

JOURNEY TO RAGNAROK

BATTLE BEYOND THE SEA



CREDITS

JOURNEY TO RAGNAROK is an Adventure and Setting inspired by Norse Mythology, compatible with the 5th Edition of the most famous role-playing game, designed by Michele Paroli

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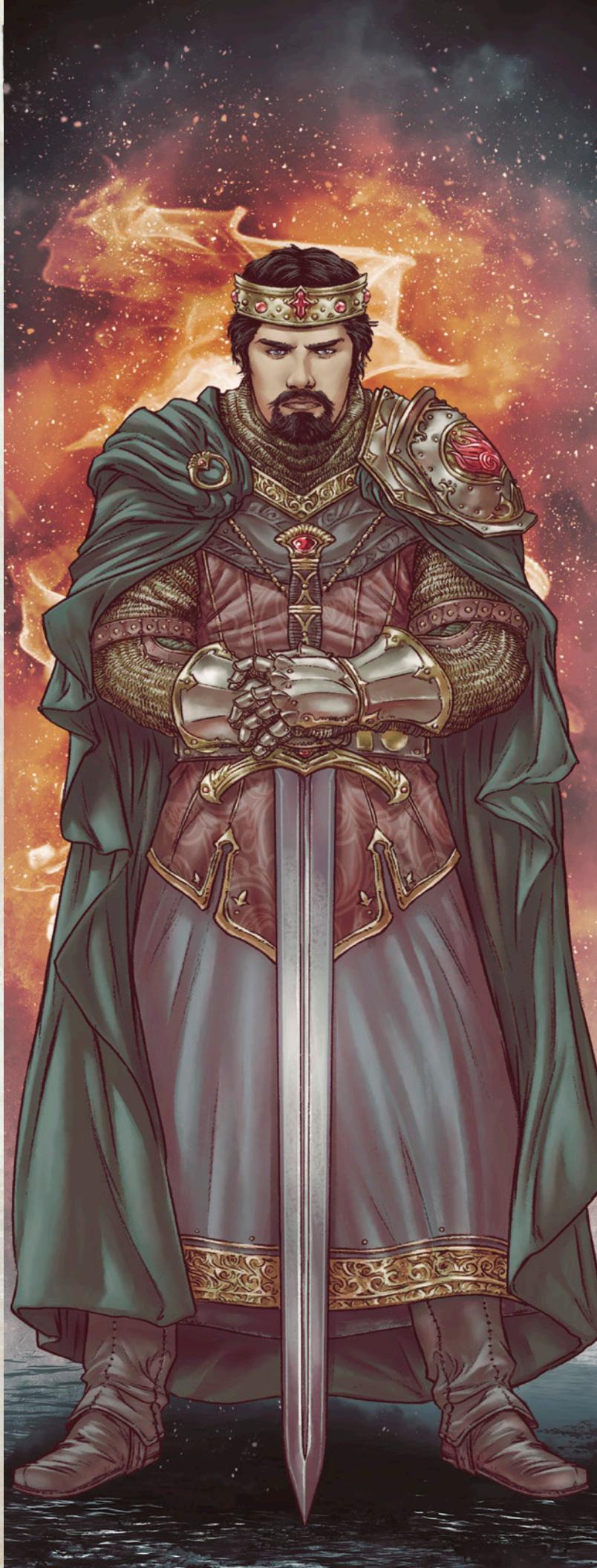
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SAILING ON MIDGARDR

This chapter contains a focus on the rules for sailing the seas of Midgardr that were outlined in *The Grey Wanderer*, the profile of a few different vessels the characters will be able to use in game and an exclusive background, the Skipasmidhr or shipwright.

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SAILING RULES

ROLES

Captain

Telling the tales and deeds of gods and heroes, the captain spurs his sailors to always greater feats of endurance and directs them in their daily duties. By passing a **Charisma (Performance)** or **Wisdom (Asatru)** check, the crew rolls their navigation checks at advantage for the day.

Alternatively, they can spend their Navigation Turn to help a crew member and grant them advantage for their navigation check of the day.

The role of the Captain is optional for groups with up to 4 players.

Helmsman

The Helmsman steers the ship along its intended route, with a successful **Dexterity (Sleight of Hand)** or **Wisdom (Insight)** check.

Lookout

The duty of the Lookout is to warn their companions of incoming dangers, like raiders, shallows, rocks or storms with a successful **Wisdom (Perception)** check.

Navigator

The Navigator plots the route to the group's destination and helps the Helmsman in not straying from it with a successful **Wisdom (Survival)** check.

Sailor

The heart and soul of a ship, sailors man the oars set the sails with a successful **Strength (Athletics)** check. For each character taking the role of the Sailor, the DC for their checks is reduced by 1. If three or more characters work as Sailors, then their checks can be considered group tests.

NAVIGATION

Each day spent at sea, the crew must roll a series of checks to sail their vessel, the order of which is set by the Navigation Turn.

Navigation Turn

**Captain > Navigator > Sailors
> Lookout > Helmsman**

Depending on the type of journey the group must undertake, the tests to roll for are the following:

Less than one day of sailing

Group check: on a success, the journey is eventless. On a failure, instead, the group must roll again and the ship loses one Integrity Point.

Braving the open seas

For journeys longer than a single day, the characters must pass a series of checks with a DC defined by the following table:

Coasting dry land	DC 12
Open sea sailing	DC 13
Rough waters	DC 15

Depending on the length of the journey, the crew must pass a navigation check every day, rounding up. For every failure, check the following table.

FAILED CHECKS

Navigator	The journey takes one more day.
Sailors	The effort tires them, making suffer 1 level of Exhaustion. The journey takes one more day.
Lookout	Failing to spot an incoming threat, the vessel loses 1 Integrity Point.
Helmsman	Not managing to avoid an obstacle in time or keeping the control over their course, the vessel loses 1 Integrity Point. If both the Helmsman and the Lookout fail their checks, instead of losing 2 Integrity Points the ship loses just 1.

RANDOM ENCOUNTERS

To determine the random encounters for the open sea, see the “**Midgardr - Open Sea**” table on page 63.

MOVING ON BOARD

If a character moves about the ship during a storm, they must pass a **DC 13 Dexterity** saving throw at the end of their movement or be knocked prone.

FIMBULVETR’S FROST

If a character is thrown overboard into the waters, they must pass a **DC 12 Constitution** saving throw every minute until they are hauled back on the ship, or suffer one level of Exhaustion and 1d4 cold damage.

INTEGRITY POINTS

Every ship, depending on its kind, is assigned a set number of Integrity Points that represent the solidity of its construction. If a vessel’s Integrity Points are depleted, it sinks. However, only a Skipasmidhr can repair it, at a rate of 1 every 10 days of work with the right tools and raw resources. More than one Skipasmidhr can work on the same vessel so that completion time is divided by the number of craftsmen, rounded up.

Should the players wish to hire a Skipasmidhr to repair their vessel, it would cost them 300 gold pieces per Integrity Point. Of course, a ship cannot exceed its Integrity cap.

FOOD AND WATER

Should the characters run out of supplies, to find for new rations they must stop sailing and devote one hour to foraging.

A successful **DC 15 Wisdom (Survival)** allows the group to find enough food for the day, while a successful **DC 17 Wisdom (Medicine)** covers their water needs. Characters who do not eat or drink suffer Exhaustion until they feed again.

Food

A character needs a pound of food every day but can choose to consume only half a ration, that counts as spending half a day without food. A character is able to not eat without consequences for a number of days at a time equal to 3 + their Constitution modifier (minimum of 1), suffering 1 level of Exhaustion at the end of each day spent without food.

When they eat again, the counter is reset.

Water

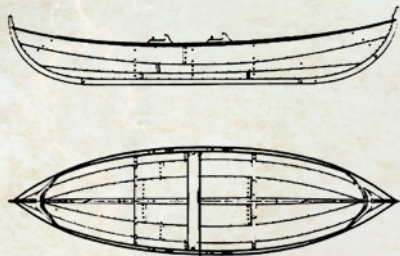
A character needs 1 gallon of water each day or 2 if the climate is hot. Characters who drink only half the required amount must pass a **DC 15 Constitution** saving throw or suffer a level of Exhaustion at the end of the day. If the character is forced to drink even less water, they automatically suffer 1 level of Exhaustion at the end of the day.

If the character already had Exhaustion levels, they suffer 2 anyway.

SHIPS

FAERING

Length	15ft
Width	5ft
Cost	1000 gp
Construction Time	10 days
Speed	5,5mph (90 miles per day)
Integrity Points	6
Minimum Crew	2
Maximum Crew	5

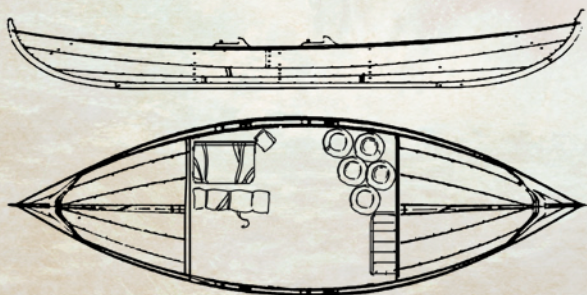


The smallest and cheapest of the seaworthy ships, built by riveting together overlapping wooden planks from bow to stern. Fitted with 2 sets of oars and a small square sail, the Faering is mostly used for fishing and short trips.



KNARR

Length	50ft
Width	15ft
Cost	4000 gp
Construction Time	40 days
Speed	7mph (120 miles per day)
Integrity Points	8
Minimum Crew	5 (3 Sailors)
Maximum Crew	16

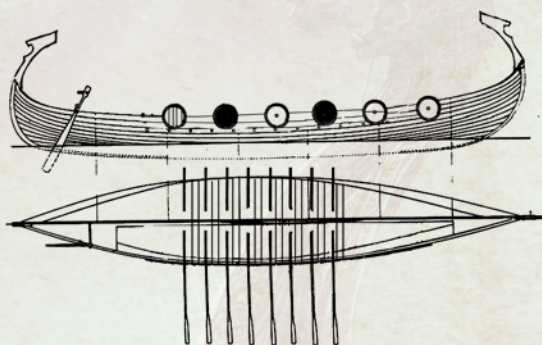


The Knarr, characterized by its squat and wide keel and a deep draft, is used mostly for moving people or cargo. It features 2 sets of oars and a large, square sail, allowing it not to rely excessively on rowing. Characters taking the role of Sailors roll their checks with advantage.



KARVE

Length	55ft
Width	10ft
Cost	5000 gp
Construction Time	50 days
Speed	12mph (185 miles per day)
Integrity Points	8
Minimum Crew	10 (8 Sailors)
Maximum Crew	18

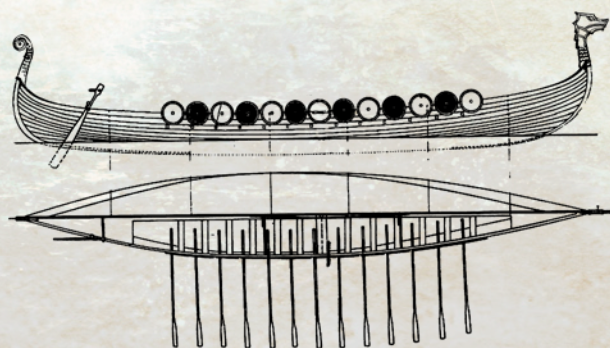


A versatile ship, similar to a Knarr-sized Snekkja, it is used both for war and commerce. Its structure allows it to sail in shallow waters, granting advantage to all checks rolled when in proximity to the shoreline.



SNEKKJA

Length	93ft
Width	15ft
Cost	10000 gp
Construction Time	100 days
Speed	12mph (185 miles per day)
Integrity Points	12
Minimum Crew	28 (26 Sailors)
Maximum Crew	40



A majestic and lavishly decorated warship, capable of taking on long journeys. The Snekkja is a light and slender vessel, that does not require a harbor to dock and can be beached with a successful group DC 15 **Strength (Athletics)** check.



