THE JÖTUNFOLK

DESCENDED FROM DEATH

A Guide to the Jötunfolk of Rhune: Dawn of Twilight

\$3.00

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PREFACE

This book is the first of several books that will showcase the new direction that we're taking with Rhune: Dawn of Twilight, both in terms of content and artistic direction. As the result of our very first (and very, very awesome Kickstarter), we're able to return to full color, something I've wanted to do for a very long time. While I've always loved the sepia look of products (it reminded me of the stuff I loved from The Judge's Guild, as well as the old Forgotten Realms boxed sets), it was something that I think we needed to grow out of. The more I looked at it, too, the more I knew we could step up our game. Now, thanks to all of our wonderful Kickstarter backers (and you, for buying this PDF), Rhune: Dawn of Twilight is finally able to move back in that direction! So, thank you.

The Jötunfolk, are the discarded, unwanted children of the Thrall Lords—a people that Mike Myler and I designed because we wanted to explore how some of the darker aspects of the North might manifest as a whole people in the setting. We wanted to explore how the battles that took place during the Age of Myth might impact the setting, and I think you'll enjoy what we've done here. You'll also find some of Clinton Boomer's awesomeness inside, too!

The jötunfolk, as you'll soon discover, can be a troubled people seeking redemption or, if you desire, the dark inheritors of foul, Northern powers. And, with time, they can truly grow into monsters of legend in their own right. Of course, what you do with them is entirely up to you. The jötunfolk will be appearing in the upcoming Rhune: Dawn of Twilight Campaign Guide—out this October!

> JAYE SONIA December 2014







The Jötunfolk

HESE MYSTERIOUS, ILL-FATED MEN AND WOMEN

began to appear long after the Ragnarök Clock began its momentous count. Jötunfolk are the unwanted, unintended children of the Thrall Lords; exposure to titanic jötunstones changed the first of these peoples in the womb, turning them into half-giants despised and distrusted across Rhune.

In the Age of Myth, the blood of giants and their divine parents held enormous power, the energies so great that when left to sit in quantity, the deep crimson liquid formed into unbreakable rocks that came to be known as jötunstones. Impervious to steel and heavier than any man could move, they became odd fixtures of the landscape across Rhune—until the ælves activated the Ragnarök Clock.

Beneath the notice of man and wizard alike, the largest of these jötunstones began to change. These transformations were subtle and utterly imperceptible at first—it seemed that nature itself was resurging against the mythical workings of the Ragnarök Clock, sprouting larger trees and fatter game. Some saw the dangers for what they were, but too few heeded their warning. The men and women in settlements near truly prodigious jötunstones grew fat and strong from the veritable bounty from the land, so much so that word began to spread that the odd monuments were a sign of good fortune. They could not have been more wrong, and many find their ire for the Thrall Lords in the insidious misfortune begat by their long dead ancestors.

The skalds of Midgard recite morose ballads of the jötunfolks' inherited curse to this day, and the tale is one of their saddest. After decades of prosperity and fine harvests, the villages near these enormous jötunstones became towns bursting with men and women seeking prosperity. All seemed well and good for a time—before the first of the Burðr Morðvíg, the dreaded birth murders.

None claim to know anyone who's kin was present to witness a Burðr Morðvíg, but word of the tragedy spread across Midgard like wildfire. Healthy mothers, still carrying in the womb, saw their stomachs grow and expand to monstrous proportions, putting many to the bed before the actual birthing of their children. Not a one survived their ordeal, and each and every enormous child left their father a widower.

The people of Midgard vented their wrath on the gigantic jötunstones, but to no avail; the largest boulders were impervious to steel, magic, and strength. Once the envied rivals of civilization, all of the once burgeoning towns near jötunstones became ghost towns. These stones, once seen as boons to mankind, became known as dreyrugr—curse stones the bane of the dead mothers of a generation. Now only the bravest men and women dare to tread near these cursed stones or the haunted, empty towns that once thrived around them.

The last Burðr Morðvíg was nearly a century ago but the tragedy has not fallen out of memory, and the jötunfolk still suffer for it. Many say that carrying the blood of the Thrall Lords has cursed their souls and poisoned their minds, making the giant folk servants by the bond of kinship. While they may bear an obvious physical resemblance to the Thrall Lords, jötunfolk suffer none of the evil that suffuses their farremoved ancestors, but the people of Midgard mistrust them all the same.

There are, however, a few shining heroes who have arisen from the jötunfolk, huge warriors that have as much renown as they do strength. Unafraid of any more misfortune a jötunstone boulder might bring upon them, bands of jötunfolk adventurers began to investigate the huge mystical rocks. They found a curious thing—some among them could move and even destroy the accursed relics.

