men to success in battle.

Prerequisites: Acclaim of the *Ping*. Successfully lead a force of at least 30 men in three battles; character level 7+

Benefit: Each round as a move action you may issue commands or rallying cries to all allies within 30ft who can understand you. Each ally that obeys your orders gains a +1 morale bonus to either attack or damage, skill checks, or saving throws (your choice, depending on orders given) during that round. You may assign different modifiers to different allies.

COMBAT FEATS

Combat Flyting

You're skilled at taunting appointments in combat, causing them to misdirect their attacks.

Prerequisites: Cha 13+, Skill Focus (Bluff), Dodge

Benefit: As long as your opponent can hear and understand you, you can repeatedly bait and demean them in combat. Each round this continues without interruption, your target takes a cumulative –1 penalty to hit rolls against you, to a maximum equal to your Charisma bonus. You gain an equal circumstance bonus to any attacks of opportunity made against them. The effect lasts a maximum number of rounds equal to your ranks in Bluff, and you must mock the target each round (a Swift Action) in order to retain the bonus.

Enough Talk!

You leap into action while civilized folk are still prattling.

Prerequisite: Improved Initiative

Benefit: Add your Dex bonus to damage rolls made against flat-footed targets in the first round of combat.

Kazzakh Leap

You can hurl yourself from the saddle toward enemies.

Prerequisite: Acrobatics 1+, Ride 1+

Benefit: You may jump from a moving mount, calculating the distance using the mount's speed rather than your own. You may combine the leap with a charge action to gain the normal bonus to attack.

Haft Strike

Either end of a greataxe or hammer staff is a deadly weapon in your hands.

Prerequisite: +6 attack bonus, Weapon Focus (greataxe or hammer staff)

Benefit: You may fight with the butt of a greataxe or hammer staff in addition to its head. You treat such weapons as double weapons, using all the normal rules except that the secondary weapon is a medium club.

CHAPTER THREE

Table 3-2: Feats

Feats	Prerequisites	Benefits
Alpha Male	Character level 7 or higher; Str 13+	Add your Strength bonus to Diplomacy checks
Brothers in Arms	-	Bonuses to allies within 10 feet
Combat Flyting	Cha 13+, Skill Focus (Bluff), Dodge	Impose a cumulative –1 penalty to your opponent's attacks that are made against you
Deeper Rune Lore	Wis 12+	You may invoke secret powers of runes
Enough Talk!	Improved Initiative	Add Dex modifier to damage against flat-footed opponents
Haft Strike	+6 attack bonus, Weapon Focus (greataxe or hammer staff)	You treat greataxes and hammerstaffs as double weapons
Hod's Gift	Blind-Fight, worshiper of Hod	+2 sacred bonus to Survival checks
Huginn's Horde	Raven familiar, 5th level, good standing with Wotan	You gain a flock of ravens as a familiar
Iron Man	Endurance	Your penalties for being fatigued or exhausted are reduced by 2 points and you recover more speedily
Ironside	—	Sleeping in medium or heavy armor no longer results in fatigue
Kazzakh Leap	Acrobatics 1+, Ride 1+	You temporarily gain your mount's speed when you leap from it while it moves
Oathmaster	Ability to cast geas/quest	You may cast geas/quest as an immediate action
Ofermod	—	+2 morale bonus against fear
Riddle of Steel	Proficiency with all martial weapons	You lower the DR of opponents when striking them with weapons lacking an enchantment bonus
Runemastery	Wis 12+	You gain a mastery bonus over 2 runes of your choice
Runesmith	Master Craftsman	You can use rune magic to craft magic weapons instead of spells
Runic Counterspell	Runic Spellcasting, Ability to cast arcane or divine magic	You can counterspell using any spell of a higher level than the targeted spell
Runic Potence	Wis 15+, Rune Mastery or Runic Blood	You can invoke the power of a rune one more time per day
Servant of Two Masters	Dwarf, access to clerical domains, worshiper of Donar and Volund	You may select domains from those provided by both Volund and Donar
Shield Breaker	Improved Sunder	You have a greater bonus when sundering wooden shields or wooden objects
Shieldman	Combat Expertise, Shield Proficiency	You can grant an adjacent ally your shield bonus
Shieldwall	Shield Proficiency	Cumulative +1 bonus to AC and CMD for each adjacent ally with a shield
Sisu	_	Gain +1 bonus to Saving throws for one round for every 10 points of lethal damage inflicted upon you
Storm Caller	_	You add +1 to the DC of saving throws against spells with the air or cold descriptors
That Which Does Not Kill Us	Sisu, Con 15+	You can cast aid on yourself once per day
Tupilak Mastery	Must have successfully created at least one tupilak	+2 circumstance bonus to caster level checks to turn a tupilak against its master
Victory Roar	Critical Focus, Cha 13+	Gain temporary immunity to fear and +1 morale bonus to attack and damage whenever you confirm a critical hit

Riddle of Steel

What is steel compared to the hand that wields it?

Prerequisites: Proficiency with all martial weapons

Benefit: If you strike a creature that possesses Damage Resistance with a metal weapon that has no enhancement bonus, you lower the creature's DR by 1. This bonus increases by 1 for every 2 character levels you possess.

Shield Breaker

You're mighty blows are renowned for cleaving shields. **Prerequisites:** Improved Sunder

Benefit: When you sunder a wooden shield or object, you inflict +3 damage and automatically confirm critical hits.

Shieldman

You're trained in the art of the shieldman, protecting your companions from harm.

Prerequisite: Combat Expertise, Shield Proficiency

Benefit: You can extend the cover of your shield to protect an adjacent ally as a swift action. They gain the benefit of your shield's bonus to AC (including magical bonus) as if he or she were wielding it. If you choose to fight defensively or use Combat Expertise, then your ally also gains the appropriate bonuses, but you suffer the penalties and do not gain benefit of either shield or these feats yourself. An ally who moves out of your reach loses the benefit.

Sisu

Pain stokes the fire of your resolve. The more they knock you down, the more determined you become to stand up again.

Benefit: Whenever an opponent inflicts 10 hit points or more lethal damage on you, you gain a +1 circumstance bonus to saving throws until the end of your next turn.

Victory Roar

Your confidence increases when you critically hit a worthy opponent. **Prerequisite:** Critical Focus, Cha 13+

Benefit: Whenever you confirm a critical hit, you may roar in triumph as a swift action. This grants you immunity to fear (and dispels any fear-based effect you may currently be under) and a +1 morale bonus to hit and damage until the end of your next turn.

GENERAL FEATS

Alpha Male

Physical strength and self-confidence lends weight to your words, and it is clear to all that you were born to lead.

Prerequisite: Character level 7 or higher; Str 13+

Benefit: Add your Strength modifier to Diplomacy checks with Vikings and other martial types and professional warriors. You may use Strength in place of Charisma when calculating Leadership.

Hod's Gift

You know how to find your way in the bowels of earth.

Prerequisite: Blind-Fight, worshiper of Hod

Benefit: You get a +2 sacred bonus to Survival checks to avoid natural hazards and keep from getting lost while underground. In addition, you have a +2 sacred bonus on Diplomacy and Sense Motive checks with subterranean creatures.

Iron Man

You overcome strain and fatigue better than lesser men.

Prerequisite: Endurance

Benefit: Whenever you become Fatigued or Exhausted the statistic penalties are reduced by 2 pts and you recover in half the normal time.

lronside

In the violent world of reavers and raids you've learned to live in armor, rarely taking it off.

I AL AQ IQI HQI HQI QI A HQI QI A HQI A

Benefit: Sleeping in medium or heavy armor no longer results in fatigue.

Normal: A character that sleeps in medium or heavy armor is automatically fatigued the next day.

Ofermod

For good or ill you brim with the overconfidence of a true hero.

Benefit: You gain a +2 morale bonus to saves against fear and any fear-causing effect you succumb to lasts for only half the normal duration (minimum 1 round).

That Which Does Not Kill Us

...makes us stronger.

Prerequisite: Sisu, Con 15+

Benefit: Once per day when you successfully make a Fort save to resist a harmful spell cast by an enemy, your unshakable sisu enables you to cast *aid* on yourself as a free action. Treat your character level as the caster level.

ITEM CREATION FEATS

Runesmith

Runes you know provide prerequisite spells when creating magic items. **Prerequisites:** Master Craftsman

Benefit: When creating magical items, you may use a rune that you've mastered in place of a spell needed in its creation. See Chapter Four for a list of spells associated with each rune.

METAMAGIC FEATS

Deeper Rune Lore

You have mastered the secret powers of one of Wotan's sacred runes. Prerequisites: Wis 12+

Benefit: Choose one rune covered by your Rune Mastery feat. You may invoke one of the secret powers of this rune (see chapter four) once per day as a spell-like ability. You may take this feat multiple times. Each time you learn the secret powers of a different rune.

Huginn's Horde

Wotan's divine ravens send their brethren to serve you.

Prerequisites: Raven familiar, 5th level, good standing with Wotan.

Benefit: A flock of ravens joins your familiar, forming a CR 2 swarm. *Huginn's horde* follows the normal rules for both familiars and swarms except as noted here: All ravens speak the same language as your familiar. They have a single intelligence and can be affected by mind-effecting spells. You suffer no ill effects from sharing a square with your own swarm. You can dismiss the flock at any time, retaining your normal raven familiar but summoning them anew follows the standard rules (see *Pathfinder* Roleplaying Game: Core Rulebook*). Reducing the flock to 0 hp causes it to break up and has a 50% chance of killing your raven familiar.

Use the statistics for a bat swarm for the raven flock, replacing *blindsense* and *bleed* with the ability to cast *divination* (1/week).

CHAPTER THREE

Oathmaster

No one swears oaths lightly in your presence, for you can bind men to their hasty words.

Prerequisites: Ability to cast geas/quest.

Benefit: You may cast geas/quest as an immediate action, and raise the DC by 1.

Rune Mastery

You are wise in the lore of one or more runes.

Prerequisites: Wis 12+

Benefits: Select 2 runes from the list in Chapter Four. You gain the mastery bonus of each of these runes and a +2 insight bonus when carving them onto an item with the Craft skill.

Runic Counterspell

You mastery of runes is such that you can deflect magic that draws upon their universal power.

Prerequisites: Runic Spellcasting, Ability to cast arcane or divine magic

Benefit: When targeted by a spell associated with a rune you have mastered, you may counterspell it by sacrificing any spell that is one or more spell levels higher than the target spell.

Normal: Without this feat, you may counter a spell only with the same spell or with a spell specifically designated as countering the target spell.

Runic Potence

Your mastery of runes is deeper than that of other men.

Prerequisites: Wis 15+, Rune Mastery or Runic Blood

Benefit: You may invoke the power of any rune you have mastered one more time each day. You may take this feat more than once, the effects are cumulative.

Runic Spellcasting

Your know how to work mastered runes into your spellcasting, and to resist the magical effects of their associated spells.

Prerequisites: Rune Mastery

Benefit: If you cast a spell associated with a rune you have mastered, you cast the spell as a caster of 1 level higher than normal. If you are targeted by such a spell, the DC of any saving throw is lowered by 1.

Storm Caller

When you invoke the cruel North Wind, it answers.

Benefit: You add +1 to the DC of saving throws against spells with the air or cold descriptors.

Servant of Two Masters

You have been specially trained by the priests of Tannasgard to serve Runic Blood both Donar and Volund in equal measure.

Prerequisites: Dwarf, access to clerical domains, worshiper of Donar and Volund

Benefit: You may select domains from those provided by both Volund and Donar. Should you come to favor one god over the other however, you lose access to this feat and may select a different one to replace it.

Tupilak Mastery

A deal with the treacherous spirits of Ginnungagap makes it more difficult to turn your tupilak against you.

Prerequisites: Must have successfully created at least one tupilak Benefits: You get a +2 circumstance bonus to caster level checks to turn a tupilak against its master, and attempts to turn one of your tupilaks against you suffers a -2 penalty.

MONSTER FEATS

Caustic Blood

Prerequisite: Dragon

Dragons or linnorms possessing this quality have blood which becomes potent acid on contact with air. Slashing or piercing weapons that injure the creature take 1d6 acid damage for every four hit dice of the beast, and when injured to half hit points or below, the dragon adds 1d6 acid damage to all its attacks, as blood splatters over attackers with every blow.

Chilling Presence

Cold radiates from this creature.

Prerequisites: Cold subtype, servant of Boreas

After one minute in a given area, the temperature gets one category colder, to a radius of 10 ft. Lower the temperature by another category for each additional creature with this feat in the area, to a maximum of boreal cold (see Chapter Five). Small, nonmagical flames are extinguished in the creature's presence, and any spells or magical effects that protect from cold suffer a dispel magic (CL equal to the creature's hit dice) if they stay within 10 ft. of the target for more than 10 minutes.

Cold-hearted

A frozen heart gives this creature's skin a blueish tinge, its mind cold and calculating.

Prerequisites: non-good alignment.

Benefit: The creature gains the [cold] subtype, and a +4 profane bonus on saving throws against spells and effects that generate emotions (such as crushing despair, rage, and fear effects), but can no longer benefit from morale bonuses.

Ice Eyes

This creature's blue-white glowing eyes are painful to look upon.

Prerequisites: Born in the frozen North

Benefit: The creature gains a gaze attack with a range of 30 ft. (or the normal range of any other gaze attack they possess) that causes snowblindness (see Chapter Five). When using this power the creature's eyes glow brightly enough to Dazzle light sensitive creatures.

Prerequisites: Born in the frozen North

Some northern creatures are born with a natural attunement to a rune whose nature is similar to their own (Thursir and the Thurs rune, for example).

Benefit: The creature gains all the benefits of Rune Mastery for the chosen rune, but can invoke its power 3/day. The rune selected must fit thematically with the creature's nature, origin or abilities.

TEAMWORK FEATS

Brothers in Arms

Your steadfastness inspires those nearby to match your resolve.

Benefit: Allies within 10 ft. of you reduced to half hit points or less gain a +1 morale bonus to damage rolls and saves against fear as long as you are still fighting.

Shieldwall

You've trained to stand shoulder to shoulder with your comrades, forming an impenetrable wall of overlapping shields with which to hold off the enemy.

Prerequisites: Shield Proficiency

Benefit: Whenever you're wielding a large shield and adjacent to an ally wielding a large shield who also has this feat, you receive a cumulative +1 bonus to AC and CMD for each adjacent ally who threatens your attacker.

TRAITS

COMBAT TRAITS

Born on a Battlefield

Violence was a constant companion in your youth, leaving you jaded to its threat.

Benefit: You gain a +1 trait bonus to saves against fear and raise the DC of attempts to demoralize you with the Intimidate skill by 1.

Dwarf Hater

You or your family have suffered at the hands of the reaver dwarves. Perhaps you were caught up in a feud or war, or were enslaved by a party of raiding reavers. Whatever the cause, you delight in paying dwarves back in kind.

Benefit: You gain a +1 trait bonus to damage against dwarves.

Kissed by the Valkyries

You know that a heroic death leads to a glorious afterlife in Valhalla, and so rush fearlessly into battle.

Benefit: Whenever you make a charge action, you get an additional +1 trait bonus to your attack and damage roll, but the penalty to AC also increases by 1 pt.

MAGIC TRAITS

Disir Dreams

Portentous dreams show glimpses of your fate.

Benefit: Once per week while sleeping you have a dream that predicts the future, giving you the equivalent of a *divination* spell. Roll d100% for clarity as normal: Failure produces a very cryptic dream. The GM may also choose to bestow these dreams on you at other times.

Fate Not Woven

By accident or design, your fate has been woven only loosely by the Norns. Neither man nor god can divine your future.

Benefit: Be it the work of man or god, attempts to divine your future always produce inconclusive results, and you gain a +4 trait bonus to Will saves against *scrying*.

Hamingja

Your clan is blessed with a hamingjia, an animal that embodies your family's luck. The creature normally lives wild somewhere near your family hall. If it dies you'll suffer the curse of unluck until you persuade the gods to send another.

Benefit: You get a +1 trait bonus to Handle Animal checks made with animals of the same race as your *hamingjia*, and an additional luck bonus dependent on its type. Select an animal from the table below or work with the GM to invent your own:

Totem	Benefit
Bear	+1 luck bonus to CMB when grappling
Falcon	+1 luck bonus to Perception checks made to identify details at a distance
Fox	+1 luck bonus to Escape Bonds and CMD against grappling
Horse	+1 luck bonus to Ride
Mammoth	+1 luck bonus to CMB on bull rush attempts
Otter	+1 luck bonus to Swim checks
Wolf	+1 luck bonus on trip attacks
Wolverine	+1 luck bonus to damage with unarmed attacks

RACIAL TRAITS

Born in Stannasgard

You grew up in the great smithy-citadel of Stannasgard, surrounded by the greatest craftsmen of the North.

Prerequisites: Reaver Dwarf

Benefit: You get a +1 trait bonus to Craft (Armorsmithing and Weaponsmithing) checks, and one of your starting items (weapon, armor, or shield) is of masterwork quality.

Born in Nordheim

You were born near the Cradle, birthplace of dwarven kind, and have walked the blessed caves and corridors of the First Citadel. All dwarves hold you a little in awe.

Prerequisites: Reaver Dwarf

Benefit: You have a +1 trait bonus to Bluff and Diplomacy checks made with dwarves, and knowledge (religion) is always a class skill for you.

Born in Wolfheim

You were raised among the wolf-wrestling heroes and savage raiders of Wolfheim, where winter worgs prowl the halls.

Benefit: You get a +1 trait bonus to Animal Handling checks with wolves and a +1 trait bonus to CMD or saves against special attacks by lupine creatures (such as trip attempts or saves against a winter worg's breath weapon).



Falseman

You are the spawn of a nightgarm but have escaped the control of your malevolent mother. Although you've broken her control, the nightgarm and her other spawn are likely still searching for you.

Benefits: You gain the renegade falseman template (see page 106).

Selkie Blood

One of your ancestors was a shapeshifting seal who cast off her skin and took human form.

Benefit: You gain a +1 trait bonus to Swim checks and can hold your breath for twice as long as normal.

Touch of the Wolf

You've spent too long in the Kingdom of the Wolf, or perhaps there's a lycanthrope lurking somewhere in your family tree.

Benefit: You smell like a wolf. Wild animals that aren't predators are automatically Unfriendly toward you, but this attitude can be improved. You may use the Intimidate skill against domesticated animals (cattle, dogs, horses, etc).

REGIONAL **T**RAITS

Born For The Longship

The heaving deck of a longship feels natural beneath your feet.

Benefit: You never get sea-sick. You gain a +1 trait bonus to acrobatics and profession (sailor) checks while aboard ship.

Descended from a God

You are born of a bloodline that claims ancestry from one of the gods of the North. Kings and heroes litter your family tree.

Benefit: You gain a +1 trait bonus to one kind of saving throw, chosen when this trait is selected. Your heritage may occasionally have other effects both good and bad at the GM's discretion.

Honey Eater

Years of eating the fragrant honey of Bjeornshafen has infused your body with its scent.

Benefit: The guardian bees of Bjeornshafen treat you as one of their own (see page 26). You gain a +1 bonus to Animal Handling or Diplomacy checks with bears and ursine lycanthropes.

Kazzakh Heritage

You were trained among the wild horsemen of the steppes and excel at mounted combat.

Benefit: You gain a +1 trait bonus to weapon attack rolls when *you*. mounted. Ride is always a class skill for you. **B**

Mountain Man

You dwell in the high peaks, where thunder roars and valkyries fly. **Benefit**: You are immune to altitude sickness and gain a +2 trait bonus to catch yourself if you fall while climbing.

Noatun Blood

You were raised in the great city of of Noatun. The sea is in your blood.

Benefit: You get a +1 trait bonus to Profession (Seaman) and Craft (shipwright) checks, and both these skills are always class skills for you.

Outdoorsman

There's a special place in your heart for the wild places of your homeland. **Benefit**: Choose a terrain type from Ranger's list of favored terrains: You gain a +1 trait bonus to Climb, Acrobatics, and Swim checks made against the natural environment of this terrain.

CHAPTER THREE

Raised by Berserks

You spent your formative years around berserkers, a rough time that left its mark on you both physically and mentally.

Benefit: You gain +1 hit point at first level and Intimidate is always a class skill for you.

Raised by Monsters

You were raised by a monster or clan of monsters. Perhaps they took you in after slaughtering your former family, or maybe you were given to them as a hostage or sacrificial offering.

Benefit: Choose monster race (subject to GM approval). You gain its native language as a bonus language, and a +1 trait bonus to Sense Motive when interacting with creatures of the same race.

Siege Mentality

Born on the Reaver coast, you've learned the hard way to fend off barbarian raiders.

Benefit: You gain a +1 trait bonus on your CMD when fighting defensively or using combat expertise, and on your Armor Class while using the *withdraw* action. Perception is always a class skill for you.

Skraeling Heritage

Growing up in the icy wastes, you swiftly learned the value of a wellkindled fire.

Benefit: Once per day you can use the *spark* cantrip as a spell-like ability (treat your character level as the caster level). If you wield a torch or other non-magical flaming object as a weapon, you get a +1 trait bonus to damage.

Trylleri Heritage

Your family has a long history of worshiping the Vanir, and so their servants generally react more agreeably toward you.

Benefit: You gain a +1 trait bonus to charisma-based skills when interacting with fey and elementals. Knowledge (religion) is always a class skill for you.

Tundra Walker

Years spent in the glimmering deadly beauty of the tundra has taught you.

Benefit: You have a +1 trait bonus to resist the onset of snowblindness and the effects of cold temperature.

Religion Traits

Baldur's Gift

Faith in Baldur brings with it a relentless dedication to helping others, and consequently you're generally well-regarded throughout the North.

Benefit: You gain a +1 trait bonus to Diplomacy and Heal checks.



Grandmother's Advice

On grandmother's knee you learned all manner of ways to keep yourself safe from hostile spirits.

Benefit: Three times per day as a swift action you may perform a ritual, gesture, or verse that grants you the benefits of *resistance* against the spells, spell-like abilities, and supernatural abilities of creature with the fey, outsider, or undead type.

Servant of Boreas

You or your family once served the Devourer. If word of this allegiance gets out expect to be treated as a nithling.

Benefit: You gain a +1 trait bonus to knowledge checks to determine the identity, abilities, and weaknesses of creatures with the cold subtype, and to Spellcraft checks about spells with the cold or evil descriptors.

Shaman's Apprentice

You were raised by a shaman, seiðr, volva, or other holy person. They taught you respect for the spirits and how best to appease them.

Benefit: You gain a +1 trait bonus to Knowledge (religion) and a +1 to Diplomacy checks made with Outsiders and fey.

Wotan's Gift

Fate demands that you're killed outright rather than linger bleeding. **Benefit**: You have a +1 trait bonus when rolling to stabalize while

dying.

SOCIAL TRAITS

Foster Child

You were exchanged with the son of a rival clan or family to ensure good relations between them.

Benefit: You get a +1 trait bonus to Sense Motive checks and Diplomacy is always a class skill for you.

Hard Drinker

There's little to do through the long winter nights other than swill mead, and you empty more than your share of drinking horns.

Benefit: You can drink twice as much as normal before becoming Sickened, and gain a +1 trait bonus to fortitude checks to resist the effects of ingested poisons.

Kantele Master

You're entertainment skills are always welcome around the hearth or campfire.

Benefit: You get a +1 trait bonus to Perform (string instruments), and begin play with either a kantele or a traveler's harp.

Knattgildra Enthusiast

You love the traditional ball and brawl game of knattgildra. **Benefit:** You get a +1 trait bonus to AC against thrown objects.

Outlawed

Your family were made outcast and forced to flee their home.

Benefit: You gain a +1 trait bonus to disguise checks and begin play with an additional simple outfit (artisan, courtier, explorer, monk, or scholar).

Reaver Slave

You've toiled in thraldom to the reaver dwarves.

Benefit: You gain dwarven as a bonus language and have abilities similar to dwarven Stonecunning; you can make a Perception check to notice unusual stonework, such as traps and hidden doors located in stone walls or floors, whenever you pass within 10 feet of them, whether or not you are actively looking for them.

Tafl Master

You have a love and innate talent for board games.

Benefit: You get a +1 trait bonus to *Profession (tafl master)* checks and this skill is always a class skill for you. You also get a +1 triat bonus to checks to assess an army's large scale tactics if you've beaten their commander at a tafl game.

Thrall's Tenacity

A life of back-breaking labor and rough treatment means you can survive on relatively little food, and are not easily tired by long exertions.

Benefit: Treat your strength score as 2 pts higher for the purposes of your carrying capacity, and you gain a +1 bonus to Constitution checks to avoid the effects of starvation or becoming fatigued or exhausted.

Thrower of Bones

You come from a long line of völvas.

Prerequisites: Female

Benefit: You gain a +1 trait bonus to Profession (Volva) and this skill is always a class skill for you. You begin play with a set of rune bones.

EQUIPMENT

Treasure is a staple of most *Pathfinder*[®] *Roleplaying Game* games but it's particularly important in the North. Northerners have a gift-giving culture, which means both NPCs and player characters are expected to frequently give away treasure, even magical items, as rewards for hospitality and services rendered. Mechanically nothing changes but cultrally it's a whole new ballgame.

Hoarding treasure is considered not only miserly but dangerous it's not *drengskapr*, it encourages thieves and raiders, and lust for a hoard (especially gold) can transform misers into monstrous beasts: Many of the North's dragons were once humanoids who coveted their treasures too feverishly. Generosity is essential to a person's honor and wealth moves around, mainly in the form of jewellery and valuable objects. Coins are generally brought home from abroad.

NORTHERN ECONOMICS

Gold is relatively rare in the North, and has a reputation for causing trouble—a provoker of men to unwise acts of violence or greed. Silver however, is commonplace. Most native northern coins are silver, often large enough to be worth five or ten times a southern silver piece. Dwarves especially prefer to create valuable goods rather than coins (and are notoriously easy to offend if offered coins) but to some extent all northerners are distrustful of it, prefering more substantial and beautiful treasures—something worthy of a song or tale.

A common type of wealth is *hacksilver*—simple jewelery like rings and armbands designed to be used in place of coins—and to be broken into chunks when smaller amounts are needed. Most traders judge coins and hack-silver by weight using the Appraise skill.

More valuable objects are also used as currency, especially when it comes to gifts:

- Five heavy warhorses, each with a golden headpiece (2,000 gp)
- Longship (10,000 gp)
- Masterwork story shield depicting a famous deed of the recipient (157 gp)
- Golden-headed battle standard (350 gp)
- Tapestry woven by a master weaver (200 gp)
- Drinking horn made from a monster slain by a famous hero (200 gp)
- Adamantine armband made by dwarves (5000 gp)
- Small box of eastern spices (30 gp)
- A bundle of nice-looking-otter skins (60 gp)
- Brass-embossed helmet with a crest in the shape of the character's totem animal (30 gp)
- Finely embroidered outfit, sewn by the gift-giver's wife or mother (10 gp)
- A fine pair of shaggy wolfhounds; intelligent, valiant and loyal (600 gp)
- Sacred stone from Reaching Mountaintop, where the gods walk (1,000 gp)
- Keg of preserved remorhaz fat, to keep out the cold (250 gp)
- Sword with intertwined serpents for a guard, and the tale of how it was won (100 gp)
- Beautiful golden chain that all men will lust for (6,000 gp)
- Masterwork harp inlaid with silver (125 gp)

CHAPTER THREE

- Tame bear, trained to dance upon command (400 gp)
- A runestone raised in their honor to commemorate a PC's deed (50 gp)
- Poem composed by a famous skald (36 gp)
- Services of a talented craftsman, who takes a masterwork item for the character (300 gp)

Almost all trade is done through barter, conducted face to face and inevitably involving smalltalk, haggling, and ale to loosen tongue and the purse-strings. Most characters aren't paid wages as such, instead being provided with hospitality and an approprioate value of 'gifts' instead.

New EQUIPMENT

The following new equipment is available to northern characters.

Armor

Double Mail: Double-mail is chain armor made from links that are twice as heavy as regular mail and fastened with two rivets instead of just one. The result is considerably more bulky and more protective than regular chain armor.

Hardened Mail: Hardened mail is mail that has been strengthened by selectively adding adamantine links and rivets to key areas. Not enough to earn the usual bonuses for adamantine armor, it is nevertheless more protective than normal mail.

Ironwood Breastplate: Ironwood breastplate is carved from the trees of iron wood. The difficulty in making it ensures that every suit is of masterwork quality. This armor can be worn by druids without penalty. It also floats, reducing the armor check penalty for swim checks by 2pts (minimum 0). Fey donning it are immediately sickened and must make a DC 20 Fortitude save every hour or become nauseous. Longer exposures can kill.

Weapons

Bulawa: A ceremonial mace carried by Kazzakh *hetmen*, and symbol of rank in many armies of the Reaver Coast. Most Bulawa are antiques of masterwork quality. They serve the same general purpose as signet rings and other symbols of office, and are frequently enchanted.

Falx: A curved 3-foot blade mounted on a long wooden shaft, sharpened on the inside of its arc. The falx can split a shield or helmet in two, or used as a hook to pull shields away to expose their target. You gain a +2 bonus to your CMB to sunder medium or heavy armor with a falx.

Goedendart: A peasant weapon found on the Reaver Coast, this simple weapon is a combination of club and spear. Its body is a wooden staff, thicker at the 'business end' and wrapped in a steel head sporting a metal spike. It can be used either like a spear or as a bludgeon.

Hammer Staff: This polearm consists of a blessed warhammer head (holy symbol of Donar) mounted on a wooded shaft. It's used in Donar's religious rites but makes a more than serviceable weapon. You gain a +2 bonus to your CMB to sunder medium or heavy armor with a hammer staff.

Harpoon: Used by whalers, this barbed spear is designed to stick in the target and has a hooped butt that enables it to be tethered to a rope. It is suitable for both melee and throwing. On a successful critical hit the harpoon *impales* the target, lodging in their body (at the GM's discretion certain blubbery creatures may be impaled on a

Table 3-3: New Equipment

	Armor/ Max. Armor Shield Dex. Check Arcane		A S- all	Speed					
Armor	Cost	Type	Bonus	Dex. Bonus	Check Penalty	Arcane Spell Failure	30 ft.	20 ft.	Weight
Double mail	600 gp	Heavy	+8	+1	-6	35%	20 ft.	15 ft.	50 lbs
Hardened mail	1,150 gp	Medium	+7	+2	-5	30%	20 ft.	15 ft.	40 lbs.
Ironwood breastplate	250 gp	Light	+4	+4	-1	20%	30 ft.	20 ft.	25 lbs.

Weapon	Cost	Proficiency	Dmg (S)	Dmg (M)	Critical	Range	Weight	Туре	Special
Bulawa	312 gp	1H Simple	1d6	1d8	x2	_	8 lbs.	В	Mwk
Falx	18 gp	2H Simple	1d6	2d4	x4	—	12 lbs.	S	_
Goedendart	7 gp	2H Simple	1d6	2d4	x2	—	8 lbs.	B/P	Brace
Hammer staff	25 gp	2H Martial	1d8	1d10	x3	—	10 lbs.	В	Reach
Harpoon	15 gp	2H Exotic	2d3	2d4	x3	20 ft.	9 lbs.	Р	Reach, see text
Knattgildra ball	1 gp	1H Simple	1d2	1d3	x3	15 ft.	2 lbs.	В	—
Knattgildra bat	3 gp	1H Simple	1d4	1d6	x2	—	3 lbs.	В	See text
Scramaseax	7 gp	1H Martial	1d4	1d6	19-20/x2	—	3 lbs.	S	Sunder
Shashka	17 gp	1H Martial	1d6	1d8	19-20/x2	—	5 lbs.	P/S	_
Snowball	—	1H Simple	1d2	1d3	x2	10 ft.	—	В	Nonlethal, see text
Thornrod	5 gp	1H Exotic	1d4	1d6	19-20/x2	—	3 lbs.	B/P	Disarm, Light, Monk

normal hit that beats the AC by 5 or more). A DC 15 Escape Bonds check dislodges the harpoon—as can a DC 15 strength check, although this method inflicts damage on the target as described below.

As a standard action the harpoon's wielder can yank the tethering rope or twist the weapon's haft, automatically causing normal weapon damage to the target. If the harpoon is tethered, it prevents the target from moving further than the rope's length. If within their drag weight; the wielder can also pull the target toward them.

Knattgildra Ball: A wooden ball hard enough to cause injury if thrown at a living creature. Used in the game of *knattigildra*

Knattgildra Bat: This bat resembles a wooden club, slightly longer than normal and with a spoon-like end to help catch and hit the ball. Used in the game of *knattigildra*.

Scramasax: Designed to be used in boarding actions and the press of shieldwalls, this popular tool and secondary weapon is a heavy curving knife, reminiscent of a meat cleaver. You gain a +1 bonus to your CMB to sunder shields and handheld items with a scramasax.

Shashka: Kazzakh sabre with a slightly curved blade suitable for both slashing and thrusting. Designed primarily for ride-by attacks it has no guard but a large, curved pommel that's usually highly

styalised and decorated. Used from a moving mount by a proficient wielder, the shashka inflcits +1 damage.

Snowball: Improvised missle made from snow, often thrown in mischief. Assuming snow is available, a Move action is required to make a crude snowball, which counts as an improvised weapon (-4 to hit). As a full round action however, a character can create a masterwork quality snowball (+1 to hit). Damage is always nonlethal

Thornrod: Crafted from the thorn of a swordpine tree (see Chapter Five), this curving flexible rod is 4 to 5-foot long and tipped with a natural sharp point. Halfway between a whip and long cudgel, it's ideal for keeping unruly thralls in check. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a thornblade sized for you.

Adventuring Gear

Amaranth Nectar (Drug; 80 gp.)

Refined from the nectar of hardy amaranth flowers, this powerful drug is one that undead prize. It's also used in various ritals to appease or return the restless dead to their graves.

Type ingested; Addiction moderate, Fortitude DC 20

Effects I hour; user fatigued, +1d6 temporary hit points, +4 alchemical bonus to saves versus fear, but -4 penalty to Perception and saves versus illusion. These effects are passed on to creatures that use blood drain on the imbiber, but many undead also take the drug directly (gaining a +2 alchemical bonus to turn resistance and being slowed rather than fatigued).

Damage Id3 Chs and Id3 Wis damage

Ambergris, Raw (5 gp; 1 lb.)

Unrefined ambergris is one of the most unpleasant substances in the world. Found floating in the vomit and waste matter of whales and harvested by strong-stomached seamen, this waxy gray-black slime is blessed with an overpowering briny odure of feculence. Over time, however, it degrades in to the much more pleasant-smelling refined ambergris, prized by perfumers across the world.

Unless tightly sealed, creatures with the scent ability can detect and pinpoint someone carrying unrefined ambergris at three times normal range, and track them by scent with a +5 bonus. Even less attuned noses gain a +5 bonus to Perception checks to detect the character by smell.

Dog, Sled (35 gp.)