SKIPASMIDHR

Skipasmidhr are among the finest and best-known craftsmen on Midgardr, as ships are the lifeblood of the Northlanders' economy; fishing, trading and over-sea raiding would not be possible without their skill and expertise. The techniques to build vessels capable of sailing far from the Northern shores are carefully guarded secrets, handed down from father to son or taught by a master shipwright to its few and skillfully selected apprentices.

Because of this, Skipasmidhr are always respected, and there are not many lords and ladies powerful enough to negotiate with them to obtain the best ships to raid in the King's or Jarlr's host.

Every Skipasmidhr has to prevent such marvelous knowledge to fade away, as it is commonly said that one lifetime is not enough to reach perfection in one's craft.

Proficiencies: Athletics, Perception

Tools: Artisan's Tools (Carpenter's tools)

Equipment: clothes, common, carpenter's tools, thick rope, a simple weapon, a pendant bearing a rune made with the wood of an ancient ship, a leather pouch with 20 gp.

FEATURE: CARPENTRY SKILLS

The character has mastered the traditional shipbuilding techniques. Whenever they roll a Carpenter's tools check to build or repair vessels, their proficiency modifier is double. They can repair 1 Integrity Point to a ship, or even build a new one if they are supplied with proper resources.

SUGGESTED CHARACTERISTICS

Skipasmidhr put their work before anything else, some taking pride in their skill, while others spend their entire life on the path to perfection. Sometimes, greed takes hold on the soul of a shipbuilder, as their work is so vital to their community, while many others only wish to express their creative spirit freely, an eye always to the sea and the other to their projects.

D8	PERSONALITY TRAIT
1	When they begin to work, nothing can stop them.
2	They don't care about gods or politics, instead, think only about perfecting their craft.
3	They speak last because the wise listen first.
4	They are a simple man, even naive at times.
5	Working in a good spirit helps in obtaining a good result.
6	The character does not listen to opinions other than their own.
7	The character is known for their eccentric mannerisms.
8	They always speak through maritime metaphors.



D6	IDEAL
1	Legacy. The character's goal in life is to train the new generations of shipwrights, so the ancient traditions do not fade. (Honorable)
2	Perfection. The character feels they have to squeeze every possible lesson from every moment, experience and encounter in their life. (Neutral)
3	Discovery. The ancient traditions are but a point to start from to discover the world and new lessons. (Chaotic)
4	Wealth. The character is determined to use their skills and work to live in the wealthiest manner possible. (Dishonorable)
5	Tradition. The character draws strength from the ancient traditions and the teachings of the past, as they are everything they need. (Lawful)
6	Aspiration. The character must become more skilled than their teacher ever was. (Any)

D6	BOND
1	The character must complete the mission their mentor gave them.
2	The character is deeply indebted with a local Jarlr.
3	The character dreams about building a vessel worthy of the Gods themselves.
4	They swore allegiance and would never betray their oath.
5	There is nothing dearer for the character than their own family.
6	The character lives for the thrill of discovering new shipbuilding techniques.

D6	FLAW
1	They do not accept points of view that stray from the ancient traditions.
2	The character is confident to the point of arrogance.
3	The character is extremely lazy.
4	They are driven by an insatiable curiosity.
5	Often, the character does not keep their word.
6	They do not believe they are treated with the respect and consideration they actually deserve.

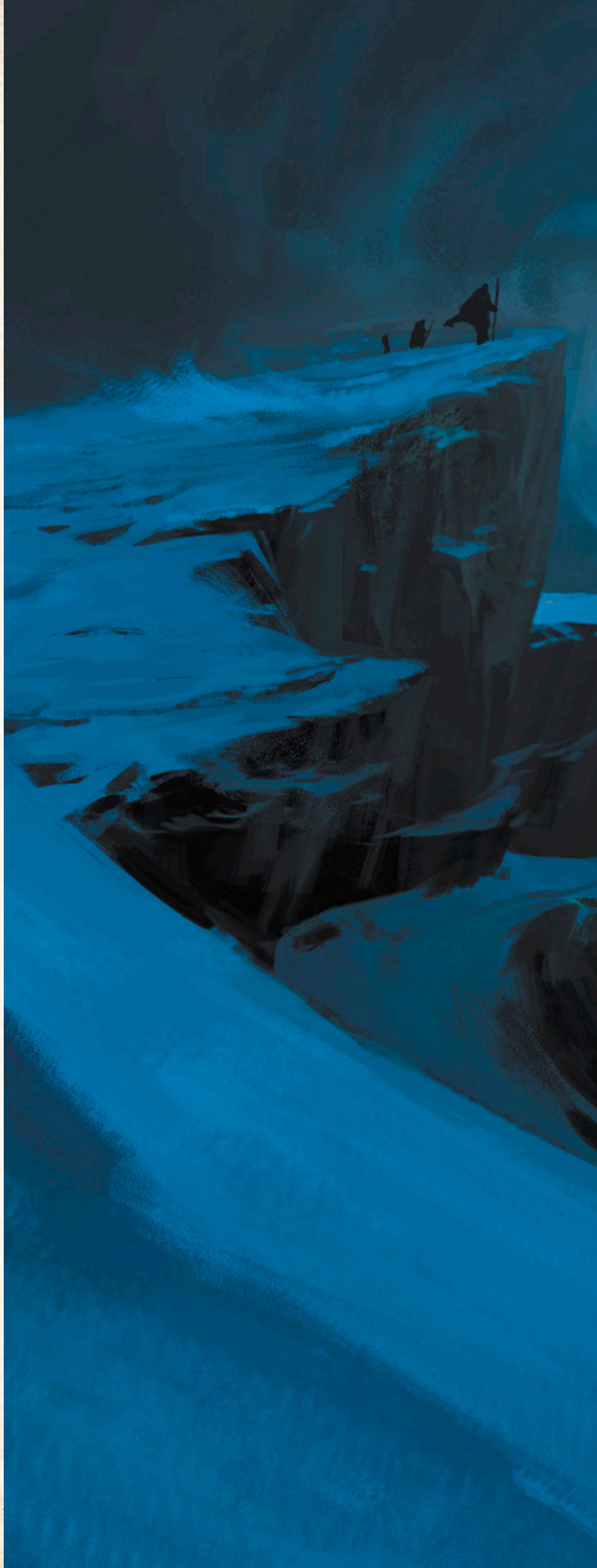




BATTLES BEYOND THE SEA

Adventure for characters level 4 to 7, where the group of Vikingar and Skjalmær explores the World of Midgardr beyond the borders of the Northland.

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BATTLES BEYOND THE SEA

The players take the role of an experienced band of vikingar, whose name and deeds are already known, currently stationed in the region of Jutland. They are summoned by queen **Thorunn Horikdottir** for a dangerous rescue mission in the foreign lands of Anglia. Horik Gottfresson, father to the queen, and his firstborn Erik “Barn” Horisson, called “Kid”, never returned from their last raid and, instead of being dead as they were thought at first, are prisoners of the Flame King, the mighty ruler of the Englar.

The characters must find a safe harbor along the rocky shores of Frankland, now fallen prey to powerful necromantic forces, and from there embark in the dangerous journey across the stormy sea to the Englargardr, the Kingdom of the Englar.

Their direst threat, however, lies in the city of Eoforwic, from which rules Aldebrand, he who bears the sinister title of Flame King.

ADVENTURE BACKGROUND

It has been two years since Horik the Great and his eldest son Thorvald left for the shores of Anglia on a raid launched by the King of Norvogr, whose son Asbjorn the Red was the sole survivor of alongside his men. The relentless march of Fimbulvetr made sailing almost impossible and men and news travel at great risk.

The Red, however, did not bring any news of the Jutlanders, claiming he was isolated from the rest of the expedition by a fearsome storm that cast him far away from his intended landing point. So, the sire of Siste Festning and his son were thought dead and young Thorunn Horikdottir had to fight her way to the throne, eliminating rivals among her own family and leading her men in the glorious battle beyond the Danevirke.

The storm that split the vikingar host made the raid on the Englar incredibly harder, Horik’s men defeated by the Englar Royal Guard, who captured the Jutlander king after a few months of endless combat and imprisoned them in Eoforwic, in northern Englargardr.

The invaders were given an ultimatum: renounce their pagan gods by the next celebration of the Rising Sun, just shy of a year from then, and embrace the faith of the God of the Flame or be fed to the bonfires during the festivities.

As soon as the Queen took her throne, she started having dreams. She was flying, like a raven in the grey heavens of the world, wandering and feeling like she was looking for something. Night after night the dream came again, the raven flying further above Frankland, over frozen shores and a stormy sea, to arrive in a city devoid of any life. At its borders, she saw a lighthouse, a flame burning at its top, so bright it hurt the raven’s eyes and melted the surrounding ice, a harbor filled with empty vessels.

It took many days to make sure the queen dedicated the proper attention to the matter. Still, without actually giving thought to the meaning of that dream but counseled by a wise Bondhi from Siste Festning, she understood that buried within those nocturnal visions there was something more than just a memory.

“The dreams of the mortals are the way for the gods to speak with them, pointing to the direction of what our fate is looking or wishing for... the wise man knows how to follow those directions.”

From that moment, the Queen took the matter more seriously, asking the gods for guidance before going to bed, and the raven began its journey again. It carried a spark of flame in its beak stolen from the lighthouse and crossed the sea defying the storm, to follow the travel of the Sun. An endless expanse of raging water, as dark as despair, lightning cracking the sky, its blinding light revealing only more water and darkness, were the raven’s only companions.

Then land. A different one, gentler in its weather even when firmly gripped by Winter. The raven flew, going up the river of that far away land, up to a fierce fortified city rising on stone. In its grand square, tied to wooden poles, two men.

King Horik and his son, Erik. Then, a figure draped in foreign clothes and crowned in flames pointed at them a sword and said:

“There are no true gods other than the One Flame. You shall bow to the One Flame and serve it by serving me, Aldebrand, Champion of the Flame and lord of these lands. If when the Sun shall rise again, you have not bent the knee to me, then you shall become the sacrificial sparks to kindle the Flame again.”

The raven flew in circles around them, each cycle alternating between night and day and the former gradually eating away at the latter. When the longest of nights faded into the Sun setting on the square, flames consumed the Gjallarhorn lords.

“THEY LIVE!”

It was not a dream, but a message. Too vivid an image and too strong a feeling, they could not be figments of her imagination. Each night the Queen witnessed her relatives burn, each night the raven flew one less circle before the flame came.

Horik, King of Jutland and chieftain of the Gjallarhorn clan, and his firstborn, Erik “Barn”, still lived, although prisoners of a powerful servant of the God of the One Flame.

They had to be saved, but every Gjallarhorn sword was already fighting the marauding Franks at the Danevirke, and the political balance in the Jutland region was as thin as spring ice, held together by anything other than the queen’s willpower.

Every night the raven flew one less circle before the flames sparked to life. Time was running out. This is a tale of Heroes, however, brave warriors to attempt such a rescue in a foreign land, ruled by a powerful enemy.

ADVENTURE HOOKS

This module is meant as an ideal follow up to *The Grey Wanderer* for a group of 4th level heroes, although it can be played as a stand-alone adventure.

At 4th level, the characters should be seen as brave heroes or mighty warriors, renowned all over Midgardr.

Down below is a list of possible adventure hooks to choose from.

- **The honor of the Clan before anything else.** The character is a member of the Gjallarhorn Clan or any of its vassal Clans and answered to the Queen’s summons without hesitation, to prove their honor or that of their ancestors.
- **Not just a foreigner.** The character was not born in Jutland and, trapped there by Fimbulvetr, accepted the summons of the Queen to prove their worth to the Gjallarhorn.
- **Beyond the Wall.** It does not matter where does the character come from or where have they been; they feel the urge to explore the previously unknown lands beyond the Danevirke, often crossed by those who embark on missions on the Queen’s behalf.
- **In defiance of Fate.** The character wants to put their mettle to the test and break through their limits, accepting one challenge after the other. Or they wish to become a famed hero, known across the whole of Midgardr. Either way, there is no better path to greatness than accepting the summons and requests of the crowned heads of the region.