A giant-kin scholar—a true rarity—determined that those with a connection to one of the mammoth dreyrugr, whose blood ran with the same ancestral power, could affect it. Since then jötunfolk adventurers have crisscrossed Midgard, seeking out the colossal accursed stones to rid the realm of the pernicious remains of the Thrall Lords who perished during early during the Age of Myth. Most of these prodigious warriors are sent by jarls or driven by a desire to prove their honor, but rumors speak of jötunfolk turned bitter and evil, gathering together massive dreyrugr for malicious intent.

The place of the jötunfolk in Rhune is as tumultuous as the disturbance their very presence often causes. Isolated settlements in the harshest territories of the realm are said to exist, places where the giant kin live peacefully among one another, but many disregard this as rumor. For the most part, the people of Rhune believe jötunfolk to still carry the curse of Burðr Morðvíg with them, unwelcome at best and fell enemies at worst.

PHYSICAL

The jötunfolk are easy to spot in a crowd—they tower over the other races of Rhune, never shorter than seven feet tall. Broad of shoulder and arm, the giant kin have harsh jawlines and heads that match their proportions, uniformly larger than humanity in every way. All of a jötunfolk's armor, clothing, and equipment (from utensils to weapons) are made bigger than normal to accommodate their size.

Height and Weight Chart

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Jötunfolk, female	6'8″	235 lbs.	2d8	x 4 lbs.
Jötunfolk, male	7′1″	260 lbs.	2d10	x 5 lbs.



SOCIETY

Ostracized and despised universally throughout the realms, jötunfolk are nomads and wanderers in Rhune. Quickly recognizable immediately after birth, some giant kin attempt to hide in larger settlements as adults in their youth but are always seen for what they truly are before too long. In the past few years' rumors of entire towns filled by jötunfolk have traveled the land, but few know of their true locations. The gossip is true—some isolated villages exist in the harshest territories of the Middle Court, but where exactly is a staunchly kept secret.

RACIAL & CULTURAL ASSUMPTIONS

- The jötunfolk carry the blood of the Thrall Lords and many claim they can feel it surging in their veins. Worst, some among them use this as a justification to take give in to their basest nature—a fact that only worsens their already low social standing.
- The curse of the Burðr Morðvíg still haunts the jötunfolk, and most outsiders shun them, fearing their touch might carry over—cursing a beloved daughter, wife, or sister.
- Although all people change over time, this is especially true of the jötunfolk, who change under very specific magical conditions—some of them even growing terrible claws and fangs.
- The jötunfolk are always hungry and everyone knows it. Worse, because many whisper they are secretly cannibals, most people fear to leave their young around the jötunfolk, fearing they will consume them.

Relations

Of all the peoples of Rhune, few are seen as dishonorable and unwanted as the jötunfolk. Despite their prodigious value in combat where they cut down swathes of foes with brutal efficiency, the towering folk are shunned by one and all. Humans fear them, dwarves despise them, ælves mistrust them, and the aryandai watch them carefully, ever vigilant against the Thrall Lords. Clockwork elves look upon jötunfolk with regret, knowing that they ushered in their indentured pains, and the glitterfane show them some mercy but no race in Rhune sees the kind of outright prejudice and discrimination that the giant kin encounter every day.

Alignment and Religion

The inherited traits of the Thrall Lords do not extend into the personal attitudes or morality of the towering folk directly, and jötunfolk may be of any alignment. Struggling with morality is something all giant kin deal with, caught between the responsibility of powerful physical gifts and the constant disapproval of the world around them. Among the pantheon of Rhune, Hothur the Golden Knight, Nayadia the Blue Maiden, and Velash the Even Handed are very popular with jötunfolk

that identify with honorable conduct and battle. True loners and nature dwelling towering folk find solace and self-sacrifice in the worship of Oridynn the All-Father.

Adventuring

Jötunfolk are powerful warriors, at home in nature, suited to resist the harshest climates and brutally effective in combat. However, their severely reduced social status leaves many towering folk to lead isolated, nomadic lives. Some earn their keep and earn a measure of redemption in the eyes of the people of Rhune, but most jötunfolk are the indentured servants of greater lords.

NAMES

Male Names Bask, Hark, Jorg, Mikt, Tarth, Vynsk

Female Names Cydr, Eryns, Fyrda, Lor, Tyaina, Zyr

Last Ashrask, Icesjo, Skärr, Tveit, Vikkvigr

RACIAL TRAITS

+2 Strength, +2 Constitution, -2 Charisma

Jötunfolkarephysicallygifted, strongandhardyfrombirth. The Towering Folk aren't as likable as the other races of Rhune, however.

Giant humanoid (giant)

Jötunform Jötunfolk are considered both humans and giants for any and all effects related to race. Additionally, whenever a jötunfolk is subject to spells or effects that directly alter their bodies (such as from enlarge person, bull's strength, and similar spells from the school of transmutation), they manifest additional, monstrous features—their teeth and fingernails lengthen, their veins bulge, and their bestial features become more pronounced—resulting in an additional -2 penalty to their Charisma scores while such effects remain in place.