Sled dogs are tough and muscular, with thick-furred double coats and lupine appearance. Halfway between wolf and hound, they are energetic and make good working animals but poor pets. If a sled dog does not get extensive excersize, hard work, or at least 15 minutes discipline training each day it becaome unruly and inflicts a -4 penalty on its handler's Handle Animal checks. Use the statistics for a riding dog, replacing the Skill Focus feat with Endurance.

Dog, Wolfhound (300 gp)

Large, lean, and shaggy dogs are specially bred to chase and bring down wolves and bears. Wolfhounds are usually obedient and reserved, but develop strong bonds with their adopted pack and become troublesome or morose if left alone for long periods. They live for the thrill of the chase. Use riding dog statistics, but add the advanced temaplate.

Gumppus (Meal; 6 sp.)

Gumppus is considered a delicacy and fitting meal for heroes by many in the North—although most southerners find it hard to stomach. It's a sausage or cake made from pork, reindeer, or other meat mixed with blood, giving it a distinctive dark color and complex taste. High in fat and protein, it's perfect for those embarking on hard travel in cold weather (counting as a good quality meal).

Ice Skiff (2,500 gp.)

Multihulled, catamaran-like sailed sleds use to travel the Bleak Expanse. They run on composite sleds of bone and are steered by saila and spiked poles thrust into the ice. Ice skiffs are typically 40-60ft long, with a triangular sail. It carries a crew of 6–10 and about 20 tons of cargo, and skilled ice-sailors can get it up to a speed of 5 miles per hour.

Kayak (25 gp; 30 lbs.)

A single person boat, its driftwood or whalebone frame covered with stretched skins made watertight with whale fat, propelled

CHAPTER THREE

Designer's Note: On Northern Armor

The *Pathfinder*[®] *Roleplaying Game* presents players with a lot of different armors, but historically the Viking Age was pretty much limited to mail, leather, and hide. If you want to mimic history then make foreign armors rare by limiting them to the work of master craftsmen or traders from the Reaver Coast.

The variant mail armor presented here expands the types of armor available while keeping the look of historical mail, but GMs should also consider making adamantine and mithril chain and chain shirts more common as well, to help keep mail armor viable for fighters and other heavy armor wearing classes.

by a double-bladed paddle. Proficient users can cut through the water almost silently, making it ideal for gliding up behind prey. If draped in white cloth or fur, from a distance they resemble chunks of floating ice (+4 to Stealth checks)

Lamp, Blubber (I sp; I lb.)

This primitive but effective lamp consists of a crescent-shaped cup of carved stone, filled with oil made from whale or seal blubber. Moss, grass, or twines of human hair are used as a wick. It provides normal light in a 10-foot radius and increases the light level by one step for an additional 10 feet beyond that area (to a maximum of normal light). A pint of bludder or oil allows it to burn for 6 hours.

Pulk (15 gp; 15 lbs.)

A pulk is a small sled designed to be pulled by a single man or dog. Essentially a backpack on skiis connected to its bearer by a harness, gear stowed on a pulk weights only half normal for the purposes of carrying capacity. A typical pulk can carry up to 80 lbs.

Raven, Sacred (50 gp; 1 lb.)

Symbols of Odin's wisdom, releasing sacred ravens during an augury or divination increases the chance of a successful result by 1% per bird (to the spell's normal maximum). Ravens are also good luck aboard ship, for both spiritual and practical reasons: As they cannot land on water, crews release ravens when in unfamiliar seas; if the bird returns, no land is nearby, if it sees land in the distance and flies off, the ship can follow it.

Runebones (24 gp; 1 lb.)

Used in divinations, these 'stones' actually consist of a mix of pebbles, shards of rock, bark tablets, shark teeth, and bones. They come in sets of 24, each stone marked with a sacred rune.

Runebones, Masterwork (100 gp; 1 lb.)

These runic talismans are carved from splinters of stone from ancient dwarf holds, shards of a hero's blade, bones of oracle of the Norns, and other superlative sources. They grant a +2 circumstance bonus to *Profession (Volva)* checks and +5% to the chance of a successful *augury* or *divination*.

Scrolls of Ibn Fadlan (40 gp; 4 lbs.)

Written in Common by a traveler from Siwal who found himself on an involuntary tour of the North, this book allows foreigners to learn about the lands and peoples of Thule. The book provides a +2

bonus to any knowledge check about the North with a DC of 15 or less (possibly other matters, at the GM's discretion). There is a 1 in 10 chance however, that the information presented is inaccurate or based upon the author's misunderstanding or misinterpretation of northern culture, and so provides an incorrect or misleading answer. Referencing the book takes 1 minute.

Skis (10 gp; 8 lbs.)

Made from wood or a horse's shin bones, putting on or removing skis is a full round action. Acrobatics is the skill required to use them successfully.

Sled, Masterwork (100 gp; 200 lbs.)

This sled is lighter than others of its kind, yet sturdier. Handle Animal checks made to perform manuevers with this sled gain a +4 bonus.

Sleigh, Typical (20 gp; 300 lbs.)

Sleighs come in many varieties, from the simple to the kingly. On average they're big enough for 4 medium creatures to sit comfortably in, pulled by horses, reindeer, or other beasts. Handle Animal is the skill required to drive it.

Snow Goggles (100 gp; 1/2 lb.)

Snow goggles are effectively masterwork quality snow visors made from smoked glass. They prevent snow blindness but only inflict a -2 penalty to Perception checks and grant no bonus to saves versus gaze attacks. Most of these items are made in the south in places like the Free City of Zobeck and imported north.

Snow Visor (2 gp; 1/2 lb.)

Made from bone or wood and bound to the head by a cord of sinew, snow visors have a thin slit that allows only a small amount of light to reach the wearer's eyes. Creatures wearing snow goggles are protected from snow blindness and also gain a +2 item bonus to saves versus gaze attacks and illusion (pattern) magic, but suffer -4 to Perception checks.



Standard, Howling (30 gp; 15 lbs.)

This standard consists of a monster's head (often a wolf) with mouth agape, atop a long pole. From the monster's neck billows a fabric 'body' in the form of a windsock. When waved or subject to wind the body flutters out behind the head and the hollow mouth echoes with a chilling howl.

Thrall Collar (5 gp; 3 lbs.)

This heavy iron collar marks its wearer as a slave. Not meant to be removed, it has hardness 10 and 10hp and a break DC of 28, or a blacksmith with appropriate tools can break it off with a DC 10 Craft check. Keeping the collar out of sight is an opposed disguise check for a 'minor detail' (+5).

Alchemical Items

Ambergris, Refined (15 gp; Craft DC 20)

A vial of refined ambergris is ideal for covering the smell of stale sweat, grease, and ale after a feast. It has a sweet and earthy scent, reminiscent of animal musk and the salty air of a fine coastal morning. At the GM's discretion, it may grant a +1 alchemical bonus to Diplomacy checks in certain situations.

Raw Ambergris takes many weeks to mature naturally into its refined form, but an alchemist can accelerate this process to just a month with a DC 20 Craft (Alchemy) check. 1 lb. of raw ambergris makes 1 vial (1/10 lb.) of refined ambergris.

Fool's Honey (60 gp; 2 lbs.; Craft DC 25)

This pot of refined honey has a please, if strong odor that's alluring to bears, ursine lycanthropes, and even spellcasters in bear form. The scent can drift on the breeze for miles, attracting such creatures from leagues away. Bear-like creatures with scent can detect a honeyed user at four times normal distance, and even such creatures without this ability can detect them as if by scent, at twice the normal range.

A pot of fool's honey covers one Medium or two smaller creatures, or similar sized objects. It provides a +2 alchemical bonus to Handle Animal and Wild Empathy checks with bear-like creatures, and a +5 alchemical bonus to track someone smeared in or carrying an open pot of fool's honey. At the GM's discretion, some insects and giant vermin may also react to character more positively.

Portage Ale (Horn; 30 gp; 2 lbs.; Craft DC 15)

Portage ale is incredibly flavorsome and fortifying, so much so that Vikings who've tasted it will work harder than sled dogs to earn another taste. Northerners consider it essential for *portaging* their longships (hauling them overland to bypass rapids or weirs) and heavy labor–although it's too fine and far too expensive to spend on thralls.

A draught of portage ale grants its consumer a +2 alchemical bonus to Strength checks for lifting or dragging, and to saves to prevent fatigue for the next 4 hours.

Remorhaz Fat (50 gp; 2 lbs.; Craft DC 15)

Coating your skin with remorhaz fat grants a +5 alchemical bonus on Fortitude saving throws against exposure to cold weather. This lasts for 1d3 days or until it's scrubbed off. Creatures with scent ability can detect the character at three times normal range, however, because of the potent odur.

Heroes of the North



Each pot of this thick, foul-smelling grease has sufficient contents to cover one Medium or two Small creatures. Harvesting a dead adult remorhaz typically provides 1 pot's worth of grease per hit dice.

Mosquito Repellent (30 gp; I lb.; Craft DC 15)

This herbal poultice has a strong smell but is only unpleasant to vermin. It provides a +3 item bonus to saves against mosquito clouds (see Chapter Five) and vermin (including swarms) must make a DC 10 Fortitude save or become sickened when within 10 ft. of it. A single bag's effects last for 1d6 days.

Food & Drink

Buttermilk (Horn; I cp; 1/2 lb.)

A fortifying beverage for northerners of all ages, buttermilk is a thick, tart liquid left behind when butter is churned out of cream.

Drinking Horn (2 sp; 1 lb.)

Most horns are made from ox, mammoth, wooly rhino horn, and hold approximately the same amount as a normal flagon. More prestigious cups can be fashioned from precious metals or the fangs or horn of monsters. It's specifically designed to force the user to empty it before setting it down.

Nerooka (Meal; 5 sp; 2 lbs.)

Nerooka is the half-digested contents of the stomach and entrails of reindeer—boiled, fried, or eaten raw in a pinch. It provides nutrition as a common meal and its rich vegetable content helps stave off scurvy.

Rakia (Horn; 4 cp.)

Rakia is potent liquor brewed from fermented fruits, especially popular along the Reaver Coast. Its contents vary but it's always potent stuff.

Surmjölk (Bowl; 1 cp.)

Sour-tasting yoghurt, consumed at breakfast or as a snack. Adding fruit or other sweetner is common.

Troll Whiskey (Horn; 2 cp; 1/2 lb.)

Brewed with fungus-infested grain and whatever else trolls have to hand, a mug-full of troll whiskey is a potent but noxious brew. Poisons are sometimes deliberately added to provide an extra kick. Few other races can stomach it. Even thursir have been known to become nauseous after consuming it.

Special Materials

Berserker Iron

Weapons made from iron or steel salvaged from battlefields and reforged are said to hold the berserker rage of the dead barbarians who wielded them. Berserker iron weapons have normal hardness and hp but cost twice as much as normal to make. They add +2 to rolls made to confirm critical hits.

Gelid Steel

Gelid steel has been specially worked to make it resistant to damage from cold. Only metal items can be made from this material, which gives them a distinctive bluish sheen. They are immune to cold damage and the effects of cold temperature, but do not confer this bonus upon their users.

Gelid Item	ltem Cost Modifier
Ammunition	+30 gp per missile
Light armor	+2,500 gp
Medium armor	+5,000 gp
Heavy armor	+7,500 gp
Weapon	+1,500 gp

lronwood

Ironwood is harvested from the trees of Iron Wood. A skilled craftsman can make any predominantly wooden item as tough as iron without sacrificing its flexibility. The item follows all the normal rules for cold iron items, except that the difficulty in working it (which requires considerable skill in both blacksmithing and carpentry) means that all ironwood items must be of masterwork quality.

Prismatic Steel

Forged in the open air beneath the aurorae, items of prismatic steel are imbued with the otherworldy properties of the shimmering lights.

Prismatic Steel Item	ltem Cost Modifier
Ammunition	+80 gp per missile
Light armor	+6,500 gp
Medium armor	+13,000 gp
Heavy armor	+20,000 gp
Weapon	+4,000 gp

Prismatic steel items are 20% lighter than normal and have a continuous glow equal to candlelight. Weapons have the ability to wound incorporeal creatures as if they were ghost touch weapons, and armor created from it provides its armor bonus against incorporeal attacks. Prismatic items are also immune to damage from cold and spells such as prismatic wall, although they do not confer this ability on their user.



Ah, you flinch as you see that I know the Fuhark and glower, no doubt suspicious of the power of Ginnungagap. While not unwise, you eye Wotan's furrows unjustly, for you know not the ancient arts of our land, the tradition of trollmenn. As Egil once said: 'No man should carve runes, unless very knowledgeable in their craft, for many a man has gone astray, by these dark letters' lure.' So let me teach you of Tyrfang's Kin, for they are numerous by the hands of Tupilak...

The magic of the North is vibrant and savage—much like those who practice it. Spells are not invoked by tongue-twisting arcane formula but mocking rhymes and shouted challenges. It's magic with a price that's never paid lightly: Men ritually hang themselves to learn runes of power as Odin did; grudge magic harnesses the pain and suffering of the caster, taxing their resolve as deeply as it does the bodies of their enemies. Enchanted swords cleave bone and stone with equal ease, but demand that blood is spilled when they are drawn.

Magic in the North isn't an easy road to power. Whether you fight with sword and spear or rune and incantation, only the strong survive!

GRUDGE MAGIC

Taught mainly by trolls, giants, and the old gods of the wild, grudge magic isn't a specific school or mechanic but various spells, incantations, and magic items with the same theme: Feuds, vengeance, and vendettas. Grudge magic is powerful, but usually has a price—pain suffered by the caster, uncontrollably effects that hurt friend as well as foe, and other consequences. Like a *vættir*, once unleashed grudge magic is hard to send back.

Grudge magic includes but isn't limited to the following:

- **Class Features** Inquisitor *bane* and *judgment* abilities, ranger favored enemy, witch *hexes*.
- **Feats**—Bloodfeud Champion, Defier of Boreas, Dwarf Hater (trait), Foe Smasher, Giant Killer, Tupilak Mastery.
- Incantations—Scourge of Hateful Nettles
- Items—Hagspittle Shard, Ill-Fated Weapon, Tyrfang, Shield of Brother's Blood, Tupilak Idol, weapons with the Pursuing or Retaliation qualities
- **Spells**—bestow curse, chill heart, create tupilak golem, cursed gift, curse of boreas, grasp of the tupilak, grudge match, imprisonment, spiteful weapon, unluck on that

Grudge magic is strongly tied to the fate of both its victims and those that invoke it. Frequent users may find themselves subject to *fate afflictions* (see Chapter Five), darkly ironic twists and other *Deus ex machina* from the unseen weave of destiny, much like making deals with devils or a poorly worded *wish*. New feuds are

14 ML AQ 7 QH HQ 7 QH H

born, old enemies unexpectedly return, and the fires of hate are fanned.

RUNE MAGIC

Rune magic draws on the power of the Ginnungagap, the yawning void beyond existence. Legend says that Wotan found or stole or learned these runes when he hung himself from Yggdrasill. His priests say they are tiny snatches of the Great Rune that makes up all existence, building blocks of creation, but no one knows for sure.

Mastery of a rune requires more than just knowing how to draw it. The rune master must understand the wider meaning of the rune and how its power is woven into the world. This study and wisdom requires the Rune Mastery feat, and also that the would-be master complete an appropriate sacred trialusually a quest on behalf of a deity associated with the rune, slaying a monster that draws power from it (a thursir for the thurs rune, for example) or some other task representing the PC's mastery over the rune and what it represents.

A mastered rune is a little like a clerical domain, but much more specific and their powers can be harnessed by any class. There are 24 commonly known runes, each with a different meaning and power. Wotan certainly knows more than these, and additional runes or new powers for existing onces may also be discovered by rare unique means—known by ancient trolls or jotuns, found on bark tablets in forgotten barrows, bargained from the hungry spirits of Ginnungagap, etc.

Inscribing Runic Powers

Invoking one of a rune's powers is a standard action, provoking an attack of opportunity from threatening enemies. Treat this as a supernatural ability, except that the rune master must either create a physical representation of the rune (in paint, blood, written in the dirt or snow, etc.) or trace the path of an existing carving of the rune that was created to an exacting standard. In the North, many common objects bear an appropriate rune for just this purpose. Creating a rune suitable for use in this way (or adding it to an item) is a DC 20 Craft check. Runic tattoes are also common.

Breaking or destroying a rune-inscribed item cancels any power currently invoked upon it. Improvised runes need only be marred or disrupted in order to have the same effect.

Unless otherwise noted, runic powers that duplicate spell effects have the same duration as the spell, use the rune master's character level as the caster level. Other effects have their duration detailed in the rune's description.

Runes

Runes are listed below in the following format:

Name of the Rune

Meaning: What the rune symbolises and has power over.

Mastery Bonus: Characters with the Rune Mastery feat for this rune gain the listed power, trait, or bonus.

Associated spells: Characters with the Runesmith feat can craft magical items as if they could cast the spells listed here.

Powers: A character with Deeper Rune Lore for this rune can harness its powers once per day. The character can select any power of the rune, provided the character level is equal to the level of the power listed.

Fehu

Meaning: Cattle, Livestock, Wealth

Mastery Bonus: +1 insight bonus to Animal Handling checks with domesticated animals.

CHAPTER FOUR

Associated Spells: ant haul, bull's strength, calm animals; spells used to control a domesticated animal.

Powers: Mastery of *Fé* grants the following powers as you increase in level:

Ist Level: Placing the rune on an object makes it easier to lift or drag. For 1 hour per level of the rune master, treat the object as half its normal weight and under 'favorable conditions' if dragged.

3rd Level: You mark an animal or beast with an *arcane mark*, which also grants you a +1 insight bonus per character level to perceive or recognise the creature regardless of disguise, transformation, or invisibility.

7th Level: Placed onto yourself, it gives you the power to fascinate animals and magical beasts that can see the rune, as per the *animal trance* spell.

Uruz

Meaning: Wild Ox, Sacrifice to the Gods, Strength

Invocation: For the purposes of carrying capacity, treat your Strength score as if it were 2 pts. higher.

Associated Spells: *bull's strength, remove curse*; spells that grant blessings from the gods.

Powers: Mastery of Ur grants you the following powers as you increase in level:

3rd Level: Invoked upon a shield, this rune invokes the power of the auroch's charge, granting a +20 circumstance bonus to the wielder's next bull rush or overrun attempt. Lasts for 24 hours or until used.

5th Level: Invoked upon a living creature, Úr grants them bull's strength.

7th Level: Invoked upon an appropriate beast when it is sacrificed, this rune amends offenses the sacrificers may have caused the gods (treat as *remove curse*). Sometimes it may instead result in the gods delivering a different blessing upon the sacrificer, such as *geas/quest* or *divine power*.

Þurisaz

Meaning: Giants, Misogyny, Thunder & Lightning

Mastery Bonus: You gain Giant as a bonus language. If you already know this language, you get a +1 circumstance bonus to sense motive checks against giants.

Associated Spells: Spells that enlarge you or grant giant form or create thunder or lightning;

any item that requires its creator or user to be a giant.

Powers: Mastery of *Purs* grants you the following powers as you increase in level:

3rd Level: Inscribed on a weapon, *Purs* grants it the *shock* quality for up to 1 hour per level of the rune caster or for a number of successful strikes equal to the rune master's level (whichever occurs first). It does not stack with any similar qualities already present.



5th Level: Invoked on armor, it grants the wearer a +2 profane bonus to strength and Resist Electricity 10.

7th Level: If placed on an area, *Purs* acts as a *glyph of warding*, exploding with a blast of thunder that inflicts 1d8 sonic damage per two character levels of the rune master. Female characters take an additional 2d8 damage.



Ansuz

Meaning: Gods and Outsiders

Mastery Bonus: +1 Insight bonus to Knowledge checks made to identify the type, powers, or weaknesses of Outsiders.

Associated Spells: Spells that commune with the gods, spells which grant divine favor or summon, banish, or control Outsiders.

Powers: Mastery of *Ansuz* grants you the following powers as you increase in level:

1st Level: Invoked upon an object, *Ansuz* wards off enemies of the gods: Giants and fey hostile to the Aesir. Such creatures must stay at least 5 feet away from the rune and cannot touch or make melee attacks against a creature presenting it forcefully toward them (requires a standard action each round). An effected creature can overcome its revulsion and act normally if it makes a will save each round: DC 10 + half the rune master's level + Wisdom modifier. This power lasts 1 hour per level of the rune master.

7th Level: Inscribing Ansuz on an area grants a prayer to all worshipers of the Aesir within 40 ft.

11th Level: Invoked on the forehead of a willing creature, *Ansuz* sends them into a senseless trance for one round, during which they receive a message from the gods: Treat as *divination*. A creature can only receive this power once per week.



Raido Meaning: Travel

Mastery Bonus: Your speed increases by 5 ft. and you always know which way is north.

Associated Spells: *ant haul, floating disk, mosquito bane*^(NEW), *repel vermin*; spells that increase speed or assist in overland travel.

Powers: Mastery of *Raido* grants you the following powers as you increase in level:

1st Level: Invoked on an object, *Raido* grants a +5 enhancement bonus to Acrobatics checks made to ski, skate, or control a sled for 1 hour per level of the rune master. The bonus increases to +10 if the rune master is 10th level or higher.

5th Level: Invoked on the ground, the rune moves to indicate the direction of the traveler's intended destination, which can be a location or person (if the target sought is magically hidden or not on the same plane, the rune moves in a circle). Lasts 1 round.

7th Level: Invoked on a living creature, it allows them to hustle for 2 hours per day before starting to take damage. A single use of this power allows the rune master to affect one creature per character level.

Kaunen

Meaning: Flaming Torch, Enlightenment, Ulcers

Mastery Bonus: You gain low light vision. If you have already have this, you gain darkvision; if you already have darkvision you gain a +1 bonus to Perception checks.



Associated Spells: *Remove disease*; spells that produce fire or light.

<mark>& TRM5X7B N71 N75K2R</mark>

Powers: Mastery of *Kaunan* grants you the following powers as you increase in level:

1st Level: Invoked upon the ground, *Kaunan* burns as bright and hot as a campfire for up to 8 hours. It counts as magical fire, cannot be moved, and does 2d6 fire damage (Reflex save for half) to any creature who steps in it.

3rd Level: Invoked on a weapon, *Kaunan* grants it the *flaming* quality for up to 1 hour per level of the rune caster or a number of successful strikes equal to the rune master's level (whichever occurs first). This effect does not stack with any similar qualities already present.

7th Level: Invoked upon a creature, Kaunan burns away illness and ailments as per remove disease.

Gebu

Meaning: Generosity and Hospitality, Gifts

Mastery Bonus: +1 Insight bonus to Appraise checks and Appraise becomes a class skill for you.

Associated Spells: Spells that create items or food and drink, spells that create a refuge (*tiny hut, mage's magnificent mansion, sanctuary*, etc).

Powers: Mastery of Gebu grants you the following powers as you increase level:

1st Level: Invoked on an item, you learn its name and properties if you handle the object for 1 full round (as *identify*, except that if necessary the character may make the Spellcraft check untrained).

3rd Level: Invoked on a willing living creature, it grants them *sanctuary.* The rune master cannot invoke this power on him or herself.

7th Level: Placed in a feasting hall where it's clearly visible, the rune master may activate this power with a command word from anywhere within its range. It produces *calm emotions* on all targets within 20 ft.

Wunjø

Meaning: Happiness, Joy

Mastery Bonus: Whenever you receive a moral bonus, the bonus is increased by 1pt.

Associated spells: Any spell that provides a morale bonus.

Powers: Mastery of *Wunjo* grants you the following powers as you increase in level:

Ist Level: Invoked in an area, *Wunjo* makes nearby creatures happy and content. Affected creatures gain a +2 bonus to Diplomacy but a -4 penalty to Perception and Sense Motive checks. The duration is 1 minute per level and the effect spreads in a radius from the rune, 10 ft. per level of the rune master. Unwilling targets may make a Will Save to resist (DC 10 + half the

a target immune to the same effect for 24 hours. *3rd Level:* Invoking *Wunjõ* upon a creature grants them *remove fear*. If the target is currently under the effects of *crushing despair* or a fear-effect, the rune master may instead attempt to dispel it, as if they had cast *dispel magic*.

rune master's character level + Wis bonus). A successful save makes

10th Level: Inscribed on an object held aloft, Wunjo provides allies with good hope.

20/11 RMXX14 FXM #24.2R [M FF]

CHAPTER FOUR

Hagalaz

Meaning: Hail, Winter Weather

Mastery Bonus: +5 circumstance bonus to survival checks made to determine future weather conditions.

Associated spells: *endure elements* (cold only), *hail storm, ice storm*; spells which produce wintery weather (snow and ice).

Powers: Mastery of Hagalaz grants you the following powers as you increase in level:

3rd Level: Invoking Hagalaz upon a creature grants them *endure elements* (*cold*).

9th Level: Invoked on the ground beneath the open air, Hagalaz conures a hail storm or ice storm within the appropriate spell's range.

14th Level: Invoked on the ground within the area of a hail storm, ice storm or control weather (hail and blizzards only) or similar magic, Hagalaz attempts to dispel it, as if the rune master had cast dispel magic. If the hail or snow is not magical in origin the rune instead functions as control weather, either removing hail and snow from the area or making a blizzard or snow storm worse (rune master's choice).



NauĐiz

Meaning: Necessity, Need

Mastery Bonus: Once per day you may cast *stabilize* as a spell-like ability.

Associated spells: *aid*, *divine guidance*, *guidance*, *protection from energy*, *repulsion*, *resistance*, *sanctuary*, *stabilise*.

Powers: Mastery of *Naudiz* grants you the following powers as you increase in level:

3rd Level: Invoked on an item, *Naudiz* grants *guidance* or *resistance* to any creature that touches it (their choice). Up to one creature per level of the rune master may gain this bonus, but they can only benefit from it once per use of the power.

5th Level: Invoking Naudiz upon a creature grants them aid.

15th Level: Invoked on an item weighing no more than 20 lbs., it allows you to call the object to you, causing it to *teleport* into your hand as a swift action. The maximum range of this effect is 400 ft. + 40 ft. per level of the rune master. If the object is in the possession of another creature, they may make a Will save in order to negate its effects: DC 10 + half the rune master's character level + Wis modifier. This power lasts for 24 hours or until used.



lsaz

Meaning: Ice, Imprisonment, Paralysis; Boreas, Mara

Mastery Bonus: Whenever you take environmental damage from cold, you take 1pt less than normal.

Associated Spells: *Ghoul touch, hold person, imprisonment;* Spells that imprison or paralyse, spells that create ice

Powers: Mastery of *Isaz* grants the following powers as you increase in level:

1st Level: This rune is invoked on the ground. Slippery ice spreads out from the rune in any pattern of coterminous squares you designate, filling one 5 ft.-square per level of the rune master. This makes the area difficult terrain and raises the DC of any Acrobatics

checks in the area by 5. Once created the ice is non-magical and melts as normal for its environment.

3rd Level: Invoked upon a weapon, the rune causes it to burn with an icy radiance, granting the *frost* quality for up to 1 hour per level of the rune caster or for a number of successful strikes equal to the rune master's level (whichever occurs first). This effect does not stack with any similar qualities already present.

5th Level: A shield marked with this rune glitters like frost in the morning sun for 1 hour. When in daylight, all opponents in a 30ft cone in front of the shield are dazzled, and once per round you may focus its effects upon an enemy within 30ft, as if using *snowblind stare*.

JĒra

Meaning: Abundant Harvest; Freyr & Freyja

Mastery Bonus: +1 Insight bonus to profession (farmer) and Knowledge (Nature) checks, and both these skills become class skills for you.

Associated Spells: *plant growth, purify food and drink, warp wood;* spells that create food or water or enhance plants.

Powers: Mastery of *Jēra* grants the following powers as you increase in level:

Ist Level: Invoked on the belly of a living creature, *Jēra* guarantees that any union in the next 24 hours proves fruitful. If invoked on a pregnant creature at least once per month during pregnancy, it guarantees a successful birth and healthy baby. There's a 1 in 8 chance of twins.

3rd Level: Invoked around consumables, *Jēra* makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking (treat as *purify food and drink*).

7th Level: Marked in the earth among grasses, weeds, vines, or produce, *Jēra* causes them to swell in size or become bountiful, as per *plant growth*.

Eiwaz

Meaning: Yew Tree, Yggdrasill

Mastery Bonus: +1 Insight bonus to Knowledge (Planes) and this skill becomes a class skill for you. Associated Spells: *contact outer plane, miracle, speak with dead, shillelagh, tree stride;* spells that provide passage to other planes.

Powers: Mastery of *Eiwaz* grants the following powers as you increase in level:

3rd Level: Invoked on an otherwise unworked branch, Eiwaz creates a shillelagh.

9th Level: Sleeping beneath an object upon which *Eiwaz* has been invoked causes the target to dream of the nine worlds, producing answers as if they had cast *contact outer plane* (the target suffers any side effects). Unwilling targets can negate the rune's power with Will save (DC 10 + half rune master's level + Wisdom modifier)

11th Level: Invoked on the bark of a living tree, it allows the rune master to travel between that tree and another also marked with the Eiwaz rune, as if under the effects of *tree stride*.

PerÞø

Meaning: Things Not What They Seem; Loki

Mastery Bonus: +1 Insight bonus to Wisdom checks to solve riddles or puzzles, and to Saves against illusions.

114 PI \$\$\$\$\$\$ W\$**1 H^X**}

Northlands



Associated Spells: *disguise self, false vision, hallucinatory terrain, lullaby, major image, minor image, mislead, mass suggestion, screen, suggestion;* spells that mislead or create false perceptions.

Powers: Mastery of *Perpõ* grants the following powers as you increase in level:

3rd Level: Invoked on a creature, it changes their appearance, as per disguise *self*.

5th Level: Invoked on two objects, one of which you may hang around a creature's neck in order to make them the subject, Perpo grants misdirection.

7th Level: Invoked upon the ground, objects within 10 ft. of the rune gain *nondetection*.



Algiz

Meaning: Elk and Reindeer, Evading Danger; Heimdall

Mastery Bonus: +1 Insight bonus to Initiative checks.

Associated Spells: dispel magic, dispel evil, expeditious retreat, guidance, jump, keen senses, resistance, true seeing; spells with 'protection from'

or 'magic circle against' in the title, spells that transform the target into an elk or reindeer.

Powers: Mastery of *Algiz* grants the following powers as you increase in level:

Ist level: Invoked from an elk-horn wand, this rune grants a +1 sacred bonus to saving throws against magical effects and a +1 bonus to *dispel* attempts. This power lasts for 24 hours, but the wand must be wielded for the benefit to be used (a free action). At 10th level you may also create *Elk-Horn Rods* (see Chapter Four) and *rods of enemy detection* using all the normal rules for crafting magical items, except that you count as having Craft Rod and any requisite spells for purposes of these items.

5th Level: This rune is invoked upon the ground. Living creatures within 10 ft. of the *Algiz* rune gain a +4 sacred bonus to saves versus to sleep effects and a +2 bonus to Perception checks for the next nine hours.

9th Level: Invoked onto a creature, Algiz transforms them into an elk or reindeer, as per *beast shape II*. If used against an unwilling target, the rune master can instead use *baleful polymorph* on the target.



Søwilø Meaning: Th

Meaning: The Sun; Baldur.

Mastery Bonus: You become immune to dazzle effects

Associated Spells: *eagle's splendour, suggestion*; spells which create (non-prismatic) light, any spell with 'charm' in the title.

Powers: Mastery of *Sōwilō* grants the following powers as you increase in level:

5th Level: Invoked upon a creature, the rune grants them magical confidence and charisma, allowing them to *enthral* an audience.

7th Level: Invoked upon an item, Sōwilō makes it glow as if with daylight.

13th Level: Invoked on the ground beneath the open sky, Sōwilō's improves the weather in the area as per *control weather*. Its effect is always the same: To make the sun come out.

TĒwaz

Meaning: Fearlessness, the *Ping*; Tyr

Mastery Bonus: +1 to saves versus fear effects. **Associated Spells:** *charm animal* (wolves only), *heroism, remove fear, true strike;* any spell with 'hand' in the title.

Powers: Mastery of *Tēwaz* grants the following powers:

1st Level: Invoked on an object, *Tewaz* drives off wolves, worgs, werewolves and other lupine creatures. Such creatures must stay at least 5ft away from the rune and cannot touch or make melee attacks against a creature presenting it forcefully toward them (this requires a standard action each round). An effected creature can overcome its revulsion and act normally if it makes a will save each round: DC 10 + half the rune master's level + Wisdom modifier. This power lasts 1 hour per level of the rune master.

3rd Level: Invoked on a shield, *Tēwaz* grants it the *arrow-catching* magical quality for 1 minute per character level of the rune master.

5th Level: Invoked on an object or area that's clearly visible, it invokes *calm emotions* on all creatures in a 20-ft. radius that can see it.

Berkanan

Meaning: Birch Tree, Love, New Beginnings; the Bear Maiden

Mastery Bonus: +1 to Diplomacy checks and Craft checks with wood

Associated Spells: bark skin, eagle's splendor, enthral, euphoric tranquillity, good hope, warp wood; any spell with 'charm' in the title.

Powers: Mastery of *Berkanan* grants the following powers as you increase in level:

1st Level: Invoked upon a living creature, this rune allows them to reroll a single Diplomacy check as a swift action in the next 24 hours. A target can only be granted this benefit once per day.

3rd Level: You can create *Elixirs of Love.* This follows all the normal rules for potion brewing, save that mastery of the rune grants you the equivalent of the brew potion feat and requisite spells for this elixir.

Plant: Invoked on a wooden object, *Berkanan*'s power imbues it with the suppleness and malleability of the birch, allowing you to *warp wood*.

Ehwaz

Meaning: Horses, Freedom, the Nithing Pole Mastery Bonus: +1 insight bonus to Ride and Escape Artist.

Associated Spells: bestow curse, expeditious retreat, freedom of movement, haste, jump, knock, longstrider, mount, phantom steed

Powers: Mastery of Ehwaz grants the following

powers as you increase in level:

5th Level: Invoked on locks or shackles, Ehwaz causes them to open as if knock has been cast.

7th Level: Invoked on the ground, Ehwaz summons a phantom steed.

9th Level: You may create *nithing pole* (see Chapter Four), using all the normal rules for item creation, except that you are counted as having Craft Wondrous Item and any required spells for this item.



Mannaz

Meaning: Humanoids (humans and dwarves especially)

Mastery Bonus: +1 bonus to saves against effects that petrify or transform you from your normal shape (lycanthropy, *baleful polymorph*, *flesh to stone*, etc)

Associated Spells: awaken, bear's endurance, bull's strength, calm emotions, cat's grace, darkvision, eagle's splendour, fox's cunning

Powers: Mastery of *Mannaz* grants the following powers as you advance in level:

Ist Level: Invoked upon a plant or animal, it awakens them.

5th Level: Invoked on an area, Mannaz is famous for calming berserkers; it produces calm emotions on all living creatures within 20 ft. of the rune.