EPISODE I

THE MISSION

The adventure begins with the characters receiving a message from queen **Thorunn Horikdottir** (see page XXX), inviting them to join her in her palace at Siste Festning and take an important task.

Once the heroes had knelt before her and swore fealty as the honor of the monarch demands, the queen dismisses her court with an absent gesture and gracefully sits on her wooden throne.

“Your reputation as brave warriors precedes and is the reason why I summoned you here to discuss precious news from overseas. Before moving on, however, I ask you to take again your oath of silence and loyalty, for none of what I am to tell you is to leave this much room. Your future deeds might shape the future of Jutland and the Gjallarhorn clan itself.

Your previous king, my father Horik Gottfredson

and his firstborn Erik, were lost at sea a year ago but are alive, prisoners of the powerful king of the Englar! The Clan cannot tolerate the stain upon its honor that is the captivity of its very monarch, my own father.

I can give you directions for a safe harbor, perhaps the only one from it is still possible to reach the Englar lands, although achieving it is no small feat in of itself. It lies deep in Frankland, many days away from our own Danevirke. I am afraid passing through that country beset by evil it is the fastest route, if not the only one, to rescue the King and his son. Frost has not yet tightened its grasp around the harbor of a small town, so insignificant and silent I wonder if souls still live there. You shall set sail following the rising of the sun until you spot the Englargadr, then you will take a

river upstream to the city where my father and brother are held.

You shall be given all the information in our possession to help you in your journey, as time is our enemy; the Longest Night, one and a half moon away from now, will be my father's and brother's last.

I am aware of asking much of you, but I am sure the Gods themselves sent you on my way!

Tonight, you are my guests, and in the honor of the Heroes of Jutland shall be held a grand banquet!"

The Queen's words hide the source of her information. By passing a **DC 15 Wisdom (Insight)** check, the character understands there is something she is not telling.

However, the group is dismissed and led to their quarters in the palace, where one of the Queen's advisors, an old man, is waiting for them. He gives them precise information on how to reach the safe harbor the Queen mentioned and tells them to head west from there.

The characters can use the time before the feast to prepare or wander freely among **Siste Festning's** halls (see page 42).

THE FEAST

The feast is truly magnificent, with succulent meats and rivers of mead and ale. The characters are introduced to those gathered in the halls of Siste Festning as valorous warriors, although the reason behind their presence is kept hidden.

Many will try to get closer to the characters and glean information about why were they summoned and what task the Queen gave them. Should any of the heroes talk about Horik and Erik and their rescue in the Englargardr, the mood in the hall changes and some will clamor against Thorunn's decision, only to be silenced in short time by her authoritative stare.

It is possible to speak with the Queen during the banquet, but she insists on talking in her private chambers only after the celebrations have ended and night has fallen.

NIGHTLY CONVERSATION

When the night has fallen, queen Thorunn leaves the celebrations.

If the characters wish to talk with her, they can follow to her private chambers, where they are stopped by her personal guard but let them in.

To convince Thorunn to tell them how she came in possession of such precise information, the group must pass a **DC 18 Charisma (Persuasion)** check.

If the characters have revealed anything about their mission during the feast, this check is rolled with disadvantage.



Thorunn Horikdottir

After a peaceful night, the group is ready to leave at the crack of dawn.



EPISODE 2

THE CURSED REALM

The mission ahead of the group is clear; reach the safe harbor along the Frankish shores, the city the locals call Helsdeur, then take a boat and cross the Marsdiep Straits to land on the Englar shores and free the father and brother of the Queen.

Helsdeur is far from the shores of Jutland, so going there by land is the only options. The group must first reach the Danevirke, the huge wall protecting the peninsula from Frankish incursions. Then, after finding a way past the enemy camp just beyond the wall, a journey of many miles awaits them.

The characters must be aware that there is no time to lose, as each day wasted is one day closer to the Queen's relatives' death. To make their journey faster, Thorunn provides each character with a **Riding Horse** and supplies for 10 days.

As the passing of time influences the outcome of the adventure, both GM and players are encouraged to keep track of the days passing by.

TO THE DANEVIRKE

The fastest way to reach the Wall is Rik Braut, the high road connecting the whole peninsula. To run it, it takes ten to twenty days on horseback, depending on how many risks the riders wish to take by stopping along the road. Since they are traveling in the deep of Fimbulvetr, frequent snow storms will force the characters to rest where they can, making it impossible to take a long rest. Should one or more of the horses perish during travel, then the pace automatically becomes "slow".

SLOW TRAVEL PACE

Length: 15 days

Supplies: The group* must pass two **DC 15 Wisdom (Survival)** checks to forage for enough food. Each failure means one level of Exhaustion for the whole group.

Encounters: The characters face two events, for which the GM rolls the Runic Die on the "*Jutland - Mainland*" table on page 62 and chooses either a fight or an NPC encounter.

Arrival: The characters reach their destination in good shape and do not have to roll any Ability Check at their appearance.

RAPID TRAVEL PACE

Length: 10 days

Supplies: The group* must pass a **DC 15 Wisdom (Survival)** check to forage for enough food. On a failure, the whole group suffers one level of Exhaustion.

Encounters: The characters face one event, for which the GM rolls the Runic Die on the "*Jutland - Mainland*" table on page 62 and chooses either a fight or an NPC encounter.

Arrival: Each character must pass a **DC 15 Constitution** saving throw or suffer one level of Exhaustion that adds to those accumulated during their travels along the Rik Braut.

*Whether the group rolls their checks as a group check or appoints somebody to roll on behalf of everybody is left to personal preference.

DANEVIRKE

The gigantic fortification runs along the whole peninsula, shielding its people from the marauding Franks, camped just outside.

Depending on what the events transpired during *The Grey Wanderer* or the choices of the GM, the situation of the camps defending the Danevirke may vary.

- Erik "The Sleepless", once Captain of the Danevirke Guard, is now a **Corporeal Draugr** (on page 48) and is still in possession of the sword **Angurvadal** (on page 61). With his undead minions, he terrorizes the forces defending the Danevirke, creating endless problems for the Gjallarhorn. If this is the case, the group can face him during the assault to the Frank camp.
- Erik was killed in the city of Silasthorp, beyond the Danevirke, and now the Guard is preparing to face their enemy without their charismatic leader.
- Erik was rescued during the events of *The Grey Wanderer* and is more than happy to host the group who saved his life.

Once they have reached their destination, the characters are welcomed as brethren by the Danevirke Guard and can rest, recovering from the Exhaustion of their travels.



MAKING IT BEYOND THE ENEMY CAMP

If Erik “The Sleepless” is alive and still in command of the Danevirke Guard, he volunteers to guide a diversion attack to the Frankish camp so the characters can sneak past the enemy lines.

If Erik is a Draugr, instead, the group is suggested to wait for one his attacks, as he and his undead minions strike at both the wall and the Franks without distinction and his raids might buy the characters enough time to sneak beyond the wall unnoticed.

If the leader of the Guard has been killed and his troops now are leaderless, then the characters are on their own.

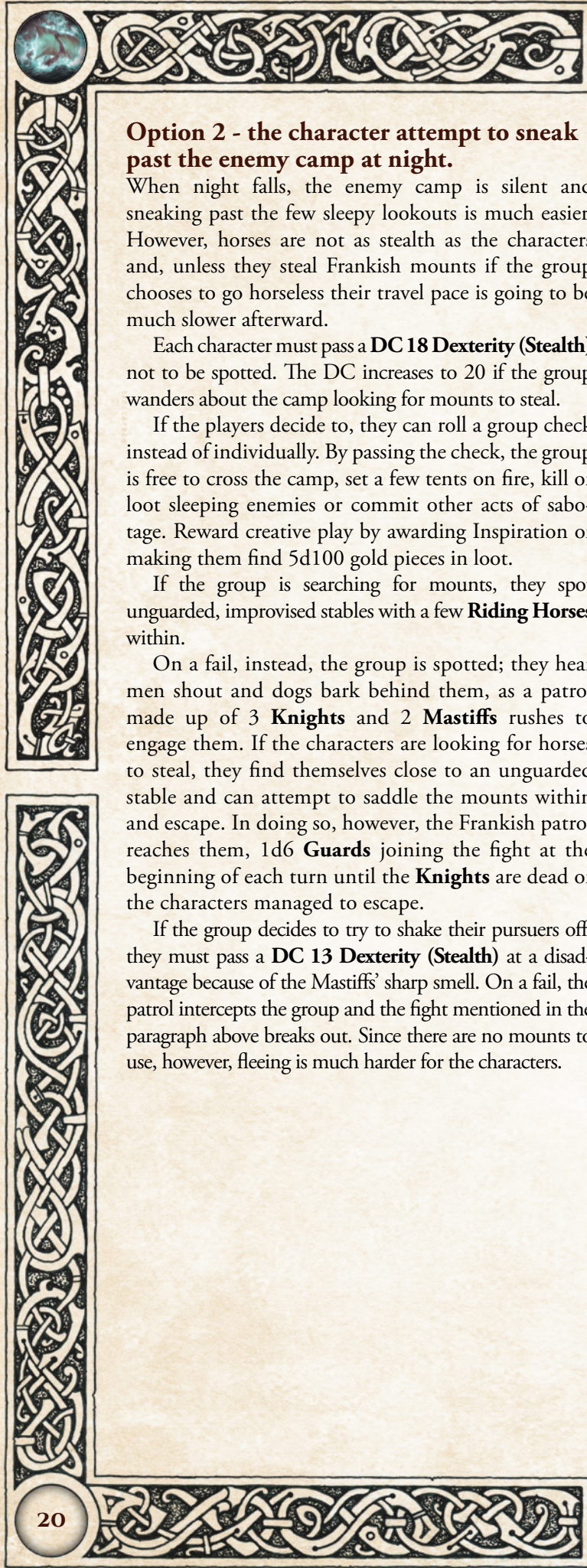
Option 1 - the characters exploit the confusion caused by an attack.

Horseless characters are provided a mount, then the only thing they have to do is to wait for the battle to come. As soon as the lookouts give the signal, they can rush headlong through the Frankish camp. Each character

must pass a **DC 18 Wisdom (Animal Handling)** check to keep their horse away from pockets of fighting and burning tents. Those who fail find themselves trapped within the fighting. If the diversion was caused by the Gjallarhorn, then they must fight a Frankish **Knight** and two **Guards**. If it is the **Draugr** attacking, instead, the characters who have failed the check must fight a **Wight** and two **Zombies**.

The characters who pass the check find themselves in a momentary lull of the fighting and can easily spot the armor heraldry of the Frankish commander not far from them, engaged with Erik in his either living or Draugr form. The characters must now decide whether to help their companions or face these formidable enemies. Should they choose the latter, reward them with **Inspiration** as they now must fight the Frankish commander, a **Gladiator**, and a Corporeal Draugr armed with Angurvadal, although both at half hit points for the wounds they have suffered.

When the fight is over, the way inland is clear, and the group escapes the smoldering ruins of the Frankish camp.



Option 2 - the character attempt to sneak past the enemy camp at night.

When night falls, the enemy camp is silent and sneaking past the few sleepy lookouts is much easier. However, horses are not as stealth as the characters and, unless they steal Frankish mounts if the group chooses to go horseless their travel pace is going to be much slower afterward.

Each character must pass a **DC 18 Dexterity (Stealth)** not to be spotted. The DC increases to 20 if the group wanders about the camp looking for mounts to steal.

If the players decide to, they can roll a group check instead of individually. By passing the check, the group is free to cross the camp, set a few tents on fire, kill or loot sleeping enemies or commit other acts of sabotage. Reward creative play by awarding Inspiration or making them find 5d100 gold pieces in loot.

If the group is searching for mounts, they spot unguarded, improvised stables with a few **Riding Horses** within.