Medium Jötunfolk can grow very tall (some as tall as nine feet), but are medium sized creatures. Although their physical build (see Towering Build, below) does impose some penalties, their space and reach remain those of medium-sized creatures.

Towering Build The prodigious size and build of a jötunfolk lets them function as if they were Large creatures. They gain a +1 bonus to CMB and CMD, can use weapons designed for Large creatures without penalty, and treat their carrying capacity as if they were Large creatures. Additionally, jötunfolk are considered Large creatures when determining how size-based attacks (such as swallow whole) or spell effects affect them. Because of their build, jötunfolk suffer a -1 penalty to their AC just like Large creatures.

Giant's Appetite The jötunfolks' prodigious size and demanding metabolism makes them extremely hungry and thirsty, forcing them to consume twice as much food and water as normal humans.



Normal Speed Jötunfolk have a base speed of 30 ft.

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

Intimidating Prowess Jötunfolk gain the Intimidating Prowess feat for free.

Thrallsoul Unlike many other races, the jötunfolk have a natural connection to the Thrall Lords, and as a result, have a much harder time creating bonds with the Old Gods or their celestial servants. When casting divine spells, jötunfolk suffer a -2 penalty to caster level checks and a -2 penalty to spell DCs. This penalty is ignored if the jötunfolk has a Thrall Lord patron who granted the divine spell.

Healer's Curse Although jötunfolk are living creatures, their strange connection to the Thrall Lords inhibits their ability to heal when exposed to positive energy. Whenever a jötunfolk is healed in such a manner, he halves the amount of healing received. This racial trait is ignored if the jötunfolk receives healing from a caster who receives spells from one of the Thrall Lords.

Languages Jötunfolk begin play speaking Giant and Low Common. Jötunfolk with high Intelligence scores can choose from any of the common tongues.

SETTLEMENTS

Isolated in the most disparate reaches of Rhune, jötunfolk towns and villages are little more than rumor to most. They are quite real, hidden away in places most other races would find utterly inhospitable. A traveler that succeeds on a Knowledge (geography) skill check (DC 25 - settlement's size modifier) may learn the whereabouts of nearby jötunfolk settlement, though reaching said settlement is often another matter entirely.

Alternate Racial Rules

Rock Catching Jötunfolk can catch small, medium, or large rocks (or projectiles of similar shape). Once per round, a jötunfolk that would normally be hit by a rock can make a Reflex saving throw to catch it as a free action. The DC to catch rocks or similar objects is as follow: 15 for small rocks, 20 for a medium rocks, and 25 for large rocks (if the projectile provides a magical bonus on attack rolls, the DC increases by that amount). The jötunfolk must be aware of the attack in order to make a rock catching attempt. This racial trait replaces the intimidating prowess racial trait.

FAVORED CLASS OPTIONS

Alchemist Add +1 foot to the range increment of the alchemist's thrown splash weapons (including the alchemist's bombs and/or rocks). This option has no effect unless the alchemist has selected it 5 times (or another increment of 5); a range increment of 24 feet is effectively the same as a range increment of 20 feet, for example.

Barbarian (or Berserker) Add +1 to the barbarian's base speed. In combat this option has no effect unless the barbarian has selected it five times (or another increment of five). This bonus

stacks with the barbarian's fast movement feature and applies under the same conditions as that feature.

Bard Reduce arcane spell failure chance for casting bard spells when wearing medium armor by +1%. Once the total reaches 10%, the bard also receives Medium Armor Proficiency, if he does not already possess it.

Cavalier Add +¹/₄ natural armor bonus to the cavalier's mount companion. If the cavalier ever replaces his mount, the new mount gains this natural armor bonus.

Cleric Add +1/2 to negative energy spell damage, including inflict spells.

Druid Add +1 to the druid's animal companion's CMD when resisting any two combat maneuvers of the character's choice.

Fighter Add +1 to the fighter's CMD and CMB for one combat maneuver of the character's choice.

Gunslinger Add a +1/3 bonus on attack rolls when using the pistol whip deed.

Inquisitor Add +1/2 bonus on Sense Motive checks and Knowledge checks to identify creatures.

Magus Add +1/3 point of force damage to spells that deal force damage cast by the magus.

Monk Add +1 to the monk's base speed. In combat this option has no effect unless the monk has selected it five times (or another increment of five). This bonus stacks with the monk's fast movement class feature and applies under the same conditions as that feature.

Oracle Add +1/2 to the oracle's level for the purpose of determining the effects of the oracle's curse ability.

Paladin The paladin gains +1/6 of a new mercy.

Ranger Add +1/2 bonus to the ranger's Strength score when determining carrying capacity.



Rogue The rogue gains a $+\frac{1}{2}$ bonus on Disable Device and Use Magic Device checks related to glyphs, symbols, scrolls, and other magical writings.

Sorcerer Add +1/3 point of force damage to spells that deal force damage cast by the sorcerer.