7th Level: Invoked upon a creature, *Mannaz* returns a lycanthrope to its humanoid form or attempts to dispel (as *dispel magic*) any polymorph effect the target is currently under. Creatures may resist this with a successful Will save (DC 10 + half the rune master's

character level + Wisdom Modifier).



Laukaz

Meaning: Water, the Sea; Njord

Mastery Bonus: You gain Aquan as a bonus language. If you already know this language, you get a +1 insight bonus to diplomacy with creatures of elemental water.

Associated Spells: create water, control water, elemental body IV (water only), elemental swarm (water spell only), horrid wilting, summon monster (water elementals only), water breathing.

Powers: Mastery of *Laukaz* grants the following powers as you increase in level:

1st Level: Invoked upon an object, *Laukaz* causes it to float in water as if it was made from cork for up to 24 hours. This grants a +4 item bonus to Swim checks made by its bearer.

7th Level: Invoked on the chest of living creatures, it grants them *water breathing*.

11th Level: Invoked onto the bed of a lake, river, or the bottom of the sea, Laukaz allows the character to control nearby waters as per a single use of the control water spell.



Ingwaz

Meaning: Ancestors, Northmen; Wotan

Mastery Bonus: +1 insight bonus to Knowledge (history) and this skill becomes a class skill.

Associated Spells: divine favor, ethereal jaunt, heroism, greater heroism, rage, righteous might, true stroke, Wotan's rede

Powers: Mastery of *Ingwaz grants* the following powers as you increase in level:

Ist level: Invoked upon a spear, the rune invokes *divine favor* from the Aesir upon the first character who throws it over the head of an enemy force (nine or more opponents) in the next nine hours.

5th Level: Invoked on the face of a willing creature, it turns the creature into a berserker, granting the benefits of a *rage* spell.

7th Level: Invoked on the nails and flesh of a corpse, this rune acts as *speak with dead* spell.



ŌÞalan

Meaning: Property, Inheritance, Family

Mastery Bonus: Whenever you aid another, the bonus is +3 rather than +2.

Associated Spells: blade of my brother, deathwatch, imbue with spell ability, locate object, major creation, minor creation, shield other, telepathic bond, teleport object

Powers: Mastery of *Opalan* grants the following powers as you increase in level:

1st Level: Invoked upon two related living creatures touched by the rune master, the rune provides each target with knowledge of the other's health, as per *deathwatch*, over any range as long as both targets are on the same plane). Lasts 1 day per level of the rune master. Only one use of this power may be active at a given time.

7th Level: Invoked on a reflective surface (a mirror, polished shield, even still water), *Ōpalan* lets you *scry* upon an object you have possessed for at least one week, or on any member of your immediate family (three generations in either direction).

13th Level: Invoked upon an object, *Opalan's* power lingers harmlessly in the item until its wielder is killed. As soon as they are dead, the object *teleports* into the hands of an individual specified when the rune is invoked. This individual can be named or identified by a title or relationship (the king of Noatun, my firstborn son, etc). This power functions over any range as long as the object and target are on the same plane. If the object is in possession of another creature when its owner dies, they may make a Will save to negate the effect (DC 10 + half rune master's level + Wisdom modifier). This power lasts until used, but the rune master may only have a single use of this power active at a given time. If inscribed on a new item, the effect ends on any others.

Dagaz

Meaning: Day, Laying the Dead to Rest Mastery Bonus: You always know exactly how long until the next sunset or sunrise.

Associated Spells: continual light, daylight, detect undead, gentle repose, hide from undead, light, searing light, sunbeam, sunray, speak with dead, undeath to death.

Placements: Mastery of *Dagaz grants* the following powers as you increase in level:

1st Level: A creature upon whom *Dagaz* in invoked is cured of mundane or magical blindess. They also become immune to dazzle effects for 1 hour per level of the rune master.

5th Level: Invoked on an object, *Dagaz* makes it glow with *daylight*.

13th Level: Invoked in an area, *Dagaz's* power surges out destroys undead creatures as per *undeath to death*.

114 PL \$\$\$\$\$\$ \$\$\$**14 PL** \$\$\$

New Incantations

CALLING TO THE VAETTIR

"Come forth from your mound, sleeping hero. Come forth for the honors I would bestow and the honor of those who dwell in your shadow. Come forth by the blood I spill and the gold I give you. Come forth... and aid the sons of your land."

School necromancy; Effective Level 9th

Skill Checks Diplomacy DC 27, 3 successes; Knowledge (history) DC 27, I success; Knowledge (local) DC 27, I success; Knowledge (religion) DC 27, 3 successes; Perform DC 27, I success.

Components M, S, V

Material Components – wine or mead poured onto the ground, gifts for the *vaettir* (500 gp). 2d6 hp of blood from each performer.

Casting Time 90 minutes

Range close (25 ft. + 5 ft./2 levels)

Target one or more dead or undead creatures within range **Duration** up to 28 days

Saving Throw Will (see text); SR yes

You call upon the *vaettir*, dead and undead ancestors or former occupants of the land, for aid. At least one caster must be related to the creature or have lived nearby for at least a year. Entreaties can raise them from their barrows to protect, bestow blessings, or remove curses, but they are greedy and demanding allies, difficult to send back once roused. A Perform (oratory) check is usually required, but others may be applicable depending on the character of the *vaettir* to be summoned.

A successful invocation summons an undead creature from beneath the earth. They typically have the *vaettir* template (see Chapter Six), but sometimes the caster may call forth other undead, depending on the nature of the ancestor interred. The creature can request the creature complete one task lasting up to 28 days, such as defending them if attacked, bestow or removing a curse, provide information, or a similar favor. The caster may also unleash the *vaettir* for revenge; either to retrieve a stolen object or avenge an insult. Persuading the *vaettir* to undertake the task requires a Diplomacy check (and Bluff if the caster lies). Vaettir usually begin an encounter unfriendly.

Once dispatched to its task the *vaettir* is no longer under the caster's control. The creature typically returns to its barrow or grave when the task is done—although thefts or dishonorable behavior encountered on the way may attract its ire.

Secondary Casters: Up to eight participants may aid the primary caster.

Backlash: All participants must bleed upon the vaettirs mound or grave, taking 2d6hp damage. If this damage is healed during the ritual, the incantation fails.

Failure: Attack. The Vaettir either inflicts *bestow curse, geas/quest,* or *mark of justice* on the performers, or rises from the mound to demand tribute or physically attack the casters. The vaettir may or may not return to its grave when the fight is over.

CURSE OF THE WILD MOON

You trace runes in a circle around a sacrificial animal and a bound target, chanting a litany of courtesies and praise to the old ways and the

wildness hidden away in all, as the lunar eclipse rises above, signaling that the Witching Hour approaches.

School transmutation; Effective Level 6th

- Skill Checks Knowledge (Arcana) DC 26, 3 successes; Knowledge (Nature) DC 26, 4 successes; Diplomacy DC 27, I success
- **Casting Time** I hour and 30 minutes (results happen 10 minutes after the last check)

Components F, M, S, V

Material Components: Animal of the kind of lycanthropy you wish to create, which you will sacrifice and sprinkle the blood of onto the one to receive the lycanthropy; Powdered Silver worth at least 500gp sprinkled around the circle.

Focus—The Lunar Eclipse at midnight

Range close (25 ft. + 5 ft./2 levels)

Target must be willing or helpless, any creature that can be affected with lycanthropy

Duration instantaneous

Saving Throw Fortitude negates; SR yes

By creating a circle of arcane and wild natural glyphs, sacrificing an animal, and sprinkling its blood onto a target while imploring the spirits of the wild and old ways to heed your call, you make the targeted creature a natural lycanthrope if willing, or an afflicted lycanthrope if not, of the type of animal sacrificed. If afflicted, the beast form has an alignment the same as the main performer; if natural, the alignment is that of the target. The target immediately transforms into a Lycanthrope 10 minutes after the last skill check, regardless of the phase of the moon, but afterward is treated as though they have not yet transformed until the next full moon.

Secondary Performers: This incantation requires at least 3 secondary performers, for a total of 4 performers, but allows up to 12.

Backlash: If the target becomes an afflicted lycanthrope, then the beast form will hunger for the blood of the performers until either they or it dies, and hunt them down whenever given the chance. If the target becomes a natural lycanthrope, it receives negative levels enough to keep its ECL the same, which cannot be removed except by *miracle*, *restoration*, or *wish*, and means it is possible to die from it, and the main performer becomes an afflicted lycanthrope once during the next full moon (but not after) of an alignment opposite his own, even if he was the target.

Failure: If you fail two consecutive skill checks, then if the target was unwilling the main performer becomes an afflicted lycanthrope of the animal sacrificed as though it were the unwilling target (including the backlash for said unwilling target), but the beast form is opposite his normal alignment. If the target was willing and the incantation fails, then the target remains the target, but treated as unwilling (and with an alignment opposite the target's own). If the willing target was a performer, they will hunt their closest living relatives in place of itself.

SCOURGE OF HATEFUL NETTLES

As the lash of nettles meets your agonized back, you spit out your hate through gritted teeth in the knowledge that your enemy suffers thrice worse than you.

School necromancy; Effective Level 4th

Skill Checks—*in order:* Intimidation DC 22, I success; Opposed Fortitude Save, 3 successes

CHAPTER FOUR

Components F, M, V

Material Component— a whip made from nettles; blood, hair, or other sympathetic object from the target, smeared or hung around your neck.

Casting Time at least 4 hours (see text) Target personal and target creature Duration 1 hour per check Saving Throw poper SP yes

Saving Throw none; SR yes

How much are you willing to suffer to inflict pain on your enemy? Scourge your own flesh with a whip of nettles and briars, and as long as you can stand the flogging, the target suffers three times the pain you do: His flesh begins to itch uncontrollably then turn raw, blistered, and bleeding. Even the slightest movement or weight on his back is agony, and he suffers a -4 penalty on attack rolls, saves, ability checks, and skill checks.

Only living creatures that feel pain and injury can cast this incantation, which lasts as long as they continue to scourge themselves (an opposed Fortitude check, once per hour, as per the initial casting). The effect cannot be *dispelled* but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*. If the caster's pain or damage from the scourging is negated in any way, the incantation comes to an end.

Secondary Participants: Additional participants may aid the primary caster, but only the latter can make the skill checks and fortitude saves required.

Backlash: Performing the ritual leaves you and any secondary participants *exhausted*. The primary caster also takes 2d6 damage.

Failure: Unable to endure the pain caster, the caster collapses and the magic rebounds. In addition to the backlash effects, the caster suffers the incantations full effects for one day for every hour of torment they inflicted upon the original target (minimum one)

TYR'S PEACE

Calling upon the old laws, spirits of ancestors, and the power of Tyr, you bind enemies to a promise of peace. Should your clan suffer any harm upon your emissary after having granted him safe passage; they'll pay for it on the one currency no one can afford to lose— their honor.

School necromancy; Effective Level 5th

Skill Checks in order—Perform (Dance, Oratory, or Sing) DC 25, I success; Knowledge (Local) DC 25, I success; Sense Motive DC 25, I success; Knowledge (Local) DC 25, I success; Perform (Dance, Sing, Oratory) DC 25, I success Components V, S, SP, DF

Other—a promise of safe passage and an oath to do no unlawful violence. They need not be sincere, but must be explicit.

Casting Time 5 hours

Range Close (35 ft.) (see text)

Area of Effect designated area, up to 1 mile in diameter

Duration up to nine days

Saving Throw none; SR no

You call upon Tyr to ward off treachery and violence at a meeting. At least nine men or women must swear the oath of amity, and there must be representatives of each faction (family, clan, nation, felag, etc) to be covered by the ritual. The area of effect and duration is set during the casting.

If successful, the incantation punishes anyone who spills blood in the area (official duels, executions, and sacrifices are exempt). Anyone who intentionally kills or harms a victim is immediately

cursed (as per the *bestow curse* spell); as is every intelligent creature complicit with the misdeed within 35 ft. Its protection covers only those groups invoked in the casting of the incantation, either as victims or perpetrators.

The curse manifests as bloody hands—which remain regardless of how often they are washed or rinsed. This inflicts a -6 penalty to Diplomacy and Bluff checks if seen. It can be removed by *break enchantment*, *limited wish*, *wish*, *miracle*, *remove curse*, or *wish* but each curse inflicted must be individually removed.

Secondary Participants: At least nine participants are required, including at least two different factions.

Backlash: Performing the ritual leaves you and any secondary participants fatigued. The blots (blood sacrifices) demanded by Tyr and the ancestors also causes 2d6 damage to all participants.

Failure: The casters invite ill omens and curses, becoming cursed with *ill-luck* (see Core Rulebook) for 9 days. This is often interpreted as the suspicious and untrusting nature of the casters (or outright lying during the oaths) curdling the magic.

NEW SPELLS

BINDING OATH

School necromancy; Level bard 4, cleric/oracle 5, witch 4 Casting Time 10 minutes Components V, S, M, DF Range close (25 ft. + 5 ft./2 levels) Target two or more willing creatures within range Duration permanent; see text Saving Throw None (see text); Spell Resistance yes

You seal an agreement between two or more willing creatures with an oath in the name of Tyr, using ritual blessings and toasts of the *symbel*, during which both oath and consequences are clearly set out. If any of the swearers break this solemn vow, they are struck by a curse. The caster may choose either an effect appropriate for *bestow curse*, *Niðingr* fate affliction, or another penalty at the GM's discretion.

Binding oath cannot be dispelled, but can be removed with break enchantment, limited wish, miracle, remove curse, or wish. Remove curse functionsonly if its caster level is equal to or higher than the binding oath's level. When the oath is broken or the effect removed from one of the particpants, all targets are immediately aware that this has occurred (broken or removed, but no other details). Depending on the nature of the oath sworn, this may or may not invalidate the oath for the other targets—if so, the spell end for all other targets—but curses already bestowed remain.

BLADE OF MY BROTHER

School transmutation; **Level** cleric/oracle 6, inquisitor 4, witch 6

Casting Time | standard action

Components V, S, F (melee weapon owned by a dead ally of the target)

Range touch

Target one creature

Duration I round/level (D)

Saving Throw none Spell Resistance yes

You animate a melee weapon that has been used by a dead ally of the target to assist you in battle. The weapon leaps into the air

and fights beside them with an attack bonus equal to your caster level (applying the item's normal bonuses). The weapon fights for 1 round per level or until dispelled, at which point it drops to the ground.

The weapon shares the same space as the target never leaves their side even if magically moved. If the item is forced to leave their square for any reason, the spell ends. If spells or maneuvers are used against it, treat it as being wielded by the caster.

The focus for this spell is a melee weapon which must have been in the possession of one of the target's allies for at least a week, and must have inflicted lethal damage on a creature during that time.

BRITTLING

School transmutation [cold]; Level druid 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, DF

Range touch

Target one stone or metal item of Large or smaller size **Duration** instantaneous

Saving Throw Fortitude negates (object), see text; Spell Resistance yes

This spell uses biting cold to make a metal or stone item brittle and easy to shatter. It permanently reduces the item's hardness by 1 pt. per 2 caster levels. The item can be repaired as normal.

Chill Heart

School enchantment (compulsion) [mind-affecting]; Level bard I, cleric/oracle I, witch I
Casting Time I standard action
Components V, S
Range touch
Effect I creature
Duration I minute/level
Saving Throw Will negates; Spell Resistance yes
A chill settles into the target's heart and he or she gains a +4 profane

bonus on saving throws against spells and effects that generate emotions (such as *crushing despair*, *rage*, and fear effects), but any effects that grants a morale bonus are suppressed for the duration of the spell.

CREATE TUPILAK

School necromancy; **Level** cleric/oracle 5, sorcerer/wizard 4, witch 4

Casting Time 9 hours per night for 9 consecutive nights **Components** V, S, M (tupilak construct)

Range touch

Target tupilak construct

Duration permanent (until destroyed or it destroys its creator)

Saving Throw none; Spell Resistance no

This infamous grudge magic spell creates a *tupilak*, a construct used to track and kill a hated enemy, usually a rival spellcaster (see Chapter Six). The spell captures a hungry spirit of Ginnungagap to animate the construct.

Material Component: This spell requires the caster to construct a body for his tupilak. This takes nine consecutive nights, built from the body parts of recently dead animals and children wrapped in

seaweed or vines, and a bone outer shell treated with icy unguents and sealing salves worth 20,000 gp. The construct remains inanimate until the creator inserts a *tupilak idol* (see Chapter Four, cost 22,500 gp) to serve as its heart.

The verbal component is a long, ancient song of revenge, sung over the construct's body each night.

CURSE OF BOREAS

School transmutation [cold, evil]; Level cleric/oracle 6, sorcerer/wizard 6, witch 6
Casting Time I standard action
Components V, S, DF
Range medium (100 ft. + 10 ft./level)
Target one corporeal creature
Duration permanent
Saving Throw Fortitude negates; Spell Resistance yes

The target and his or her equipment are frozen solid, becoming a physically inert statue of ice. If the target is broken or damaged while frozen, he or she suffers similar damage or deformity when returned to his or her original state. While the creature is utterly unable to move, mental activity does not cease and the target still registers as alive if viewed with spells such as *deathwatch*. *Dispel magic* cannot end this spell, although casting both it and *remove curse* allow the target to speak (but not move or cast spells) for 1 round per caster level. *Break enchantment* or more potent magic is needed to free a creature from the ice.

Boreas and certain of his followers can use *greater scrying* at will to spy through the target's senses, and the target receives no saving throw or spell resistence against this effect. Those touching a frozen target may also request a mental audience with Boreas through the magic of this spell. Use the *scrying* rules to represent getting Boreas' attention, except that the character may not cast any spells through the link (although Boreas can as if it was *greater scrying*).

Prolonged imprisonment via this spell may result in a target suffering from madness or despair.

CURSED GIFT

School abjuration; Level bard 4, sorcerer/wizard 5, witch 4 Components V, S, M (an object of masterwork quality) Casting Time I standard action Range touch Target creature and item touched Duration I day per level Saving Throw Will pagatos: Spall Posistance yes

Saving Throw Will negates; Spell Resistance yes

Cursed gift imbues an object with a *curse* or other unwanted harmful magical effect that the caster or a touched target is currently suffering from. If this item is given to someone else who freely accepts it during the duration of the spell, then the curse temporally transfers to them. A successful Will save negates this effect. If failed however, the original target of the curse no longer suffers from their affliction for the duration of this spell, which instead affects as normal the recipient of the item. Returning or giving away the item a second time has no effect, nor does breaking the curse on the spell's target cure its original victim.

This spell can also be cast on a cursed object, allowing you to be rid of it if someone else freely accepts it as a gift.

CHAPTER FOUR

DEEP BREATH

School transmutation; Level alchemist I, cleric/oracle I, druid I, sorcerer/wizard I Casting Time I standard action Components V Range touch Target living creatures touched Duration 2 hours/level; see text Saving Throw Will pegates (harmless): Spell Resistance

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

Targets can breathe normally at high altitudes, suffering no ill effects. Although the *death zone* still affects them (see Chapter Five), the spell privides a +4 circumstance bonus to resist its effects. The duration is divided evenly among all creatures touched.

Creatures already affected by altitude sickness recover after an hour of exposure to this spell, but must make checks as normal once it wears off.

Fire under the Tongue

School transmutation; Level druid 1, ranger 1, witch 1 Casting Time 1 standard action

Components V

Range 5 ft.

Target one non-magical fire of campfire size of smaller **Duration** 24 hours

Saving throw see below; Spell Resistance no

You have mastered the skraeling art of keeping fire under your tongue. You may consume a non-magical fire of campfire size of smaller as a standard action. The fire is stored harmlessly in your mouth and dissipates if not used before the end of the spell's duration.

You can vomit forth the stored fire as a standard action. If you're trying to hit a particular target then treat this as a ranged touch attack with a range of 5 ft. Campfire-sized flames cause 1d4 fire damage while torch sized flames inflict 1 pt. of fire damage. Once out of your mouth the fire burns normally, dying immediately unless it hits appropriate combustible materials.

Flurry

School transmutation; Level cleric/oracle 1, druid 1, ranger

Components: V, S, M Casting Time: 1 immediate action Target touch Area 5 ft.-radius Duration: 1 round Saving Throw: Will negates (harmless); Spell Resistance yes (harmless) 5 ft.-radius flurry of snow surrounds you. For 1 round this area

A 5 ft.-radius flurry of snow surrounds you. For 1 round this area inflicts a -4 penalty on Perception checks (this also effects the caster) and everyone within gains concealment (20% miss chance).

Freeze Potion

School transmutation [cold]; Level cleric/oracle 1, druid 1, sorcerer/wizard 1, witch 1
Casting Time 1 immediate action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)

Target potion vial or flask of diminutive or smaller size **Duration** instantaneous

Saving Throw Reflex negates (item); **Spell Resistance** yes A blue spark flies from your hand into a potion vial, drinking horn, waterskin or similar container, instantly freezing the contents. The contents melt normally and are not otherwise harmed, although it's not possible to consume them in this state.

FREEZING FOG

School conjuration (creation) [Cold]; Level druid 3, sorcerer/wizard 3
 Components V, S
 Casting Time I standard action

Range Medium (100 ft. + 10 ft./level)

Effect Fog spreads 20 ft., 20 ft. high

Duration I minute/level

Save see text; Spell Resistance yes

The spell creates a billowing cloud of misty vapour similar to a *fog cloud* spell; in addition to its obscuring effects the fog is freezing cold: Any creature that spends a round or more within the fog takes 2d6 nonlethal cold damage and begins to suffer from hypothermia and frostbite. A successful Fortitude save halves the cold damage and prevents the secondary effects, but the victim must save each further minute that they spend in the fog.

GLIDING STEP

School transmutation; Level druid I, ranger I Components V, S Casting Time I standard action Target Caster Duration 10 minutes/level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

Unless carrying more than your normal heavy load, you can walk on the surface of snow rather than wading through it, ignoring its effects on movement. Ice will also support your weight no matter how thin it is, and you can travel upon it as if wearing ice skates. You leave tracks as normal under these effects.

GOAT'S HOOF CHARM

School transmutation; Level druid I, ranger I, sorcerer/ wizard I

Components: V, S, M (a goat's hoof)

Casting Time | standard action

Range touch

Target creature touched

Duration | minute/level

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

The target creature traverses craggy slopes with the sure-footedness of a mountain goat. When climbing slopes and inclines (but not vertical surfaces), the target can move without penalty at half normal speed rather than one quarter. The target also retain their Dex bonus to AC while climbing such surfaces and gain a +2 insight bonus on checks made to catch themselves after falling, or to Acrobatics checks to move along narrow surfaces.

9.178M\$X78F\$\$

NORTHLANDS

GRASP OF THE TUPILAK

School necromancy [evil] Level cleric/oracle 5, sorcerer/wizard 5, witch 5 **Casting time** | standard action **Components** V, S, M (tupilak idol) Range touch Target spellcaster touched **Duration** permanent (see text)

Saving throw Will negates; Spell Resistance yes

Infamous for its use among feuding wizards and witches, this spell lets you reave one or more prepared spells from the target. With a melee touch attack you transfer one or more spells from the target to yourself. Roll a 1d6: The result equals the level of the spell (or spells) transferred. If the victim does not have a spell of that level, you receive one of his highest level spells and an additional spell of the roll's remainder. For instance, if you roll a 5 and the target's highest spell level is 3, then you receive a 3rd-level spell and a 2nd-level spell. You can steal either arcane or divine spell slot, but only from a caster who prepares spells in advance. If no spell of the appropriate level is currently prepared, it has no effect. The theft deals the target 1 pt. of damage per level of the spell(s) stolen.

Normally you steal a random spell but if desired may steal a particular spell you suspect the caster has prepared: In this case you receive only the target spell (if the target has it prepared), otherwise the spell fails.

You may cast the stolen spell as normal, but the transferred magic functions as if cast by the target, not you, and you may not apply metamagic feats to it. You automatically receive knowledge of any verbal and somatic components required but do not retain this information after the spell is cast. You don't need material compants to cast the spell if they are worth 1 gp or less, but must supply more expensive materials.

The target may not prepare spells using the stolen slot(s) until they receive a break enchantment, dispel magic, or remove curse (all of which removes the spell from the thief as well) or until the caster has used the stolen spell. The victim may prepare the same spell using a different slot, however.

GRUDGE MATCH

School evocation; Level Fate 2, ranger 2, witch 2 Casting Time | standard action Components V, S Range medium (100 ft. + 10 ft./level) Targets two creatures/level, no two of which may be more than 30 ft. apart Duration | round./level

Saving Throw none; Spell Resistance no

You reveal how the Norns have entwined the fate of nearby allies and enemies. For every ally targeted by this spell, you must also target an enemy within range. If you do not do this, the spell fails.

For the duration of the spell, every target gains a +2 fate bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls made against opponents also affected by the spell. In addition, all critical hits are automatically confirmed against such opponents and all targets can identify fellow-subjects of this spell by sight, as a free action.



If a subject of the spell makes any of the above checks against a target other than those also subject to this spell, the subject suffers a -2 penalty.

HERO'S STEEL

School transmutation; Level bard 3, inquisitor 3, paladin 3, ranger 3

Casting Time | standard action Components V, S, DF Range touch **Targets** one melee weapon Duration | minute/level

Saving Throw Will negates; Spell Resistance yes

You infuse the metal of a melee weapon with the fearsome aura of a mighty hero. Brandishing the weapon (a swift action) gives the wielder a +4 item bonus to Intimidate checks, and when struck in melee opponents with fewer Hit Dice or levels than the wielder must make a Will save or become shaken for 5d6 rounds (opponents of 4 HD or less become panicked instead). An opponent that succeeds on the saving throw is immune to this effect from the same weapon for 24 hours. This is a mind-affecting fear effect.

Hearth Charm

School transmutation [fire]; Level druid I, ranger I, witch I Casting Time | standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Area burning object **Duration** see text

Saving Throw none; Spell Resistance no

Cast upon a flammable object, this spell makes the target material be consumed by fire at half the normal rate, effectively doubling the time that any fire usig it fuel will last. If the material is not burned within 24 hours it returns to normal.

HOD'S GIFT

School transmutation; Level: cleric 5, sorcerer/wizard 5 Components: V, S, M/DF (holy symbol of Hod) Time: I standard action **Target**: creature touched Duration: | hour/level

You gain blindsense 60ft. This spell can be made permanent by means of the *permanency* spell (minimum level 11, cost 7,500 gp).

Jotun's Jest

School transmutation; Level bard 4, sorcerer/wizard 4, witch 4

Casting Time I standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Targets one item

Duration I minute/level (D)

Saving Throw Fortitude negates (item); Spell Resistance yes

Giants never tire of having fun with this spell. It causes a weapon or other item to vastly increase in size, temporarily becoming sized for a Colossal creature. The item weighs 12 times its original weight and in most circumstances cannot be used effectively by creatures



smaller than Gargantuan size. The item retains its normal qualities (including magical powers and effects) and returns to normal size when the spell ends.

LOKI'S GIFT

School enchantment (compulsion) [language-dependent, mind-affecting, evil]; Level bard I, cleric/oracle I, witch I Components V

Casting Time Standard action

Range close (25 ft. + 5 ft./2 levels)

Target creatures in range that can hear and understand you **Duration** Instantaneous

Saving Throw Will negates, see text; **Spell Resistance** yes Loki's gift makes even the most bare-faced lie seem strangely plausible: You gain a +5 profane bonus to Bluff for the lie you are currently speaking. You can also coax a single target whose reaction toward you is Friendly or better to reveal a potentially embarrassing secret about him or herself or someone else. The secret may involve wrongdoing (adultery, cheating at tafl, a secret fear, etc.) but not something life-threatening or dishonorable enough to earn the subject repute as a *nithling*. A successful Will save negates this use.

The verbal compenant of this spell is the lie you are telling.

MOSQUITO BANE

School necromancy (death); Level druid I, sorcerer/wizard I, witch I Casting Time I round Components V, S Range personal Area 50-ft radius burst Duration instantaneous Saving Throw Fortitude negates; Spell Resistance yes

There's bitter argument as to whether this is a southern spell that's migrated northward or a northern remedy exported south. Used to clean out the insect infestations that plague rural life, this spell kills any animal or vermin of 1 HD or less within the radius of effect. The caster can affect a total of 6 HD worth of creatures (treat swarms as a single creature).

NOT THIS DAY!

School abjuration; Level Fate 5 Casting Time I standard action Components V, S, M Range touch Target one creature Duration 24 hours Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

You mark the target's body with a unique rune that represents their fate. It prevents death by a specific type of harm for one day. This can be either an energy type (fire, cold, etc), a broad category of creature (e.g., 'giant' or 'animal'), or a specific other danger that damages hit points (sword blows, poison, falling). For the next 24 hours you gain a +4 luck bonus to any saving throws prompted by this kind of attack, and any damage you suffer from it is nonlethal. This does not become lethal damage if it exceeds the target's maximum hit points, but does increase the amount of time they remain unconscious.

CHAPTER FOUR

A character can only be under the effects of a single *not this day* rune at any time. Its magic can be made permanent on the caster or another creature using *permanency* (cost 12,500 gp, minimum level 13th).

POTENCE OF THE **P**ACK

School transmutation; Level druid 3, ranger 3, witch 3
Casting Time I standard action
Components V, S, M/DF (a few hairs from a wolf)
Range close (25 ft. + 5 ft./2 levels)
Targets one creature/level, no two of which can be more

l argets one creature/level, no two of which can be more than 30 ft. apart

Duration | min./level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You bestow lupine traits on a group of living creatures. Choose one of the following to be gained by all targets for the duration: Fur that provides 2pts of natural armor; low-light vision; Scent; the ability to communicate with wolves, worgs, and similar creatures.

PRISMATIC RAY

strikes its target:

School evocation; Level sorcerer/wizard 5 Casting Time I standard action Components V, S Effect ray Range medium (100 ft. + 10 ft./level) Duration instantaneous or I round per level Saving Throw Ref halves or Fort negates (see text); Spell Resistance yes A ray of light shifting color springs from your hand. Its effect varies depending on which color happens to be dominant when the beam

d8	Color	Effect
1	Red	1d6 fire damage per level (Ref half)
2	Orange	1d6 acid damager per level (Ref half)
3	Yellow	1d6 electricity damage per level (Ref half)
4	Green	Target nauseated (Fort negates)
5	Blue	Target staggered (Fort negates)
6	Indigo	Target panicked (Fort negates)
7	Violet	Target stunned (Fort negates)
8	Shifting ray	Target blinded (Fort negates)

Maximum damage is 15d6. Conditions inflicted by the green, blue, violet, and shifting rays last 1 round per caster level. On a critical strike the caster may choose the color of the beam which hits the target.

RAIN OF BLADES

School conjuration (summoning); Level cleric/oracle 4, inquisitor 3, paladin 3

Casting Time | standard action

Components V, S, M (shard of metal from a weapon)

Range close (25 ft. + 5 ft./2 levels)

Duration 3d6 rounds

Effect One 5 ft. square per level

Saving Throw Reflex (half); Spell Resistance yes

You call down a rain of swords, spears, and axes, thrown down by the sacred dead of Asgard. The blades cause 1d10 damage per two caster levels (maximum 10d10) and any intelligent undead injured automatically become Shaken for 5d6 rounds (no save). The blades land in such profusion that any square targeted counts as a *low obstacle* for the spell's duration. About half the blades gain the *broken* condition on landing, but many others may be seized and used by any combatants as normal. The quality of weapon appearing varies depending on the caster's level:

- *7th Level:* Normal quality
- *11th Level:* Masterwork quality.
- *15th Level:* Magical weapons with a +1 enhancement bonus (this increases the spell's damage by 1 pt. per die)

When the duration ends, roars of laughter fill the air and all the weapons disappear.

SNOWBALL

School transmutation [cold]; Level druid 0, sorcerer/wizard 0

Casting Time | swift action

Components S, M (handful of snow)

Duration instantaneous

Saving Throw none (harmless); Spell Resistance no (harmless)

You instantly sculpt a handful of snow into as snowball that's perfectly suited for throwing. The snowball inflicts 1d3 nonlethal damage (1d2 for Small characters) and has a +1 masterwork bonus to hit, but otherwise counts as a nonmagical attack.

SNOW BOULDER

School transmutation [cold]; Level cleric 4, druid 4, ranger 4 Casting Time I standard action Components V, S, M (handful of snow) Area of Effect see text Duration I round/level Saving Throw Reflex negates; Spell Resistance no

A handful of snow rolls in whichever direction you point, growing larger with each passing moment. It moves 30 feet per round as you direct, causing damage and attempting an *overrun* or *reposition* maneuver (your choice) against any creature it hits. The snowball has an effective CMB equal to your caster level + Wis modifier. Each round the snowball increases in size and effectiveness, as follows:

- *Round 1:* Small size, -1 CMB, 1d6 non-lethal damage
- Round 2: Medium size, +0 CMB, 3d6 non-lethal damage
- *Round 3:* Large size, +1 CMB, 5d6 non-lethal damage
- Round 4+: Huge Size, +2 CMB, 7d6 non-lethal damage

A Reflex saving throw negates the damage and prevents the overrun or reposition attempt. A creature cannot be targeted by this spell more than once per round.

SNOWBLIND STARE

School necromancy [cold]; **Level** cleric/oracle 2, druid 2, sorcerer/wizard 2, witch 2

Components V, S **Time** I standard action **Range** 30 ft.

Duration I round per level

Save Fortitutde negates; Spell Resistance yes

Your eyes burn with a bright, cold light granting a *gaze attack* that inflicts snow blindness on anyone who meets it. Treat this as a normal gaze attack with the effects as snow blindness as detailed in Chapter Five. The first failed saving throw inflicts minor snow blindness, a second it's more severe variety.

Spellforged Sinews 1

School transmutation; Level cleric/oracle I, sorcerer/wizard I

Casting Time I standard action

Components V, S

Target self

Duration I round

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

A surge of magic makes you stronger. The spell grants a +2 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier for one round.

SPELLFORGED SINEWS II-IX

These spells function as *spellforged sinews I*, except that the enhancement bonus is equal to twice the level of the spell.

SPITEFUL WEAPON

School necromancy; Level cleric 3, ranger 3, sorcerer/ wizard 3, witch 3

Casting Time | standard action

Components V, S, F (melee weapon that has hit and inflicted damage on the target)

Range close (25 ft. + 5ft./2 levels)

Duration | round/level

Saving Throw Will partial (see text); **Spell Resistance** yes You create a connection between a target and a melee weapon that injured him or her in the last 24 hours. For the duration of this spell, hit point damage inflicted on the wielder who caused the damage is also suffered by the spell's target. The creature who originally wielded the weapon can either turn it on themselves, or have it taken and used against them.

Each round a maximum number of hit points equal to the caster's level can be transferred in this way. If wielding the weapon themselves, a character can choose to self-inflict any number of hit points up to the maximum each round; otherwise a normal attack and damage roll must be made. The target and weapon must be within range when the spell is cast, but the connection remains



intact for the duration of the spell regardless of range, so long as both target and weapon remain on the same plane.