On a fail, instead, the group is spotted; they hear men shout and dogs bark behind them, as a patrol made up of 3 **Knights** and 2 **Mastiffs** rushes to engage them. If the characters are looking for horses to steal, they find themselves close to an unguarded stable and can attempt to saddle the mounts within and escape. In doing so, however, the Frankish patrol reaches them, 1d6 **Guards** joining the fight at the beginning of each turn until the **Knights** are dead or the characters managed to escape.

If the group decides to try to shake their pursuers off, they must pass a **DC 13 Dexterity (Stealth)** at a disadvantage because of the Mastiffs' sharp smell. On a fail, the patrol intercepts the group and the fight mentioned in the paragraph above breaks out. Since there are no mounts to use, however, fleeing is much harder for the characters.

THE JOURNEY THROUGH FRANKLAND

Beyond the bulwark built by the Jutlanders lies the immense kingdom of the Franks, ruled by an ancient dynasty of emperors and defended by towering castles and hosts of paladins, templars, and priests ready to die for the One Flame.

This powerful kingdom suffers from a terrible curse, that first affected plants, and animals, making them poisonous and incredibly belligerent. Then, it infected the bodies and minds of men, turning them into servants of ancient darkness. A different language and the constant state of war have led the people of Jutland to ignore the real conditions of the Franks, whose great armies of knights in gleaming armor is but a fading memory of the past. Now, their lands are the dominion of an ancient and evil Draugr who, armed with the powers of winter and frost, turned the Frankland into a realm of death and terror, where the undead and many other unnamed horrors run rampant. Not even the worst nightmares of the characters can prepare them to this cursed land where the dead cannot find rest and rise from their graves.

Once the group has left behind the Frankish camp, they can take two possible paths to the city of Helsdeur. The first leads them through the hills of the hinterland, with slower progress, yet somehow sheltered from the harsh climate caused by Fimbulvetr. The second is following the shoreline; a faster, although more exposed, run. The characters are likely to suffer from extreme weather, although travel time would be halved.

In either case, should the group not have enough mounts available, travel pace is considered "slow". Each night, the group gains the benefits of a short rest, instead of a long one, for the lack of proper shelter.

SLOW TRAVEL PACE - MAINLAND

Length: 20 days

Supplies: The group* must pass two **DC 15 Wisdom (Survival)** checks to forage for enough food. Each failure means one level of Exhaustion for the whole group.

Encounters: The characters face four events from the Risks Table. After any of these events, the group must pass a **DC 15 Wisdom (Survival)** check to keep the right heading. On a failure, the group accumulates 2 days of delay and must face an encounter from the "Frankland" table at the end of the chapter.

Arrival: The characters reach their destination in good shape and do not have to roll any Ability Check at their arrival.

FAST TRAVEL PACE - COAST

Length: 15 days

Supplies: The group* must pass a **DC 15 Wisdom (Survival)** check to forage for enough food. On a failure, the whole group suffers one level of Exhaustion.

Encounters: The characters face two events from the Risks Table. After any of these events, the group must pass a **DC 15 Wisdom (Survival)** check not to get lost. On a failure, they accumulate 2 days of delay and must face an encounter from the “Frankland” table.

Arrival: Each character must pass a DC 15 Constitution saving throw or suffer one level of Exhaustion that adds to those accumulated during their travels.

*Whether the group rolls their checks as a group check or appoints somebody to roll on behalf of everybody is left to personal preference.

THE FROZEN PATH

While traveling along the coastline, the characters notice a massive slate of ice covering the sea for dozens of miles. It looks like it can sustain their weight, allowing them to cut 3 days off of their journey by going through many of the bays and fjords that dot the Frankish shores.

If the group does take the Frozen Path, they do not face any of the encounters from the Risks Table, but instead the *From the Depths* paragraph on page 22.

RISKS TABLE

ÆTT / D6	ENCOUNTER
FREYJA ↑ 1	See paragraph <i>A Flooding River.</i>
FREYJA ↓ 2	Vedere il paragrafo <i>The Dead Forest.</i>
HEIMDALLR ↑ 3	See paragraph <i>Lights in the Night.</i>
HEIMDALLR ↓ 4	See paragraph <i>Survivors.</i>
TYR ↑ 5	See paragraph <i>The Abandoned Village.</i>
TYR ↓ 6	See paragraph <i>The Black Lake.</i>

A FLOODING RIVER

The characters’ progress is halted by the waters of a river furiously overflowing its bed and making travel impossible.

To wade through such strong waters, characters must pass a **DC 17 Strength** saving throw or suffer 2d10 points of damage as the strong currents draw them onto sharp rocks. If the characters rope themselves up to form a cordon, one of them can attempt the Strength save to catch those who are carried away.

It is possible to search for a safer spot to ford the river, although it means climbing up such imperious paths that the characters must pass a **DC 18 Constitution** saving throw. On a failure, they suffer a level of Exhaustion.

THE DEAD FOREST

The path the group chose leads them into once lush woodlands, now turned into a mephitic bog dotted with dead and sick trees.

Delving deeper into the muddy marsh, the characters hear the croak of crows feeding on corpses half submerged into the muddy waters, now well beyond recognition. The stench of unnatural corruption and rot is so strong that all those who venture into the bog must pass a **DC 16 Constitution** saving throw or be Poisoned until the end of their journey.

LIGHTS IN THE NIGHT

This event happens when the characters have camped for the night and are about to rest. One of them sees lights in the distance and hears whispers in the Frankish language from the same direction. If the group runs, thinking they are attacked by Frankish soldiers, the lights chase them into a frozen stream. If the characters chose to ignore the lights, instead, they vanish in the darkness after a few minutes.

The lights are 3 **Will-o’-Wisps**, trying to lead the characters to a frozen stream where other undead rest. If the characters are led to the waters, they are attacked by the Will-o’-Wisps and 4 **Skeletons** hiding below the frozen stream. Characters who do not pass a **DC 14 Wisdom (Perception)** check are considered surprised.



SURVIVORS

During their march, the characters hear people cry in the distance. If they choose to rush to their help, they reach a couple of Frankish **Knights** defending a group of 5 Commoners against 6 **Zombies**, and the survivors are thankful for their aid, gifting them 2 Potions of Healing. The characters can alternatively choose to attack the Franks, as the vikingar code of honor would still count it as a strong action, and take the potions off their corpses. Should any of the characters know the Frankish tongue and ask the survivors for information, they would learn that these people fled from the city of Helsdeur a few weeks before, after the attack of a powerful sorcerer and their army of undead turned it into the “gates to hell”.

THE ABANDONED VILLAGE

The characters see a village in the distance, some of its buildings burned down and with no sign of inhabitants. Should they decide to go and investigate, the group is attacked by mutated creatures that had taken refuge among the ruins, former wolves turned into monsters by the corruption afflicting the land. There is one **Dire Wolf** for each character, led by a **Death Dog**.

Once the wolves are dead and the characters are exploring the village, they find odds and ends for a total worth of 5d10 gold pieces.

THE BLACK LAKE

The characters find a pond, less than fifty feet wide, filled with a thick, dark, blood-like liquid. Close to the shore, each character must pass a **DC 16 Wisdom** saving throw not to be Charmed by sight. Those who are, hear whispers in their mind, apparently telling them to add their own blood to the pond. Charmed characters, then, turn their own weapons to themselves, attempting to deal as much damage as they can; they must use the most powerful attacks at the disposal, hitting automatically. Damage, however, is rolled as usual.

Whenever a Charmed character suffers damage, they can roll the saving throw again to shake off the lake’s grasp. The others can try to shake their friends out of their stupor by either dealing damage to them or bodily dragging them away from the pond.

FROM THE DEPTHS

This encounter happens only if the characters decide to take the Frozen Path along the Frankish coastline. When they set foot on the thick slate of ice, they attract the attention of one of the many Midgardian sea monsters, who breaks the ice beneath them and attacks the group with its tentacles, trying to drag them underwater. The creature has the statistics of an **Aboleth** without the Enslave feature and Legendary Actions. Fighting on ice is difficult, so the characters’ Speed is halved, and they must pass a **DC 12 Dexterity (Acrobatics)** check to avoid being thrown underwater each time they suffer damage. If a character is thrown overboard, they must pass a **DC12 Constitution** saving throw every minute or suffer one level of Exhaustion and 1d4 cold damage. A character in the water can utilize their Movement to climb back on the Frozen Path.

The group can also flee from the fight and take shelter on the shoreline, where the creature cannot reach them because the ice slate they are treading on is connected to the coast, 180 feet from their position.

At the end of their journey through the Frankland, the characters can see the flame on the top of Helsdeur’s lighthouse and reach the fifth level.

RANDOM ENCOUNTERS

To determine casual encounters for this region, roll on the *Frankland* table on page 62.





EPISODE 3

THE LIFELESS CITY

After many long days of travel, eventually, the characters are gifted with the sight of the city of Helsdeur. Once past a hill, the group is blinded by the intense light, strong enough to pierce through the heart of Fimbulvetr hailstorms, coming from a bay a few thousand feet below.

The coast is covered in wooden or stone buildings, lit by the flame on the top of a tall tower jutting from a cathedral built right on the brink of a cliff.

On the other side of the city, they can see a large construction, possibly a granary, and a harbor thick with empty vessels.

Should the characters wish to pay closer attention to the city, they would notice the following:

- The flame on the lighthouse seems to be able to melt the ice close to the docks.
- The wooden palisade surrounding the city has

been breached in multiple places, and it appears to be unmanned. By passing a **DC 14 Wisdom (Perception)** check, one notices groups of humanoid figures looking at the lighthouse's flame, as if in a sort of stupor. Upon closer inspection, their flesh has decomposed, and their clothes are torn to shreds and stained with blood, making their undead nature clear.

As they gaze upon the city, a raven lands on one of the characters' shoulder or backpack and the group hears a voice speaking directly to their minds. Read or paraphrase the following.

*"Oh, brave ones, journey to the ever burning flame
and vanquish the evil grasping it.
Such is the will of the Allfater,
he who watches over the Nine Worlds all."*

After delivering its message, the bird joins another of its kind in flight, and together the two ravens start circling above the settlement, patiently waiting for the characters to enter the city.

By passing a **DC 12 Wisdom (Asatru)** test, the

characters identify the two ravens as Huginn and Muninn, the twin ravens of Odhinn. The divine allfather wants them to reach the fire burning at the top of the cathedral's tower.

GM Note: Huginn and Muninn do not intervene to help the characters during their permanence in Helsdeur, as reaching the cathedral is part of a test to prove their worth to the gods.

THE GATES TO HELL

Helsdeur is much larger than any of the cities the characters have seen so far. Even Heil Hofn, the capital of the Odhinn's Eye Clan and the larger settlement in the North, is tiny in comparison.

Getting inside is simple; the defensive palisade has been breached in many points, and it looks like utterly devoid of any kind of watchout, sentinel or guard. The only audible noise is a constant mumbling coming from a few heads on pikes placed at regular intervals on the wall. They appear to utter purposeless sounds and sentences that make no sense. Spells or features like *Divine Sense or Detect Evil and Good* show a dense aura of undeath around the heads.

Once inside, the characters notice that the entranced undead are the only dwellers. The majority of buildings and houses is either empty or burned down, to the point where only the Cathedral, Granary, and Harbor might be of any interest for the group.

The group is free to explore the inside of the buildings they run into during their search, however it should be soon apparent that there is not much more than furniture, common tools and the decomposed remains of some citizen. However, they could be turned into a temporary shelter (see the **Barricading within a Building** paragraph).

There are no encounters, there, save for any potentially hostile critters that have nested into the abandoned buildings. Roll the Runic Die on the following table.

ÆTT / D6	EVENT
FREYJA 1-2	None
HEIMDALLR 3-4	2d4 swarms of rats.
TYR 5-6	2d4 zombie.

Should the characters not be able to get rid of the house's occupants or flee from them within 3 combat turns of combat, the undead in the city takes notice of them and soon the group is chased by a much numerous enemy. In that case, read **The Horde of the Dead** paragraph.