Summoner Add +¹/₄ natural armor bonus to the summoner's eidolon.

Witch Add +1 hit point or +1 skill rank to the witch's familiar.

Wizard Add +1/3 point of force damage to spells that deal force damage cast by the wizard.

NEW SORCERER BLOODLINE

Jötunblooded

The latent energies of the dreyrugr infused your blood with the power of the Thrall Lords, and you tap into that to channel your arcane abilities.

Class Skill Intimidate

Bonus Spells snowball (3rd), unshakeable chill (5th), ice spears (7th), ice storm (9th), icy prison (11th), cold ice strike (13th), frost mammoth (15th), giant form II (17th), polar midnight (19th)

Bonus Feats Combat Casting, Dodge, Giant's Jaw, Giant's Limbs, Giant's Stature, Natural Stonesman, Practiced Stonesman, Tosser

Bloodline Arcana Whenever you cast a spell that deals energy damage, you can change the type of damage to cold. This also changes the spell's descriptors to match this energy type.

Bloodline Powers The blood of the Thrall Lords runs through your veins, granting you terrible powers.

Jötunthrow (Su) At 1st level, you can enchant a stone into a throwing stone as a standard action. Unlike a regular throwing stone, these rocks expand into tiny-sized stones that deal 1d6 + your Charisma modifier in bludgeoning damage. At 8th level, the stones you throw are treated as normal throwing stones. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

Giant Traits (Ex) At 3rd level, your base speed increases by 10 feet. At 7th level, you gain resist cold 10.

Giant's Bellow (Su) At 9th level, you gain the ability to roar so loudly that it can shake the bowels of even the most courageous opponents. As a standard action, you can unleash a terrifying bellow. All creatures within a 30 ft. radius burst must succeed at a Will save (DC 10 + sorcerer level + Charisma modifier) or become dazed for 1 round and then shaken for an additional 1d6 rounds. This is a sonic, mind-affecting fear effect. You may use this ability once per day at 9th, twice at 15th level, and three times per day at 20th level.

Summon Lesser Giant (Sp) At 15th level you can let out a terrible call that summons (functioning as summon monster XIII) one of the Thrall Lords' beloved servants—the frost giant. You may use this ability once per day at 15th level and twice per day at 19th level.

Thrall Child (Su) At 20th level, your bloodline fully manifests and you embrace the dark power you have inherited. Your size increases to Huge, you gain a +8 size bonus to Strength, a +4 size bonus to Constitution, a -4 size penalty to Dexterity, and a +4 natural armor bonus. You also gain the rock catching and rock throwing racial traits; if you already have these abilities (from racial traits or feats), you instead receive a +5 bonus to Reflex saves, attack rolls, and damage rolls when catching or throwing rocks.

JÖTUNFOLK EQUIPMENT

Jötunfolk have access to the following equipment.

Chainsword

Price 225 gp; Weight 13 lbs.

Exotic One-Handed Melee Weapon	Price	Dmg (L)	Crit	Weight	Туре
Chainsword	225 gp	2d6	19-20/x2	13 lbs.	B or S
Special					

disarm, reach, trip (chain only)

From a distance, this weapon looks like a massive longsword with uneven serrations on both sides of the blade. Upon closer inspection (or often as a matter of surprise in combat), this large-sized longsword is actually made from several sharp sections of steel. When a catch in the handle is thrown (swift action, DC 14 Strength check), the sword extends, each piece of the blade linked together by a chain built into the haft that runs through to the tip of the blade. Once extended, the weapon operates like a spiked chain. Outside of combat, a chainsword can be safely retracted, but doing so normally takes a minute. Retracting it more quickly requires a standard action, a DC 16 Strength check, and a DC 13 Dexterity check. If the user fails either, he takes a weapon die of damage for each failure.

Giant's Mitt

Price 85 gp; Weight 9 lbs.

Exotic One-Handed Melee Weapon	Price	Dmg (L)	Crit	Weight	Туре
Giant's Mitt	82 gp	1d6	x2	9 lbs.	В
Special					
blocking, monk					

This large, fluted piece of metal appears to be a massive gauntlet bound in heavy leathers and animal skins. Where the armored fingers of the gauntlet would normally be, the glove flares open instead, doubling the size of the wearer's hand. When a large sized creature wears the mitt, he treats it as a normal gauntlet. If the creature is proficient with the mitt, he can use it to catch and throw boulder and rock-shaped ranged weapons targeting it.

6



Once per round, when wielding a giant's mitt, you may make a Reflex saving throw to catch (DC = opponent's attack roll) a ranged weapon that would normally hit. You must be aware of the ranged attack in order to catch it, and when you attempt to catch it, you gain a +2 equipment bonus. If you successfully catch the boulder, you make drop into your other hand (if it's empty) or drop it in an adjacent square as a free action. If an opponent occupies one of those squares, you may make an attack roll as normal. You may, as a standard action, throw the original boulder back at the attacker with a +2 circumstance bonus to your attack roll. Arrows, bolts, and bullets cannot be thrown back, but splash weapons can, provided they did not break upon impact.