The target may make a Will save to halve the damage transferred each round. If the original weapon wielder receives any healing magic during the spell's duration, this spell immediately broken.

TWIST THE SKEIN

School divination; Level Fate 1, witch 1 Casting Time 1 immediate action Components S Range close (25 ft. + 5 ft./2 levels) Target one creature Duration instantaneous

Saving Throw none; Spell Resistance no

You tweak a strand of the subject's fate as they are making an attack roll, saving throw, or skill check. The target receives a fate modifier of +1d20–10 to his or her check, which may be enough to retroactively turn a failure into a success (or visaversa). The target must take the modified result even if it's worse than the original.

Clerics with the Fate domain may add the modifier from their *fateful touch* granted power to the effects above. This counts as one use of the power.

THUNDERCLAP

School evocation [sonic]; Level sorcerer/wizard 3, cleric 3 Casting Time 1 standard action

Components S

Area 20-ft. diameter burst

Duration instantaneous

Saving Throw Fortitude partial or Reflex negates (object); see text; **Spell Resistance** yes (object)

You clap your hands, emitting a peal of thunder loud enough to stun and deafen those around you. Any creature within the area takes 3d4 points of sonic damage and is deafened for an equal number of rounds. A successful save negates the deafness and reduces the damage by half, while a save failed by 5 pts. of more results in the creature being *stunned* for 1 round as well. This spell does not function in an area affected by *silence*.

Any brittle or crystalline object or creature in the area of effect takes 1d4 points of sonic damage per caster level (maximum 10d4). An affected creature is allowed a Fortitude save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful Reflex save.

TRIUMPH OF ICE

School transmutation [cold]; Level Cold 7, druid 7, sorcerer/ wizard 7, witch 7

Components V, S, DF

Casting Time | standard action

Range medium (100 ft. + 10 ft./level)

Area of effect 5-ft. cube or one creature/level

Duration varies (see text)

Saving Throw Fortitude partial (see text); Spell Resistance yes

You transform one of the four elements into to ice or snow. The effect varies depending on the element targeted:

• Air/Fog: Vapors condense into snow. If cast upon a *fog cloud*, *stinking cloud* or a similar effect this spell either surpresses it

for 1 round per caster level or adds *freezing fog* to its other effects (caster's choice). Creatures of elemental air take 1d6 damage per caster level and if airborn must make a fly check (DC equal to the spell's save) or crash.

- Water: Water becomes a sheet of ice up to 1-inch thick per caster level. Creatures in the targeted area must make a Reflex save to avoid being caught and immobilised. Escape requires a successful Strength or Esape Artist check against the spell's save DC. Creatures of elelemtal water take no damage but are paralysed for 1 round per level if they fail a Fort save, slowed for 1 round per level if they pass.
- Earth: You transform earth into permafrost, ending the duration of *rock to mud* or having an effect similar to *mud to rock*. Creatures burrowing through the area have their speed halved until the area thaws, unless they can burrow through solid rock. Creatures of elemental earth take 1d4 damage per caster level as stress fractures riddle their bodies.
- **Fire:** Fire is transformed into shards of ice, which function as caltrops if walked over. The ice melts normally and does not reignite unless part of the area effect of an ongoing spell, in which case the flames return after 1 round per level. Creatures of elemental fire take 1d8 damage per caster level and are *stunned* for 1d3 rounds unless they make a successful Fortitude save.
- Lava: Lava is cooled to form a crust of cool stone, up to 1 inch per two caster levels. Exceptionally heavy weights may cause the crust to break however (see rules for crossing ice in Chapter Five).

Elemental creatures targeted by this spell take differing damage depending on their type. Maximum damage is 20 dice and they are entitled to a Fortitude save for half damage and to limit or negate other effects (see above).

UNLUCK ON THAT

School enchantment (compulsion) [mind-affecting]; Level bard 2, sor/wiz 2, witch 2
Casting Time 1 immediate action
Components V
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous
Saving Throw none; Spell Resistance yes

Cast this spell when a target attempts a hit roll, damage roll, skill or stat check. With a swift curse ("Unluck on that!") you bring misfortune on the target's current endeavor. The target must reroll the check and take the least favorable result.

Wolfsong

School transmutation; Level druid 1, ranger 1 Casting Time 1 standard action Components V Duration instantaneous Saving Throw none; Spell Resistance no

You let out a howl that can be heard up to 5 miles away outdoors, which conveys a message of up to nine words. Wolf-like creatures can understand your words (although they may not possess the intelligence to act upon them), as can up to one creature per level that you specify during the casting.
The sound carries considerably less far Indoors. Treat it as "the sound of battle" for purposes of Perception checks.

WOTAN'S REDE

School divination; Level bard 2, cleric/oracle 3, witch 3 Casting Time 1d6 rounds Components V, S Range personal **Duration** instantaneous Saving Throw Will, negates (harmless); Spell Resistance no

You recite a poem in the northern tongue, sent to your lips by Wotan himself. It grants you supernatural insight or advice: Treat this as an appropriate Knowledge or Perform (oratory) check, using your skill (if any) with an insight bonus equal to your caster level. At the DM's discretion, this spell may instead provide a piece of general advice that's equivalent to that from an *augury*, *divination*, or one answer from *communel contact outer plane*.

This spell may not be used with the Silent Spell feat.

New Magic Items

Below are a handful of new, powerful arcane items GMs can use in their Northlands campaigns.

ARTIFACTS

Apple of Youth

Aura strong transmutation; CL 20th Slot —; Weight 1/2 lb.

DESCRIPTION

Apples of Youth keep the gods hale and hearty. Even a single bite is enough to neutralize poison and provide restoration to any character that needs it. Eating a full apple (ten bites' worth) restores all statistic loss, negative levels, hit points, cures poison and any unnatural aging, and breaks the Curse of Ages. The eater also grows younger, becoming whatever age they most desire to be.

DESTRUCTION

Apples of Youth are more fragile than most artifacts, but can only be destroyed by deliberate action against them. The bite of an undead creature also instantly rots it.

Bone of Ull

Aura strong enchantment; CL 18th Slot feet; Weight 20 lbs. (see text)

DESCRIPTION

Crafted by the master wizard Ull Bonewise from the rib of a linnorm, this item looks like a large bone ski big enough for two Small one or Medium creature to sit or stand on comfortably. It weighs 20 lbs. but a command word causes it to shrink to the size of a shark's tooth for ease of transport. The bone never sinks in water or deep snow, nor breaks any ice it travels over, unless weighed down by over a thousand pounds of weight.

The bone of Ull runs flawlessly over water, ice, and snow granting a +20 circumstance bonus to Acrobatics checks made for skiing and skating with it, and improves the user's skating and skiing speed by +10 ft. The bone naturally evades

traps and hazards, automatically swerving to avoid them 90% of the time. A gentle spin makes the bone automatically align toward north, and with a touch and another command word, for 5 hours each day it moves unerringly toward a location that's been permanently inscribed upon it. Inscribing a new location requires a DC 20 Craft (scrimshaw) check. A dozen images are already inscribed, some obscure locales in the north of Midgard, others far off or on other Planes entirely. There's room for about twenty more scrimshaw images before the bone is filled.

The bone of Ull also bestows an insight bonus upon archery attempts by someone stood upon it. The bone can grant up to +20 points of bonus per day; this may be used all at once or split up among several shots as the user wishes.

DESTRUCTION

The bone of Ull can be destroyed by being crushed in the jaws of a descendant of the linnorm from which it's made.

Gusir's Gifts

Aura strong enchantment; CL 18th Slot —; Weight 4 lbs.

DESCRIPTION

- Named after the ancient skraeling who gave them as gifts, these +5 seeking arrows of distance return to the archer on a miss as if they were returning weapons. After a hit, however, they reappear undamaged in their owner's quiver the next morning, unless sequestered by powerful magic or removed from Midgard entirely. If the user identifies a target either by name or appearance (treat as a command word), gusir's gift also becomes a Bane weapon against them. Although potent, the gifts do have some foibles.
- Wielders of these arrows have a fate to find themselves at odds, often slaying each other or their kin in feuds and raids. Two or more arrows also cease to function for a week if ever owned by the same person at the same time-they seem to 'sulk' jealously if one arrow is not enough for the wielder.
- Horse skulls are also something of a nemesis to gusir's gifts: Presenting a horse-skull toward the user (a standard action) prevents the arrow's powers from functioning against them for one round; even just painting the image on a shield or cloak grants the wearer a +5 AC bonus against its powers. They often tend to play a ruinous role in the death of their wielders too; tripping them in combat, harbouring poisonous snakes, or being the weapon that bashes their head in.
- Gusir's gifts are usually encountered singly. Once they were nine in number, but it's said that only three remain.

DESTRUCTION

Gusir's gifts can be destroyed in two ways: On a readied action, an archer armed with another of these arrows can shoot one out of the air in mid flight, destroying both. An arrow also loses its powers if returned to the hand of Gusir (now a vættir resting beneath an icy cairn on the Bleak Expanse).

Hringhorni

Aura strong enchantment; CL 25th Slot —; Weight —

CHAPTER FOUR

DESCRIPTION

- There is no ship upon the northern seas greater than *Hringhorni*, the golden vessel of Baldur. Although it resembles a longship, it's as large as a full-blown galleon with nine lavishly furnished decks. Its celestial wood is hard as adamantione and glows with the soft, warming radiance of the summer sun that drives off evil and calms the most storm-tossed waters. Nine banks of magical oars and a pure white sail move the ship at Baldur's command, working by themselves as if the whole ship was a colossal *animated object*.
- Hringhorni is consecrated and protected by a magic circle against evil while those onboard are always under the effects of a sanctuary (both save DC 30). Food equivalent to a hero's feast appears on its tables each day, and for 90 yards around it control weather provides a clear and sunny sky. If threatened the ship gleams brightly and shoots forth up to nine sunbeams each round.
- Although Baldur is frequently elsewhere, *Hringhorni* travels the seas without him and many shipwrecked travelers have been snatched from certain drowning by its sudden appearance. The ship plays host and bears travelers safely to land, expelling guests who abuse baldur's hospitality.

DESTRUCTION

Hringhorni can only be destroyed in a collision with *Naglfari*, the black longship of Hel.

Lævateinn

Aura none (see text); CL 21st Slot —; Weight 4 lbs.

DESCRIPTION

- Lævateinn ('damage twig') is the magical sword of Loki, which he often casts carelessly into Midgard to cause mischief. As much as shapeshifter as its master, with a swift action its wielder can invoke an illusion that makes *Lævateinn* look like a long twig, branch, club, or gnarled walking stick. Loki can see and hear everything that happens in the vicinity of the blade, and also speak through it in a tinny, metallic voice (he sometimes pretends the sword is intelligent by this means). *Lævateinn* sometimes displays other powers as well, granted and withdrawn at the whim of Loki. It radiates no magical aura, unless Loki wills it to.
- Lævateinn is a +4 shifty luck-giving anarchic longsword. The weapon also has an additional special quality, determined randomly each day from the Melee Weapon Special Abilities (Major) table when Lævateinn first draws blood in combat. Whenever the dice come up 91–00 however, Lævateinn instead becomes a cursed item for a day.

DESTRUCTION

Lævateinn can only be destroyed if placed on Volund's anvil and struck with a blow from Donar's hammer.

Sled of Glory and the Toiling Bears

Aura strong enchantment; CL 18th

Slot —; Weight 300 lbs.

DESCRIPTION

Pulled by four massive white bears, this sleigh is the source of many tales of daring do and narrow escapes. Most often encountered on the Bleak Expanse, the *sled of glory* provides

- Lined with celestial furs, decorated with red gold and sparkling rubies, and surrounded by *dancing lights*, the sled comfortably holds 8 medium creatures. It grants *endure elements* and *protection from energy (cold)* to all within and the bears that pull it. Any healings spells cast in its relaxing warmth benefit from the *maximized spell* feat. All Good-aligned creatures receive a +4 enchacement bonus to Con while in the chariot and for 18 minutes after leaving it. Both sled and animals can *fly*, although they usually travel just above the surface of the ice and snow, like a *raidho sled*. It can also *planeshift* twice per day.
- The *sled of glory* and the Toiling Bears are sent by the Bear Maiden to serve those in need: The more good aligned characters in the party and the more urgent and benevolent their quest, the longer the bears will serve and the more they will do. Even neutral or evil characters are typically taken in and driven toward home or refuge for a night; for a mixed group of good and neutral characters the bears are usually willing to privide transport and cast helpful spells for a day or two, while a party of true heores on a quest to destroy great evil or save the world will see the bears take the sled into battle on their behalf. No matter how pure, no mortal has ever been served for more than nine days and nights, after which the chariot departs.
- The Toiling Bears are called *Gelandri* ("Loud Yell"), *Hlaejandi* ("Ringing Laughter"), *Barufor* ("Wave Rapid"), and *Aeifor* ("Ever Fierce"). Servants of the Bear Maiden (treat as *awakened celestial advanced dire bears*) each represent one of her four domains (Animal, Charm, Good, and Protection). Each has access to their domain abilities as if they were 18th level clerics and can cast any spell from their domain three times per day. Good characters will find them loyal companions and wise councillors. Those with unsatisfactory morals must endure lectures and unfriendly stares.

DESTRUCTION

If all four bears are slain and the sled is soaked in their blood, it permanently loses its magical properties.

Tyrfang

Aura strong enchantment; CL 20th Slot —; Weight 4 lbs.

DESCRIPTION

Instructed by their captor to create a golden-hilted sword that would never miss a stroke, never rust, and cut through even stone and iron, dwarves Dvalinn and Durin grudgingly forged this spiteful +3 Keen Grievous Adamantine Longsword of Wounding. They called on Volund's to aid them in crafting the perfect weapon of revenge and the Master Smith was generous in his aid.

Tyrfang

- Alignment Chaotic Evil; Statistics Int 12, Wis 12, Cha 12, Ego 18
- **Communication** empathy (rarely); **Senses** blindsense 60 ft.
- Purpose cause dishonor and ruin to its wielder

Powers detect comrades and kin of wielder with 60ft; immune to rust; cast suggestion, truestrike, and unluck on that 3/day

Tyrfang is maliciously intelligent but pretends otherwise. It rarely communicates except to display malevolent satisfaction in its victims' final moments. Its purpose is to perform three treacherous deeds against its owner, bringing them trouble and dishonor and eventually seeing him or her dead. It can detect those whom the wielder has strong feelings toward (family, lovers, etc.) and counts as a *bane* weapon when used against them. It often uses *suggestion* to goad a wielder into unwise acts or make those nearby greatly desire the sword for him or herself. Tyrfang resists being sheathed without drawing blood, and can use its *true strike* to twist in its wielder's grip to strike a creature within reach.

DESTRUCTION

The blood and spittle of its creators burns *tyrfing* like acid (ignoring its hardness) and quenching the blade in either destroys it. *Tyrfang* never uses its powers to aid the wielder against Dvalinn and Durin.

World Tree

Aura overwhelming; CL 30th

Slot —; Weight — DESCRIPTION

- Yggdrassil, from whose branches all worlds hang, is unique and unmatched in all existence. Trees growing in Midgard soil enjoy a powerful connection to the Horse of the Hanged. Some say they grow from slivers of wood or seeds blown down to the mortal world. Others claim that they're immature rivals that will grow into a replacement should Níðhöggr ever succeed in poisoning Yggdrassil's roots.
- Most World Trees are of yews although ash, oak, and pines have also been encountered. Their powers are niether understood nor safe, but certainly potent: They are called World Trees because in their branches can be found a microcosm off all the Nine Worlds.
- A World Tree's individual powers vary considerably, but usually have abilities drawn from the following list. Other powers are not unknown, especially defences and one-off magic that might be the object of a PC quest:
- Immune to all plant-based magic
- Runes and spell formulae grow in its bark, allowing observers to learn unique magic
- A dead man hung from a World Tree speaks as though subject to speak with dead
- A corpse buried among its roots is *reincarnated* three days later
- Hanging yourself from the tree lets you *contact outer plane* or learn a unique rune
- Burning it down allows you to undo fate (treat as wish)
- A branch taken acts as ironwood, a shillelagh, or a liveoak spell
- Observing the tree for an hour produces revelations equal to *divination*
- Sleeping beneath its canopy restores a polymorphed or petrified creature

- Its sap gives the imbiber vivid dreams of gods and ancestors (commune)
- Fate does not always wait passively for the World Tree to be used and may inflict other effects on those who stray near or try to harness its power: Speaking with a dead man on its branches may raise ghosts and draugr from Niflheim to plague the questioner, or a savage berserk may awake from dosing beneath it to find that he's become a bear or wolf.
- Sacred to Aesir and Vanir alike, powerful creatures both good and evil respect the magic of the World Trees. Powerful guardians are common, from jotuns and linnorms to the gods themselves, who respond with wrath upon any who damage or misuse it.

DESTRUCTION

Only the spittle of the dragon Níðhöggr or an axe made from a shard of its fangs can kill a World Tree.

Valkyrie Tears

Aura overwhelming conjuration; CL 21st Slot —; Weight —

DESCRIPTION

- The rarest of elixirs, valkyrie tears are literally that: the weeping of a valkyrie in sadness and regret, because a hero has been denied their rightful place in Valhalla. Perhaps one in a hundred valkyries is warm-hearted enough to weep for a mortal's death, and even they only shed tears when a truly worthy soul is lost.
- Although physically a mere few drops of salty liquid, *valkyrie tears* are a divine gift from Wotan and hold powerful magic. If used to wet the lips of the newly deceased they can call them back from the dead to fight again: The target is immediately restored to full hit points, vigor, and health, with no loss of prepared spells or other penalties (including negative levels).
- The tears function on corpses no older than one day per level or Hit Dice of the deceased, and function only if the target creature did not perish in battle (such as death by poison, disease, and lethal magic delivered to a surprised target before they could react, but *not* a character that's died of old age). A creature can benefit from *valkyrie tears* only once.

DESTRUCTION

Mixing the spittle of Boreas or the Snow Queen with them instantly destroys the magic of valkyrie tears, turning it into a potion of poison.

CURSED ITEMS

Black Lavvu

Aura faint necromancy; CL 5th

Slot —; **Price** 42,000 gp; **Weight** 50 lbs.

DESCRIPTION

The *black lavvu* is created by evil witches and necromancers. Many unsuspecting travelers have accepted the hospitality of a terrible creature thinking they were safe in a shaman's tent.

The black lavvu's powers are similar to the shaman's lavvu but the tent is desecrated and bestows magic circle against good. Evil creatures of any kind may come and go but its magic is **CONSTRUCTION** negated by the entrance of a good aligned fey or outsider.

CREATION

Magic Items shaman's lavvu

Ghost Stone

Aura moderate necromancy; CL 7th Slot —; Price 1,000 gp; Weight —

DESCRIPTION

Ghost stones are somewhat beneficial items that often cause more trouble than they're worth. Physically, they're nothing more than a polished pebble.

- Each stone is haunted by a ghost dedicated to a cause such as the protection of family lands, vengeance or the pursuit of a blood feud, or repayment of a debt of honor. The ghost haunts whoever carries the *stone*, urging them in dreams and whispers to fulfil their oath or deed and generally criticising the bearer if they do not live up to the highest standards of the ghost's ideals. The ghost also refuses to help the bearer is any way but advice.
- This functions something like a phylactery of faithfulness, except that the ghosts whispered warnings and condescending remarks are typically rather annoying. Once per day they can try to enforce their opinion by using one of their special attacks on the target (see ghost in the Pathfinder® Roleplaying Game: Bestiary for more information and sample statistics).
- The stone is sometimes given as a 'gift' when an untested (or untrustworthy) hero ventures out on an important quest, but the its also small enough to be secretly inset into an amulet, hidden in the pummel of a sword, woven into a saddle, or discretely added to another item of equipment. Casting away a ghost stone angers its resident spirit, whose parting shot is a curse (typically unluck or one of the effects listed in bestow curse), until the target recovers the stone or have the curse broken by magical means.

CREATION

Magic Items Any except potion or scroll

Hagspittle Shard

Aura faint necromancy (evil); CL 7th **Slot** —; **Price** 2,800 gp; **Weight** ¹/₂ lb.

DESCRIPTION

- Plunged into a rival's heart by a spurned lover, or into a warrior's own chest to expunge any hint of mercy during a feud, these enchanted icicles are cast from frozen spittle and bile. They do not melt under normal circumstances, although direct exposure to fire destroys them instantly.
- Stabbed like a dagger into a living creature (requiring a normal hit roll), they melt away leaving a chill in the victim's heart. The subject must make a DC 16 Will save or behave in a cold and cruel manner for the next seven days: Their alignment shifts toward evil and they become immune to effects that generate positive emotions (e.g., charm person). See helm of opposite alignment for further rules concerning alignment change, except that this effect can also be removed by dispel evil, dispel magic, or remove curse.

Requirements Craft Wondrous Item, calm emotions; Cost 1,400 gp

Ill-Fated Weapon

Aura moderate transmutation; CL 5th

DESCRIPTION

This weapon is fated to fail its user at a critical time. If wielded in melee against a foe, any attack roll that is a critical hit causes the weapon to break, gaining the broken quality. The break occurs before the critical hit is confirmed and any damage done.

CREATION

Magic Items: Any magic melee weapon

Ravenous Trencher

Aura moderate conjuration; CL 7th

Slot —; Price 12,150 gp; Weight 1 lb.

DESCRIPTION

- Feuding with her skraeling neighbors, a hag of iron wood unleashed this wicked curse in the guise of a peace offering. Since then it's caused the death of countless travelers.
- The ravenous trencher is a bowl of tough-crusted stale bread that never goes moldy or rots. On command it fills with marvellous-tasting and nutritious stew, enough to satisfy nine people's appetite each day. Unfortunately the fine flavour hides a terrible curse. Countless users have killed each other over the bowl and starved to death surrounded by provisions.
- After eating from the ravenous trencher, all other food seems unappetizing, and stomaching it requires a Fortitude save (DC 10 + the number of meals eaten from the trencher); failure means the character gains no benefit from the meal, which may not be apparent until starvation sets in. The user also finds that they need more and more of the trencher's strew to satisfy them: After consuming a meal of the magical stew, the eater must make a Will save with a DC equal to 10 + the number of meals eaten from it so far. Those failing find themselves so hungry they require an additional day's meal from the trencher from now on. This effect is cumulative. Remove curse is necessary to free a character from the trencher's magic. The character can discard the trencher at any time, but this does not negate its curses.

CONSTRUCTION

Requirements Craft Wondrous Item, bestow curse, create food and water; Cost 6,075 gp

Shield of Brother's Blood

Aura moderate necromancy; CL 6th

Slot —; Price 28,000 gp; Weight 10 lbs.

DESCRIPTION

This red-stained +1 cursed heavy wooden shield is aptly named by runes running around its brass edge. Although beneficial, its powers come at a terrible cost. Employed by ruthless families during feuds, it's often put into their hands by enemies who hope its use will decimate their foe's kin. Many have used welcomed its magic only to return home and find their family slaughtered in the name of revenge.

Once per day, when the bearer is reduced to 0 hp or less they are immediately healed for 2d6 hp. These hit points are drawn from a random male family member (up to three generations in either direction). If no suitable family member remains alive, then no hit points are gained. Female relations are not affected.

Once used in battle, the shield forces the character to always employ it. The owner readies and fights with it, even when she meant to draw or ready some other item. *Remove curse* is needed in order to discard it.

CONSTRUCTION

Requirements Craft Magic Arms & Armor, bestow curse, vampiric touch; Cost 14,000 gp

Skiis, Wandering

Aura strong transmutation; CL 15th Slot feet; Weight 14 lbs.

DESCRIPTION

These items function as normal enchanted skis of the lce Ranger, but there's a I in 6 chance ever day that they're worn that the wanderlust trapped in these skiis cannot be contained and they tear off in a random direction for Id6 hours.

Treat the *skis* as Small animated objects. They continue to provide their normal bonuses during this time, but the wearer has no control over their speed or direction. The *skis* always travel at maximum speed and take the most 'interesting' course—down steep slopes, weaving between pine trees, leaping over crevasses, etc.

CREATION

Magic item any magical skiis

Tupilak Idol

Aura strong necromancy; CL 9th Slot —; Price 45,000gp; Weight 1 lb.

DESCRIPTION

- *Tupilak idols* are bone statuettes with monstrous features that spellcasters use to steal spells from rivals. Spellcasters must carve the *idol* themselves, requiring a DC 15 Craft (scrimshaw) check.
- Home to a hungry spirit of Ginnungagap, an *idol* sits in the heart of every *tupilak* (see Chapter Six). The creator places the *idol* inside the golem's body during its creation at this point. When the golem successfully kills its intended target (or its creator, if dispelled back to him), spells transfer from the victim into the item (as per grasp of the tupilak), completing its enchantment. Once the tupilak returns to its master, its idol-heart can be removed, allowing the wielder to call upon the stolen power. The *idol* can steal and store up to 10 levels of spells from different victims.

lmage	Magic
Animal, monstrous humanoid (intelligent)	Illusion
Animal, monstrous humanoid (strong)	Evocation
Animal/monstrous humanoid (wise)	Divination

lmage	Magic
Dragon	Conjuration
Outsider	Abjuration
Shapeshifter	Transmutation
Undead	Necromancy

1 M AQIQH **MII HAXIMA1**

The image topping the *idol* is always a twisted, horrific version of the chosen animal or creature; the image serves as a totem, and determines the spell type stolen. For instance, strong creatures, like bears or ettins, pull evocation spells from the spellcaster victim; undead

images pull forth necromantic spells; and devils and demons pull forth abjuration spells, and so forth (see list below). The exact spell stolen is chosen randomly.

Tupilak idols are dangerous tools, always hungry for magic or their owner's soul. While the idols grant the spellcaster the use of the stolen spells once per day (see the grasp of the tupilak spell), every time their power is drawn upon there's a chance the user suffers a side effect.

d8 Effect on User

- 1 User becomes subject to *bestow curse* (CL equal to user's character level)
- 2 The idol randomly devours 1d6 levels of spell slots from the user, selected randomly from highest available spells, disappearing as if cast
- 3 The idol bites the user, giving 1 temporary negative level
- 4 User gains light sensitivity until they receive a *heal* spell
- 5 User is targeted by the unluck curse
- 6 The idol latches onto the user's soul, giving the curse of ages
- 7 The idol *dominates* the user (CL equal to the user's CL)
- 8 Caster begins to stink as if covered in raw ambergris until they receive *atonement*
- The wielder always must pay to use each spell, and is not allowed a saving throw against the magic item's effects. The item will not function for non-spellcasters. Game Masters should roll randomly on the chart below any time the spellcaster uses the *idol*. Unless otherwise noted, the effect remains in place for 8 hours.

CONSTRUCTION

Requirements Craft Wondrous Item, grasp of the tupilak; Cost 22,500 gp

MAGIC ARMOR

Níðling Shield

Used by cowards, this enchantment allows the wielder to escape unwanted combat. Once per day as a swift action, the wielder may **↓↑₽₩₩X↑₩₽₩₩₩₩₽₽₩**

invoke *expeditious retreat* by crying "nithling!" As an immediate action, they can also fall into a catatonic state for up to an hour that's virtually indistinguishable from death. While using this ability the character is unable to move or communicate but remains aware of their surroundings and can cancel the effect as a free action. Injuries reduce the subject's hp as normal, but there is no obvious reaction to the damage. Magic is required to determine that the subject is really alive.

Faint transmutation; CL 1st; Craft Magic Arms and Armor, disguise self; Price +5,400 gp.

Remorhaz Hide

Aura faint necromancy; CL 5th Slot —; Price 2,000 gp; Weight 25 lbs.

DESCRIPTION

This +1 remorhaz hide armor has been alchemically treated to preserve the internal heat for which the creature is famous. The arnor itself is immune to the effects of heat or cold, and the wearer is kept perpetually warm; they suffer a -4 penalty to saves against heat stroke and other effects of high temperature.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, gentle repose; Cost 4,000 gp

MAGIC WEAPON SPECIAL ABILITIES

Special Ability: Grievous

A secret known only to reaver dwarves and Volund himself, *grievous* weapons inflict damage that cannot be healed by magic of any kind, only natural healing (including fast healing and regeneration, unless bestowed by a spell or item). In addition, items damaged by this weapon cannot be repaired by *mending* or similar magic, although they can be repaired using the appropriate Craft skill. *Dispel magic* or *remove curse* removes this effect.

Moderate necromancy; CL 6th; Craft Arms and Armor, *bestow curse*; Price +1 bonus.

Special Ability: Luck-Giving

Used by valkyries to ensure victory or defeat for Wotan's favored (or accursed) in battle, this weapon can invoke good or ill fortune upon those it touches. As a swift action, the wielder can invoke either a *bless* or *bane* effect on a target hit by the weapon. It does not have to cause an injury for this power to be used, but the user may need to make a successful attack roll against the target's touch AC.

The user can invoke the weapon's magic any number of times per day, but cannot invoke the same effect twice in succession; the user must alternate between *bless* and *bane* and cannot invoke a new effect of either kind until the previous one has run its course (5 minutes or until the target's death, whichever is sooner). A DC 11 Will Save negates the effect and renders the target immune to that specific effect from the weapon for 24 hours.

Moderate evocation; CL 5th; Craft Arms and Armor, *divine favor*; Price +1 bonus.

Special Ability: Pursuing

Once it tastes the blood of an enemy, this weapon reacts to their presence forever more. If a creature wounded by it still lives, when

drawn the weapon tugs toward the creature as per the *locate creature* spell, reactivating if a target leaves spell's range (680 ft. for a 5thlevel caster) and later returns to it. The weapon tugs toward the wounded creature until the creature is dead, after which its *pursing* power latches onto the next creature wounded.

Moderate evocation; CL 5th; Craft Magic Arms and Armor, *locate creature*; Price +1 bonus.

Special Ability: Retaliating

This weapon responds to injuries done to the user. Once per day when the wielder is injured by a melee attack, the wielder may strike a blow against whoever caused the injury as an immediate action with a +20 bonus to their hit roll. This attack is not affected by the miss chance from striking at a concealed target. Only melee weapons can be *retaliating*.

Moderate evocation; CL 6th; Craft Magic Arms and Armor, *true strike*; Price +1 bonus.

Special Ability: Shifty

A *shifty* weapon leaps unexpectedly from hand to hand. It grants a +5 item bonus to feint attempts and the wielder's CMD against disarm and sunder attempts.

Moderate necromancy; CL 5th; Craft Arms and Armor, *cat's grace*; Price +1 bonus.

Specific Weapons

Thrall's Ambition

Aura moderate evocation; CL 9th Slot —; Price 8,000 gp; Weight 3 lbs.

DESCRIPTION

Thrall's ambition is crude-looking scramasax easily overlooked by heroes looking for a magical weapon—it doesn't even register as magical to *detect magic*. Thrall's ambition grants a varying profane bonus to the wielder's attack rolls depending on the social status of his or her opponent:

Social Class	Enh. Bonus	Dmg Bonus
Outlaw, thrall	+0	None
Karl (freeman)	+1	+1d6
Jarl (lord)	+2	+2d6
King	+3	+3d6

CONSTRUCTION

Requirements Craft Weapons and Armor, *bane, true strike*; **Cost** 4,000 gp.

Eisenscham

Aura strong enchantment; CL 17th

Slot —; Price 254,500 gp; Weight 8 lbs.

DESCRIPTION

Eisenscham ('iron of shame') is a weapon given to reaver dwarves who've been marked as a coward or *niðingr*, or who have committed a great sin or failure in the eyes of their kingdom. It isn't a reward, but a burden.

This grim-looking weapon is an intelligent *axiomatic dwarven* waraxe made of black berserker iron (granting a +2

111 M A& 7 & H M 7 H M X 7 M A A &

Northlands

item bonus to confirm critical hits). Inhabited by the uncompromising soul of an honored dwarven elder, it has a sole purpose, which is to force the wielder to redeem his or her honor or die trying. Only when this task is done may the wielder return home and be forgiven.

Alignment Lawful Neutral; Statistics Int 10, Wis 16, Chs 10, Ego 21

Communication empathy; Senses darkvision 60 ft.

- **Purpose** Force its assigned wielder to die gloriously or redeem his or her honor by completing a *quest*.
- **Powers** *Eisencham* can detect special purpose foes within 60 ft. (varies depending on the cause of the quest). Can cast geas/quest on its wielder once per day, and *true resurrection* on its assigned user once per month—providing the user's death was not heroic or redemption incomplete; item
- Every reaver dwarf kingdom has its own eisenscham, although many more were lost in the Reaving. If discovered in the hands or hoard of anyone other than its rightful dwarven clan, every reaver nation spares no effort in getting it back. CONSTRUCTION

Requirements Craft Weapons and Armor, *order's wrath, geas/quest, true resurrection,* creator must be a lawful reaver dwarf; **Cost** 127,250 gp

Rings

Warning Wolfband

Aura strong divination; CL 17th Slot ring; Price 321,300 gp; Weight —

DESCRIPTION

This silver ring edged with wolf fur warns of treachery against its wearer. It growls if the wearer is about to be ambushed, passed a poison cup, or otherwise in immediate danger from guile or subterfuge: The wearer is never surprised or flat-footed by such dangers and gains a +2 insight bonus to AC and Reflex saves.

The ring does *not* warn or protect a character from threats they are aware of, such as facing foes in open battle, a challenge to *holmganga*, or angering a vengeful king.

CONSTRUCTION

Requirements Forge Ring, foresight; Cost 160,650 gp

Rods

Dead Man's Rattle

Aura moderate necromancy; CL 11th Slot —; Price 172,800 gp; Weight 8 lbs.

DESCRIPTION

These powerful rods are made from a femur topped with a skull or hollow wooden head. Teeth, knucklebones, and other osseous materials rattle around inside. Northerners use them to drive out ghosts and draugrs. Activating its magic requires the character to shake it while performing a sacred dance. This causes all undead within 30 ft. to twitch and jerk as if affected by *irresistible dance*. Intelligent undead may make a Will save to resist the effects as normal. The wielder must dance (as though effected by the spell) every

round that targets are affected or all the effects immediately end.

CONSTRUCTION

Requirements Craft Rod, detect undead, irresistible dance; **Cost** 86,400 gp

Elk-Horn Rod

Aura moderate abjuration; CL 9th Slot —; Price 14,175 gp; Weight 4 lbs.

DESCRIPTION

Marked with the rune Algiz (see Chapter Four), this rod is fashioned from elk or reindeer horn. Brandished as a standard action, it grants the wielder or a touched target a +1 sacred bonus to saving throws against spells and magical effects for I round. If used to perform the somatic component of *dispel magic*, *break enchantment*, or similar magic it also grants a +1 sacred bonus to the caster's level check.

CONSTRUCTION

Requirements Craft Rod, dispel magic, resistance; **Cost** 7,083 gp

STAVES

Mountaineer's Staff

Aura moderate evocation; CL 11th Slot —; Price 17,916 gp; Weight 10 lbs.