BARRICADING WITHIN A BUILDING

By passing a **DC 15 Strength (Athletics)** check with advantage if somebody employs carpenter's tool, the group can block the access points to the building. On a failure, or should the group decide not to dig in, 1d4 **zombie** find their way inside the building. If not eliminated within 3 turns, their moans and noises call the rest of the undead close by. In that case, read **The Horde of the Dead** paragraph.

On a success, instead, the characters have the building for them to rest undisturbed within.

MOVING WITHIN THE CITY

Moving from one place to the other in the city is not easy, for the undead are everywhere. If they wish to avoid fights, characters must pass a **DC 18 Dexterity (Stealth)** check, either individually or as a group effort. On a success, they manage to move across the city undisturbed. On a failure, instead, the GM rolls the Runic Die on the following table.

ÆTT / D6	EVENT
FREYJA ↑ 1	See paragraph <i>Sobbing in the Dark.</i>
FREYJA ↓ 2	Vedere il paragrafo <i>From the Bowels of the Earth.</i>
HEIMDALLR ↑ 3	See paragraph <i>A Grim Feast.</i>
HEIMDALLR ↓ 4	See paragraph <i>The Dark Riders.</i>
TYR ↑ 5	See paragraph <i>A Pile of Skull.</i>
TYR ↓ 6	See paragraph <i>The Dead Hunger.</i>

SOBBING IN THE DARK

The characters spot a group of zombie moving in their direction and hide in a partly burned down building to avoid them. As the undead mob shambles past them, they hear sobbing and whimpering behind them. They then find a Spectre of a girl, dressed in rags and weeping as she covers her face with her hands. Her features are partially charred, lit by the embers burning in place of her eyes.

The characters can take one action each before she reacts and if they do not behave in a hostile manner, she disappears in a whisper. Should somebody attack her, she lets out a deafening scream and fights back, alerting the undead close by. See *The Horde of the Dead* paragraph.

If a character gifts her something, the ghost of the girl vanishes with a smile, blessing them in the Frankish language. That character receives Inspiration.

FROM THE BOWELS OF THE EARTH

In an attempt to avoid the undead mobs, the characters cross on of the main streets of the city, turned into a muddy morass by the inclement weather.

A randomly chosen character, or that with the lowest Wisdom score, stumbles upon a zombie lying on the ground and partially covered in slime, attracting the attention of 3 more zombies nearby.

The group must despatch these enemies in one turn before others are called by the fighting.

Should the characters fail to do so, see *The Horde of the Dead* paragraph.

A GRIM FEAST

To avoid the undead swamping the streets, the characters opt to pass through a grand, two-storied building, perhaps home to a rich or noble family before the city fell. Moving past a bashed door, the group finds themselves in a ruined hall, with a rotting table and benches.

Sitting at the table, 3 **ghouls**, dressed in luxurious clothes, are gorging upon a dismembered corpse. One of the undead stands up and, in the Frankish tongue, invites the characters to join them. Even if they do not speak the local language, the characters understand the meaning of the creature's words by merely reading their gestures.

If the characters do not accept the invitation or keep a hostile behavior, the ghouls attack, screaming and shouting to alert the other undead outside. Read *The Horde of the Dead* paragraph.

THE DARK RIDER

The characters must pass a **DC 13 Wisdom (Survival)** check to notice the pounding of hooves in their direction. Those who pass have enough time to dive into a dark alley, while those who do not are trampled by 3 black-armored **Wights** riding **Skeletal Warhorses**, who take them by surprise jumping out of a side alley. Trampled characters suffer 2d6+4 points of bludgeoning damage from the hooves of the skeletal horses. Then, the Wights attack, alerting the undead in the vicinity. See *The Horde of the Dead* paragraph.

A PILE OF SKULLS

The characters come into a square, where 6 zombies are stacking skulls and bones into a macabre pile, overseen by a **Wight** on a **Skeletal Warhorse**.

Each character must pass a **DC 13 Dexterity (Stealth)** check to sneak past the knight and cross the square. If even one fails, the Wight notices their presence and blows a horn made of bone, summoning all the undead in the city. See *The Horde of the Dead* paragraph.

THE DEAD HUNGER

The will of the gods is fickle, and every effort the characters put into not being found by the undead throngs seems to be in vain. When they turn a corner, they stumble into a dense mob of the dead. See *The Horde of the Dead* paragraph.

THE HORDE OF THE DEAD

The characters are quickly surrounded by 10 **Zombies**, 1d4 extra joining the fight every round as long as the Wraiths live, 6 **Wights** and 3 **Wraiths**.

Should the character win the fight or successfully escape, see *The City Awakens* paragraph.

THE CITY AWAKENS

If the characters are discovered by the undead by somehow manage to vanish, all the dead in the city will rise to hunt for them. From now on, each **Dexterity (Stealth)** check they roll is with disadvantage.

THE CATHEDRAL

The first thing the characters notice once close to the cathedral is the grim drapes of human skin, roughly stitched together in the shape of disgusting flags and banners. They hang from stained glass windows depicting dragons, paladins and imagery related to the cult of the One Flame. The main door has been bashed in, leading to a rectangular hall hung with red drapes, golden jewels, and trinkets worth 1000 gold pieces. At the other end of the hall, stands a golden altar, behind which a spiral staircase leads to the tower. Climbing up the stairs, the characters find a wooden door. Opening it, they are blinded by the light coming off a giant brazier at the center of a hexagonal chamber, its wall lined with decorated windows.

Within, 4 Spectres and an **Undead Lord** deep in contemplation of the flames. With a sadistic grin, the undead creature orders his servants to kill the characters, before attacking them himself with his spells. The Undead Lord has two magical items on his person: the **Hand of Justice** and the **Whispering Orb** (see page 61).



Once the Undead Lord and his servants have been dealt with, Huginn and Muninn, the Ravens, perch on the tower's parapets and the characters notice a quartz pendant etched with the Sowilo rune (see page). With the *Detect Magic* spell, the item is easily identified as a protection charm. If the characters have previously completed *The Grey Wanderer* module, they recognize the jewel Odhinn had tasked them with recovering from Silasthorp.

The Ravens give the group the pendant and fly away, the tower briefly shaking as if there was an earthquake. Then, the flame burns bright before being absorbed by the charmed, turning it into a **Sun Quartz Pendant** (see page 61). When the flames die, the undead in the city become even more restless, actively hunting for the characters (see *The City Awakens* paragraph). From now on, **Dexterity (Stealth)** checks to hide from the undead throngs are rolled with disadvantage.

THE SOWILO RUNE



This rune holds the energy, heat, and power of the Sun. In divination, it can be interpreted as a spur of genius, enlightenment or relief. For additional information, see page 304 of the *Journey to Ragnarok - Adventure and Setting* for *Runic Divination* rules and 315 for details on the specific rune.

THE GRANARY

If the characters explore the granary, they find out the locals used it as a warehouse to store water supplies and dried foodstuffs. It also appears to be one of the least damaged buildings in the city, as the undead mostly ignored it during their attacks. Looting the granary earns the characters enough supplies to travel to the Englargardr without the need to forage for food.

THE HARBOR

Once they have reached the harbor, the characters see numerous seaworthy vessels anchored there. Right in front of them, 5 **Wights** guard the area; if the group finds a way to sneak past beyond them and steal a ship, they deserve Inspiration. In case of a fight, the characters must eliminate all resistance before 3 turns. Otherwise, the sounds of fighting attract other undead in the vicinity, causing *The Horde of the Dead* event to happen.

Thanks to the "**Sun Quartz Pendant**", the group can set sail to the Englargardr through the open sea and the hardships of Fimbulvetr.

Given the number of characters making up the group, they find a sailed **Faering** among the present ships, a vessel that needs only 3 people to be operated and is capable of navigating through the open sea, in spite of the bad weather. The other vessels require at least 10 crew to be sailed.

Once they have secured a ship, however, the group is not safe yet, as bloated, rotten corpses emerge from the shallows around the bay and try to climb the vessel's parapets for 3 turns after it left the harbor:

- On the first turn: 1d6 **Zombie** and 1d4 **Wights**
- On the second turn: 1d4 **Ghouls** and 1d4 **Wights**
- On the third turn: 1d6 **Zombie**



EPISODE 4

THE CROSSING

First, the group must plot their course with a **DC 15 Wisdom (Survival)** check. If any of the characters is proficient with Navigator's Tools, they roll with advantage. On a failure, travel time increases and navigation checks are rolled with disadvantage.

Characters might be aware of the distance from the Englargadr shores if they have taken part in raids there or passing a **DC 14 Intelligence (History)** check. On a success, they know the journey by sea takes between 3 days and a week, depending on the weather.

THE OPEN SEA

To start their journey, players need to assign ship roles as per *Navigation Rules* on page 6:

- Navigator
- Sailors (they can be more than one)
- Lookout
- Steersman

One character can take the role of the Captain. If the group counts less than 4 characters, somebody who is tasked with something else can take the mantle of Captain up. If there is more than 4, instead, it is a separate role.

Every day they spend sailing, the characters must take the **Navigation Turn**. Initially, the **DC** of all the Navigation Turn-related checks is **14**.

CAPTAIN

A charismatic leader, who spurs the crew with the tales and deeds of gods and heroes. By passing either a **Charisma (Performance)** or **Wisdom (Asatru)** check, their crew rolls their next check with advantage. In alternative, the Captain can spend their Turn helping a companion, granting them advantage to their next check.

NAVIGATOR

The person tasked with choosing and staying on the course with a **Wisdom (Survival)** check.

SAILORS

Sailors man the oars or rig the sails, with **Strength (Athletics)** checks.

HELMSMAN

Tasked with steering the ship, following the route plotted by the Navigator with **Wisdom (Insight)** checks and avoiding the dangers spotted by the Lookout with **Dexterity (Sleight of Hand)** checks.

LOOKOUT

Tasked with warning the Steersman of impending dangers, like shallows or reefs they spotted with **Wisdom (Perception)** checks.

If more than 3 checks succeed, the ship leaves the harbor successfully. Instead, if more than half of the checks fails, the ship leaves the harbor, but it suffers similar effects from the **Failures** tables on the page 7.

At their discretion, the GM can have one event happen from the *Midgardr Open Sea* table on the page 63 every day spent at sea.

Should a character fall overboard, they must pass a **DC 12 Constitution** saving throw every minute spent in the water or suffer one level of Exhaustion and 1d4 points of cold damage. Climbing back aboard the ship takes a **DC 12 Strength (Athletics)** check, rolled with advantage if somebody helps them. A character can use their action to help a companion fallen overboard. When a character falls into the water, there is a 30% chance they attract the attention of 1d4 **Giant Sharks**, starved by the lack of fish caused by Fimbulvetr.

Should the character need to forage for food, they must pass a **DC 15 Wisdom (Survival)** check for 1 hour of fishing when the ship is still. If the group possesses fishing nets or rods, they roll the check with advantage.

THE ISLE

Sailing westwards, as the first day on the sea draws to its end, the vessel enters an area densely filled with ice and fog. Thick slates dot the surface, and large, luckily still, and icebergs float about, gently nudged by oceanic currents. In spite of the limited visibility, the Lookout easily spots an enormous, dark shape, covered in rimy vegetation; eventually, land ahead! Not the shores of the Englargadr, for sure, but an isle between the two worlds, to rest in and, perhaps, stock up on supplies. Spotting the ship anchored close to the isle, however, is harder, taking a **DC 15 Wisdom (Perception)** check with disadvantage because of the thick fog.

The isle is on the course for the destination of the characters and sailing past it without going near it is harder than it looks because of the icebergs dotting the area, too many to negotiate even with the Pendant.