When using a giant's mitt, your fingers are grasped around the handle within the base of the weapon, and you cannot wield or carry other items in that hand. A giant's mitt cannot be disarmed (but it can be dropped). Monks are proficient with the giant's mitt.

JÖTUNFOLK FEATS

Rock Throwing

You have learned to throw the stones you catch with deadly precision. Prerequisite Jötunfolk with the Rock Catching racial trait

Benefit You are accomplished at throwing boulders, stones, and rocks and gain a +1 racial bonus on attack rolls with such. You can hurl rocks up to two categories smaller than its size. A rock is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. A thrown rock has a range increment of 120 feet. Jötunfolk can hurl the rock up to five rage increments. Damage from a thrown rock is 2d6 plus 1 ½ times your Strength bonus.

Natural Stonesman

Caching rocks is second nature for you.

Prerequisite Jötunfolk, base attack bonus +1

Benefit You gain the rock catching racial trait.

Normal Normally a jötunfolk receives the jötunskin racial trait instead and gains no combat proficiency with rocks.

Practiced Stonesman

Not only can you catch stones with the rest of them, you're talented at throwing them as well—with deadly accuracy.

Prerequisite Jötunfolk, base attack bonus +3

Benefit You gain the rock throwing racial trait.

Normal Standard jötunfolk begin play with the intimidating prowess racial trait.

Tosser

The lesser races are just that—lesser. Making good on your prodigious size and physical prowess, you've mastered the art of throwing these smaller creatures.

 $\ensuremath{\textbf{Prerequisite}}$ Jötunfolk or giant, rock throwing racial trait, base attack bonus +5

Benefit You become proficient at throwing creatures of up to one size category smaller than you (for a normal jötunfolk, creatures of Small size or less). Your range increment is 20 feet, though for any throw beyond the range increment, you must succeed on a Strength check (DC 15 + 2 per range increment). To throw a creature, you must first successfully pin them, then succeed on a combat maneuver check to throw them. You do not need to pin or make this check with unconscious or willing creatures. In order to throw a creature they must weigh less than your light load and you may not be encumbered. Thrown creatures deal 1d6 + your Strength modifier in bludgeoning damage to both themselves and their target on impact, +1d6 bludgeoning damage per range increment traveled. **Normal** Normally you cannot throw creatures, willing or not.

Special When working with a willing partner, you can throw a creature as it jumps out of your hands, increasing the overall distance it travels.

Both creatures must make a DC 12 Dexterity check. If both succeed, the thrown creature may make an Acrobatics skill check. You may add the total of that Acrobatics skill check to your strength check to determine how far you throw the creature. If either of you fail the Dexterity check, you drop the creature instead.

Giant's Stature

You truly carry the traits of the Thrall Lords, and have grown to a height and weight rivaled by few of your *kin*.

Prerequisite Jötunfolk, character level 11th, Fleet, Giant's Jaw, Giant's Limbs

Benefit Your size increases to Large. You gain a +2 racial bonus to Strength, and a -2 penalty to Dexterity. You take a -1 size penalty to attack rolls and a -4 size penalty on Stealth checks.

Normal Jötunfolk are Medium sized creatures. Special You are now a Large creature, with all of the benefits and penalties of your size. Your towering build racial trait does not scale up and you do not treat yourself as a Huge creature, however. Spells (like *enlarge person*) or abilities that make you bigger increase your size as normal. Additionally, you must now consume four times as much food and water as normal humans to survive.

Giant's Limbs

Like your prodigious jaw, you've got lengthy limbs too—so long they are almost disproportional to your already enormous body.

Prerequisite Jötunfolk, character leve 5th, Fleet, Giant's Jaw

Benefit Your reach increases to 10 ft. Normal Jötunfolk have a reach of 5 feet.

Giant's Jaw

Your vocal chords, jaw, and mouth are all

enormous. When you bellow, the ground seems to quake with the force of your voice and when you've a mind to, you can be heard for miles around.

Prerequisite Jötunfolk

Benefit The DCs of any spells, extraordinary, supernatural, or spelllike abilities that you possess that require a sonic component (verbal components for spells excluded) or produce a sonic effect (such as a bardic performance, *sound burst* spell, or terrifying howl rage power) increases by +1. You gain a +1 racial bonus to Intimidate checks. **Special** This feat may be taken more than once, but only after the jötunfolk has increased in size category by one.

Jötunfolk Magic Items

Prodigious Spaulders

Aura moderate transmutation; CL 9th Slot shoulders; Price 9,600 gp; Weight 18 lbs.

DESCRIPTION

These worn leather shoulder guards are covered in dulled metal studs and blunted spikes of varying sizes. Crimson filigree borders the sunwashed leather near its edges, and it seems to be sized for a warrior with shoulders enough for two.