DESCRIPTION

The *mountaineer's staff* is sized as a walking stick, with a picklike head and spike at its base. It allows use of the followings spells:

- deep breath
- endure elements
- feather fall
- jump
- secure hut (3 charges)
- spider climb (2 charges)

Falls of any distance never damage the mountaineer's staff.

CREATION

Requirements Craft Staff, deep breath, endure elements, feather fall, jump, secure hut, spider climb; **Cost** 8,958 gp

Staff of the Thunderer

Aura moderate evocation; CL 12th

Slot —; Price 63,225 gp; Weight 10 lbs.

DESCRIPTION

- The *staff* of the thunderer is dedicated to mighty Donar. It allows use of the following spells:
- spellforged sinews I-VI (2 charges)
- chain lightning (3 charges)
- lightning bolt (I charge)
- thunderclap (2 charges)
- consecrate (I charge)
- remove fear (1 charge)

As well as these functions, the *staff* of the thunderer serves as a holy symbol of Donar and a +1 hammer staff.

CREATION

Requirements Craft Staff, bull's strength, bull's strength, mass, lightning bolt, chain lightning, consecrate, remove fear, shout; Cost 31,612 gp

White Staff

Aura moderate transmutation; CL 11th Slot —; Price 24,300 gp; Weight 9 lbs.

DESCRIPTION

Made from bleached pine, every white staff is a gift from the Vanir to help protect hearth and home through the sunless winter nights. The staff's wielder can create a spark at will, Bitter Horn amd they provide use of the following spells:

- bear's endurance (2 charges)
- endure elements (I charge)
- fire under the tongue (2 charges)
- *hearth charm* (I charge)
- protection from energy (cold only) (3 charges)
- purify food and water (I charge)
- In addition to the usual recharge methods, delivering the killing blow with a white staff to a thuellai, snow maiden, or other powerful servant of Boreas also adds one charge to the item.

CREATION

Requirements Craft Staff, bear's endurance, create food and water, endure elements, fire under the tongue, protection from energy, purify food and water, spark, vampiric touch; Cost 12,150 gp

Wondrous Items

Banner of Biting

Aura moderate transmutation; CL 9th Slot —; Price 18,000 gp; Weight 15 lbs.

DESCRIPTION

- This banner's bestial head is animated, frowning disapprovingly when not in battle. Planted into the ground, it keeps watch for up to nine hours each night, growling if any Small or larger creature approaches within 30 ft. of it, including invisible and ethereal creatures. It does not react to figments, but it does to shadow illusions.
- The *banner* of *biting* can be wielded in combat as a reach weapon, attacking with either the wielder's attack bonus or its own +10 (whichever is better), inflicting 2d6+3 points of piercing damage on a successful hit.

CONSTRUCTION

Requirements Craft Wondrous Item, mage's faithful hound; **Cost** 9,000 gp

Biting Bearskin

Aura Moderate Transmutation; CL 11th Slot —; Price 23,760 gp; Weight 15 lbs.

DESCRIPTION

Blending in with the fur and hides covering a jarl's chamber floor, the biting bearskin looks like a normal bearskin rug until it rises up to confront trespassers. Treat the bearskin as a Large animated object with the Grab and Constrict special qualities, and one other CP decided when the item is created.

The bearskin can be commanded to react to specific circumstances, such as the use (or absence) of a command word, passage over it, or other interference. It animates for up to 11 rounds each day before becoming inert for 24 hours.

CONSTRUCTION

Requirements Craft Wondrous Item, alarm, animate objects; **Cost** 11,880 gp

Aura faint divination; CL 3rd

Slot —; Price 7,000 gp; Weight I lb.

DESCRIPTION

This drinking horn can tell friend from foe. Hand it to a guest and have them drink; if they're hostile to you, the contents will turn sour, stagnant, and bilious in the drinker's mouth. Quaffing such a drink without giving yourself away requires an opposed Bluff check versus the Perception of those nearby.

The horn's powers can be negated by misdirection and similar magic.

CONSTRUCTION

Requirements Craft Wondrous Item, detect thoughts, prestidigitation; Cost 3,500 gp

Bridle of the Flying Wolf

Aura moderate conjuration; CL 9th Slot —; Price 10,000 gp; Weight 1 lb.

DESCRIPTION

- This bridle summons a pack of winged worgs to serve the user. The bridle has nine 'charges' useable each week: one charge allows the user to summon a winged worg to serve him or her as a mount for an hour; additional charges can be expended to summon extra wolves or extend the duration (one hour or additional worg per charge spent).
- Treat the wolves as winter worgs with the ability to fly (80 ft. [average]). If the bridle is broken or destroyed while the wolves are summoned, they immediately turn on their master with savage delight.

CONSTRUCTION

Requirements Craft Wondrous Item, summon monster V; **Cost** 5,000 gp

Choosers of the Slain

Aura moderate necromancy; CL 9th

Slot hands; Price 17,000 gp; Weight 2 lbs.

DESCRIPTION

Worn by valkyries charged with gathering souls for Valhalla, these items are normally found in pairs. The left gauntlet allows the user to touch ghosts and other incorporeal creatures, and imbues the ghost touch special ability on any weapon they wield in that hand. The right gauntlet ensures that a hero's body is not defiled by vile necromancy: its touch places a corpse into gentle repose and prevents it from becoming an undead creature by means of magic or the spawn ability of undead.

CONSTRUCTION

Requirements Craft Wondrous Item, gentle repose, plane shift; Cost 8,500 gp

Cloak of the White Bear

Aura faint abiuration: CL 3rd

Slot shoulders; Price 36,000 gp; Weight 15 lbs.

DESCRIPTION

Skraeling shamans enchant polar bear skins as symbols of their mastery over the spirits of the North. Big enough to encompass a Large creature or two Medium ones, the *cloak* of the white bear grants endure elements on its wearer and a +5 bonus to Stealth in arctic conditions. Ghosts and other incorporeal creatures also respond to the wearer as if they were under a sanctuary spell.

CONSTRUCTION

Requirements Craft Wondrous Item, endure elements, invisibility, sanctuary; creator must be a skraeling; Cost 18,000 gp

Crow Helm

Aura faint necromancy; CL 3rd Slot head; Price 9,000 gp; Weight 3 lbs.

DESCRIPTION

These helmets allow their wearers to determine whether a visible creature within 30 ft. is near death. As a swift action. the wearer can determine if a target is dead, fragile (3 or fewer hit points left), fighting off death (wounded but with 4 or more hit points), healthy, undead, or neither alive nor dead (such as a construct). The wearer can also see through any spell or ability that allows creatures to feign death.

CONSTRUCTION

Requirements Craft Wondrous Item, deathwatch; Cost 4,500 gp

Elver Boat

Aura strong divination, weak transmutation; CL 11th Slot —; Price 30,000 gp; Weight 10,000 lbs.

DESCRIPTION

Prized by weary raiders and those who fear being lost at sea, an elver boat is a longship carved to resemble an immature eel. At the prow, the mouth of the eel curves upward, mouth open as if waiting to be fed. Pouring water from a particular stream or river into the mouth causes the boat to move toward the original source of the water. If the crew sails or rows the boat in the same direction, their speed is increased by half, while if they do nothing, the boat moves itself at 10'/round toward its destination. Once it reaches its goal, the boat stops. Pouring water from a different source into the prow resets the destination.

Lesser versions of the elver boat are keyed to a particular river when they are created; replace find the path with bloodhound and adjust the price accordingly.

CONSTRUCTION

Requirements Craft Wondrous Item, find the path, slipstream, creator must have 2 ranks in the Craft (shipmaking) skill; Cost 15,000 gp

Falconer's Bracer

Aura faint conjuration; CL 3rd Slot wrist; Price Cost 1,480 gp; Weight 1 lb.

DESCRIPTION

- Engraved with the image of the sacred hawk Veðrfölnir, the falconer's bracer ensures that its owner is never without a means to go hawking. The bracer provides a +2 competence bonus to Animal Handling checks made with hawks, and once per day the wearer can summon a hawk from the otherworldly branches of Yggdrasill to do his bidding.
- The hawk remains for up to one hour. The type of creature summoned depends on the wearer's alignment: Good characters summon a hawk with the celestial template; evil characters summon one with the fiendish template (neutral characters may choose which type they summon). If the wearer has 5 or more ranks in Handle Animal, then the hawk also has the advanced template.

CONSTRUCTION

Requirements Craft Wondrous Item, summon monster I or summon nature's ally I; Cost 740 gp

Feather of Huginn

Aura faint enchantment; CL 9th Slot —; Price 362 gp; Weight —

DESCRIPTION

- This fine black raven's feather is a gift from Huginn himself. Snapping it causes a normal raven to appear and carry a message for you, as per the animal messenger spell. You can attach a small item or note to the messenger as normal, and the raven will wait for up to 9 days at your chosen location in order to deliver it. One word of caution: It's said that Wotan always learns of the messages you send.
- The raven can repeat a verbal message of 25 or fewer words, but cannot utter verbal components, use command words, or activate magical effects. This message is delivered when specific conditions are fulfilled according to your instructions. These can be as general or specific as desired, although only visual and audible triggers can be used. See magic mouth for further details.

CONSTRUCTION

Requirements Craft Wondrous Item, animal messenger or summon monster I, magic mouth; Cost 181 gp

Feather of Munnin

Aura faint enchantment; CL 3rd

Slot —; Price 2,700 gp; Weight —

DESCRIPTION

- This fine black raven's feather is a gift from Munnin himself. If bushed against a living creature, Munnin's steals the target's memory of everything that has happened since the beginning of his or her last turn (I round). A DC II Will save negates this effect.
- Every time the feather is used there is a 1 in 20 chance that it disappears, although no one will have any memory of its vanishing.



CHAPTER FOUR

CONSTRUCTION

Requirements Craft Wondrous Item, memory lapse (Pathfinder® Roleplaying Game: Advanced Players Guide); creator must be in good standing with Odin; **Cost** 1,350 gp

Fosterer's Horn

Aura faint necromancy; CL 3rd Slot —; Price 4,500 gp; Weight | lb.

DESCRIPTION

Wary jarls commission these horns before sending their child for fostering or hostage, and many feuds have begun because of their powers. Each horn is keyed to a specific person upon creation. When the subject is wounded, the horn fills with blood. The amount of blood appearing indicates their state of health: If killed it overflows with gore.

It's said the vampire lords of Amaroth first created these horns and their original purpose was very different: To provide sustenance for roaming bloodsuckers, while their subject languished in prison, blood drained portion by portion.

CONSTRUCTION

Requirements Craft Wondrous Item, *deathwatch*; **Cost** 2,250 gp

Goat Fur Boots

Aura faint transmutation; CL 5th

Slot feet; Price 3,600 gp; Weight 2 lbs.

DESCRIPTION

These hairy boots aid the wearer when traversing the scree slopes and narrow ledges of mountains. Twice per day the wearer can call the name of the goat from which they're made to activate their powers: When climbing slopes and inclines (but not vertical surfaces), the wearer can move without penalty at half normal speed rather than a quarter, retaining his or her Dex bonus to AC while climbing such surfaces and gaining a +2 insight bonus on checks made to recover his or her footing after falling or on Acrobatics checks to move along narrow surfaces.

Each activation lasts five minutes.

CONSTRUCTION

Requirements Craft Wondrous Item, goat's hoof charm; Cost 1,800 gp

Grandfather's Halter

Aura faint abjuration; CL 3rd

Slot —; Price Cost 4,550 gp; Weight | lb.

DESCRIPTION

There's a tradition among the nomadic tribes of Rhos Kurgan that old men gift their grandsons with halters decorated with chimes made from their fallen-out teeth.

The halter's magic activates when it's used to tie up a horse or other suitable steed. If anyone but the owner touches the creature or its halter, the owner hears a whisper in his grandfather's voice, saying *"look to your mount, oh child of my child."* The effect stretches over any distance so long as mount and rider are both on the same plane.

CONSTRUCTION

Requirements Craft Wondrous Item, alarm; Cost 2,275 gp



Horn of Everflowing Mead

Aura faint transformation; CL 5th Slot —; Price 27,000 gp; Weight 1 lb.

DESCRIPTION

Prized by drunkards throughout the North, this horn often sees use outside the sacred *symbel* it was designed for. The *horn* instantly fills with foamy mead when raised aloft and toasted to the honor of Freyr and Freyja. The mead sours if not consumed within within 24 hours.

CONSTRUCTION

Requirements Craft Wondrous Item, create food and water; Cost 13,500 gp

Howling Horn

Aura faint abjuration; CL 3rd

Slot —; Price 24,000 gp; Weight | lb.

DESCRIPTION

- This hollow horn is sealed with beeswax. It seems to be empty, although a faint whispering can be heard from within. It contains the fears of a warrior who has whispered them into the *horn* to hide it from god and man alike. While their fear is contained within the *horn*, the user gains a +4 morale bonus to saves against fear effects. For every month that passes however, lower the morale bonus by I as the user's fears develop and change. After 4 months, the fears dissipate harmlessly.
- Whispering fears into the *howling horn* is a full-round action, but it takes a minute and appropriate material to secure the beeswax seal across the *horn*. If the *horn* is opened or broken, the user's fears burst out in a thunderous howl and they become panicked for 2d4.

CONSTRUCTION

Requirements Craft Wondrous Item, *remove fear*; **Cost** 12,000 gp

Níðing Pole

Aura faint necromancy; CL 3rd Slot —; Price 1,200 gp; Weight: 10 lbs.

DESCRIPTION

- The shaft of this wooded stave is topped with a horse skull and draped in a horseskin cloak. Runic curses encircle the haft, naming the victim and the dishonor or cowardice that the pole is set to punish. Each pole is created to punish a specific crime—it only functions once.
- The pole activates as soon as its intended victim (named or otherwise clearly identified on the staff), approaches within 333 ft. of it. The pole attempts to cast *bestow curse* on its target, retrying each round that the target is within range and unaffected. Once it has laid its curse, the pole becomes non-magical.
- The pole also attempts to *bestow curse* on anyone attacking or removing the pole from where it's set (except the person who set it there), but only attempts to cast it once on each interloper.

CONSTRUCTION

Requirements Craft Wondrous Item, *bestow curse*, **Cost** 600 gp

Raidho Sled

Aura faint transmutation; CL 3rd

Slot —; Price 4,000 gp Weight 200 lbs.

DESCRIPTION

This is a sled of exceptional craftsmanship, constructed of what appears to be oak or some similar hardwood. This sled, as well as any animals pulling it, move without touching the surface over which it travels, so long as that surface is composed of snow or ice. It is capable of traversing over crevasses and cracks of up to 10' wide so long as it maintains forward momentum. It leaves no tracks in snow or on ice.

CONSTRUCTION

Requirements Craft Wondrous Item, levitate, Cost 3,000 gp

Ram's Wool Cloak

Aura faint conjuration; CL 3rd Slot —; Price 1,350 gp; Weight 4 lbs

DESCRIPTION

Made from the skin of one of Donar's enchanted goats, these cloaks hold some of both their celestial majesty and their gift for resurrection. If draped over a dying creature, the cloak immediately bestows a *stabilize* spell upon the target. With each charge used, a little of the cloak's golden lustre fades; when all are expended this item becomes simply a non-magical gray wool cloak.

CONSTRUCTION

Requirements Craft Wondrous Item, stabilize; Cost 675 gp

Robe of the Steppes

Aura moderate transmutation; CL 9th Slot body; Price 7,000 gp; Weight 1 lb.

DESCRIPTION

This robe is adorned with a bright patchwork of silk and felt. A character who dons it notes that some of the small cloth patches stand out from the others. Only the wearer of the



robe can see these patches, recognize them for what items they become, and detach them. One patch can be detached each round. Detaching a patch causes it to become an actual item or spell effect, as indicated below. A newly created robe of the rider always has two each of the following patches:

- Scimitar
- 4-man tent
- Warhorse
- A composite short bow and quiver arrows
- Burning campfire
- In addition, the robe has several other patches. Roll 4d4 for the number of other patches and then roll for each patch on the table below to determine its nature.

d%	Result
01-08	Military saddle
09-15	Hacksilver armband studded with small gems (total value 200 gp)
16-22	Pavilion tent fit for a prince (value 300 gp)
23-30	A very angry tiger
31-44	Full set of masterwork cold weather gear
45-51	Packhorse with saddlebags
52-59	A barrel of portage ale
60-68	Potion of cure serious wounds
69-75	A banquet on golden platters (value 1,000 gp)
76-83	Enough caltrops to cover fifty 5 ft. squares
84-90	A pair of wolfhounds (treat as riding dogs)
91-96	A large raft
97-00	One random minor magical arrow

Multiple items of the same kind are permissible. Once removed, a patch cannot be replaced.

CONSTRUCTION

Requirements Craft Wondrous Item, *fabricate*; Cost 3,500 gp

Runic Talisman

Aura faint magic (all schools); CL 3rd

Slot neck; Price 3,000 gp; Weight —

DESCRIPTION

These amulets can be simple and plain of lavishly decorated, but each bears one a rune carved upon it that provides its power. Wearing the amulet provides the wearers with the *mastery* bonus (see Runes in Chapter Four) of the rune depicted.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must have mastered the appropriate rune; **Cost** 1,500 gp

Spirit Tether

Aura faint transmutation; CL 13th

Slot —; Price 4,550 gp; Weight | lb.

DESCRIPTION

- Used to impede the wandering of hostile spirits, a ghost tether is a spike of scrimshawed bone (often a tooth from a large predator), around which a dried umbilical cord is wrapped. Thrust through an incorporeal creature and into the ground, it entangles the creature with the residual life energy present in the cord, preventing them from moving.
- A melee touch attack is required to pass the tether through an incorporeal or ethereal creature and stick it into the ground (hard surfaces such as stone or ice may require a STR check, at the GM's discretion). Once tethered, the creature cannot move more than 10 ft. from the spike, although it may move between the material and ethereal planes as normal. The effect lasts until the ghost tether is removed or destroyed.
- Creating a ghost tether requires the Craft (scrimshaw) skill. Each tether can be used only once: Once it successfully binds a spirit, removing the tether (or destroying the captured creature) nullifies its magic forever. Targets may make a DC 20 Will saving throw to avoid the tether's effects when struck.

CONSTRUCTION

Requirements Craft Wondrous Item, ethereal jaunt, hold monster; **Cost** 2,275 gp

Shaman's Lavvu

Aura faint abjuration; CL 5th

Slot —; Price 42,000 gp; Weight 50 lbs.

DESCRIPTION

- This masterwork lavvu is painted with sacred runes that ward those within from hostile spirits. When erected, the area within the lavvu is consecrated, and any living creatures also receive the benefits of a magic circle against evil with regards to attacks and effects from creatures of the fey, outsider, or undead type. Creatures of those types cannot enter the lavvu unless invited, nor can they damage the tent directly.
- Like all lavvu, the shaman's tent has a 'spirit door' by which corpses are removed and through which helpful spirits may be invited in without disrupting the tent's magic. Should a fey, outsider, or undead enter the tent any other way, its magic is immediately negated until cleansed by casting consecrate and atonement over it.

CONSTRUCTION

Requirements Craft Wondrous Item, *consecrate, magic circle* evil; **Cost** 21,000 gp

Skadi's Loyal Pulk

Aura faint transmutation; CL 3rd

Slot —; Price 9,000 gp; Weight 15 lbs.

DESCRIPTION

When the witch Skadi's favorite wolfhound was slain by the giant Rime-Sindri, she bound the dog's spirit into her pulk, where it thereafter served her just as loyally. Many northern magicians have since emulated her deed. Some of their creations may have additional abilities to those described here. Pulks created by skraeling druids are especially prized.

CHAPTER FOUR

- This item resembles a normal pulk covered by an animal skin whose head occasionally turns to face its master or twitches as if eager to be on the move. It follows its master unerringly and also obeys simple commands such as 'come' and 'wait'. The pulk's head growls and snarls if any creature but its master comes within 20 ft. Unlike a normal pulk its maximum capacity is 1,000 lbs.
- Each loyal pulk serves only a single master, unless they die or command the device to serve another. In either case the pulk becomes inert for 24 hours before attuning itself to a new individual. If its master is slain without naming a successor, the pulk attunes itself to the first creature that touches it after 24 hours.

CONSTRUCTION

Requirements Craft Wondrous Item, *alarm, floating disk*; **Cost** 4,500 gp

Skinshifter Mantle

Aura strong transmutation; CL 5th

Slot shoulders; Price 3,780 gp; Weight 5 lbs.

DESCRIPTION

- Some animals are gifted with the ability to take on human form. To do so, they must remove their skin, setting aside a cloak of flesh or fur like a human might discard their clothing. A humanoid who finds the skin may don it, transforming themselves into the animal and trapping its former owner in their current form until they recover the skin once more.
- You may transform into the animal whose skin mantle you wear, as per *beast shape II*. You may remain in this form for as long as you like, but can only take bestial form once per week. Removing the skin is a full round action. Wearing the mantle also gives you another power, useable once per day, as detailed below:
- Seal—charm person (DC II)
- Bear—stone fist
- Horse—expeditious retreat
- Wolf cause fear (DC 11)
- Falcon—keen senses
- Raven—deathwatch

CONSTRUCTION

Requirements: Craft Wondrous Item, *beast shape II*, spell as above; Cost 1,890 gp

Skis of the Ice Ranger

Aura faint enchantment; CL 3rd

Slot feet; Price 7,750 gp; Weight 14 lbs.

DESCRIPTION

As well as providing a +5 circumstance bonus to Acrobatics checks made while skiing, these skis can store a beneficial spell of 1st or 2nd level that could be cast on a living creature, such as *cat's grace*, *endure elements*, *longstrider*, or *pass without trace*. Using the skis' command word causes the stored spell to take effect on the wearer as normal.

CONSTRUCTION

Requirements Craft Wondrous Item, *cat's grace, imbue with spell ability*; **Cost** 3,875 gp

Snowshoes of the Laughing Fox

Aura faint transmutation; CL 3rd Slot feet; Price 9,250 gp; Weight 2 lbs.

DESCRIPTION

- These snowshoes allow the wearer to glide effortlessly across both snow and ice, suffering no movement restrictions in either terrain. The wearer still leaves tracks and scent, but only those of a small arctic fox. Its real use is to stymie those who try to follow the wearer: Three times per day the wearer can cause the ground around them to soften: Snow becomes powdery and unable to support any weight, while ice simply breaks up under even the lightest step. On snow or thick ice treat these effects as a soften earth and stone spell. Thin ice (up to 4 inches thick), simply shatters, plunging those standing on it into whatever lays beneath.
- The *snowshoes*' power only affects snow and ice. Done in an appropriate location, this power can accidentally or deliberately cause avalanches.

CONSTRUCTION

Requirements Craft Wondrous Item, pass without trace, soften earth and stone; **Cost** 4,625 gp

Tafl Board of Wonders

Aura faint enchantment; CL 3rd

Slot —; Price 1,800 gp; Weight 2 lbs.

DESCRIPTION

This exquisite tafl set is the perfect gift, enchanted to entertain and amuse. Elaborate pieces in the shape of men and monsters animate and move as players direct, and the board depicts the windswept mountains and meadows of the North in perfect miniature detail.

CONSTRUCTION

Requirements Create Wondrous Item, *prestidigitation*; **Cost** 900 gp

Throne of the Favored

Aura moderate abjuration; CL 15th Slot —; Price 237,600 gp; Weight 150 lbs.

DESCRIPTION

- Fit for a king or mighty hero, this carved oak throne is wide enough for two medium creatures to lounge comfortably in. A potent symbol of Aesir power, it provides a permanent aura of *antipathy* (save DC 22) that repels fey and giants within 30 ft.
- It also grants an additional benefit to its owner, useable once per day while seated upon it. The power depends upon which god the throne is dedicated:
- Arcane eye (Hod)
- Charm monster (Freyr and Freyja).
- Confusion (Loki)
- Divine power (Donar)
- Holy smite (Baldur)
- Minor Creation (Volund)
- Scrying (Wotan)
- A throne can only have one master and serves that master until death or the master's fall from power and position. The throne accepts whoever next sits in it once their current lord is vanquished.

CONSTRUCTION Requirements Craft Wondrous Item, antipathy, 4th-level spell as above; Cost 118,800 gp

War Arrow

Aura faint enchantment; CL | | th Slot —; Price 46,200 gp; Weight —

DESCRIPTION

In times of need, kings and mighty Jarls send out the war arrow to gather allies. Each arrow is unique, symbol of a subject's bond of loyalty to a kingdom or bloodline. When presented to a jarl, they must swear to join its sender in battle or forsake their oaths of allegiance and suffer nine days of weakness and ill-luck. A creature who swears to aid the owner of the war arrow while holding it becomes subject to a lesser geas/quest to follow through upon their words.

CONSTRUCTION

Requirements: Craft Wondrous Item, *geas/quest*; Cost 23,100 gp

Whiteout Goggles

Aura faint divination; CL 9th

Slot eyes; Price 20,000 gp; Weight 1/4 lb.

DESCRIPTION

This is a visor of horn or bone. When worn, they provide the wearer with complete protection from the effects of snow blindness. They also allow the wearer to see unimpeded in darkness and blowing snow of any severity for 30 feet, and to see all things in their true form as per *true seeing*. However, the visor lowers any vision-based Perception checks by 4.

CONSTRUCTION

Requirements: Craft Wondrous Item, *true seeing*; **Cost** 10,000 gp

Yr Stones

Aura faint transmutation; CL 7th

Slot neck; Price 9,000 gp Weight 1/2 lb.

DESCRIPTION

This item is a strand of 10 flat black stones on a knotted leather thong, each carved with the "Yr" rune and roughly the size of a typical gold piece. They are often worn as a necklace, found glued into a gauntlet or helmet, or woven into cloaks or beards. When a single stone is removed and thrown into a snow bank, it creates a 6-foot-diameter hollow sphere with an opening located at the point of impact. This will not affect any substance other than snow, and if the area is less than 6 ft. deep, the sphere will terminate where another substance is encountered. The sphere collapses once 2 days have passed.

If two stones are tossed onto solid ice they create a 10-footdiameter, flat-bottom half-sphere inside the ice. The entrance will be located at the point of impact. This chamber will not collapse unless intentionally destroyed.

Regardless of the number of stones used, they disappear upon impact.

CONSTRUCTION

Requirements Craft Wondrous Item, *control water*; Cost 4,500 gp



Chapter Five



Had you not been fated to find my fire, the northern kiss would have claimed you for sure. I see you're touched by Boreas' breath and have no ribs of Ull with you. Like a newborn cattle-kin, you've failed to heed Mimir's warnings, haven't you?

I am ring-rich and the draught of my horn is laced with Baldur's gift. You're traveling Hel's road for sure, but your thread may yet remain uncut. So wait, southern wallower in elf-glory's warmth, and stay awake while I tell you about the swan-road in this weather of wolves that seeks to claim us all...

The frozen North presents some unique challenges to players, from minor hindrances to deadly dangers. Some will be familiar and expected, others will hopefully catch even prepared and experienced players by surprise.

Using the themes discussed in Chapter One, the North's unique environment is best portrayed as almost like a living thing—a constant but untrustworthy companion; seductive but dangerous, powerful and often beautiful, but also treacherous and relentlessly savage. Her thunderstorms are awesome to behold, her wrathful cold cracks stone and iron, her gleaming sun dazzles the eye but also warms the heart. A contradictory lady; sometimes an ally, often an enemy, and don't you dare take her for granted.

Wise PCs will learn to endure nature's temper and court her when they can.

ARCTIC CHASES

Snowbound chases offer some unique challenges and opportunities. Add the following optional cards to the *Pathfinder*[®] *Roleplaying Game* rules for chases:

DOG SLED CHASE CARDS

- Soft Snowdrift (Handle Animal DC 20)
- Snarled Reins (Escape Artist DC 15)
- *Rocks in the Snow* (Reflex save DC 15)
- Lurking Predator (Perception DC 20)
- Feinted Direction Change (Bluff DC 20)
- *Skirt a Crevasse* (Will save DC 15)
- *Hidden Trail* (Perception DC 20)
- Distracted Dogs (Handle Animal DC 15)
- Loose Runner (Craft [???] DC 25)
- Second Wind (Handle Animal DC 20)

COASTAL SHIP CHASE CARDS

- Avoid Shoals (Knowledge [local] DC 20)
- *Tidal Swell* (Reflex save DC 15)
- *Tearing Sail* (Climb DC 25)
- Tack Into the Wind (Profession [sailor] DC 20)
- Snarled Oars (Strength DC 20)
- *More Sail!* (Profession [sailor] DC 15)
- Taking On Water (Craft [shipwright] DC 20)
- Split Rigging (Perception DC 15)
- Cross Sandbar on a Swell (Profession [seaman] DC 20)
- Favor of the Weather Gods (Knowledge [religion] DC 15)

Ski or Snowshoe Chase Cards

- Break the Trail (Fortitude save DC 15)
- Short Crag (Acrobatics DC 10)
- See Clearest Path (Perception DC 15)
- Brambles (Escape Artist DC 20)
- Climb Rocks (Climb DC 15)
- Black Ice (Reflex save DC 20)
- Predator's Lair (Stealth DC 10)
- *Slalom Through Trees* (Acrobatics DC 15)
- Steep Slope (Climb DC 10)
- *Hide in Snowbank* (Stealth DC 15)

New Environmental Rules

Northern campaigns will spend expended periods of time in hazardous terrain and under the effects of cold temperature. The rules here compliment those presented in the *Pathfinder* Core rulebook, adding extra depth and complexity to the existing mechanics.

ALTITUDE

The Mountain Man trait (see page 51) eliminates the need to make Fortitude checks against fatigue when traveling low peaks or high passes, and any monster with 'mountains' as their favored environment should possesses this as a bonus trait. PCs can protect themselves using *deep breath* or a *sack of air*— these resources are especially useful for helping familiars and animal companions cope with the effects.

Creatures that do not breathe are exempt from the effects of altitude. Certain other creatures may also be immune: Outsiders native to highly chaotic planes may have bodies adapted to cope with these conditions, as may powerful creatures such as dragons.

STARVATION & THIRST: In addition to the effects of altitude detailed in the *Pathfinder* core rulebook, all characters at high altitudes require twice as much food and water as normal.

CHALLENGE RATING: If altitude has a significant effect on the group (especially the heightened effects of the *death zone*), then it counts as putting the party in unfavorable terrain: Increase experience awards as if any encounter's Challenge Rating (CR) was one higher than written.

THE DEATH ZONE (25,000 FT+)

Even taller an the cloud-scraping heights of lesser mountains, many of Jotunheim's peaks reach so far into the sky that there's simply not enough air to sustain normal life. Above 25,000 ft., any creature subject to the effects of altitude (including those with the Mountain Man feat) are automatically fatigued and must make a

Fortitude save each hour (DC 15, +1 per previous check) or become exhausted. Further failed checks result in unconsciousness, then the loss of 1d3 points of Constitution per hour until the character dies or is returned to a lower altitude.

11 NI AQ 7 QH X71 HT X7 MATI(

This altitude has effects on the mind almost as serious as those on the body. Characters may suffer from blinding headaches, disorientation, and confusion leading to deadly mistakes: *Exhausted* characters also suffer a –4 penalty to all skill checks based on mental statistics (Cha, Int, and Wis).

MAGIC IN THE DEATH ZONE: Fire burns very poorly in the death zone, inflicting a -4 penalty on Survival checks for firelighting. The *spark* cantrip does not function here, and creatures gain a +4 circumstance bonus to saves against any effect that creates fire, and the duration of any spell with the [fire] descriptor is halved. Effects that produce heat without flame (such as *heat metal*) are unaffected. Elementals with the [fire] subtype are automatically exhausted when in the death zone.

BOREAL DARK AND MIDNIGHT SUN

Legend says that during this time Baldur and his wife take on the duties of their counterparts, Hod and the Lady of the Moon, while in the unhappy winter Hod and his spouse in turn take their role for

a period, allowing each couple respite from their duties.

COLD TEMPERATURE

The North is generally a *very cold* environment, with lowland areas experienc *severe cold* during winter. During summer however, days of near-endless sunshine can raise the temperature considerably, sometimes producing *very hot* conditions around midday. Higher elevations and the Bleak Expanse are usually *severe cold* at best and frequently suffer *extreme cold*. Sometimes however, it's even colder than that.

Boreal Cold

Boreal cold represents the absolute worst that a cold environment can throw at a character. Beginning at around -40°F to -50°F, boreal cold occurs naturally on the highest mountain peaks and deep in the tundra during the eternal dark of winter, but is more commonly encountered as a magical effect created by Boreas or Mara. It permanently surrounds Boreas' mountain-top palace and the city of Geskleithron, and is carried by thuellai and *thulian winds*. The Devourer sometimes inflicts it on a patch of land as a curse, means of attack, or way of securing an area from interference.

Boreal cold causes all metal items exposed to it for more than an hour to become brittle, permanently reducing their hardness by half. It deals 2d4 points of cold damage per minute (no save) and characters must also make Fortitude saves (DC 20, +1 per previous check) or take 2d4 points of nonlethal damage. Liquid (including potions) freeze after one round of exposure, as does blood from wounds (stopping any *bleed* effects). Magical protection is the only reliable means to survive outside in such conditions, although characters in remorhaz hide armor or similar superlative cold weather gear can reduce the of effects' frequency to every 10 minutes.

Regions of *boreal cold* are filled with the divine essence of Boreas or Mara, warping any magic cast to match their unending desire to freeze the world. Spells with the [cold] descriptor are *empowered*

\^RM\X^HF\M ||\$+\$R ||4 ||6

and *extended* (as per the metamagic feats of the same name, but without increasing spell level). Fire spells and any effect that protects from cold are affected in the opposite manner: Casting it requires a concentration check (DC 20 + the level of the spell) and the duration of all variable, numeric effects are halved.

DEATH IN BOREAL COLD: Creatures that perish in *boreal cold* are frozen solid, body and soul: Their spirita are trapped in their body and prevented from reaching the afterlife (extending the time limit on spells like *raise dead* is indefinitely), while their corpses become *Frozen Watchers* (see 'New Haunts & Hazaards' below). Corporeal undead without the cold subtype find their bodies freeze within 1 minute per hit dice—leaving them staggered until they thaw out.

Cold Damage to Items

In *severe* or *extreme cold* conditions, metal items become brittle as uneven contraction creates minute fractures throughout its structure. Permanently subtract 1d3+1 points from the hardness of all metal items after 1 day in these environments (this is not cumulative with *Boreal Cold*). *Mending* or similar magic restores this lost hardness. Items made from *gelid steel* are immune to this effect.

Frostbite & Hypothermia

Characters who take nonlethal damage from cold begin to suffer the effects of both hypothermia and frostbite. Effects are varied, becoming worse with each failed Fortitude check as detailed in the table below:

Failed Checks	Character's Conditions
1	Frostnipped
2	Shiverstruck
3	Kissed by the Ice Maiden
4	Frostbitten

Frostnipped: The skin begins to itch and flesh begins to throb and ache, forming numb yellow and white patches. Characters suffer a -2 penalty to Str- and Dex-based checks.