Once the characters have landed onto the isle, the vessel is now clearly visible. Its keel is heavily damaged, perhaps upon colliding with icebergs, and is in no condition of sailing again; on the other hand, its flags and the paintings on the hull are unknown to the characters. The **Pirate** crew of that vessel is now attempting to ambush the group to steal their ship and leave that accursed isle. They attack with ranged weapons but, when the characters react, the fight is cut short by a guttural roar coming from the small island. The sounds of fighting have stirred the creature that the “isle” actually is, the legendary monster Hafgufa, from its frost-induced slumber. The ground itself commences to slowly stir, as two large yellow eyes open below the surface and gargantuan tentacles shoot out of the waters, wrapping around and lifting up the Pirate vessel. Recognizing the Hafgufa takes a **DC 12 Wisdom (Asatru)** or **Intelligence (Nature)** check. The titanic beast, however, is in a state of partial hibernation and can only use its tentacles to destroy those who disturbed its slumber. The Hafgufa cannot move or take other actions and legendary actions or use any feature on its statblock. A number of tentacles equal to that of the characters (up to 10) emerges from the sea, clenching around

the Pirate vessel. The deranged crew jumps overboard, panicking, and to certain doom. During the second round of combat, the tentacles close onto the ship of the characters to destroy it. Player characters benefit from a bonus round before rolling Initiative, as the Hafgufa wraps its tentacles around their hulls and starts to lift it.

HAFGUFU TENTACLES

The creature possesses 10 tentacles with which it attacks the characters and their ship.

Each Tentacle attacks the heroes once per turn.

Tentacle. *Melee weapon attack:* +17 to hit, reach 40 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

In the first round, tentacles turn the pirate ship into splinters; when they have dived into the water, the characters can take their turn undisturbed.

If they are attacked in the second round, the Hafgufa’s tentacles stop moving to fight until the enemy has been routed or fled.

During the third round of combat and then those that follow, any tentacle that has not been defeated and is not fighting starts crushing the ship, making it



lose 1 Integrity Point.

In the first round, tentacles turn the pirate ship into splinters; when they have dived into the water, the characters can take their turn undisturbed. If they are attacked in the second round, the Hafgufa's tentacles stop moving to fight until the enemy has been routed or fled. During the third round of combat and then those that follow, any tentacle that has not been defeated and is not fighting starts crushing the ship, making it lose 1 Integrity Point. When all tentacles are dispatched, the Hafgufa stops attacking the ship, and the characters can attempt to flee. Should they, instead, wish to stay and fight the monster, it would fully awaken in all its power and most likely make short work of the whole group. The GM should warn the players that the fight they wish to continue is well beyond their chances, even more so if they passed the checks to recognize the monster.

Dealt with the Hafgufa threat, the characters reach 6th level.

THE STORM

After leaving the iceberg banks and the Hafgufa behind, the characters find themselves in the open sea, the sky quickly darkening and filling with storm clouds. The wind starts to howl, heralding a thunderstorm to come. Sailing under such inclement weather causes no end of troubles. The ship's speed is halved, and all checks rolled during the Navigation Turn, save those of the Captain, suffer disadvantage.

At the end of the third day, the tempest dies down, and the Lookout is finally able to spot the Englar shores in the distance. If the ship's Integrity Points have been reduced to 0 by the third day, the characters suffer a shipwreck, although the storm's residual strength casts them on the coast, with 3 extra levels of Exhaustion and no ship to go up the river.



EPISODE 5

BEYOND THE SEA

The islands to the West, known to the characters as Englargadr or Land of the Englar in the vikingar speech, are ruled by many monarchs, who vie for power with the intent of unifying all crowns under one banner.

However, in spite of the relatively unstable politics, the locals have given proof of being capable opponents for the bands of raiders from the North, as the many reckless youths who never came back attest.

Even if Fimbulvetr struck the Englargadr, too, the weather there is much more comfortable than the one the characters left in the North, and they now do not suffer any adverse effects from the Long Winter.

THE ENGLARGADR

The characters spot the Englar shores under the setting sun. Thanks to the last lights of the day, they manage to lay the anchor close to the vast bank of a river, just before the sun is swallowed by the horizon. Unfortunately for them, close to where they berth the ship lies an Englar military camp, partially hidden by vegetation. The soldiers, however, caught by surprise by the sudden setting of the sun and busy lighting the few torches available, do not spot the vessel until it is 60 feet from the shore.

If the characters lost their ship, instead, they wake up shipwrecked a few kilometers to the south and see a faint light glimmer to the North, without knowing it is the camp guarding the river estuary.

THE OUTPOST

The camp features a stable with a few horses and four wooden buildings hosting 10 **Guards**, 1 **Royal Priest of the One Flame** and 1 **Paladin of the One Flame**, who burst out as soon as the alarm is sounded.

The few feet of water separating the newly anchored vessel from the shore can be covered on foot without any penalty, as 5 **Guards**, the **Paladin** and the **Royal Priest** show by charging the newcomers. 3 more Guards, instead, take position on a distance and start raining arrows with their Longbows (+3 to hit, 1d8 piercing damage). The last two Guards, as ordered by

the Paladin, try to saddle up and run away; it takes them 1 turn to reach the stables and open the doors, 30 feet away from the shore, 1 more to saddle the horses and then another to gallop along the shoreline beyond sight of the characters. If the group does not manage to stop them before these 3 turns have passed, then they can do nothing to prevent their escape.

If any of the characters understand the Englar's tongue, they heard the Paladin "*The Coldlanders have returned! Warn the others in the city! Warn the king!*"

Once the fight is over, the characters have the chance to rest and explore the outpost, finding a few trinkets and commonly used tools and 1d12x10 gold pieces minted with a flaming sword on one side and a bearded visage, king Aldebrand's, on the other.

THROUGH THE HINTERLAND

The group can delve deeper into the Englar hinterland in three ways.

- They can follow the river if they still have their ship, which is probably the fastest, although most exposed, method.
- They can take the path from the outpost to the wide, paved roads linking the Englar settlements around the land. A much safer journey, for sure, and not much slower.
- Alternatively, they can cross the woods, traveling at a slower pace but staying hidden from the eye of the local militias.

GM's Note: As already stated when traveling in Jutland, first, and Frankland, second, it is critical to keep a reliable track of the passing of time.

SLOW TRAVEL PACE - THROUGH THE WOODLANDS

Length: 5 days. Englar woodlands are too thick to keep a fast pace and horses cannot go there.

Supplies: the group* must pass two **DC 15 Wisdom (Survival)** checks to forage for enough food during the journey. Every failure inflicts one level of Exhaustion to all characters.

Consequences: the characters must face two events from the *Risks - Forests table*.

Arrival: the characters arrive at their destination without alerting the local authorities.

NORMAL TRAVEL PACE - ROADS

Length: 3 days on a horse, 5 days on foot

Supplies: the group* must pass two **DC 15 Wisdom (Survival)** checks to forage for enough food during the journey. Every failure inflicts one level of Exhaustion to all characters.

Consequences: the characters must face two events from the *Risks - Forests table*.

Arrival: the characters arrive at their destination without alerting the local authorities.

FAST TRAVEL PACE - SHIP

Length: 2 days

Supplies: if the characters did not loot Helsdeur's Granary in Episode 3, the group* must pass two **DC 15 Wisdom (Survival)** to forage for enough food for the journey or suffer one level of Exhaustion for every failure.

Consequences: the characters must face two events from the *Risks - River table*.

Arrival: the characters might have alerted the local authorities.

*these checks can be rolled both as a group check or by a representative elected by the players. If the group raided Helsdeur's granary in Episode 3 and their vessel did not wreck, then they pass them automatically.

RISKS - FORESTS

ÆTT / D6	EVENT
FREYJA 1-2	See the paragraph <i>The Stone Circle</i> .
HEIMDALLR 3-4	See the paragraph <i>The Lady of the Lake</i> .
TYR 5-6	See the paragraph <i>Rabid Animals</i> .

RISKS - ROADS

ÆTT / D6	EVENT
FREYJA 1-2	See the paragraph <i>The Merchant</i> .
HEIMDALLR 3-4	See the paragraph <i>The Brewery</i> .
TYR 5-6	See the paragraph <i>Soldiers on Patrol</i> .

RISKS - FIUME

ÆTT / D6	EVENT
FREYJA 1-2	See the paragraph <i>The Merchant</i> .
HEIMDALLR 3-4	See the paragraph <i>The Thieveslord</i> .
TYR 5-6	See the paragraph <i>Outpost</i> .

THE STONE CIRCLE

Crossing the island's forests, the characters find a clearing with a menhir and an altar surrounded by dolmens. The shrine bears a black iron pot, dented and pitted, containing gold and jewels for a total worth of 10.000 gold pieces.

Around the altar, 4 **Druids** chant in an unknown language the characters have never heard before, thick with snaps and guttural sounds. If the group attempts to take the treasure or attack the **Druids**, 6 **Driads** rush to their aid, their ebony-like flesh covered in leaves and twigs. **Druids** and **Driads** fight to the death to prevent the treasure from falling into the hands of the group.

Should any of the jewels be stolen from the cauldron, the menhir behind the altar springs to life as a **Rock Golem**, attacking anyone with part of the treasure. The Golem stops fighting and returns to its original place if all the contents of the cauldron are returned.

THE LADY OF THE LAKE

During their travels, the characters find a lake, a beautiful feminine figure singing among its clear waters. She introduces herself as the Lady of the Lake, her words resonating in the very heart of hearts of the characters, and promises rich rewards.

The woman, however, is an illusion woven by the fell creatures living in the depths of the lake, who use their powers to attract unknowing travelers and eat them. These creatures, equalling half the number of characters rounded down, look like feminine creatures, with the profile of a **Succubus**, who can also breathe underwater.

Each one attempts to charm one of the characters and to compel them to jump into the water.

As the lake is thick with arcane energies, those who enter it must pass a **DC 15 Wisdom** saving throw or suffer one level of Exhaustion.

If none of the characters is charmed or the group attacks the “Lady” and discovers its illusory nature, the Succubi emerge from the waters and attack.

RABID ANIMALS

One royal hunt after the other allowed only the strongest of the local fauna to survive long enough to reproduce, giving birth to a breed of monstrous and aggressive beasts. The characters have ventured into the hunting grounds of 6 **Giant Boars**, who charge them suddenly bolting out of the foliage. Those who do not pass a **DC 10 Wisdom (Perception)** check are Surprised.

Thick vegetation grants three quarters cover (+5 AC against ranged attacks and advantage do Dexterity saving throws against ranged features and spells). To take the Dash action, a character must pass a **DC 12 Dexterity** saving throw or be knocked prone as they trip on a root or a fallen branch.

THE MERCHANT

The characters meet an elderly merchant, either on a cart or on another ship, depending on the path the group took. As he has traded with Northlanders before, the merchant is not hostile and, speaking some Common, tries to sell his wares to the group. The merchant has the profile of a **Commoner** and is accompanied by 6 **Thugs** as bodyguards. Should he be asked for information about the city of Eoforwic, he gives some general details about its layout and fortifications, adding that soon some Coldland raiders the king defeated will be burned as the Longest Night draws to an end, during the celebration for the Rising Sun.

Alternatively, the group can choose to simply kill him and loot his items. The old man sells odds and ends, including local clothes that cunning characters could use to better blend with the Englar. The rest of his wares is left to the discretion of the GM.

THE BREWERY

The far shape of an Englar brewery draws the attention of the characters, guarded by 6 **Thugs** and inhabited by its owners, 3 **Commoners**. If the characters are dressed like locals and speak the Englar's tongue, they can purchase a few kegs of local ale. If instead, they are recognizable as invaders, the Thugs immediately attack them in an attempt to cover the retreat of the Commoners, who run to the city to raise the alarm.

If the characters have a taste of the local beer, they soon find out that the Englar brews are not only tastier than theirs but also much stronger, imposing a **DC 20 Wisdom** saving throw. If at least half of the characters fail their saving throw, they start drinking avidly. The characters wake up 2 days later, inside the charred remains of the brewery; nobody has any clue on what happened.

SOLDIERS ON PATROL

Fate is a fickle thing, as the group stumbles into a patrol of 10 **Guards** led by 2 **Knights**, all mounted on **Riding Horses**. As 2 of the Guards rush back to the city to raise the alarm, the rest of the patrol attacks the characters.