The *prodigious spaulders* grant a +1 deflection bonus to the wearer's AC. Additionally, as a swift action the wearer can grow one size category larger (exactly like an *enlarge person* spell) for up to three minutes per day. These minutes need not be consecutive.

CONSTRUCTION

Requirements Craft Wondrous Items, *polymorph*, *shield of faith*; **Cost** 4,800 gp

Throwing Stones

Aura faint conjuration; CL 3rd Slot none; Price 9,000 gp; Weight 1/8 pound each

DESCRIPTION

Every one of these small pebbles is unnaturally smooth and shines with polish. Several types of stone are collected therein, ranging from obsidian to granite and back again.

Throwing stones are diminutive items, easy to store and access from a pouch. When thrown, a *throwing stone* is initially treated only as a dart (20 ft. range increment, x2 critical modifier) but as it sails through the air, the *throwing stone* expands and grows into a small-sized rock that deals 2d6 + 1 ½ times the wielder's Strength score in bludgeoning damage. After being thrown, a *throwing stone* is destroyed.

CONSTRUCTION

Requirements Craft Wondrous Items, pebbles of seven kinds of rock, stone call; Cost 4,500 gp

Belt Of Lesser Kin

Aura moderate transmutation; CL 9th Slot belt; Price 24,800 gp; Weight 8 lbs.

DESCRIPTION

This belt is made of tough, red leather and is easily sized for an adventurer. The belt is covered in etchings of warriors in combat, each of which wields an enormous weapon against much smaller enemies. A large silver clasp, shaped to resemble two axes, adorns the oversized buckle. A jötunfolk wearing a belt of lesser kin is treated as a regular humanoid for the purposes of resolving spells (such as enlarge person or reduce person).

CONSTRUCTION

Requirements Craft Wondrous Items, polymorph; Cost 12,400 gp

Jötun's Rune Pebble

Aura strong enchantment; CL 12th Slot neck; Price 34,000 gp; Weight —

DESCRIPTION

This heinous rock seems to radiate with the dark energies mastered by the Thrall Lords, ebbing with power when combat ensues. Runes are engraved across the crimson stone's surface, and trying to read the archaic script hurts the eyes if one lingers too long.

A *jötun's rune pebble* is normally tied tight against the skin of one's throat with leather, but is sometimes added to torqs. When worn, it grants jötunfolk within 50 ft of the wearer a +1 insight bonus to attack rolls, as well as a +1 bonus to saving throws against fear effects. Additionally, all

non-jötunfolk within 50 feet that fail a DC 19 Will save take a -1 penalty to attack rolls and saving throws against fear effects.

CONSTRUCTION

Requirements Craft Wondrous Item, Heighten Spell, fragment of a *jötunstone*, *bane*, *bless*; **Cost** 17,000 gp

JÖTUNFOLK SPELLS

Curse of the Thrall Lords' Caress

School necromancy; Level alchemist 3, antipaladin 2, bard 3, cleric 4, druid 4, magus 3, ranger 3, sorcerer/wizard 4, summoner 3 Casting Time 1 standard action Components V, S, M (a gem worth 30 gp) Range close (25 ft. + 5 ft./2 levels) Target one creature/level Duration 1 day/level Saving Throw Will negates; Spell Resistance yes

This spell curses the target to suffer the same prejudice and animosity shown toward jötunfolk, inciting anger, dislike, and disrespect from creatures of its size or smaller. The cursed target takes on an aura of death and decay, one that causes animals to back away and men to distrust it. The target suffers a -4 penalty to all Charisma-based Skill checks made with creatures of its size. This penalty doubles each for creatures of smaller size categories (Charisma-based skill checks made with Small size creatures suffer a -8 penalty, and so on). While under the effect of this curse, the target cannot spend honor (although it may still gain honor as normal). The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment, limited wish, miracle, remove curse*, or *wish* spell.

Gut Freeze

School conjuration; Level bard 4, cleric 5, druid 5, magus 4, sorcerer/ wizard 5

Casting Time 1 standard action Components V, S, M (jötunstone dust) Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration instantaneous and 1 round/level Saving Throw Fortitude halves; Spell Resistance yes

You call upon the dark powers of the Thrall Lords to briefly create a small window Niflæheim within a target's body. The target creature takes 1d6 cold damage per caster level (maximum 12d6) and is *slowed* (as the spell) for a number of rounds equal to caster level. A successful Fortitude save halves this cold damage and negates the slow effect.

Mantle Of The Thrall Lords' Champion

School necromancy; Level cleric 6, sorcerer/wizard 7, summoner 6 Casting Time 1 standard action Components V, S, M (the skull of a humanoid, 80 gp worth of gems) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level (D) Saving Throw Fortitude negates (harmless), Will (see text); Spell

Resistance no The vile power of the Thrall Lords envelops the target, cloaking it in an enormous miasma of dark, infernal power. The target gains immunity to cold, all diseases and poisons (both magical and mundane), a +4

to cold, all diseases and poisons (both magical and mundane), a +4 deflection bonus to AC, a +12 bonus to CMB and CMD, and as a swift action every round they may make a gaze attack at any creature within the spell's range. Targets of this gaze attack that fail a Will save are subject to 1d4 diseases chosen by the enchanted creature.