Shiverstruck: Treat the character as shaken. They begin to shiver uncontrollably, teeth chattering and limbs twitching. Spellcasters must make a Spellcraft check (DC 10 + the spell's level) to cast spells with verbal or somatic components, and certain tasks (such as getting into or out of armor) take twice as long.

Kissed by the Ice Maiden (Hypothermia): Treat the character as fatigued until they get 8 hours rest in a warmer environment. The character's skin now develops atrocious-looking black blisters but the character's body is numb—which may initially seem a relief. They become introverted and only superficially aware of their surroundings; they may trudge passed shelter or blunder into monsters or hazards without realising it (–10 penalty to Perception checks) and move actions such drawing a weapon, loading crossbows, drawing or sheathing weapons and retrieving stored items now require a DC 10 Dexterity check to accomplish without dropping the item. The character may take time in order to avoid this by using a standard action instead.

Frostbitten: The character suffers ability damage. Every failed check results in 1 point of ability damage, which combined with the effects of fatigue or exhaustion, may cause a character to pass out or

and *extended* (as per the metamagic feats of the same name, but even perish. Roll randomly on the table below to determine which without increasing spell level). Fire spells and any effect that body parts and associated statistics are affected:

d4	Area Affected	Stat Loss
1	Limbs/extremeties	Strength
2	Fingers, toes, tails	Dexterity
3	Torso, wings	Constitution
4	Ears, lips, nose	Charisma

Once a character has taken more then half of his or her stat in this ability damage, further loss is *ability drain* instead: Organs fail, flesh become gangrenous and must be removed, teeth shatter, fingers and toes snap off, and other permanent injuries.

Falling Into Cold Water

Plunging into water in *severe cold* or colder environments is one of the most dangerous harazrds in the North. Unless protected from the effects of temperature, the shock of such sudden cold causes a 'gasp reflex' and hyperventilation, forcing submerged characters to immediately begin making Constitution checks to hold his or her breath. This is especially dangerous if the current drags them beneath a thick layer of surface ice.

It also causes painful cramps and muscle spasms, shivering, and atigue: The character must immediately make a Fortitude saving throw against exposure to cold, and this and all further such checks suffer a -10 penalty until they dry off. Northerners know it's actually better to be *naked* in the tundra than stuck in wet clothing.

Food & Drink

Characters in a cold environment use up much more energy than normal, requiring that they eat high energy food or consume twice as much as normal. A less obvious danger is dehydration.

Additional Food & Water Requirements

Cold Environment: 2× normal

Severe Cold Environment: 3× normal

Extreme or Boreal Cold Environment: 4× normal

Both food and water are at risk from freezing in severe or worse cold, unless properly packed and insulated (a DC 10 Survival check). Consuming such food or drink inflicts a -2 penalty on the character's next Fortitude check against cold temperature.

Beverages and food made magically hot may be more a danger than a help: In *extreme* or *Boreal cold* the sudden temperature difference can cause an unprotected character's teeth to fracture.

Scurvy

Lack of fruit and vegetables in mountains or on the tundra can result in scurvy, a disease normally associated with long sea voyages. Victims become pale and listless, develop spots and bleeding gums, and eventually teeth fall from their sockets.

SCURVY

Type disease, contact (special); Save Fortitude DC 10 Onset one month; Frequency I/week

Effect 1d2 Con damage; Cure 1 save, once appropriate nutrition taken

Characters become exposed to scurvy after one month without at least three days worth of fresh fruit and vegetables, or a suitable alternative. The best way to treat scurvy is with diet. Only one save is required to cure the disease, but this must be accompanied by an intake of appropriate nutrition. Fresh vegetables, especially imported oranges, lemons, limes, and grapefruits, although most northerners know that whale skin, seal blubber, or *nerooka* (see Chapter Three) also work.

New Hazards

COIL OF THE WORD SERPENT (CR 10)

The most dreaded encounter on the Uttermost Sea is for a coil of the World Serpent to breach the surface. Churning waves herald the arrival of this mountain-sized hump of scales, coral, and barnacles. Krakens and sea serpents cling to it, seeming like tiny parasites by comparison. The very sight of it is enough to drive hardened vikings into paroxysms of fear.

Merely sighting the World Serpent causes terror: All creatures (excluding constructs and mindless undead but including intelligent undead) must make a DC 30 Will saving throw. All effects last for 5d6 rounds:

- Pass: Viewer is shaken
- Fail: Viewer is frightened
- Fail by 10 or more: Viewer is panicked
- Fail by 20 or more: Target dies of shock.

Even more disastrous is the tidal wave caused by the creature's resubmergence, coinciding with the panic aboard ship. Longships are tossed like cork toys, and vessels have an 80% chance of suffering serious damage (such as a major leak or broken mast), while water crashing over the deck throws characters and loose cargo about, possibly sweeping them overboard. All aboard take 5d6 damage (DC 18 Fort save halves this) and must make a DC 15 Ref save or be swept into the sea. Characters in the water are sucked 2d6 \times 10 feet beneath the surface and must immediately begin making Fortitude saves to prevent drowning.

BILE OF JÖRMUNGANDR

Sometimes it seeps from between infected scales, sometimes its spit or drooled from the Encircling Serpent's maw. In every form it's deadly.

The Bile of Jörmungandr is sticky, floating ooze that varies in color from dark green to yellowish brown. It's usually encountered in floating slicks. It steams with a vile-smelling vapor in the chill ocean air, and another sign of its presence are the dead and rotting carcasses of fish and seagulls usually floating alongside it.

Contact with Jörmungandr's bile pits metal and eats into flesh or wood as if it was potent acid (2d6 acid damage, and potentially 1d6 splash damage to all within 5 ft). Creatures breathing within 10 ft. of even a small patch (a gallon or more), or who unwisely swim beneath it are exposed to its loathsome effusions: Living creatures must make a DC 17 Fortitude save each round they're exposed; failing one save makes the character nauseated. On a second failed save the bile takes full effect, killing living creature with 6 or fewer HD and inflicting 1d4 points of Constitution damage on others.

DONAR'S BANE [POISON]

Known as *Serpent's Pus* or *Donar's Bane*, Jörmungandr's bile can be distilled into a deadly poison. This takes a week of constant work and a DC 30 Alchemy check, a procedure so fraught with danger that any failure indicates that the alchemist poisoned himself. A fail by 10 or more even inflicts such an accident on characters specially trained in poison use.

The result is foul-tasting and very bitter, and therefore difficult to administer in food.

Type poison (contact, inhale or ingest); **Save** Fortitude DC 17

Onset immediate; Frequency I/hour

Effect 1d4 Con damage and the character is sickened until the poison is cured. Creatures with 6 or less HD must make a second Fort save or die; **Cure** 4 consecutive saves

An affected character becomes sickened until the poison has run its course. Their bodies become pale with a faint greenish tinge in places, blood darkens to a greenish-yellow, and weeping sores ooze emerald pus. Creatures killed by the potion typically rot quickly, usually dissolving into *green slime*, but it's not unknown for them to animate as a plague zombie, transform into a poisonous ooze, or suffer some other ignoble fate.

ETTIR

Ettir is a beverage drawn from *Mimisbrunnr*, the Well of Mimir that waters Yggdrasil. Properly prepared, it makes a potent magical elixir normally reserved for the sole use of gods and jotuns. It is among the strongest magic of the North.

A single draught of the ettir is enough to change a hero for an hour; two draughts alters his or her strength for a night and day. A third drink, and the change is said to become permanent. There's just one problem—the stuff is among the vilest, most hideous liquids imaginable, and few have the stomach to keep the potent magic of the ettir down.

When any creature drinks from the *ettir*, it must make a DC 23 Fortitude save or vomit up the liquid, losing all remaining actions and being *Sickened* until its next turn. The creature is then entitled to a second saving throw; if this fails, the creature is *Nauseated*. This saving throw is required for each drink, and if it is failed, the liquid's magic is lost.

For each drink, roll on the following table. Subtract 1 from the roll for every prior drink of ettir. A character may use Heal, Knowledge (Planes), Knowledge (Religion), or Use Magic Device to make a DC 23 skill check when drinking ettir. If this check succeeds, the PC may adjust the die roll by 1 point up or down.

d%	Ability Gained
01-05	Age 10 years
06-09	Light blindness
10-11	+1 Constitution
12-14	+1 Intelligence
15-17	+1 Wisdom
18-19	1-pt vampiric Charisma drain with a touch attack
20-21	Amphibious
22-23	Blindsight 60 ft.

24	call lightning (1/day, CL 9)
25-26	Change shape (seal)
27-29	Change shape (raven)
30-32	Change shape (reindeer)
33-34	Change shape (seal)
35-37	Change shape (wolf)
38-40	Constrict
41-42	Damage reduction 10/magic
43-47	Distraction DC 20
48-52	Fast Healing 5
53-58	Ferocity
59-64	Frightful presence 30 ft
65	Gaseous Form
66	Immunity (cold)
67	Immunity (fire)
68	Immunity (paralysis)
69	Immunity (poison)
70	Incorporeal
71	Invisibility (1/day, CL 5th)
72-74	Pounce
75-79	Powerful charge (slam, 2d12)
80	Regeneration (fire)
81	Regeneration (acid)
82	Regeneration (silver)
83-84	Resistance (acid)
85-86	Resistance (electricity)
87-88	Resistance (fire)
89-90	Scent
91-92	Speak with animals
93-96	Stench (DC 20, 3 rounds)
97-98	Summon (level 5, Valkyrie 70%)
99	Telepathy (100 ft.)
100	Teleport (3/day)
FATE A	FFLICTIONS

To an extent all adventurers are at the mercy of Fate. The Games Master stands in the place of the Norns putting danger, opportunity, temptation, and just rewards in the PCs' path. Players have the benefit of free will however, and the 'wild card' of random dice rolls, so trying to force them down a particular road isn't normally a good option for your game—although with a player's consent, this can make for some rewarding stories.

The rules presented here are designed to reinforce the idea of fate and destiny in your game, while secretly keeping freedom of choice behind the scenes. In short, while characters may believe that their fate is inviolate, the players will know better—and what's more, they are active participants in crafting the dark or glorious fate of their hero.

FATE AND HERO POINTS

Presented in the *Pathfinder*[®] *Roleplaying Game: Advanced Player's Guide*, Hero Points are a ready-made mechanic for simulating the twists and turns of a PC's destiny. GMs can expand the uses of Hero Points in the following ways:

CHAPTER FIVE

FATEFUL ADVENTURES: Those who struggle against fate are doomed to find only pain, unhappiness, and ill-luck—and always succumb to the end that has been woven for them. Those who embrace their fate however, find favor with the Norns. The GM can award a Hero Point whenever the player works with him or her to move the character toward his or her fate or completes an encounter or adventure that's significant to their greater destiny.

Similar to the 'faith' option for Hero Points, spending them can represent the hand of fate in a character's life, especially when it creates an unexpected or unlikely rescue. Some additional uses of Hero Points along these lines are presented below. The GM has full veto rights on any such expenditure, in which case the point is not spent. More often than not however, when Hero Points are spent in this way, the player saying this would be a good development for their character and a fun direction for the game to go in.

ACCEPTING FATE: A player can spend a Hero Point in order to voluntarily request an appropriate Fate Affliction.

SENSE OF FATE: A character can spend a Fate point in order to sense the strands of fate that connects him to other people and places. This can provide them with benefits such as a vague sense that a person, item, or location is important to their fate or can guide them toward a fateful enemy or encounter.

FATEFUL GENEROSITY: Characters can spend a Hero Point to invoke the effects of Fateful Generosity (see below).

FATEFUL ENEMY: Characters can spend a Fate point in order to call down the fate affliction *We'll Meet Again* upon enemies that escape them.

FATE AFFLICTIONS

Fates are similar to other afflictions but may also provide some benefit to the character. Each has an escape clause that ends the affliction, although similar events may trigger it again. A successful saving throw against a Fate Affliction means that it wasn't actually the character's fate to suffer it all along.

Characters with the *Fate Not Woven* trait are immune to Fate Afflictions and the Sense of Fate option, above.

FATE AFFLICTION DC: Most fate afflictions are tied to the individual. The more powerful the individual is, the more strongly he or she is bound.. The DC of most fate checks is 10 + half the target's character level + their highest statistic modifier.

Most men (and some monsters) know better than to interfere in another's fate. Characters engaged in fateful adventures and suffering Fate Afflictions may find other creatures are more helpful, if only to get the PC out of their vicinity. The effects of this are left up to the GM, but often result in the attitude of NPCs and monsters shifting up or down by one level.

Drawn to Boreas

You will be tempted to serve the Devouring Wind.

Type fate; **Save** Will (DC as above)

Onset The character has a connection to Boreas in his or her background (the Servant of Boreas trait, for example)

or works with his servants either voluntarily or under a magical charm such as the kiss of an ice maiden.

Frequency Permanent until cured

- **Effect** For the duration of this Fate, you cannot cast any spells or spell-like abilities with the [fire] descriptor, nor activate them from scrolls, wands, or any other magic devices. Spells or abilities with the [air] or [lce] descriptors however, are cast at +1 caster level.
- **Cure** Prove your defiance by defeating a powerful opponent who serves Boreas (CR equal to AP+2 or higher, but other PCs can help as long as you play a significant role), *or* successfully complete an adventure that thwarts the plans of Boreas or his worshipers.

Gulveig's Gift

You are doomed to have greed take hold of your heart.

Type fate; Save Will (DC as above)

Onset The character acquires a valuable item (worth 20% or more of their wealth per level), or repeatedly hoards treasure and does not give gifts of appropriate value.

Frequency I/day

- **Effect** You become exceptionally greedy. Once per day when confronted by a wealthy individual or source of treasure, you must make a will save against the affliction's DC or you act on your greedy impulses as if under a *suggestion* spell. Treasure acquired under the effects of this affliction is not used but hidden away: Should the character's total wealth ever reach 480,000gp, then they turn into an evil aligned NPC dragon of similar Hit Dice (color based on the character's personality).
- **Cure** Perform an act of generosity and/or destroy the item that provoked the affliction, and receive an *atonement* spell.

Fateful Oath

Your words echo with leaden weight. You feel in your bones that the Norns have decreed you'll complete this task or suffer a terrible curse.

Type fate; Save Will (DC as above)

Onset The character swears an oath, either willingly or under duress.

Frequency I/day

- **Effect** You become subject to a *geas/quest* spell to complete the task you swore to do. There is no limit to the duration of this effect, but if the penalty for evading the *geas* reaches -12, then at the DM's discretion it may change to a *curse* related to the specific circumstances (a character who fails to hunt down the worg that killed his comrade may develop the curse of lycanthropy, for example).
- **Cure** You complete the oath to the best of your ability or fulfilling it proves impossible.

Fateful Generosity

Generosity binds you to the receiver, and him or her to you.

Type fate; Save —

Onset You give generously to an NPC or monster that has been of service to you. The gift must be a significant, such as sparing the life of a hated enemy, giving up a powerful magical item, half of all you possess, etc.

Frequency special

Effect You receive unexpected payback at a later date: Typically this is a treasure or magic item of equal value or major assistance such as the use of a fleet of ships or loyal retainers for a mission, or an unexpected encounter with the original creature when just such a person would be of great help.

Cure The favor is genuinely repaid.

We'll Meet Again

Your enemy may have escaped this time but in your heart you know, you'll meet again.

Type fate; Save Will (DC as above)

Onset A major enemy escapes you, or you escape a major enemy

Frequency I/day

- **Effect** Once per day you can sense which direction the enemy is in, as if he or she were the subject of a *find the path* spell. In addition, once per day (usually while pursuing some task other than chasing down the enemy, or encountering something that reminds you of them) you are distracted by thoughts of your enemy and must reroll a check as per the *unluck* affliction.
- **Cure** The enemy is found and defeated or pursuit is abandoned for more than a month.

Blood Brother

Your fate is inextricably bound to another.

- Type fate; Save —
- **Onset** You develop a close bond with another person. The relationship need not be friendly (rivalry or hate is just as powerful as love in binding two people together) but it must be important to both of you.

Frequency Permanent until cured.

- **Effect** You know the condition of your 'soul mate' (and they know yours) as if you were both permanently under the effects of a *deathwatch* spell. If when you use this ability you soul mate's condition is 'fighting off death' or worse, you become shaken for I hour. If your soulmate dies, he or she appears before you as a ghost that night, either to implore you to avenge him or her or to have one final fight.
- **Cure** Your blood brother dies or is otherwise removed from the world (turned to stone, banished to another plane, etc) or the relationship between you changes significantly.

Nithling

The vile deed is written across your soul, scarring you as clearly as if it was carved into your face.

Type fate; Save Will (DC as above)

Onset You commit a disohorable act, such as treachery or murder. The act must be either have widespread consequences (you betray your lord to his enemies, plunging his lands into war) or be highly personal (murder of a loyal lover for personal gain).

Frequency Permanent until cured.

Effect All creatures within 60 ft. can sense your taint and those that see *invisible* can see *nith* runes glowing like an *arcane* mark on your forehead, spelling out the crime. The attitude of all Good or Neutral intelligent creatures is lowered by

one level toward you. Especially wicked creatures may treat you one category better.

Cure You must make amends for your deed, receiving *atonement* and the forgiveness of either the person wronged or one of their kin (delivered without magical or mundane duress).

Grave Held

You have escaped Hel's domain but her eye is upon you, her claw-like hand always ready to snatch back your soul.

Type fate; Save Fort (DC as above)

Onset You die a 'straw death' (perish in a non-heroic fashion) and are brought back to life. At the GM's option, spending a Hero Point in order to avoid such a death may also qualify for this affliction.

Frequency I/day.

- **Effect** You suffer a -4 penalty to saves against the spell or ability of an undead creature. Once per week, Hel herself haunts your dreams (treat as a *nightmare* spell). Should you die the straw death again, Hel has special plans for you...
- **Cure** An *atonement* spell cast by a worshiper of Wotan. Such a spell is usually provided only after the character completes a great service on behalf of the god. Being taken to Valhalla after a heroic death also avoids Hel's boney grasp.

Geyser

Geysers are found in volcanic areas. Although never numerous, they are most common in Jotunheim, the Giant's Playground, and Hyperborea. Disruption to the area by spells such as earthquake or mud to rock can destroy the delicate balance of water, magma, and pressure required to create a geyser, but can also create one.

Small Geyser (CR 5.)

Type mechanical; **Perception** DC 20; **Disable Device** none **Trigger** location, 1 in 6 chance each round; **Reset** automatic (1 round)

- **Effect** 2d6 fire damage to all targets within 5 ft.; 1d6 fire damage to all within 20 ft. (DC 20 Reflex save halves damage and avoids secondary effect).
- **Effect** CMB +15; medium or smaller creatures are flung upward 5 ft. for every 5 pts by which check beats the target's CMD.

Large Geyser (CR 7.)

- **Type** mechanical; **Perception** DC 20; **Disable Device** none **Trigger** location, 1 in 6 chance each round; **Reset** automatic (1 round)
- **Effect** 4d6 fire damage to all targets within 10 ft.; 1d6 fire damage to all within 40 ft. (DC 20 Reflex save halves damage and avoids secondary effect).
- Effect CMB +30; Huge or smaller creatures are flung upward 5 ft. for every 5 pts. by which this check beats the target's CMD.

Gargantuan Geyser (CR 10)

- **Type** mechanical; **Perception** DC 20; **Disable Device** none **Trigger** location, 1 in 6 chance each round; **Reset** automatic (1 round)
- **Effect** 8d6 fire damage to all targets within 20 ft.; Id6 fire damage to all within 80 ft. (a DC 20 Ref. save halves damage and avoids secondary effect).

Effect CMB +60; Colossal or smaller creatures are flung upward 5 ft. for every 5 pts by which this check beats the target's CMD.

Assuming the PCs are in the area at the approximate time of eruption, geysers placed in an encounter have a 1 in 6 chance of going off each round, whether someone is stood over them or not. Those flung upward land prone in a random square adjacent to the geyser, taking damage as per a fall of equal height. The reset times above assume a volatile area where geysers are constantly erupting. Some geysers may reset only after a much longer period of time (hours, days, or even weeks).

Helmist (CR 15)

Helmist creeps up from the underworld, billowing from caves and bubbling out of underwater vents. Sent by Loki's daughter Hel to lure travelers into her realm and steal their chance for a heroic death, northern mariners consider it a danger second only to the World Serpent.

Helmist resembles normal fog but has a faint sickly luminescence that can be spotted with a DC 25 Perception check. It blocks vision as normal fog and confounds compasses and lodestones, making them spin uselessly. Using a spell or magical ability that provides navigational assistance (such as *find the path* or *locate object*) is impeded, requiring a concentration check (DC 15 + the level of the spell) in order to be cast successfully.

Once inside, the helmist's malign presence is obvious to all: An oppressive sense of evil and despair settles over all living creatures, leaving them *Shaken* (no save), *desecrating* the area, and granting all evil creatures within it an *unholy aura*. It's also poisonous, eating away at both mind and body:

HELMIST POISONING

Type poison, inhaled; Save Fortitude DC 22 Onset I hour; Frequency I/hour Effect 1d6 acid damage and 1d2 Wis damage Secondary Effect confused for Id6 rounds Cure I save

Helmist can form choking clouds miles in diameter and persists for up to nine days. A *gate* lurks at the heart of every patch of helmist; any creature or vessel spending a full day trapped within it has a 1 in 8 chance of passing through this *gate* to the Underworld or ethereal plane, trapping the crew beyond Midgard.

Helmist radiates a strong aura of necromantic magic and evil.

ICE & SNOW HAZARDS

Crossing Thin Ice

Use the following rules for crossing thin ice, whether it's the frozen surface of a lake or an ice bridge over a chasm:

Crossing thin ice without it breaking requires a special size check, modified by the character's size and the amount of weight he or she is carrying:

- Fragile Ice: DC: 20
- Thin Ice: DC 15
- Unsafe Ice: DC 10
- **Small Iceberg:** DC 0 (only creatures with a total modifier of -1 or worse need make a check)

Apply a cumulative –1 penalty for every 50 lbs. of weight carried. Wearing skis or snowshoes provides a +2 circumstance bonus, and while lying prone and crawling at 5 ft. per round grants a +4 bonus. Creatures with more than two legs get an additional +2 bonus. The check is also modified by the character's size (see below):

Siz e	Modifier	Size	Modifier
Colossal	-8	Small	+1
Gargantuan	_4	Tiny	+2
Huge	-2	Diminutive	+4
Large	-1	Fine	+8
Medium	+0		

Failure means that the ice begins to break up. Creatures can make an Acrobatics check with a DC equal to the size check's DC +5, in order to throw themselves out of the affected area, landing prone on firmer ice (alternatively, use the jumping rules if this would be more appropriate). Failure of this check means the character plunges through the ice (see Falling into Cold Water above).

Each failed check inflicts a cumulative -1 penalty for other characters crossing the same patch of ice.

lcebergs

Icebergs are floating chunks of freshwater that have broken free from the pack ice. Freezing at a higher temperature and less dense than the surrounding water, they float.

A typically iceberg rises unevenly to a height of 3d100ft, but five times that mass can be found lurking below the waterline. In coastal areas, icebergs can 'run aground' like ships, becoming semi-permanent islands. It's not unknown for monsters to become stranded on them, or for more intelligent ones to deliberate cast off on one in search of prey (a favorite tactic of krake spawn), and typical icebergs are easily large enough to contain the tunnels and lairs of burrowing creatures.

In the open ocean, icebergs can float up to 10 miles a day, and last up to a decade in the right weather conditions.

Growlers

Small icebergs are known as 'growlers' because while melting they release trapped air with a growl-like noise that can be mistaken for a lurking creature. A DC 15 Knowledge (nature) check identifies the true cause.

Growlers are typically $1d6 \times 10$ in diameter and notoriously unstable. They are treated as difficult terrain and a combination of slipperiness and tendency to bob and shift alarmingly means that moving characters must make a DC 10 Acrobatics check or fall prone.

Glaciers

Frozen rainwater and mountain streams slowly push their way seaward as glaciers. These are thick, miles long sheets of ice, and often a startling deep blue in color. Northern legend says they are frozen chunks of the sky itself.

Traveling via glacier is often the quickest (sometimes only) way to descend from the mountains, but it's fraught with danger. Lucky travelers will be able to travel over its crevass and canyon punctuated surface. The less fortunate must clamber through v-shaped meltwater tunnels within the glacier itself, many of which run for miles before suddenly petering out to a point or natural ice wall. Opaque, these walls may be yards thick, but some are deceptively fragile (hardness 0, 3 hp per inch of thickness). A typical thin wall is 1d12 inches thick: Spotting this is like noticing a concealed door (DC 15 Perception check).

Glaciers are most dangerous in summer. The ice expands in the heat, tearing and rupturing. Broken ice chunks litter the crevasses, floating in icy water, and the glacier's edge is surrounded by over a hundred yards of 'moat' of *sludge ice* or icy water dotted with miniature iceberg. It refreezes at night and looks deceptively solid in the early morning.

Bodies lost in glaciers are sometimes disgorged decades and even centuries later, far from where they entered. Explorers have found lost treasures and creatures from a bygone age preserved within, and sometimes ancient undead that've spent years in icy torpor, waiting for the opportunity to escape.

Ice Falls (CR 3 or 7)

Ice Falls occur when melting ice on the glacier's surface cascades into its tunnels as a torrent of *sludge ice* (see below). Higher temperatures, the glare of sunshine from above, and trickles of water running down the walls are all indicators of potential danger: A typical icefall occurs along a stretch of tunnel 2d4 ×5ft in length; a DC 20 Perception check gives characters 1d6 rounds to react, +1 round per 5 pts. by which they beat the difficulty.

Minor Ice Falls are like walking beneath a waterfall filled with ice chunks the size of sling stones. Those beneath take 2d6 damage and must immediately check for exposure to *severe cold*. They're also soaked in icy water, inflicting a –8 penalty on further checks against cold temperature until they dry out.

Major Ice Falls count as *avalanches* (see PFRPG) that also soak the character, as described above.

Grinding Walls (CR 8)

Shifting ice can cause a glacial tunnel to suddenly close. These events are typically preceded by *ice falls* and tremors similar to minor earthquakes.

A DC 10 Perception check detects the early signs of a tunnel shift (providing 2d6 rounds of advanced warning), but a result of 20+ is needed to spot which direction it is coming from (equal chance of either). Grinding walls are automatically visible when $2d6 \times 5$ feet away from characters.

The grinding typically lasts 1d6 rounds and closes up a $2d6 \times 5$ feet of tunnel each round. Those caught between the closing walls suffer 10d6 damage (no save) and must make a DC 30 Escape Artist check in order to wriggle out of the area.

Pressure Ridges

Although some of the Bleak Expanse is flat plain, much of it is made up of pressure ridges. Earthquakes grind the tundra, while changes in temperature heat or cool the ice enough to create a labyrinth of cracks and boulders, where massive chunks of ice are thrust up in all directions like a forest of broken stalagmites.

Treat these fields of broken tundra as mountainous terrain. The frequent obstacles may also mean that travelers are effectively climbing: This reduces speed as per climbing and requires a DC 8 check each hour or take climber takes 1d6 damage from slips and bumps. Pressure ridges provide cover and limit vision range to 2d6 \times 10 yards.

CHAPTER FIVE

Sludge Ice

Sludge ice forms when water becomes half-frozen slime. It forms at the edge of the Uttermost Sea in spring and summer, and on the tundra itself as the result of geothermal activity, tunnelling remorhaz, and prolonged exposure to fire-based magic.

Sludge Ice on the ocean is typically 1-foot thick. It does not impede ships or boats, but can refreeze swiftly, trapping the vessel in ice which eventually grows thick enough to crush even the largest vessel. Swimmers find moving through sludge ice especially tiring, and suffer a –4 penalty to Swim checks.

On land, a deep-enough patch of sludge ice counts as quicksand, as per the PFRPG except that a character also counts as falling into icy water.

IRONWOOD TREE

The gray-barked trees of Iron Wood have the suppleness of normal wood but the hardness, hit points, and other properties of *cold iron*. Fey creatures become sickened an hour after entering ironwood and remain so until they are at least 100 feet from any of its trees. Although hard to cultivate, even a single iron wood tree on a person's property elsewhere keeps most fey at bay, but they'll remember the affront.

Items may be crafted from ironwood trees using the Craft skill, but the added difficulty (needing both carpentry and metalworking skills) raises the DC to craft any item by 5 pts.

LINNORM BLOOD

Depending on the tradition, dragon's blood has many very different powers. In Slavic myths it's so vile that Mother Earth won't have it in her womb, and so remains above ground for all eternity. In another it's poison, bringing instant death to anyone who touches it. Some legends claim that the blood of linnorms and other dragons has more beneficial qualities, granting the drinker regeneration, superhuman ability or heroic bravery, curing blindness or giving the ability understand the languages of birds.

Fresh dragon or linnorm blood can be used to grant temporary magical abilities if bathed in or consumed. The exact benefit varies from dragon to dragon. *Legend Lore* can identify its properties, or a character can test it using appropriate tools and a Craft (alchemy) check, with a DC of 10 + the creature's CR:

d8 Effect

1	Bull's strength and owl's wisdom	
2	Fast healing 1	é
3	Poison	t
4	Heroism	1
5	Ability to speak Draconic	I
6	Speak with animals	(
7	Mage armor	C

8 Wotan's rede

The blood only becomes magical upon the creature's death, and the magic fades within 10 minutes of the creature's death. Only one character may partake of its benefits: The first to drink the blood. All effects last for 24 hours, with the following exceptions: *Poison* is instantaneous, and *speak with animals* and *Wotan's rede* are gained as spell-like abilities (useable 3/day) for the next 24 hours. The caster level of all effects is equal to the Hit Dice of the drinking creature. The effects can be made permanent by taking the Dragon Slayer achievement feat.

Beowulf and several other myths speak of dragon's blood possessing acidic qualities, allowing it to seep through lead, steel, and iron. In these stories, knights who fight dragons find it difficult to slay them, as their swords are melted the instant they break through the dragon's skin. Use the Caustic Blood feat to represent this.

MAGICAL MINERAL POOL

The grind of earth and magma is responsible for the eruption of countless hot springs. Most of these are useful, pleasant, and harmless, but thanks to the strange energies that bubbling beneath Thule and radiate down from the northern lights, some gain magical qualities:

d10	Pool Type
1	Alluring Pool
2	Cursed Pool
3	Fortifying Pool
4	Harmless Pool
5	Healing Pool
6	Mixed Pool
7	Petrifying Pool
8	Rusting Pool
9	Shifting Pool
10	Stinking Pool

Alluring Pool: This pool has all the benefits of another pool (roll again) but is also intoxicating and addictive. Once subject to its effects, characters must make a DC 20 Will Save to leave the pool (treat as *suggestion*). This pool radiates faint enchantment.

Cursed Pool: A curse afflicts anyone bathing in this pool: Typically Unluck, Curse of Lycanthropy or *baleful polymorph*. This pool radiates moderate necromancy.

Fortifying Pool: Bathing for an hour grants a character *bear's endurance* for 24 hours. This pool radiates faint transmutation.

Harmless Pool: It is warm enough to dispel the effects of cold temperature if bathed in for an hour. The hot spring radiates faint magic (all schools) but has no special properties.

Healing Pool: Characters that spend 4 hours bathing here recover 2 hps per character level from natural healing and he effects of a *lesser restoration*. This pool radiates faint conjuration.

Mixed Pool: The pool has two magical qualities. Roll twice and combine the results.

Petrifying Pool: Although it appears to be a *harmless pool*, creatures that spend an hour or more in it turn to stone. A DC 19 Fortitude saving throw staves off the transformation long enough to clamber out. This pool radiates moderate transmutation (caster level 11).

Rusting Pool: A rusting pool instantly degrades any non-magical metals in contact with it, as per *rusting grasp*. This pool radiates moderate transmutation (caster level 7).

Shifting Pool: The pool's magical property changes between two different effects every 8 hours. The pool changes 1d8 hours after the PCs first encounter it.

Stinking Pool: Sulphurous gases surround the pool with a permanent *stinking cloud* (save DC 15). This pool radiates faint creation and is otherwise treated as a harmless pool.

Pools are typically big enough for 20 medium-sized characters to bathe at once. Steam rising from the warm water usually creates a mist around it, which obscures vision beyond 20ft and grants creatures 20 feet away concealment (20% miss chance).

MAELSTROM

Ran's Net, Aegir's Mouth, Níðhöggr's drinking, the gaping throat of the sea. The Maelstrom has many kennings. Skalds offer countless explanations for its malevolent presence: A hole in the world, an endlessly grinding magical millstone; the work of Ran and Aegir, always eager for the company of drown men in their halls.

A whirlpool large enough to swallow whole fleets of longships, maelstroms appear and disappear without warning. The most famous, the maelstrom, skalds name it, is found on the outskirts of the Neider Strait, west of Donnermark. Its presence forces timid captains to detour north between the rowdy shores of Jomsborg and the coasts of Stannasgard. Daring the quicker route is a test of mettle and skill that many fail.

The best defense against an encounter with the maelstrom is keen eyes aboard ship, but darkness, mist, or storms can easily lead travelers to miss the clues: Shifting currents, floating bodies, weeds and wreckage racing alongside.

Run an encounter with the maelstrom like a *chase*, but rather than catching up with a quarry the PCs are trying to escape the whirlpool's downdraft and spiralling current.

Assuming a 10 card race, the PCs' ship begins at the 1st, 3rd, or even 5th card depending on how close in they've drifted before spotting the danger. Their vessel moves one card closer to the end of the track (and destruction) if more than half the characters fail their checks each turn. If everyone passes however, their vessel shifts one card back toward the 'start' and safety. Strategic use of magic may also help or hinder escape.

Use the following chase events as samples. Assume any NPC crew is busy hauling on the oars and only PC actions will tip the balance one way or another.

- *Shifting Current* (Perception DC 20)
- *Rigging Snarl* (Profession [sailor] or Disable Device DC 15)
- Panicking Crew (Intimidate DC 20)
- Loose Cargo (Acrobatics DC 15)
- *Heave on the Steerboard* (Strength DC 20)
- "Man Overboard!" (Swim or CMB to throw rope, DC 20)
- Emergency Repairs (Craft [shipwright], DC 20)
- Chill Soaking (Fortitude [Exposure to Cold], DC 15)
- *Hold on!* (Strength or Escape Artist DC 15)
- Sacrifice to the Gods (Knowledge [religion] DC 25)
- Battering Swells (Profession [Sailor] DC 15)
- *"Keep Rowing!"* (Diplomacy DC 15)

For a truly heroic encounter, introduce additional complications between some phases of the chase—such as sea folk or aquatic monsters trying to clamber aboard to escape the current (or sabotage



the crews' efforts), an incantation to be performed on the rolling deck, or the need to reach a vessel further in to rescue or destroy it.