THE THIEVESLORD

While sailing, the ship passes below a stone bridge spanning across the river. The characters can see four figures watching from it, but passing a **DC 16 Wisdom (Perception)** check makes them realize 6 more people are hiding in the vegetation closer to the river bank.

As soon as the vessel passes below the bridge, the group of four jumps on deck, drawing weapons but not attacking. One of them, in the Englar's tongue, introduces himself as Robin, the Thieveslord, and asks them to pay a 200 gold pieces toll for the privilege of passing.

Robin is an **Assassin**, accompanied by 3 **Thugs** and covered by the 6 **Scouts** hidden among the bushes nearby.

If a fight breaks out, Thugs and Scouts fight to the death of their leader, then flee.

If the characters pay their toll, instead, Robin and his men thank them and jump into the river, swimming back to the shore and melting into the vegetation.

OUTPOST

The group and their vessel pass close by an outpost identical to that they saw when they arrived at the island. Here, too, the **Paladin**, **Royal Priest**, and 8 **Guards** attack the characters, while 2 more try to ride off to the city and raise the alarm.



EPISODE 6

CITY OF THE FLAME

Eoforwic is a magnificent and terrifying sight to behold. Before seeing it with their eyes, many of the characters could not believe that men could build such wonders like the enormous Defensive Walls, themselves dwarfed by the stone buildings and the imposing fortress and the Royal Castle. Also, they notice an impressive and yet oddly elegant building, its slender shape reaching far in the sky. On top of the tallest of its three spires burn a mighty fire, as it is the Royal Cathedral of the Flame. In the square just outside its imposing doors, two pyres have been built, one for Horik and the other for his son, Erik "Barn". As they gaze upon Eoforwic, the characters reach 7th level.

GM's Note: It is critical for the GM to remind their players that, although they now are 7th level characters, storming a city head is akin to suicide; not only Eoforwic is fortified, but it is also garrisoned by soldiers from the Englar army in high number. For vikingar, there is no honor in pointless defeat, as the doors of Valhalla open only to those who fall in real battles. Direct confrontation is not the only way to complete their mission; the group was tasked with recovering the two warriors held hostages, so even completing just that would be considered a victory. Defeating the enemy and quenching the thirst for vengeance are but secondary goals, subordinate to the completion of the task at hand.

THE SCENARIO

Depending on how much time passed since the group's departure from Siste Festning, read the corresponding paragraph:

- Less than 37 days of travel: The group is Early
- Between 37 and 44 days of travel: the group is Just in Time
- More than 44 days of travel: the group is Too Late

THE GROUP IS EARLY

The characters have been tenacious and resourceful, braving plenty of hardships and perils and the gods rewarded them with an arrival days before the planned date of the execution. Every character who still does not have Inspiration gains it. The extra time they have bought

themselves can be used to plan the rescue of the prisoners with relative ease, appraising the situation and the opportunities to bring them back safely to Siste Festning.

The characters can guess that Horik and Erik “Barn” are kept prisoner in the Royal Dungeons while waiting for the ceremony of the Rising Sun by passing a **DC 12 Wisdom (Insight)** check. Alternatively, if any of them knows the Englar speech, they gain that knowledge by asking the locals. The characters, of course, are free to study the habits of those living in the Castle, attempt to infiltrate the city or stealthily break the prisoners out of the dungeons. Or, if they wish, they are free to come up with their own original ideas. Three days after the arrival of the characters, Horik and his son are lead to the square outside the Royal Cathedral of the One Flame, where they are executed as the next day dawns, after the Longest Night.

THE GROUP IS JUST IN TIME

The characters braved many perils with honor and arrived at their destination at the crack of dawn, just in time to rescue Horik and his son. They have been tied to the sacrificial pyres in front of the Royal Cathedral of the One Flame, to be set on fire at the next dawn, when the Longest Night has finally past.

The characters must act now, either during the hours of darkness as the Englar are celebrating, or they can come up with their own original ideas.

THE CHARACTERS ARE TOO LATE

The characters failed, making the wrong choices during their travels, underestimating its dangers or simply not preparing enough for the challenges ahead. Perhaps their fame of heroes is not so well-earned, after all... In front of the Royal Cathedral of the One Flame, still tied to their pyres and slowly smoldering away, the corpses of Horik Gottfredson, King of Jutland, and his firstborn, Erik “Barn”, the Kid, exposed to the public as a provocation to foreign gods.

The characters now face a choice. They can never set foot again in Jutland, possibly leading the Jutlanders to believe they disappeared like their monarch. Or, they can return to Siste Festning to bring back the news. If they are paired with tales of murderous vengeance, however, they might be taken better by the Queen. If they return to their lands without avenging the death of Horik and Erik “Barn” with the blood of King Aldebrand, the first morning they pass back in the North they see two ravens fly in the distance, one holding the **Solar Quartz Pendant** in its beak.

THE CITY OF EOFORWIC

A. The Rocky Isle

10ft. tall walls surround the rocky outcrop, protecting not just the Castle, but the Royal Cathedral and the homes of many nobles and their staff.

A wooden bridge links the isle to the rest of Eoforwyc, and the complex can be accessed only through a wooden and metal gate always garrisoned by 6 **Guards**. To open or close either half of the doors, it takes at least 2 people. The fortified courtyard houses a city within the city, with a small hospital, the workshops of the many artisans who work for the Castle and stables, with 20 **Riding Horses**.


B. The Royal Cathedral of the One Flame

The most important building is the Royal Cathedral of the One Flame for sure, a building that defies reason for the Northlanders. Its twin bell towers house massive bronze bells, their sound deep as they announce the passing of the hours.

On top of its mighty central tower burns a bright, crimson flame, so large it can be seen from a great distance. Closely guarded by 2 **Guards** at the entrance, 2 **Royal Priests** and 2 more **Guards** stationed at the Holy Fire, the vaults of the Cathedral hold 2.000 gold pieces worth of precious items and relics.

Close to the Cathedral is the dwelling of the Royal Priests of the One Flame, tasked with presiding all the rites and functions held in the Cathedral and tending to the spiritual needs of the many people who constantly flock to its hallowed shadow. A total of 10 Royal Priests of the One Flame live on the isle. Depending on the time it took to the group to reach this isle, the scenario may vary as follows:

- If the characters are early, in front of the Cathedral are only empty pyres, ready to be lit on fire 3 days later.
- If the characters are just in time, or if they wait 3 days after arriving early, they find Horik and his son tied to the pyres and guarded by a **Royal Paladin of the One Flame**, ready for the upcoming ceremony. If the alarm has been raised, 3 **Royal Paladins of the One Flame**, one **Priest** and 4 **Guards** are keeping the prisoners under surveillance at their pyres. Already before dawn at the end of the Longest Night, the square fills with **Commoners**, each holding a lit candle. As dawn breaks, King Aldebrand leaves the Castle, taking his place as he lights the pyres on fire himself when the sun just emerged from the horizon.



The ceremony is held by a **Royal Priest of the Flame** and, in case of an attack, the gathered **Commoners** do not attack, fleeing instead.

- If the characters are, instead, too late, they find the still smoldering corpses of Horik and his son, slowly consumed by magical flames.

C. Royal Castle

The Castle stands on the southern border of Eoforwic, on a small rocky outcrop jutting from the north-eastern fork of the river. Its square plan is reinforced with a watchtower on each vertex of the walls that sentries can watch over the land and if need be a fight from.

The warriors inside the Castle would never betray King Aldebrand and attack the characters on sight, only letting them go on a successful **Charisma (Persuasion)** check if dressed as the Englar and speaking their tongue, or **Charisma (Intimidation)** check. The **DC** is **20** for the **Guards**, **25** for the **Paladins** and **16** for the **Commoners**, who panic and flee as they see the group.

Stationed within the Castle are about 30 Guards and 10 Paladins at any given moment, with about 50 Commoners, like nobles, craftsmen and slaves, who flee in panic as soon as they feel threatened.

Approaching the Castle requires a successful **Dexterity (Stealth)** check, **DC 25** during the day or 18 at night, and the **Guards** roll one to look for potential intruders every 1d6 rounds. There are always at least 2 **Guards** patrolling any section of the walls.

The main gate is open but protected by at least 5 **Guards**.

Scaling the cliffside requires a **DC 15 Strength (Athletics)** check; the walls are 40ft tall and to climb them without proper equipment the characters must pass a **DC 25 Strength (Athletics)** check. If they do have climbing supplies, instead, it is only a **DC 15** rolled with advantage.

If the alarm has been raised in the Castle (see page 40), the number of Guards patrolling the walls doubles. If the characters are discovered for the first time within the palace, the alarm is raised, but the Guards handling the walls do not double. Inside the Castle are:

- The **throne room**, where King Aldebrand spends his day to day life watched over by 12 **Royal Paladins of the Flame**. Every day, just before noon, the King leaves the Castle, followed by 2 Royal Paladins of the Flame to attend the religious celebrations held at the Cathedral of the One Flame. The throne room contains many precious items of various sorts for a total worth of 1.000 gold pieces.

The characters learn of such habit by asking any Commoner, **Guard** or **Priest**, as it is fairly common for the King, or by observing the Castle for a few days. Those who want to enter this room must leave their weapons at the 5 **Guards** at its door.

- Behind the throne, there is a round room with a large table and 13 ornate thrones. The King's private quarters, where the sire spends his nights, are located beyond those of his Paladins, separated by a large wood and metal door which key is securely hanging from King's neck. To pick it open, a character must pass a **DC 25 Thieves Tools** check or a **DC 21 Strength (Athletics)** to bash it down.
- Only the King knows about a **secret passage** that leads from the Castle to a small creek in the cliffside where a small boat is ready at all times to evacuate him should the need arise. Characters can find this passage by passing a **DC 18 Intelligence (Investigation)**. 5 **Guards** are always stationed to defend the King's quarters during the day and 2 at night.
- The **Hall of Coin** is protected by 5 **Guards** and 2 doors. The first is a metal portcullis that can be silently picked open by passing a **DC 18 Thieves Tools** check or bashed open with a **DC 20 Strength (Athletics)** check. The second is a large wooden door, that can be picked open by passing a **DC 21 Thieves Tools** check or bashed with a **DC 18 Strength (Athletics)** check. Both the two doors are hidden. The room contains many documents, 1d10 scrolls of spells up to the 3rd level to the discretion of the GM and money and precious items for a total worth of 20.000 gold pieces. A secret door connects the Hall of Coin to the actual royal treasury, known only to the King and his Paladins. It takes the characters a successful **DC 25 Intelligence (Investigation)** check to find the secret passage. The treasury contains 1d6 rare magical items, 1d10 uncommon magical items and money and precious objects for a total worth of 100.000 gold pieces.
- The **Kitchen** and the **quarters** for the 2d20 **Commoner** servants, patrolled by 2 **Guards**. There, the characters can stock on almost any kind of food.
- The **Subterranean Dungeon**. To access the dungeons, the characters must go in the opposite direction of the King's own quarters, down the wall. There, if the group is early, Horik and his son are left in two separate cells alongside 2 **Guards**, who try to kill time before the execution. They have the keys for