<u>Dreyrugr Aura</u>

HE LAND surrounding a collected mass of raw dreyrugr oftentimes takes on a variety of strange and otherworldly properties, some subtler and more obscure than others; creatures and natural processes in the area are warped by the presence of these potent extra dimensional materials, changed in mysterious ways.

Bizarre effects can be felt emanating from a dreyrugr in a variable radius of 2d10 miles; each week, month or year, re-roll to see if the effects spread or recede. These effects are strongly increased on each solstice, equinox and on certain other astrologically significant days, reaching twice as far. The effects are also strongly suppressed by burial or covering: each inch of soil, water, mundane stone or foliage laid atop a dreyrugr limits the range by one mile. In this way, areas intermittently fall in and out of the local jötunstone effect; storms, earthquakes, floods and other powerful natural occurrences can reveal or remove the effects.

Some dreyrugr, of course, are more stable than others, and the area's size changes less drastically or not at all.

Roll on the chart below—or simply pick out one or two qualities that make sense—to determine the effects of a randomly created dreyrugr. The effects are also subject to change, and may "flicker" between different types of magical forces inexplicably and unpredictably. Feel free to change any part of any effect below to make a new dreyrugr more interesting or more appropriate to your story.

Dreyrugr Aura Effects

#	Results
1	Crows in the area grow vicious and bloodthirsty, manifesting as swarms.
2	All bloodstains—even ancient or faded ones—glow a sickly red under the light of the moon. The hands of any who have killed another emanate light as a candle.
3	All those who bathe in the area are exposed to zombie rot.
4	Food made from grain grown in the area is twice as nourishing.
5	Skin from animals slain in the area turns ashen pale when made into leather.
6	Honey made from bees in the area preserves food indefinitely.
7	Those who sleep within the area are affected by nightmares, but each person so afflicted may use <i>augury</i> (as per the spell) upon waking.
8	Wood taken from the area burns twice as long.
9	Wood taken from the area burns twice as bright, showing strange colors.
10	Wood taken from the area does not float, sinking like stone instead.
11	Wood taken from the area does not burn, heating like stone instead.

#	Results
12	For twenty-four hours after death, the corpse of any humanoid slain in the area may be asked three questions, as per <i>speak with dead</i> .
13	Clothing made in the area rots away one day after leaving.
14	Alcohol made in the area is dangerously potent, applying an additional -1 penalty to the sickened condition when too much is consumed
15	Meat taken from the area is uncommonly sweet and delicious.
16	Vegetables grown in the area are uncommonly hearty and savory.
17	Those within the area gain perfect pitch and better singing voices, granting a +2 bonus on all vocal Performance rolls.
18	Sunsets and moonrises in the area are breathtakingly beautiful, and the stars appear much closer. Rainbows seen in the area seem to have more colors.
19	All those within the area become immune to poison.
20	Milk from goats in the area causes vivid, beautiful hallucinations.
21	Women within the area do not need to sleep.
22	All creatures within the area gain resistance 1 to one energy type (1-2: acid, 3-4: cold, 5-6: electricity, 7-8: fire, 9-10: sonic).
23	Children within the area gain <i>detect thoughts</i> (as per the spell) at will.
24	Sentient creatures touched by moonlight in the area fall under the effects of a <i>zone of truth</i> .
25	Any object lost in the area automatically returns to its owner's possession after twenty-four hours.
26	Consuming alcohol in the area provides the effects of <i>remove disease</i> , with a caster level equal to the hit-dice of the person drinking.
27	All creatures in the area become immune to pain, experiencing only slight discomfort at even the most gruesome of injuries.
28	All creatures in the area become immune to fear.
29	Creatures in the area do not age.
30	Bodily fluids such as sweat, tears and blood turn inky black and leave grimy stains that do not wash away.
31	All male sentient creatures in the area become "haunted," as per an oracle's curse: retrieving any stored item from their gear requires a standard action, unless it would normally take longer. Any item dropped lands ten feet away from in a random direction. This penalty disappears if the victim steals one object of value per day.
32	Holy symbols in the area crumble to ash after 24 hours.
33	Treating wounds in the area becomes much easier, granting a +2 bonus on all Heal checks.
34	All food in the area—except raw meat—tastes terribly bland. Vegetables gain a flavor that is truly disgusting, somewhat like copper.
35	Wildflowers in the area are unnaturally vibrant, even iridescent.
36	Fish in the area, when examined, are black on the inside.
37	All animals in the area (including livestock & pets) have a 1% chance each day of going mad and attacking randomly.