DESCENT INTO MAELSTROM: Ships swallowed by the maelstrom inevitably capsize and tumble down its gullet into the deeps. Normal vessels have a 90% chance of being completely destroyed. Victims face death by drowning and the crushing pressure, but 'lucky' characters may find themselves shipwrecked at the gates of a sea folk hall, which may or may not have air-filled chambers in which to incarcerate mariners...

MOSQUITO CLOUD

Stagnant ponds, pools and swampy areas created by summer meltwater are prime breeding grounds for mosquitoes. *Billions* can appear in a single day, filling the sky with nauseous gray clouds. Mosquitos aren't dangerous enough to form a swarm; instead they're a constant nuisance, source of itchy bites and disease. For larger and more dangerous mosquito, see "Reskinned Monsters" in Chapter Six.

Each hour a character spends in a mosquito cloud requires a Fortitude save (DC 10 + number of previous checks) to avoid becoming *sickened*. Characters may also need to test against exposure to disease. The Survival skill can grant a +2 bonus to both these checks.

Spells like *gust of wind, mosquito bane*, and other area effects that can repel or damage swarms can be used to provide a little respite: Each spell used grants a character +1 to their next saving throw.

THE SEA LUNG

Despite the surrounding temperature, the lung of the sea is always warm. Its thick, cloying mass seems to suck at swimmers and is almost impossible to swim through (+10 to the DC of all Swim checks). On the other hand it's too soft to walk on (treat as *quicksand*) and slows ships to a quarter of their normal speed.

Contact with the sea lung itself fills a character with an indescribable sense of *wrongness*. Aberrations are immune to this effect:

Sea Lung Sickness

The unnatural shimmer and oozing of the lung of the sea makes your stomach churn

Type poison (contact); Save Fortitude DC 20

Onset physical contact with the sea lung

Frequency I/minute

- **Effect** You become sickened. A second failed save makes a sickened character nauseated instead.
- **Cure** 2 successful saves (a nauseated character becomes sickened after making one successful save, and unaffected after a second save).

SPIKESAP TREE

One of many changes engineered into the trees around Thorn to help fight invaders, spikesap trees look almost identical to normal varieties until their bark is pierced: Then sap explodes outward in a spike of amber. Within minutes the spike becomes brittle and crumbles to dust on the forest floor.

SPIKESAP TREE TRAP

CR 6

Type mechanical; **Perception** DC 25; **Disable Device** none **Trigger** touch (damage to tree); **Reset** automatic **Effect** +20 melee (2d6)

CR 2



A typical tree can produce several spikes per week, but not an unlimited amount. A natural roll of 1 on the spike's attack roll indicates that the tree cannot produce further spikes for one week.

SNOW BLINDNESS & WHITE OUT

Northerners believe that snow blindness is caused by light glittering on snow or ice, and sometimes by malevolent spirits. Although the real cause is intense ultraviolet rays burning the eye, travelers have nonetheless devised effective precautions.

Snow blindness occurs after 4 hours exposed to a daylit snowscape. Exposed characters must make a Fortitude saving throw with a DC of 10 + number of days exposed. Characters can avoid making a check by resting during the day or wearing a snow visor or goggles. Monsters native to the environment are immune, as are constructs and undead.

Failing a saving throw inflicts the victim with *Light Sensitivity* as per the universal monster rules. A second failed check results in severe pain and near blindness: The whole world seems to be under the effects of a *blur* spell: -4 penalty to Perception checks, divide normal vision ranges by three, and all targets have concealment (20% miss chance).

Spending 1d3 days out of a brightly-lit environment reduces the effects of severe snow blindness to its earlier stage, or cures lesser snow blindness completely. *Regeneration* or *heal* repairs the damage instantly.

White Out

White outs occur when ground and sky seem to melt together into a hazy white detailless vista. Diffuse lighting from white clouds and windblown snow combine with featureless snow-covered terrain to reduce visibility to 20 ft., and objects 20 ft. away have *concealment*. Neither darkvision nor low light vision mitigates these effects.

White Outs make it almost impossible to determine direction (+10 to the DC of Survival checks to avoid getting lost) and loss of horizon can lead to severe disorientation and the inability to determine altitude, causing flying creatures to crash into the ground. Flying around obstacles or near the ground (including landing safely) requires a DC 20 Fly check. Failure indicates a crash: Treat the impact as a fall of distance equal to the creature's current speed.

Sword Pines

Found across the North but most common in the Tomierran Forest and near former elven settlements, sword pines resemble normal pine trees, but sprout yard thorns up to two yards in lenth. Picking your way through a cluster of sword pines requires a DC 18 Acrobatics check. Failure results in 1d4+1 damage.

HAUNTS OF THE NORTH

All northerners know that the dead exist only a shadow-width away from the living. Apparitions of the fouly slain appear in dreams to decry their killer and demand vengence; valkyries fly invisibly, taking the souls of honorable men; mound-dwelling vaettir dispense curses on whoever dares disturbs them, and Hel is always on the prowl for new *huskarls* for her Hall of the Inglorious Dead.

FROZEN WATCHER

CR 10

Transformed by Boreas's magic, these unwilling spies are victims whose flesh has been frozen solid by boreal cold or the curse of Boreas spell.

XP 9,600

- CE haunt (50-ft. radius of the haunt); Persistent **Caster Level** 20th
- **Notice** Perception DC 20 (the frozen creature's eyes take on an unearthly white glow)

hp 45; **Weaknesses** susceptible to fire, tricked by Stealth **Trigger** proximity; **Reset** —

EFFECT

When the haunt is triggered, Boreas or one of his servants observes the area through the frozen watcher's eyes. The observer possesses *darkvision* and once per round they may cast detect chaos, detect evil, detect good, detect law, detect magic, message, read magic, or tongues. If intruders are spotted, agents of the Devourer are dispatched to intercept them. For further details see *curse of Boreas* in Chapter Four.

DESTRUCTION

Destroying the watcher's physical body destroys the haunt, although Boreas retains his grip on the soul, which prevents it being *raised*. Casting *blindness/deafness* or a spell which otherwise stymies the target's senses does not destroy the haunt but can negate its effects (treat the watcher as having +10 Fort and Will saves).

SCORNED BERSERKER

Inconsolate are the souls of berserkers who had the misfortune to die an unheroic death. They long for a second chance to prove themselves, to call down a valkyrie with invocations screamed from stolen lips.

XP 600

CN haunt (10 ft. from the berserker's corpse) Caster Level 2nd Notice Perception DC 15 (angry whispering) Hp 27; Weakness tricked by hide from undead; Trigger proximity; Reset 1 day.

EFFECT

- When the haunt is triggered, the target must make a DC 14 Will save or the ghost of a fallen barbarian warrior possesses them, sending the character into a mindless *rage* during which they attack the nearest creature (when multiple creatures are equally near, they engage the most worthy adversary). Possession lasts for 5 rounds, after which the victim may make another Will Save to throw off the possession.
- Possessed targets gain a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves other than against the haunt, and a -2 penalty to AC. The effect is otherwise identical with a barbarian's *rage*.

DESTRUCTION

A hero's funeral for the berserker's mortal remains, which must be *blessed* by a worshiper of Wotan or Freyr and Freyja. The heroic death of their host may also suffice.

GHOST OF A BROKEN BLADE

When a weapon of repute is destroyed or damaged beyond repair, sometimes its power lingers like a ghost of sorts.

XP 2,400

NE haunt (30ft. from source of weapon's destruction), Persistent

Caster Level 12th



CR 6

Notice Perception DC 15 (translucent image rises up from the broken remains)

hp 27; Trigger touch; Reset | day.

EFFECT

When the haunt is triggered, a ghostly duplicate of the broken weapon rises up from its physical remains or the area where it was destroyed, forming a *spiritual weapon* of the same appearance. It has an attack bonus of +10 and deals 1d8+4 force damage, fighting for 12 rounds before dissipating. The ghostly weapon favors worthy opponents and those wielding weapons of a similar design to itself.

DESTRUCTION

The remains of the weapon must be reforged into a similar item or part thereof. Although this need not bear the same enchantments as the original, it must be of at least masterwork quality. If a character instead destroys the remains they become cursed—the next magical weapon they use in combat gains the *III-Fated* special quality.

Ganglöt & Ganglati

CRII

Hel has sent her spectral servants to guard this treasure and inflict their stumbling slowness upon those who'd steal their lady's treasures or invade her unholy shrine.

XP 3,200

- NE haunt (within 55 ft. of an object or area prized by Hel) **Caster Level** 11th
- **Notice** Perception DC 30 (silent, moving almost imperceptibly slowly, two ragged, unwholesome-looking incorporeal thralls appear)
- **hp** 31; **Weakness** slow; **Trigger** touch or proximity; **Reset** persistent
- Hel's ghostly thralls, slow-moving Ganglöt and Ganglati have been set to guard this item or location. Eyes filled with depression and despair, they barely seem to react to characters.

EFFECT

The melancholy gaze of Ganglöt and Ganglati inflicts numb and clumsy slowness (3d6 Dexterity damage) on all creatures within range that fail a DC 20 Fort. check. The haunts persist until all potential targets are affected, then return to Niflheim to inform their mistress of the violation.

DESTRUCTION

Ganglöt and Ganglati cannot be permanently destroyed, but can be banished and barred from their duty if the item guarded is *blessed* or the area *consecrated*.

GULLVEIG'S HATE

CR 7

Once Gullveig's gift of gold-lust grips a soul, even death cannot part a miser from his horde.

XP 3,200

CE haunt (35 ft. around a hoard of treasure)

Caster Level 7th

- **Notice** Perception DC 26 (hatefilled eyes stare out of every coin or object of polished metal)
- hp 31; Weakness tricked by Stealth; Trigger touch; Reset
 persistent
- Overcome by gold-lust, a miser's spirit still inhabits his treasury, jealously guarding it from intruders.

Waves of hate fill the air, targeting one creature within range each round. The target must make a DC 19 Fortitude save or be struck by *eyebite* for daring to look upon the spirit's hoard.

DESTRUCTION

EFFECT

The hoard must be divided into nine equal parts and seperated from each other by at distance of at least nine days ride.

SPLINTERED STUMP

CR 3

CR 6

Sometimes it gets so cold that trees explode, as sap expands when freezing. Sometimes a dangerous change comes over the ruined stump, especially if the tree was formerly a treant or home to a dryad: It becomes a strange form of heat-sucking undead plant.

XP 800

NE haunt (15 ft. around buried tree stump)

Caster Level 3rd

- **Notice** Perception DC 20 (heat begins to radiate from the stump)
- hp 13; Weakness susceptible to fire; Trigger proximity; Reset persistent
- To the unwary, a splintered stump appears beneficial apparently making the surrounding area much warmer. In actual fact this is a delusion created by the stump and the area remains as cold as ever. Victims soon become deliriously hot, casting aside vital cold weather gear and happily curling up to sleep beside the stump, which drains their body warmth to feed its eternal hunger for life energy.

EFFECT

Living ceatures must make at a DC 13 Will save or grow comfortably warm and sleepy: They shed any cold weather clothing and fall asleep as per *deep slumber*.

DESTRUCTION

The splintered stump must be uprooted and burned.

VAETTIR'S WRATH

XP 1,600

NE haunt (25 ft.), Persistant

Caster Level 6th

Notice Perception DC 25 (ghostly image)

- **hp** 27; **Weakness** tricked by *hide from undead*; **Trigger** proximity; **Reset** persistent
- A vaettir rests beneath this ground. It punishes anyone who trespasses over it or offends the gods or spirits of the land, or harms those whom it watches over. Theft and disrespect may also trigger its wrath (trigger becomes touch in the case of theft).

EFFECT

An image of the vaettir's face appears within a curl of smoke, open flame, pool of water or mirrored surface. Its target feels the vaettir's hate and wrath upon their soul, and must make a DC 16 Will save or become subject to a curse (bestow curse or an alternative affliction)

DESTRUCTION

The buried body must unearthered and dealt with appropriately (see the vaettir writeup in Chapter Six for details). At the GM's discretion, pleas or gifts may also placate it, allowing PCs to pass by without harm.



You have gone too far on Hel's road and your thread has almost been cut. None of the Norns will hear your pitiful pledge now. From afar you came and heard the call of my hospitability. Yet, no trust you offered for my help, no gift you brought, and no compensation for my knowledge. I told you about our customs, yet covetous are you, and the dragon's bile have you, as preordained, poured in my horn. The winter blade cuts deep and the white jaws are closing in; Boreas's will claim you, Naglfar's favorite."

The one-eyed man stood up and the fire went out as if by an invisible command. When two wolves stalked from the snow-covered woods and two ravens sat down on the shoulders of his host, the southerner finally realized. The King of Skalds turned to him: "My eyes told me all about you. Just as they tell me about your end."

The wild North is teeming with dangerous beasts and monsters, many as bold and reckless in battle as other northerners. Many are shaggier, more brutal-looking than their southern kin, which combined with being known by various kennings, can help obscure their true nature and encourage fear and a sense of mystery in players.

Sample kennings are listed below:

- **Boreas**: Devourer, Hail Thrower, Snowy Rager, Father of the Snow Mares
- **Giant, Thursir**: Woman Hater, Hammer Maker, Ogres of Thunder
- Giant, Jotun: Cloud-scraper, Pine-Stride, Head among Eagles
- Ice Maiden: Blizzard matron, icicle eyes, ice witch, Mara's handmaidens
- **Krake Spawn**: Mole of the Ice, Fish-Spewing Ink Maker, Scuttling Horror, Son of the Krake Mother
- Liosalfar: Light Elf, Dancer on Bifrost, the Men Beyond the Wind
- Sons of Fenris: Dragon Eater, Hunters of Tyr, Spawn of Widemaw
- Thuellai: Bringer of the White Cloak, Singing Blizzard, Hound of Boreas
- Tupilak: Eater of Witches, Empty Child, Walking Hate
- Valkyrie: Shield Maiden, Wotan's Mead Carriers, Chooser of the Slain (and many others)
- Vaettir: Jarl of the Mound, Cursing Hounds of the Vanir, Watching Slain, Folk of the Red Mounds

For many northerners, race isn't as important as honor and fighting skill, and the division between monster and civilized races isn't as pronounced. Trolls may be hired mercenaries, giant traders may come to town (although not to dwarven halls), and occasional monstrous adventurers can be found both wandering in the wilderness and feasting in jarls'mead halls.

╏↑⋭Mኑ╳↑₿╒ኑ⋈₿⋧⊹ጷҟ

BOREAS, GOD OF THE NORTH WIND

Rime encrusts the wild, spiky hair and beard of this gaunt, savageeyed man. He strides with an arrogant swagger, snapping blue eyes regarding those around him as an eagle regards the mouse.

Known as the "Devourer" because of the mass destruction and death he causes on a whim, Boreas's avatar resides in a palace of blue ice and white marble on Thule's highest peak and names himself lord of all the North. Boreas suffers no disrespect and demands yearly tribute of gold, goods, and horses.

When displeased, he bombards his "subjects" with snow, lightning storms, and gale-force winds, or buries them in avalanches by blowing his *greater horn of blasting*. When particularly displeased, he sends his algid servants to descend upon a tribe or settlement without mercy.

AVATAR OF BOREAS CR 17 XP 102,400

- CN Medium outsider (avatar, chaotic, cold, extraplanar, shapechanger)
- Init +9; Senses darkvision 60 ft., detect snares and pits, lowlight vision, true seeing; Perception +31

Aura chilling presence (170 ft.)

- AC 30, touch 16, flat-footed 24 (+5 Dex, +1 dodge, +12 natural, +2 heavy wooden shield)
- **hp** 230 (20d10+120); regeneration 10 (lawful-aligned weapons and effects)
- Fort +23, Ref +27, Will +26
- DR 10/lawful; Immune cold, electricity, petrification; Resist acid 10, poison 10; SR 28

OFFENSE

DEFENSE

Speed 50 ft., fly 100 ft. (good)

Melee +2 frost heavy pick +29/+24/+19/+14 (1d6/×4 plus 1d6 cold) or slam +26 (1d6+10)

Ranged +5 composite longbow (+6 Str bonus) +30 (1d8+11) Special Attacks whirlwind blast

Spell-Like Abilities (CL 20th)

Constant—detect snares and pits, true seeing

- At will—commune, greater dispel magic, invisibility (self only), polymorph
- 3/day—call lightning storm, control winds, control weather, ice storm, sleet storm, wind wall
- I/day—earthquake, storm of vengeance

Spells Prepared (CL 20th)

9th—elemental swarm, shapechange, storm of vengeance, summon

nature's ally IX

- 8th—mass cure serious wounds, earthquake, finger of death, word of recall
- 7th—mass cure moderate wounds, heal, greater scrying, triumph of ice
- 6th—mass bear's endurance, mass bull's strength, mass cure light wounds, wall of stone
- 5th—baleful polymorph, commune with nature, summon nature's ally V, transmute rock to mud
- 4th—blight, brittling†, cure serious wounds, snow boulder†, summon nature's ally IV
- 3rd—cure moderate wounds, freezing fog⁺, snowblind stare⁺, summon nature's ally III
- 2nd—bear's endurance, bull's strength, chill metal (2), lesser restoration
- lst—cure light wounds, flurry⁺, freeze potion⁺, magic stone, speak with animals

0—create water, detect magic, guidance, virtue

STATISTICS

Str 25, Dex 20, Con 22, Int 18, Wis 18, Cha 20 Base Atk +20; CMB +27, CMD 43

Feats Alertness, Blind-Fight, Deadly Aim, Dodge, Great Fortitude, Improved Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack

- Skills Bluff +28, Craft (shipwright) +27, Fly +28, Handle Animal +28, Knowledge (planes) +27, Knowledge (nature) +27, Knowledge (religion) +27, Perception +31, Sense Motive +31, Stealth +28
- Languages Celestial, Dwarven, Infernal; truespeech
- SQ chilling presence, druidic spells, wind form

ECOLOGY

Environment any cold

Organization solitary

Treasure double normal (+5 frost heavy pick, +5 composite longbow [+6 Str bonus], greater horn of blasting, cloak of resistance +3)

SPECIAL ABILITIES

- **Chilling Presence (Su)** Boreas's presence chills the air around him. After one minute, small, non-magical flames are extinguished in his presence and water begins to freeze. Unprotected characters spending more than 10 minutes within fifteen feet of his presence must save as if exposed to severe cold (*Pathfinder® Roleplaying Game: Core Rulebook*) and any spells that protect from cold suffer the effects of a *dispel magic* (CL 20).
- **Druidic Spells (Sp)** Boreas casts spells as a 20th-level druid but cannot swap out prepared spells to cast *summon nature's ally* spells.



Whirlwind Blast (Su) When in wind form, Boreas can attack with a scouring blast of wind, dealing 6d6 points of damage in a 30-foot line (DC 26 Reflex save for half). The save DC is Constitution-based.

Wind Form (Su) Boreas can shift between his humanoid body and a body made of wind and mist as a standard action. In humanoid form, he cannot use his whirlwind blast. In wind form, Boreas functions as if under the effects of a wind walk spell. He can make slam attacks and use spell-like abilities in either form. Boreas remains in one form until he chooses to assume his other form. A change in form cannot be dispelled. A *true seeing* spell cast on Boreas reveals both forms simultaneously.

Designer's Note: Avatar of Boreas

As I write this, there aren't any official rules for avatars in the *Pathfinder*[®] *Roleplaying Game* as yet, so here's we've constructed Boreas using the standard monster rules. Patron preference was for a statblock considerably less powerful than a typical avatar as seen in 3rd edition *Dungeons and Dragons*, but his relatively low CR (well, for a god) means he's eminently more useable in campaigns.

If you have epic-level characters to deal with or feel that Boreas would be better represented using the older, more potent rules for deities, then feel free. The stats here can be used to represent the herald or chief agent of Boreas or represent powerful outsiders that serve him. **GIANT, JOTUN** The earth shudders with every footfall of this colossal humanoid.

GIANT, JOTUN CR 20 XP 307,200 CN Colossal humanoid (giant) Init +2; Senses low-light

vision; Perception +25 **Aura** frightful presence (100 ft., DC 30)

DEFENSE

AC 32, touch I, flat-footed 32 (+6 armor, -1 Dex, +25 natural, -8 size) hp 425 (34d8+272) Fort +29, Ref +10, Will +19 Defensive Abilities rock catching; DR 15/-; SR 31

OFFENSE

Speed 60 ft. Melee 2 slams +41 (2d8+16) or greatclub +41 (6d8+24) Ranged rock +24 (4d8+24) Space 30 ft.; Reach 30 ft. Special Attacks rock throwing,

greatclub sweeping blow (3d8+24; DC 26) HcR5Hcy-11

Spell-Like Abilities (CL 18th)

At will—earthquake (DC 23), speak with animals

3/day—bestow curse (DC 19), gust of wind (DC 17), shout (DC 19)

I/day-divination, grudge match⁺, shapechange

STATISTICS

Str 42, Dex 8, Con 26, Int 11, Wis 20, Cha 14 Base Atk +25; CMB +49; CMD 58

Feats Awesome Blow, Athletic, Cleave, Critical Focus, Endurance, Great Cleave, Greater Overrun, Greater Sunder, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Overrun, Improved Sunder, Intimidating Prowess, Power Attack, Staggering Critical, Stunning Critical

Skills Climb +18, Intimidation +38, Perception +25, Knowledge (Arcana) +17, Knowledge (Religion) +17, Swim +18

Languages Giant, Northern Tongue

ECOLOGY

Environment any

Organization solitary, pair, or felag (3–5) **Treasure** standard

SPECIAL ABILITIES

Immortality (Ex) Jotuns suffer no ill effects from age and are immune to energy drain, ability damage, and ability drain.
 Sweeping Blow (Ex) Jotuns can sweep their greatclubs in an arc around themselves as a standard action. The sweep affects a half-circle with a radius of 30 ft., extending from an

9 JARMAXAH RAN HAAAN

CHAPTER SIX

intersection on the edge of the jotun's space in any direction. It deals 2d8+24 damage to all creatures within this area that fail a DC 26 Reflex save. The jotun can use its awesome blow with this ability.

> Tall enough to look the tarrasque in the eye and strong enough to wrestle a linnorm, jotuns are the lords of giantkind. Immortal enemies of the gods, they plot to regain their former status as lords of Creation. Many know ancient secrets and snippets of antediluvian arcane lore, and so may have different or additional abilities to those listed below. More powerful jotuns straddle the line between mortal and demigod.

Only the mightiest heroes can challenge a jotun's might in physical combat. For lesser adventurers, they're best used as a threat, the goal of a quest, or an obstacle to be overcome by cunning and trickery.

Qiant, Thursir

The glower and great black beard, the wide shoulders, glittering mail, and massive hammer all combine to make the figure look like nothing so much as an ugly, nine-foot dwarf.

GIANT, THURSIR CR 5

XP 1,600

NE or LE Large humanoid (giant)

Init +0; Senses low-light vision; Perception +2

DEFENSE

AC 17, touch 9, flat-footed 17 (+6 armor, +2 natural, -1 size) **hp** 66 (7d8+35)

Fort +|3, Ref +4, Will +6

Defensive Abilities cast iron stomach, rock catching; Immune Disease; Resist acid 10, cold 10

OFFENSE Speed 30 ft.

Melee masterwork great-hammer +15 (1d12+13)

Ranged rock +5 (1d8+9)

Space 10 ft.; Reach 10 ft.

STATISTICS

- Str 28, Dex 10, Con 21, Int 13, Wis 15, Cha 11
- Base Atk +5; CMB +15; CMD 25
- **Feats** Cleave, Improved Grapple^B, Skill Focus (craft), Master Craftsman^B, Power Attack, Runic Blood (*thurs*)^B, Weapon Focus (great warhammer)

Skills Climb +19, Craft (any one metalsmithing) +15, Survival +12; **Racial Modifiers** +4 Craft (any metalsmithing).

Languages Giant, Dwarf, Northern Tongue

SQ mastersmith, runic blood, steadfast stride

ECOLOGY Environment cold mountains

Bestiary

Organization solitary, pair, gang (3–5), family (6–12 plus 35% noncombatants, I cleric of 1st–2nd level, and I–4 worgs), felag (6–12 plus I cleric of 3rd–4th level and 2–7 worgs), or clan (21–41 plus I cleric of 5th– 7th level, 5–16 wargs, and I fighter of 7th–8th level)

Treasure standard (chain mail, masterwork great hammer, one of which usually bears a Rune of Thur)

SPECIAL ABILITIES

- **Cast Iron Stomach (Ex)** Thursir can consume up to half their weight in food without ill effect and receive a +10 racial bonus to saving throws against ingested poison and any effects that would make them nauseated.
- **Masterworker (Su)** Thursir have a natural affinity for metalworking. They gain Master Craftsman as a bonus feat for any craft skill involving metal and produce masterwork quality items in half the normal time.
- **Runic Blood (Su)** Thursir have a natural connection to the *Thurs* rune. All thursir possess the monster feat *Runic Blood (thurs)* as a bonus feat and can invoke the rune's powers three times per day.
- **Steadfast Stride (Ex)** A Thursir's speed is never penalized by its armor or encumbrance.

Misogynistic, greedy, and aggressively competitive, thursir dwell in vast caverns under frozen mountains where they labor to forge chains, armor, weapons, and massive engines of war. When not toiling at the forge, these giants entertain themselves with gluttonous feasts and boisterous wrestling competitions, or raid human settlements for food and women. Females have a paradoxical standing in their society: Generally considered little more than drudges, fit only for child-bearing and menial labor, women also make up the bulk of

Variant Jotuns

The statistics here correspond to the classic jotun of Norse myth (and a fairly young and magically weak one at that), but it's easy to add flavor from D&D's many giant breeds to these base statistics:

HILL JOTUNS are crude and brutish, easily tricked by gods and mortals but great harborers of grudges. Intelligence becomes 6 and remove all Knowledge skills.

CLOUD JOTUNS have Intelligence 12 and add Diplomacy +19 and Perform (Stringed) +19 to their skills, and the following spell-like abilities:

- Spell-Like Abilities (CL 18th)
- At will-levitate (self plus 20,000 lbs.), obscuring mist
- 1/day—fog cloud

FIRE JOTUNS gain immunity to fire and vulnerability to cold, as well as the heated rock ability of fire giants.

FROST JOTUNS are often priests of fallen Aurgelmir seeking to destroy the world in order to resurrect their progenitor. They

HERSHEY-11

their priesthood and spellcasters, and are sometimes held in high regard—or at least as very valuable property.

Thursir typical stand nine feet tall and weigh 600 pounds.

gain immunity to cold and vulnerability to fire and a +4 racial bonus to Stealth checks in snow.

STONE JOTUNS are often mistaken from crags or cliff faces while at rest. They have a +8 racial bonus to Stealth in rocky terrain and the *Improved Rock Catching* of stone giants. They have the following spell-like abilities:

- Spell-Like Abilities (CL 18th)
- 1/day—stone shape, stone tell, transmute rock to mud or transmute mud to rock (DC 17)

STORM JOTUNS are immune to electricity and share their lesser kin's militant and water breathing special abilities. They consider themselves Donar's greatest enemies and actively hunt him. They have Intelligence 16; add Acrobatics +26, Perform (sing) +27, Sense Motive +30, Swim +45, and the following spell-like abilities:

- Spell-Like Abilities (CL 18th)
- Constant—freedom of movement
- 2/day—control weather, levitate
- 1/day—*call lightning* (DC 15), *chain lightning* (DC 18)

Chapter Six

Qelem, Tupilak

Loping forward, eye fixed hungrily on its target, this grotesque creature sports a rictus grin on its almost skeletal face. The smell of death and brine surrounds it.

GOLEM, TUPILAK

CR 4

XP 1,200 N Medium construct

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 21, touch 9, flat-footed 21 (-1 Dex, +12 natural) hp 47 (5d10+20) Fort +3, Ref +2, Will +3 DR 5/adamantine; Immune construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +12 (1d6+7)

STATISTICS

Str 24, Dex 9, Con –, Int –, Wis 11, Cha 1 Base Atk +5; CMB +12; CMD 21 SQ relentless pursuit

ECOLOGY

Environment any Organization solitary Treasure none

SPECIAL ABILITIES

Immunity to Magic (Ex) A tupilak golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below:

- A successful dispel magic spell targeted against a tupilak (DC II + creator's caster level) does not harm the creature itself; instead it proves the target holds more power than the construct's creator, turning the tupilak upon its originator—who then becomes its intended victim. The creature's creator cannot, in turn, attempt to dispel the creature again. Instead she must destroy it or be destroyed.
- A magical attack that deals cold or fire damage slows the tupilak golem (as the spell) for 2d6 rounds (no save). A magical attack that deals electricity damage breaks any slow effect on the golem and heals I point of damage for every 3 points of damage the attack would have dealt. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A tupilak golem gets no saving throw against attacks that deal electricity damage.
- **Relentless Pursuit (Su)** A tupilak golem has a natural ability to track its target, as if permanently under a *locate creature* spell.

Tupilaks are constructs created to attack a hated enemy usually a rival spellcaster. Created using the *create tupilak* spell, it doggedly tracks its victim, devouring them and stealing a portion of their soul and magical power for its master. Once released, they cannot be recalled.

The tupilak is a hideous creature with a white shell and bestial head. Wounds to its bone and ivory body reveal that it's stuffed with vines, seaweed, and tiny broken limbs. Their heads are made from the skulls of savage beasts—bears and wolves being most favored and usually sport a hideous skeletal grin. Although mindless, their eyes burn with an evil longing.

The tupilak are animated by a spirit of Ginnungagap, which resides in a *tupilak idol* (see Chapter Four) where the creature's heart should be. Tupilak are always hungry for souls and have no sense of loyalty; potential victims can turn the tupilak against its creator with a successful *dispel magic* spell.

JARMAXAH RAM HAAAR IM BOO

HERSHEY-11

ICE-MAIDEN

This alluring beauty has flesh and hair as white as snow, and eyes blue as glacial ice.

CR 8

ICE MAIDEN

XP 4,800

LE Medium fey (cold) Init +3; Senses low-light vision, ice eyes; Perception +17 Aura chilling presence (15 ft.)

DEFENSE

AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural) hp 71 (13d6+26) Fort +9, Ref +14, Will +12 Defensive Abilities snow invisibility; DR 5/fire; Immune cold Weaknesses fire

OFFENSE

Speed 30 ft.

Melee +1 frost dagger +9 (1d4+2 plus 1d6 cold)

Special Attacks icy entangle, kiss of the frozen heart, snowblind burst

Spell-Like Abilities (CL 13th)

I/day-control weather (blizzard or snow storm only)

Spells Known (CL 8th)

- 4th (4/day)—ice storm (DC 20) 3rd (6/day)—protection from energy (cold only), sleet storm (DC 19)
- 2nd (8/day)—alter self, daze monster (DC 18), gust of wind (DC 18)
- Ist (8/day)— endure elements
 (cold only), cause fear (DC 17), chill touch
 (DC 17), obscuring mist, true strike
- 0 level (at will)—daze (DC 16), detect magic, flare (DC 16), light, mage hand, prestidigitation, read magic, resistance

STATISTICS

Str 12, Dex 17, Con 15, Int 19, Wis 13, Cha 23

Base Atk +6; CMB +7; CMD 20 (24 on ice or snow)

- Feats Craft Wand, Combat Casting, Iron Will, Quickened Spell, Scribe Scroll, Still Spell, Weapon Focus (dagger)
- **Skills** Acrobatics +22, Bluff +25, Diplomacy +25, Fly +22, Knowledge (arcana) +24, Knowledge (nature) +23, Perception +20, Sense Motive +20, Spellcraft +21, Stealth +22; **Racial Modifiers** +4 Knowledge (arcana), +4 Spellcraft **Languages** Northern Tongue, Sylvan

SQ change shape (*elemental body II*, flurry-form), ice-walk, spells

ECOLOGY

Environment any cold

Organization solitary or coven (3)

Treasure standard (*frost dagger*, 2–3 random wands, plus other treasure)

Chilling Presence (Su) Cold air surrounds the ice maiden. Small non-magical flames are extinguished in her presence and water begins to freeze. Unprotected characters spending more than 10 minutes within 15 ft. of her presence must save as if exposed to severe cold (Core Rulebook p.442) and any spells that protect from cold suffer the effects of a dispel magic (CL equal to the ice maiden's hit dice).

> Flurry-Form (Su) The ice maiden can, as a standard action, adopt the form of a swirling snow-cloud. Treat this form as a medium air elemental that deals cold damage.

11 NI AQ4QU U41UAX4MAAI

Icy Entangle (Su) As a standard action, the ice maiden can cause ice and snow to hinder the movement of opponents. This ability functions as *entangle* (DC 17).

Ice Eyes (Su) Ice maidens can see perfectly in snowy conditions, including driving blizzards, and are immune to snow blindness.

Ice-walk (Ex) Ice maidens move across icy surfaces without penalty and do not need to make acrobatics checks to run or charge on

ice. On snow and ice she is sure-footed and gains a +4 bonus to CMD.

Kiss of the Frozen Heart (Su) The ice maiden may kiss a willing individual, freezing his heart. The target becomes dominated, his or her alignment shifts to LE, and he or she gains immunity to cold and critical hits. The ice maiden can

HERSHEY-11 have up to three such servants at once. The effect can only be broken by *break*

enchantment or the kiss of someone target.

who loves the target.

- **Snowblind Burst (Su)** In snowy environments, as a standard action the ice maiden can attempt to blind all creatures within 30 ft. Those affected are blinded for I hour. A DC 22 Reflex save negates.
- **Snow Invisibility (Su)** In snowy environments, the ice maiden can turn invisible at will.

Ice maidens are the daughters of powerful creatures with the cold subtype. Some are descendants of Boreas or the Snow Queen of Frozen Reach (a few having both parents), but they're occasionally born to frost giants and thursir, or result from tearful pleas by pregnant women lost in the snows, desperate to keep their newborn child from freezing to death.

Most ice maidens live solitary existences save for a servant or two under their thrall. They're lonely creatures, desperate for love but condemned to know companionship only through their magical kiss. It's said that if genuine love ever fills an ice maiden's heart, she'll literally melt into nothingness.

Krake Spawn

This nightmare creature looks like the unholy union of squid and spider: A shell-covered core, six small rubbery legs, peculiar antennae, and six tentacles around a squid's enormous beak.

KRAKE SPAWN **XP 3.200**

NE Large magical beast (aquatic, evil)

Init +5; Senses darkvision 60ft., low-light vision; Perception +16

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size) hp 103 (9d10+54); regeneration 5 Fort +12, Ref +7, Will +5

Immune cold, mind-affecting effects, poison

Weaknesses fire

OFFENSE

Speed 20 ft., swim 20 ft.