9	1
#	Results
38	Weapons in the area never lose their sharpness nor ever rust.
39	Corpses of sentient creatures in the area do not decay.
40	All blind creatures in the area gain blindsight.
41	Sentient creatures in the area become illiterate after twenty- four hour and cannot regain literacy until out of the area for twenty-four hours.
42	The breath of sentient creatures can be clearly seen, just as if the temperature was well below freezing.
43	All metals in the area take on rainbow sheen, like that of oil over water.
44	Fires in the area do not produce smoke.
45	All sentient creates in the can understand all spoken languages.
46	The lifting capacity of all sentient creatures is doubled, although base Strength scores remain unchanged.
47	Non-weapon, non-armor mundane objects made of wood from the area are automatically masterwork, although they crumble to ash one day after being removed from the area.
48	All sentient creatures in the area gain the scent extraordinary ability while naked and unarmored.
49	All sentient creatures in the area gain DR 10/cold iron while naked and unarmored.
50	All sentient creatures in the area may breathe underwater while naked and unarmored.
51	Natural, mundane animals born in the area glow faintly in the dark.
52	Creatures in the area lose their appetite and do not desire food.
53	Sentient creatures in the area cannot smile, even when happy.
54	Consuming mushrooms grown in the area produces an effect similar to <i>good hope</i> (as per the spell). This lasts for 1d4 hours.
55	Consuming mushrooms grown in the area produces an effect similar to <i>magic circle against law</i> (as per the spell). This lasts for 1d4 hours.
56	Consuming mushrooms grown in the area produces an effect similar to <i>cloak of dreams</i> (as per the spell). This lasts for 1d hours.
57	Consuming mushrooms grown in the area produces an effect similar to <i>displacement</i> (as per the spell). This lasts for 1d4 hours.
58	Consuming mushrooms grown in the area produces an effect similar to <i>entropic shield</i> (as per the spell). This lasts for 1d4 hours.
59	All creatures in the area become slightly precognitive, and cannot be surprised. This level of precognition is damaging to sanity, and deals 1d2 points of Wisdom damage each day Creatures with uncanny dodge are immune to this damage.
60	All non-sentient creatures in the area gain <i>freedom</i> of <i>movement</i> (as per the spell).
61	All non-sentient creatures in the area are under the effects of a <i>sanctuary</i> (DC 10 + 1/2 HD + Wisdom modifier).
62	Creatures in the area may <i>levitate</i> (as per the spell) as long as they are holding their breath.
63	Trees grow to have human faces and limbs.

#	Results
	Sentient creatures cannot enter a private building unless
64	invited in by the owner.
65	Creatures become dehydrated unless they drink one gallon of blood or ten gallons of water each day.
66	Any creature that begins laughing must make a DC 11 Will save or suffer the effects of <i>hideous laughter</i> (as per the spell). There is no limit to the duration of this effect.
67	All gold in the area is subject to a <i>heat metal</i> effect:
68	Trees in the area double their hardness.
69	Trees in the area have their hardness reduced to 1.
70	Books in the area become illegible.
71	Art in the area warps, depicting hideous and deformed creatures.
72	Man-made objects in the area have their hardness reduced by half.
73	Religious objects have double the normal hardness.
74	A stick taken from the area may be used as a <i>wand of lesser confusion</i> with 1d10-5 charges:
75	A stick taken from the area may be used as a <i>wand of chaos hammer</i> with 1d10-5 charges:
76	A stick taken from the area may be used as a <i>wand of protection from law</i> with 1d10-5 charges:
77	A stick taken from the area may be used as a <i>wand of expeditious retreat</i> with 1d10-5 charges:
78	A stick taken from the area may be used as a <i>wand of hideous laughter</i> with 1d10-5 charges:
79	All humanoid creatures in the area gain the stench special quality (DC 11, 10 rounds). Creatures that gain this ability in this way are not immune to the stench of others.
80	Sentient creatures in the area always smile and cannot frown or cry, even if sad or angry
81	All humanoid creatures in the area appear young, attractive and healthy, no older than their starting age
82	Wild plant life in the area (not crops) grows at ten times its normal rate
83	All creatures in the area are under the effects of <i>calm emotions</i> (as per the spell).
84	All sentient creatures gain the extraordinary quality of sunlight powerlessness:
85	All sentient creatures suffer a -10 penalty on Bluff checks
86	All sentient creatures suffer a -10 penalty on Diplomacy checks
87	All sentient creatures suffer a -10 penalty on Sense Motive checks
88	All sentient creatures gain the ability to <i>detect law</i> (as per the spell) at will.
89	Genders are reversed in the area.
90	Silver weighs ten times its normal amount.
91	Hair does not grow in the area.
92	All sentient creatures age at twice their normal rate.
93	All speech becomes unintelligible.
94	Ice and snow melt at 50 degrees Fahrenheit.
95-99	Roll twice.
100	Roll three times.



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VERSION 1.0A

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