Melee 6 tentacles +13 (2d6+3/19-20 plus grab) and 1 bite +15 (1d8+7)

Ranged | rock +9 (Id12+7/19–20)

- Space 10 ft.; Reach 10 ft. (20 ft. with tentacles, 25 ft. with lunge)
- **Special Attacks** constrict (tentacles, 1d6+3), ink cloud, rend (2 tentacles, 1d6+7), vomit forth the deeps breath weapon (30-ft. cone, 6d6 acid damage plus nausea, DC 20 Reflex for half and DC 20 Fort to negate nausea, usable every other round)

Spell-Like Abilities (CL 5th)

At will—resist energy I/day—ice storm (DC 18)



STATISTICS

Str 24, Dex 12, Con 22, Int 17, Wis 15, Cha 18

- Base Atk +9; CMB +17 (+21 grappling); CMD 28 (can't be tripped)
- Feats Alertness, Improved Critical (tentacles), Improved Initiative, Lunge, Multiattack
- Skills Intimidate +13, Knowledge (geography) +6, Knowledge (nature) +9, Perception +16, Sense Motive +8, Stealth +9, Swim +21

Languages Abyssal, Aquan, Common

SQ tenacious grapple

CR 7

ECOLOGY Environment any ocean and coastal regions Organization solitary or pair Treasure double normal Advancement 10–18 HD (Huge), 19–27 HD (Colossal)

SPECIAL ABILITIES

- Ink Cloud (Ex) A krake spawn can emit a cloud of black, venomous ink in a 30-foot spread 1/minute as a free action while underwater. This cloud provides total concealment and is used to escape a losing fight. Creatures within the cloud are in darkness. The ink cloud is a contact poison against all other creatures within it and persists for 1 minute before dispersing. The save DC against the poison effect is Constitution-based. KRAKE SPAWN INK: Ink cloud-contact; save Fortitude DC 20; frequency I/round for 10 rounds; effect | Str plus nauseated; cure 2 consecutive saves.
- Jet (Ex) While underwater, krake spawn can jet backward as a full-round action, at a speed of 140 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.
- Tenacious Grapple (Ex) A krake spawn does not gain the grappled condition if it grapples a foe with its tentacles.
- Vomit Forth the Deeps (Ex) A krake spawn can spray halfdigested fish over all creatures within 30ft of its maw; this acidic slurry destroys cloth, leather, and wood as acid and is vile enough to nauseate foes for 1 round (DC 20 Fortitude negates).

"Krake spawn" is the kenning for a twisted, unnatural beast. Some believe they are demonic crossbreeds of the aboleth, fusing kraken blood with demonic souls. Sorcerers summon krake spawn to work evil in the world by blood sacrifices. And unlike their larger cousins, the krake spawn can scuttle onto land.

The kraken spawn is the horrible creation of a meddling god or the abominable offspring of magical beasts and demon. Large as an elephant-but armored in a green shell and with four long tentacle arms-it moves swiftly for its bulk on both land and sea. Worse, it has a malicious and bloodthirsty intellect, cunning enough to surprise enemies with its lunge, grabbing those who think themselves safe, then either tearing them apart or squeezing out their breath.

The iceberg fortresses of the krake spawn melt only in high summer; their ice storm power reinforces the chill in any subarctic climate, and even in temperate climes. These fortresses may be food storage areas for krake spawn (filled with dead prey and live prisoners) or may serve as a hellish nest for the care and feeding of their young. Often it's both.

A krake spawn measures nearly 40 feet in length and weighs from 1,000 to 2,000 pounds.

Bestiary

LISALFAR The curtain of rippling colors assumes a humanoid form. Its kaleidoscope body lures onlookers' gazes with mesmeric patterns. CR 12 LIOSALFAR XP 19.200 N Large outsider (incorporeal) Init +7; Senses blindsight 120 ft.; Perception +23 Aura prismatic glow (60 ft.) DEFENSE AC 29, touch 29, flat-footed 21 (+12 deflection, +7 Dex, +1 Dodge, -1 size) hp 88 (16d10) Fort +11, Ref +22, Will +19 Defensive Abilities incorporeal, lightform; Immune mindaffecting effects; SR 23 Weaknesses darkness vulnerability OFFENSE Speed fly 60 ft. (perfect) Melee disrupting touch +23 (2d10 plus sickened) Ranged searing light +23 (5d8) Special Attacks blinding critical (DC 26) Spell-Like Abilities (CL 16th) At will-augury, color spray (DC 15), detect magic, flare, light, see invisibility, stabilize 7/day-alter self, analyze dweomer, blur, break enchantment, cure moderate wounds, divination, prismatic ray (DC 19), rainbow pattern (DC 18), searing light I/week - planeshift, scintillating pattern (DC 22), sunbeam (DC 21) STATISTICS Str -, Dex 25, Con 10, Int 18, Wis 18, Cha 12 Base Atk +16; CMB +17; CMD 37 Feats Blinding Critical, Combat Expertise, Critical Focus, Deadly Aim, Dodge, Flyby Attack, Spell Penetration, Weapon Finesse (touch) Skills Bluff +20, Diplomacy +17, Disguise +27, Fly +31, Heal +23, Knowledge (Arcana) +23, Knowledge (Planes) +23, Perception +23, Sense Motive +23, Spellcraft +23; Racial

Modifiers +10 Disguise Languages Auran, Celestial, Common, Elvish, Flashspeech, Giant

SQ incorporeal, lightform

SPECIAL ABILITIES

Alien Mentality (Ex) A liosalfar's exotic consciousness renders it immune to mind-affecting effects and any attempt to read their minds causes a character to become confused for I round.

Disrupting Touch (Su) A liosalfar's touch can disrupt the "colors" of an object or living creature, causing 2d10 damage and making the target sickened for 1 round.



NAMSXABESA NA BARANA

Prismatic Glow (Ex) Liosalfar shed's rainbow illumination equal to a *daylight* spell. They cannot extinguish this glow without perishing but can reduce it to the level of torch light as a free action. Even when using *alter self* they have a faint, diffused glow.

Lightform (Ex) Liosalfar's bodies are composed entirely of light. They are incorporeal and not subject to energy drain, ability drain, ability damage, polymorphing, petrification, or attacks that alter their form. A liosalfar can contort its body to mimic the effects of a prismatic sphere, prismatic wall, or prismatic spray (DC 21), but this leaves it exhausted.A liosalfar using this power while fatigued or exhausted dissipates (dies) at the end of the effect's duration. The save DC is Wisdom-based.

Darkness Vulnerability Darkness, deeper darkness, and similar spells are extremely harmful if cast directly at a liosalfar: They take Id10 damage per

HERSHEY-11 at

level of the sell (a successful Fortitude save halves this). Natural darkness is unpleasant but not harmful to them.

Sometimes known as "light elves" because they were once patrons of the elven kingdom of Thorn, and because they commonly assume a vaguely elfish shape, these enigmatic shapeshifters make their home at the edge of the world, where reality bends and physical laws unravel. Their infinitely mutable bodies are composed entirely of shifting colors. Among themselves they communicate by flashing patterns and hues known as *flashspeech* but talk to other races in an echoing, choral tone that seems to emanate from everywhere and nowhere around them.

Dwellers in the northern lights that hover over Hyperborea, liosalfar are aloof protectors of that lost realm, but spend most of their time riding the transitive edge of reality that lies between Midgard and other planes of existence. They have a gift for patterns, or perhaps just a natural ability to see them, and seem to be explorers and meddlers by nature.

In Midgard they're best known as observers and occasional advisors and sponsors, preferring to act through others. Their aims often seem inconsequential or simply baffling, but they've also sundered mountains and toppled kingdoms. Many believe they're agents of Fate, others that their motivation is an alien aesthetic or their own amusement. Those who've managed to converse with liosalfar say they have esoteric minds incomprehensible to corporeal races: They talk as if all existence was a sea of patterns and colors to be set in pleasing arrangement and barely understand the concerns of mortal flesh.

NIGHTGARM

Covered in the slick gore of its unholy birth, a humanoid creature stands up. Its lupine mother rears up protectively beside it; yellow eyes burn and fangs bare in a snarl that opens its jaws impossibly wide.

NIGHTGARM

CE Large magical beast

Init +6; **Senses** low-light vision, darkvision 60 ft., scent; Perception +15

CR 7

DEFENSE

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size) hp 85 (9d10+36); regeneration 5 (silver, blessed) Fort +13, Ref +11, Will +8 Resist electricity/sonic 5 Vulnerability blessed weapons; Weakness light sensitivity OFFENSE Speed 20 ft. (bipedal), 40 ft. (quadruped) Melee bite +13 (2d6+7 plus grab or trip) Space 10 ft.; Reach 5 ft.

Special Attacks paralyzing gaze; swallow whole (2d4 acid damage; AC 13, 9 hp)

Spell-Like Abilities (CL 6th)

3/day—darkness, grudge match^[NEW], hunter's howl ^[NEW]
1/day— dimension door, scrying (spawn only), summon nature's ally IV (wolves only)

STATISTICS

Str 20, Dex 14, Con 18, Int 16, Wis 15, Cha 14 Base Atk +9; CMB +15 (+19 grappling); CMD 27 (29 vs. trip) Feats Improved Initiative, Lunge, Run, Skill Focus (Stealth), Step Up **Skills** Acrobatics +12. Perception +15.Stealth +14, + Survival +11, Swim +15, Use Magical Device +10:Racial **Modifiers** +2 Perception, +2 Stealth, +2 Survival Languages Aklo. Common, Giant, Northern Tongue SO distending maw. spawn falseman ECOLOGY **Environment** any (cold) **Organization** solitary **Treasure** magic items only SPECIAL ABILITIES

Distending Maw (Ex) Like a snake, nightgarms can open

^ RM&X ^ H F&M H&& & R F

their mouths far wider than other creatures of similar size. This grants it a bite damage of one size category larger than itself and allows it to swallow whole creatures of equal size to itself.

Paralyzing Gaze (Su) A nightgarm's eyes burn with such malevolence that they possess a *gaze attack* that forces those who meet her eyes to make a DC 16 Will save or be paralyzed with fear for 1d4 rounds. This is a paralysis and a mind-affecting fear affect. The save DC is Charisma-based.

Spawn Falseman (Su) A nightgarm can consume a humanoid corpse as a full-round action, becoming immediately pregnant and giving birth to a duplicate of the devoured creature 9 hours later. Known as a 'falseman' (see below), this duplicate has all the memories and characteristics of the original but serves its mother loyally. A nightgarm can communicate with its spawn using an Empathic Link similar to that of a wizard and his familiar.

Vulnerabilities Blows from blessed weapons burn Nightgarms as if they were red hot and negate their regeneration for I round, and they take 50% more damage from spells and effects that deal sacred damage. They cannot tolerate the odor of burning wolfsbane and will not enter an area laced with it, and recoil from strongly presented holy symbols of the northern gods. These things don't harm the nightgarm but merely keep it at bay. A recoiling nightgarm must stay at

least 5 feet away from the holy symbol or sprig

of wolfsbane, and cannot touch or make melee attacks against a creature holding it. Holding a nightgarm at bay in this manner takes a standard action. After I round, it can overcome its revulsion of the object and can function normally each round it makes a DC 25 Will save.

Nightgarms are champions of the North's worgs and wolves. Created in a magical ritual performed over a pregnant worg's by her packmates, nightgarms are always female. Loyal followers of Fenris, they're dedicated to harassing all servants of the gods but reserve a special loathing for clerics and other divine champions, especially those of Donar and Wotan. Using stealth and spawn they infiltrate human, dwarf, and even giantish settlements in order to bring them down from within—treachery that always ends with a massed attack by local wolves.

From a distance, nightgarms resemble normal wolves but up close their wide mouths, hate-filled eyes, and half-formed fingers on their front paws give them away. They are able to wield items in their front paws and can even totter around on their hind limbs when necessary,

Hershey-11 105



Alignment: Always Chaotic Evil

Type: The creature's type remains humanoid but they lose any subtype associated with their former race (dwarf, elf, etc.) and now count as a wolf-like creature for the purpose of effects relating to type.

Senses: A falseman gains scent.

Vulnerabilities: A falseman gains vulnerability to blessed weapons and sacred damage, just like its parent nightgarm.

Mother's Love (Su) All falsemen have an empathic link with their mother, which works similarly to the connection between a wizard and his familiar. They obey their mother as though *charmed*.

Renegade Falsemen: One in every thirteen falsemen has the potential to escape their mother's influence. Roll 1d12 whenever the nightgarm spawns a falseman: On a roll of 1 they give birth to a renegade (the 13th spawn is always a renegade if it hasn't occurred yet this cycle). One day after their creation (and up to once per day thereafter), the renegade falseman can make a Will save to break the controlling nightgarm's influence, regaining its original alignment and dispelling its *charm* (although not the empathic link). It retains all other aspects of the template.

The DC for this Will save is 10 + half its parent's hit dice + Cha modifier (typically DC 16).

Son of Fenris

Red eyes gleaming, deathly breath stinking, a huge wolfish thing with pitch-black fur and the suggestion of scaled skin moves with a menacing grace. The gape of its slavering jaws reveals sword-length fangs dripping green ichor and a twain of writhing serpents in place of a tongue.

Son of Fenris	
XP 51,200	
CE Huge outsider (native)	

Init +7; **Senses** darkvision 60 ft., scent, tremorsense 30 ft.; Perception +30

CR 15

DEFENSE

> AC 27, touch 11, flat-footed 24 (+3 Dex, +16 natural, -2 size) hp 270 (20d10+160); fast healing 5

Fort +19, Ref +20, Will +22

DR 10/good and cold iron; Immune cold, electricity, poison; **SR** 26

OFFENSE

Speed 60 ft., burrow 15 ft. (ice or snow 30 ft.)

Melee bite +28 (2d8+13 plus 1d6 acid plus grab plus poison), slam +27 (1d8+9)

Space 15 ft.; Reach 15 ft.

Special Attacks breath weapon (30 ft. cone, 3d6 acid, poison; Reflex DC halves acid, useable every 1d4 rounds), serpentine bite, swallow whole (4d6 acid plus poison, AC 18, 27 hp), trample, trip (bite)

STATISTICS

- Str 28, Dex 16, Con 26, Int 16, Wis 20, Cha 14 Base Atk +20; CMB +31; CMD 44 (48 vs trip)
- Feats Alertness, Die Hard, Endurance, Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Stealth), Weapon Focus (bite)
- Skills Acrobatics +19, Bluff +21, Intimidate +25, Knowledge (planes) +22, Knowledge (religion) +22, Perception +28,



although they're far swifter on four legs than two. They love to adorn themselves with looted magical items, turning the tools of humanoid races against them, but instinct drives them to finish off enemies with tooth and claw.

CREATING A FALSEMAN

Falsemen have all the memories and capabilities of the victim from whom they were created, other than those dependent upon incompatible alignment or race. They have no magical aura, but a DC 25 Perception or Sense Motive check detects something strange about them. Every falseman also has 1d3 "tells" that differ from the original victim, and which may be identified by a Knowledge (religion) check: Hairy palms, eyebrows that meet in the middle, excessive hairiness and other traditional signs of lycanthropy, blood that tastes like seawater, hair that grows back within hours when cut, inability to stomach the taste of fresh milk, or a tendency to write backward.

The nightgarm sends its spawn back into their settlements with an agenda of infiltration, where they pretend to rejoin friends and family; they seek to move into positions that will allow them to betray their community, while luring others out to be devoured by their mother and join the conspiracy. Once the settlement is sufficiently compromised, the nightgarm herself arrives with a raiding party of wolves and the slaughter begins.

CHAPTER SIX

Sense Motive +28, Spellcraft +24, Stealth +20, Swim +28, Survival +21

Languages Abyssal, Celestial, Draconic, Infernal, Northern Tongue, telepathy 60 ft.

SQ cleric spells

ECOLOGY
Environment any cold
Organization solitary
Treasure standard

SPECIAL ABILITIES

- Cleric Spells (Su) Sons of Fenris can prepare and cast spells as a 15th level cleric with the Madness and War domains.
- Poison (Ex) Bite, Breath, Stomach—contact; save Fort DC 28; frequency I/round for 6 rounds; effect Id4 Con plus Id6 acid; cure 2 saves
- Serpentine Bite (Ex) When a son of Fenris grabs with its bite attack, it can choose to maintain the grip, dealing 2d8+13 points of damage plus poison each round as it shakes and constricts the foe. The son of Fenris may also make two additional attacks each round against the grabbed opponent using its snake-tongues (bite +30, 1d6+4 plus poison). Grabbed opponents are denied any dexterity or dodge bonuses against the tongue attack.



HERSHEY-11

The sons of Fenris are lupine monstrosities of terrible aspect with acidic breath and venomous jaws. Demonic black eyes, two snakelike tongues, and the green-black scales beneath their thick black fur betray their unnatural origins. Though the sons of Fenris are powerful spellcasters, they prefer physical violence to divine magic, only using their spellcasting if faced with opponents they cannot simply devour or tear apart.

The sons of Fenris are creatures of hunger, rage, and madness. Their physiology enables them to subsist on infrequent gorging, and they slumber beneath the snow for long periods of time, erupting from their hibernation when they grow ravenous or prey approaches within reach of an opportunistic bite. When venturing forth in search of food, they revel in plundering with wanton savagery and destruction. Despite their fierce and brutal natures, all the sons of Fenris are wise in divine lore, and desperate souls periodically offer them worship and sacrifice in exchange for aid.

VARIATIONS

The statistics presented here are for Kinrir Fenrison, the middle son. From Fenrison, the youngest of the brothers, is actually the largest of the sons of Fenris and uses the above statistics with the advanced template. The eldest, Lolkran Fenrison, has Wisdom 24, +19 Will save, and casts spells as a 19th level cleric. Lokran's Perception, Sense Motive, and Survival skills increase by +2. Lokran is a CR 16 encounter.

THUELLAI

A raging cloud of animate mist and ice, with shards of icicle for eyes and claws howls like a dozen screaming banshees as it tears down the mountainside in search of prey.

THUELLAI

XP 12,800

CN Huge outsider (air, chaotic, cold, elemental, extraplanar, ice, native)

Init +8; Senses Blindsight 60 ft., snow vision; Perception +17 Aura algid (10 ft., 2d6 cold damage); chilling presence

DEFENSE

AC 23, touch 13, flat-footed 18 (+4 Dex, +1 dodge, +10 natural, -2 size) hp 105 (10d10+50)

Fort +|4, Ref +|6, Will +|4

Defensive Abilities air mastery, ice mastery; DR 5/---; **Immune** cold, elemental traits

Weaknesses vulnerability to fire

OFFENSE Speed 30 ft.; fly 100 ft. (perfect)

Melee 2 claws +16 (2d6+8, shatter metal)

Space 15 ft.; Reach 15 ft.

Special Attacks breath weapon (40-ft. ice cone, DC 20, 10d6 cold), howl of the maddening wind, icy blizzard, shatter metal, whirlwind (DC 22; height 10-50 ft.)

Spell-like Abilities (CL 10th)

At will—curse of Boreas (DC 16)

STATISTICS

Str 26, Dex 18, Con 20, Int 12, Wis 14, Cha 11 Base Atk +10; CMB +20; CMD 35

CR II

Feats Alertness, Flyby Attack, Dodge, Great Fortitude, Improved Initiative^B, Iron Will

Skills Bluff +13, Fly +25, Knowledge (nature) +14, Knowledge (planes) +14, Perception +19, Sense Motive +19, Stealth +9 Languages Dwarven, Northern Tongue

SQ snow vision

ECOLOGY

Environment any cold **Organization** solitary or pair

Treasure none

SPECIAL ABILITIES

Air Mastery (Ex) Airborne creatures take a –1 penalty on attack and damage rolls against a thuellai.

Algid Aura (Su) All creatures within 10 ft. of a thuellai take 2d6 points of cold damage at the beginning of the thuellai's turn and after one minute of exposure must make a Fortitude saving throw against extreme cold.

Chilling Presence (Su) After one minute in a given area, a radius of 50 feet around a thuellai becomes one temperature category colder. Lower the temperature by another category for each additional thuellai in the area, to a maximum of *boreal cold* (see Chapter Five). Small, non-magical flames are automatically extinguished in a thuellai's presence, and any spells or magical effects that protect from cold suffer a *dispel magic* (CL equal to the thuellai's hit dice) if a thuellai stays within 15 feet of the target or area of effect for more than 10 minutes.

Howl of the Maddening Wind (Sp) Three times per day, a thuellai can release a howl so deafening it can cause men to temporarily lose their minds, becoming enraged with themselves or their companions. This ability works as per the *confusion* spell (CL 12th), but use the following to determine the target's behavior:

01–05: Act normally

06–10: Do nothing but babble incoherently

11–55: Deal 1d8 points of damage + Str modifier to self with item in hand

56-100: Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

Ice Mastery (Ex) The thuellai gains a +1 bonus on attack rolls if both it and its opponent are touching ice or snow.

- Icy Blizzard (Su) As a standard action, the thuellai can use its breath weapon to create an icy blizzard in the area around it as a standard action. This creates heavy snow conditions intermixed with hail in a 50-foot radius for I minute. The snow slows movement (20 feet of movement per five feet) and limits vision as fog does. The sound of hail makes sound-based Perception checks more difficult (-4 penalty). Sometimes (5% chance), hail can become large enough to deal I point of lethal damage (per storm) to anything in the open; hail has the same effect on movement as snow.
- **Shatter Metal (Sp)** Whenever the thuellai successfully claws an opponent wearing metal armor, whether magical or non-magical, the armor must make a Will save (object), or it shatters, as per the *shatter* spell (CL 12th), except that it includes magic armor and weapons. The thuellai can use this power to sunder armor, weapons, and other items.

Snow Vision (Ex) The thuellai can see perfectly well in all snowy conditions. It does not suffer any Perception penalties casued from snow (including magical effects), or whiteout and snow blindness.

Created by Boreas to be his heralds, assassins and hunting hounds, these fast-flying creatures of air and ice appears as a swirling blizzard, often blending in with snowstorms to surprise their victims. Boreas usually brings two or three along on his hunts across the lands of Thule, to transform unfortunate travelers into *frozen watchers*.

Thuellai love to engulf creatures in their blizzards, lash building with ice and cold, and use their whirlwind abilities to cause avalanches. They thrive on destruction and causing fear, and share their master's wild and changeable personality. Northerners especially fear the thuellai because of their difficulty to fight with mortal steel, their terrifying howl, and their ability to entomb victims as unwilling servants of Boreas.

VÆTTIR A hulking form in ancient mail emerges from its barrow, bronze axe gripped in its withered hands. A rictus grin stretches its moldering face as the stench of death fills the air.

as the stench of death fills the air.	
HJALMAR THE PATIENT	CR 9
XP 6,400	
Male human vættir fighter 8	
CE Medium undead (augmented humanc	oid)
Init +3; Senses darkvision 60 ft., lifesen	se, Perception +18
DEFENSE	
AC 23 touch 13, flat-footed 20 (+6 armo	r, +3 Dex, +4 natural)
hp 76 (8d10+32, fast healing 4)	
Fort +12, Ref +9, Will +4	
Defensive Abilities channel resistance	+3, deathless, undead
traits	
Weaknesses sunlight sensitivity	
OFFENSE	
Speed 30 ft.	
Melee +2 wounding greataxe +20/+15	
returning throwing axe +17/+12 (1de	5+9), or 2 unarmed
strikes 15/+10 (1d3+7)	
Ranged +1 returning throwing axe +13/+	
Special Attacks corpse breath, madde	ning gaze
Spell-Like Abilities (CL 12th)_	
2/day—gaseous form, grudge match†	
I/day—enlarge person (self only), phan	
I/week—bestow curse, geas/quest, mark	of justice, remove curse
STATISTICS	
Str 24, Dex 16, Con —, Int 12, Wis 1	0, Cha 19
Base Atk +8; CMB +15; CMD 32	
Feats Alertness, Armor Proficiency (heav	• • •
(light), Armor Proficiency (medium	
Reflexes, Furious Focus, Great Cleav	
Focus (greataxe), Lightning Reflexe	
Proficiency, Power Attack (+6/–3), Shie	
Weapon Proficiency, Tower Shield	
Γ_{α} and $(\pi_{\alpha}, \pi_{\alpha}, \pi_{\alpha}) \rightarrow (\Lambda_{\alpha}, \pi_{\alpha}, \pi_{\alpha})$	

Focus (greataxe), Weapon Specialization (greataxe) **Skills** Acrobatics +3, Appraise +9, Bluff +4, Climb +22, Diplomacy +4, Disguise +4, Escape Artist +11, Fly +3, Handle Animal +8, Intimidate +23, Perception +18, Ride +8, Sense Motive +17, Stealth +14, Survival +5, Swim +14, Use Magic Device +5; **Racial Modifiers** +8 Appraise, +8 Climb, +8 Escape Artist, +8 Intimidate, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Common, Dwarven

ECOLOGY

Environment Any

Organization solitary

Treasure NPC Gear (cloak of resistance +2, elven chainmail, +1 returning throwing axe, +2 wounding greataxe)

Vattir are ancestral spirits, sometimes protective and helpful but demanding of reverence and brutally wrathful if offended or disturbed. *Landvattir* dwell in barrows while *sjövattir* live beneath the surface of lakes, rivers, or the sea. They considered themselves servants of the land and are favored by the Vanir, who grant them the ability to curse those who disrespect the wild or ancient laws and traditions.

A wrathful *vættir* that's risen up for revenge is called a *draugr*. They typically rise due to the theft of items they consider theirs (including heirlooms passed on to living decendents) or perceived disrespect (leaving the dragon prow attached to a longship coming into land is a common offense, as is failing to make offering and sacrifices to them). Vættir jealously guard both honor and treasures, becoming relentless enemies over matters as small as an accidental word or a single purloined copper piece.

A vættir's skin is typically bruised blue-black in color, taut over its bones in a lean, sinewy appearance, lips drawn back in a cruel grimace. There exists a rarer, bone-white variety: They care little for material possessions, instead guarding their honor or a patch of land with equal ruthlessness. Both varieties can be called upon by descendants and those who live nearby for aid, although there's always a high price and a *vættir*'s 'help' is often more than the asker bargained for.

CREATING A VÆTTIR

"Vættir" is an acquired template that can be added to any humanoid or monstrous humanoid creature with 6 or more Hit Dice, (referred to hereafter as the base creature). A vættir uses all of the base creature's statistics and special abilities except as noted below.

CR Same as the base creature +2. **Alignment** Any evil .

Type Base creature's type changes to undead (augmented). Do not recalculate the creature's base attack bonus, saves, or skill points.

Senses A vættir gains darkvision 60 ft. and lifesense.

AC A vættir gains a +4 bonus to its natural armor. Hit Dice Change all racial Hit Dice to d8s. Class Hit Dice are unaffected.

Handle Animal +8, Intimidate +23, Perception +18, Ride +8, A vættir uses its Charisma modifier to determine bonus hp instead Sense Motive +17, Stealth +14, Survival +5, Swim +14, Use of Constitution.

Hit Points Vættirs gain fast healing 4.

Defensive Abilities A vættir gains the following: channel resistance +3, deathless, and undead traits.

Weaknesses sunlight sensitivity .

Melee A vættir's unarmed strikes are treated as magic weapons for the purpose of overcoming damage reduction.

Special Attacks A vættir retains all of the base creature's special attacks and gains several new ones:

- **Corpse Breath (Su)** Once every five rounds, a vættir can spew forth a 30-ft. cone of putrid gas. They can use this breath weapon once every 1d4+1 rounds. Those caught in the area can attempt a Fort save (DC 10 + 1/2 of the vættir's HD + the vættir's Charisma modifier) to resist the effects; those who fail the save are sickened for 1d4 rounds.
- Maddening Gaze (Su) Any creature within 30 feet of a vættir that meets its gaze must make a Fort save (DC 10 + 1/2 of the vættir's HD + the Charisma modifier) or become confused for Id4 rounds. If the save is successful the target is immune to the effect for 24 hours.

Special Qualities

Covetous Bond (Su) 'Corpse-black' vættir can see the face of any creature in possession of any item it ever claimed as its own. It can also detect the direction and distance of items that were ever in its possession, so long as that item is currently possessed by another. If the item changes hands then the new owner will be the target of the vættir's hunt. 'Bone-white' vættir instead detect individuals who have offended them. Neither time nor distance affects thse abilities, so long as both parties are on the same plane.

• Deathless (Su) A vættir is destroyed when reduced to 0

hit points but returns to unlife 1 hour later with 1 hit point, even if its body was completely destroyed. A vættir can only be killed by removing its head, burning the corpse, and disposing of the ashes in the sea. Another method is to return it to its burial mound, place an open pair of scissors on its chest and drive pins through the soles of its feet.

• Sunlight Sensitivity (Ex): Vættir actively avoid daylight. A vættir in direct sunlight is *dazzled*.

Spell-Like Abilities (CL 12th)

2/day—gaseous form, grudge match^[NEW]
1/day—enlarge person (self only), phantom steed

• 1/week—bestow curse, geas/quest, mark of justice, remove curse

Abilities A vættir gains a +6 bonus to Strength, a +2 bonus to Dexterity, and a +4 bonus to Charisma. As an undead creature, a vættir has no Constitution score.

> **Skills** A vættir gains a +8 racial bonus to Appraise, Climb, Escape Artist, Intimidate, Perception, Sense Motive, and Stealth checks.

VALKYRIE

Beautiful, graceful, and fierce, this warrior woman, armed with a cruel-looking sword, sits astride a massive winged wolf.

VALKYRIE XP 4,800

CR 8

Usually N Medium outsider (extraplanar)

- Init +9; Senses darkvision 60 ft., deathwatch 100 ft., see invisibility; Perception +21
- Aura cloak of doom 60 ft. (DC 21)

DEFENSE

- AC 24, touch 16, flat-footed 18 (+6 armor, +5 Dex, +1 dodge, +2 shield)
- hp 105 (10d10+50); fast healing 5

Fort +7, Ref +12, Will +14

DR 5/cold iron; **Immune** cold, electricity, fear, sonic; **Resist** acid 5, fire 5; **SR** 21

OFFENSE

Speed 30 ft., fly 30 ft. (good)

Melee +1 longsword +16/+11 (1d8+6)

Ranged +1 spear +18 (1d8+6)

Spell-Like Abilities (CL 10th)

- Constant—death watch, see invisibility, speak with animals At will—bane (DC 16), bless, bleed (DC 16), calm animals (DC 16), charm animal (DC 16), gentle repose, greater invisibility, greater teleport (self plus mount plus 50 lbs.), stabilize
- 3/day-lightning bolt (DC 18), wind wall
- 2/day-plane shift (self plus mount)

I/day—commune

STATISTICS

Str 16, Dex 20, Con 19, Int 15, Wis 20, Cha 22 Base Atk +10; CMB +13; CMD 31

- **Feats** Dodge, Greater Weapon Focus (special, currently spear)^B, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness, Weapon Focus (special, currently spear)^B, Weapon Specialization (special, currently spear)^B
- **Skills** Acrobatics +18, Fly +22, Knowledge (planes)+15, Knowledge (religion) +15, Perception +21, Sense Motive +18, Stealth +18, Survival +18

Languages animal speech, gift of tongues

SQ armor training 2, lifesense, harvest the fallen, mistress of battle metal

ECOLOGY

Environment any

Organization solitary, pair, gang (3–8)

Treasure Standard (breastplate, heavy wooden shield, +1 spear)

SPECIAL ABILITIES

Cloak of Doom (Su) Any living creature within 60 feet of a valkyrie senses her unsettling presence and must succeed at a DC 21 saving throw or be shaken for 1d4 rounds. Those who succeed at the save are immune to the effect for 24 hours. Those who fail must make a new save if applicable when no longer shaken. The valkyrie can suppress this aura at will. The DC is Charisma-based.

Gift of Tongues (Su) Valkyries becomes proficient in any language she hears spoken for at least a minute and retains this knowledge forever. Harvest the Fallen (Su) As a standard action. a valkyrie can take a soul from a newly dead body (no save) and bind

into a weapon

Hershey-11

14 NU AQ 7 QU UYA UYA XAMA1

shield. Only one soul may be bound to any individual object in this way. Individuals who have their souls removed and bound may not be *raised* or *resurrected* by any means short of *wish* or *miracle*. A valkyrie can likewise release any soul which has been bound by the power of a valkyrie or the *soul bind* spell, or transfer a bound soul from one object to another.

- Once bound to the item, the soul grants it an enhancement bonus of +1 per 4 character levels, which replaces any other magic on the item. At the DM's discretion, part of this bonus may become a special quality appropriate to the soul in question (a fire giant's soul might create a *flaming weapon*, for example).
- Mistress of Battle Metal (Ex) Valkyries are proficient with all weapons, including all exotic weapons. Moreover, after an hour in practice with any weapon, the valkyrie becomes attuned to it: She thereafter fights as if she had Weapon Focus, Weapon Specialization, and Greater Weapon Focus for that weapon. Valkyrie can master only one weapon at a time in this way, but may spend an hour to shift her mastery to a new weapon.

Valkyries are sent by Wotan to decide the course of battles and harvest the souls of brave fallen warriors. Riding savage winged wolves (winter wolves with a fly speed of 80 ft.), they descend upon battlefields to do their master's will, surrounded by crows and ravens. Valkyries typically stay *invisible* during these missions, dispensing *bane*, *bless*, *bleed*, and *stabalize*, and their *cloak of doom* as fate decrees. They love animals, especially birds, but are generally scornful of humanoids as weak and cowardly. All valkyries love battle and bloodshed, and many are savage and callous.

Valkyries seldom interfere in the affairs of mortals, save to ensure the proper course of battles. Upon occasion when duty demands but sometimes as a punishment or rarely, when they fall in love, a valkyrie may wander the mortal world. Depending on the circumstances, some or all of their supernatural powers may not function during these sojourns.



OPEN GAME LICENSE Version 1.02

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that

Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. © 2000. Wizards of the Coast, Inc; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Northlands © 2011, Open Design LLC; Author: Dan Voyce; www. koboldquarterly.com.

Pathfinder Roleplaying Game Core Rulebook. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. © 2008, Monte J. Cook. All rights reserved. Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.



The time has come to brave the frozen empires of the savage north. Here honor is more common than steel, trolls and giants battle the gods, and a hero lives by strength of arm and reckless courage. Northlands is a 110-page sourcebook detailing the icy northern realms their geography, culture and magic.

- Rune and Grudge Magic offer all-new magic, plus new spells, magic items and incantations.
- New Haunts and Hazards The spirits of the land, the dangers of the trail! Tools to make any adventure exciting, and turn every encounter
- 12 Original Monsters based on Finnish, Inuit, Viking, and other legends of the north.
- New Equipment From skis to Northern alchemy, lots of new toys and tools for PCs or villains.
- Feats, Traits, and Class Features for the ways of the North for any cleric, barbarian, oracles, sorcerer, and more, both regional traits, teamwork feats, metamagic, and more. Rich roleplaying elements and exciting new twists to make the Northerner come alive!

Northlands covers campaign sites for adventurers to pillage or save:

- Trollheim: ideal for low magic or pseudo-historical campaigns focusing on human opponents; feuding clans, wars and viking raids.
- Thule: a classic land of monsters, focusing on giants and environmental hazards caused by the elemental clash of fire and ice.
- Hyperborea: a tropical lost world at the northern pole, based on Greek myth.

This official Midgard setting sourcebook is easily portable to any setting.

Pillage, plunder, and back to the ships before nightfall!