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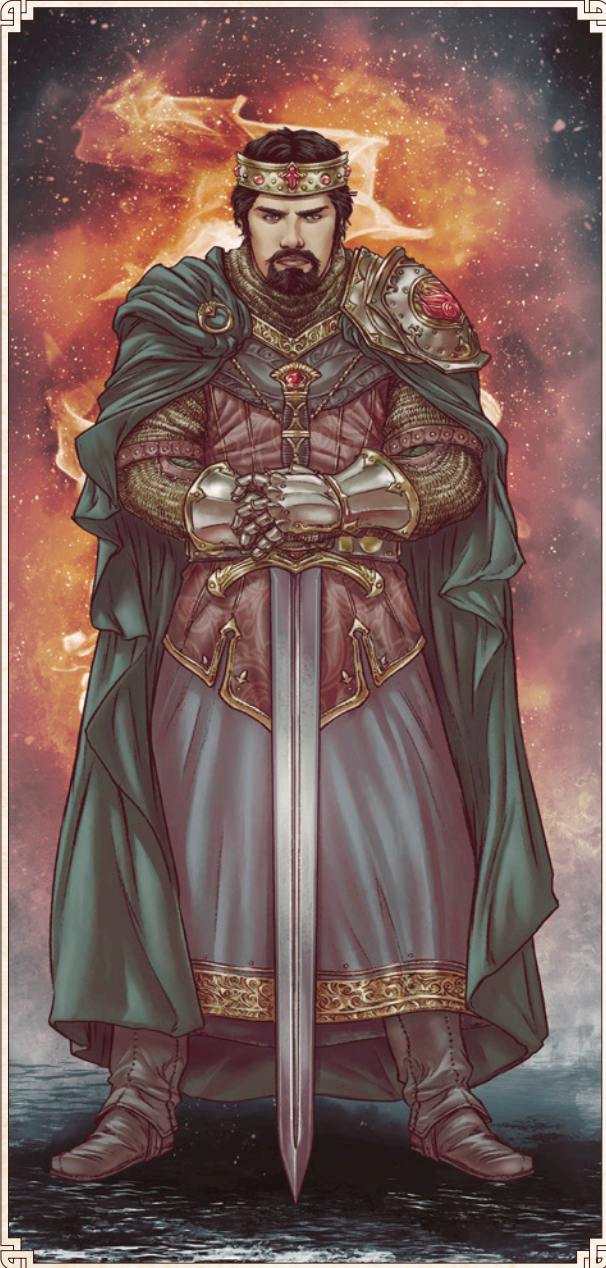
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the two cells and rotate every 6 hours.

- Horik and his son have not been treated too harshly, have only two levels of Exhaustion, are dirty, unarmed and dressed with some sort of sackcloth, but still healthy enough to fight, if equipped for it. Nobody expects an attempt to break the prisoners out of jail unless the alarm has already been raised. In that case, there is 5 Guards and two Royal Paladins of the Flame at any given time, who moved from the Throne Room.



King Aldebrand

D. The Great Wall and the Guard Posts

The whole city is surrounded by a wooden palisade, more than 10ft tall, that leaves uncovered only the gates and the river to the North, South, and East. Watchtowers garrisoned with 3 **Guards** each have been placed at every gate and a potential weak spot in the walls, monitoring traffic day and night; should they notice anything suspicious, they can raise an underwater chain to prevent entrance to the city. Land access to the city is filtered by 4 Gates placed at the cardinal directions, each guarded by 4 Guards and 1 Knight who a watchful eye on people and wares entering the city.

If at least one of the characters knows the Englar language and the group is not immediately recognizable as northlanders, the **Guards** can be convinced to let them in with a successful **DC 15 Charisma (Persuasion)** check, rolled with advantage if they offer the right sum. If the characters are recognized as enemies, instead, one of the **Guards** takes one of the **1d4+1 Riding Horses** at the entrance to warn the rest of the city and raise the alarm, while the others fight.

If the alarm has already been raised, every gate and every Watchtower is garrisoned with 4 **Guards**, 2 **Knights** mounted on **Riding Horses** and a mounted **Royal Paladin of the One Flame**. The DC to persuade them to be let in is now 18 and bribery is not an option anymore because of the **Paladin's** presence.

- If the characters took the main road to Eoforwyc, they arrive at the West Gate.
- If the characters arrived through the woods, they are met with the South Gate.
- If the characters took the river, they arrive at the River Watchtower and the River Harbor.

F. The River Harbor

At the southern edge of the city, many smaller ships are anchored at the harbor in its river, with the profile of a **Faering**. 5 **Guards** patrol the docks during the day, while 20 **Commoners** work there. At night, instead, there is no Commoner, and there are only 2 **Guards** unless the alarm has been raised. In that case, they are 5 as usual. Commoners do not fight unless somebody attempts to steal their ship, but instead, flee and raise the alarm. Here the group can find a boat to flee with, should they not have one already.



G. The City Center

The city of Eoforwyc appears endless and labyrinthine to the characters, with more than a thousand people living in it. There are many Inns for the characters to rest if they know the local speech and have found a way to mask their identities. After all, gold has no flag, right? There are also a few merchants, where the group can find exotic wares like the following:

Armor

- Full Plate
- Splint

Weapons

- Halberd
- Hand Crossbow
- Heavy Crossbow
- Light Crossbow
- Glaive

Items

- Paper
- Hourglass
- Hooded Lantern
- Bullseye Lantern
- Magnifying Glass
- Book
- Spellbook
- Crossbow Bolts

In the northern part of the city is another large Church, where many common people gather to pray during the day under the guidance of a **Royal Priest of the Flame**. If the group understands the Englar's tongue, they can hear him preach about the Chalice of the Eternal Flame, the life goal of any loyal faithful of the cult.

In the square of the market district and that in front of the Church of Eoforwyc are always stationed 5 **Guards** and 1 **Knight**, all mounted on **Riding Horses**. As the city streets are regularly patrolled by the city watch, there is a 30% chance that the group stumbles 1d4 **Guards** at every corner. If the characters are recognized as Northland invaders, the alarm is raised.

ALARM

If the characters are recognized as Nordic invaders before their arrival at Eoforwyc by somebody who manages to reach the city before them, if they are discovered within the town itself or step into somewhere they should not have, somebody raises the alarm.

Every soldier mobilizes to look for them, and every Intelligence (Investigation) or Wisdom (Perception) check to find the characters is rolled with advantage. On the other hand, every Dexterity (Stealth) check rolled by the characters to hide or sneak about the city is rolled

with disadvantage. Every time the group ends a fight, if the alarm is raised again by an NPC who fled to ask for help, another group identical to the one the characters just defeated arrives to apprehend them, led by one of the 12 Royal Paladins of the One Flame present in the city.

THE ESCAPE

Once the characters have rescued Horik and his son, or have avenged their death, they must find a way to return home in the North. First, they must escape from the city:



King Horik Gottfredsson



Erik "Barn" Horiksson

- The group can escape via the river using their boat or taking one from the docks. If the characters were shipwrecked in the Englargadr, this is the only way to return to Jutland. If they leave the city on a boat, they manage to reach the mouth of the river without any issue; however, the moment they reach the open sea they hear an angered scream behind them. They see a furious King Aldebrand accompanied by his 12 **Paladins**, rushing to the shores chasing them.
- The characters can flee on horseback, stealing them from the Castle's Stables or from any of the Watchtowers, then run to their boat on the coast. In this case, too, the previous scenario unfolds as they leave the Englar shores.
- Should the group flee on foot, the **King** and his **Paladins** catch them on the coast where they left their boat, before they can set sail and escape. In this case, breaks out a fight the group very few chances of winning. At the first chance, Erik attempts to buy time for his father to flee, and the characters have the opportunity to chase an honorable end, sacrificing themselves to allow Horik and his son to escape.

RETURNUNG TO JUTLAND

Whether the return home is just cinematic and narrative, leaving more room to the role play of the characters, it is treated as another journey using Navigation rules is up to the discretion of the GM.

In the latter case, Horik's great experience at the helm of a ship grants advantage to all checks.

The journey home takes 10 days navigating in Open Sea.

EPILOGUE - ANOTHER FEAST

Once the characters have reached Siste Festning:

- If they saved King Horik and his son Erik "Barn", the group is welcome as the greatest of heroes and in their honor is called the most massive feast ever seen in Jutland. There, King Horik officially abdicates in favor of his daughter Thorunn and Erik swears fealty to her before heading to the Danevirke. The characters are now known across Midgardr for their deed and enjoy the eternal favor and hospitality of the Gjallarhorn royal family. The characters also receive a **Clangorous Horn** (its description is on page 81 of the *Journey to Ragnarok - Adventure and Setting* rulebook), one of the clan's symbols.
- If the characters bring back only either of Horik and his son, the previous scenario still happens, but with markedly more dark tones.
- If both royals do not return, but their murderer has been executed, Thorunn coldly welcomes the characters. A banquet is held to honor those who have avenged the king and his son. Once the funeral celebrations are over, the characters gain the respect of the clan.
- If instead, the group failed in their quest, both the King and his son are dead, and the killer still draws breath, Thorunn's welcome is cold. During the funerals of the dead King, the characters distinctively feel the contempt the whole clan has for them.

Once they have returned home, the characters are now of an adequate level to embark on the journey across the Nine Worlds, as per the "The Journey begins" paragraph on page 121 of *Journey to Ragnarok - Adventure and Setting*. Otherwise, should they still want to roam about Midgardr, chapter 4 of the rulebook contains hooks and plots the GM can use to plan further adventures.



APPENDIX I

PLACES

SISTE FESTNING

The capital of the Kingdom of the Gjallarhorn clan is the largest fortress in the Northern lands, the first to see a family leader becoming King.

The stronghold is overcrowded because of the many refugees seeking shelter from the weather inside the walls. The Queen has given orders to help all those in need but every day that passes the already complicated situation becomes more and more critical.

A. Perimeter Walls

The encircling city walls are 20 ft. tall and 10 wide, constructed out of wood, earth, and peat, with a footbridge about 3 ft. wide protected by wooden spikes.

Above two of the gates are wooden defensive towers a few meters high, from which take cover and attack enemies. At the back of each of the towers there is a wooden ladder that allows to go down or climb the walls of the fortresses. Each tower houses at least one Guard while 1d12 others patrol the walls.

B. Entrance Gates

Four huge, wooden gates allow access inside the fortress, each leading to one of the main roads. They are operated by hand and can be blocked with heavy wooden beams placed from the inside.

C. External Guard Towers

Outside the walls of the fortress, there are a series of simple wooden watchtowers about 30 ft. tall that host 2 Guards.

D. Refugees' Huts

Outside the Trelleborg, wooden huts have been built at the Queen's order to provide shelter to the refugees.

The area is always patrolled by at least four Guards who offer a hot meal and shelter to those in need. However, their duty is also to break any revolts among the many refugees who crowd the perimeter of the wall waiting to gain access to the fortress.

E. Dwellings

The buildings inside the fortress, much like its defenses, are well-made but not opulent, built out of stone and peat.

The interiors are practical, simple and yet more varied than those that are found in other regions of the northern territories.

Those who have the honor of living inside the fortresses are usually part of the clan's army or warriors with many raids under their belt, their homes decorated with well-made weapons or strange objects obtained during their travels in strange lands.

Every dwelling is inhabited at least 1 Veteran and 1d4 Commoners. Inside there are weapons at the discretion of the Game Master and 3d100 gp worth of treasures.

F. Craftsmen's District

This area of the fortress is where the Jutland artisans live. For the right price, they provide for weapons and armor of superb craftsmanship, as it is well known that no one in the Northern lands can compete with their skills. The area is also inhabited by merchants who, few in numbers, have no dedicated area of their own.

In this district, the characters can buy both equipment and exotic items (see page 80), but all prices have doubled.

G. The Great Gjallarhorn

In the large square of the fortress, in front of the entrance to the royal palace, stands the imposing Horn of the clan. It is said to be a faithful reproduction of the one belonging to the god Heimdall, after which the Gjallarhorns have been named.

No one now living has ever heard the sound of the horn but the legends say that it has been blown only once by the first King and the sound echoed throughout Midgardr.

The horn is to be blown only in case of great danger, the Queen willing to do so only should the Franks were able to break through the Danevirke. Whoever dares to use the horn for futile reasons would be immediately executed by the Queen herself.

H. Royal Palace

The royal palace, too, was built in ancient times by the first clan King preferring functionality to pomp, using only the best stone extracted from the mountains south of Jutland. Many argue that even Dwarf craftsmen contributed to the construction effort.

A huge wooden door allows access to the entrance hall where two Veterans ensure that only those in possession of a valid invitation and no weapons are allowed inside.

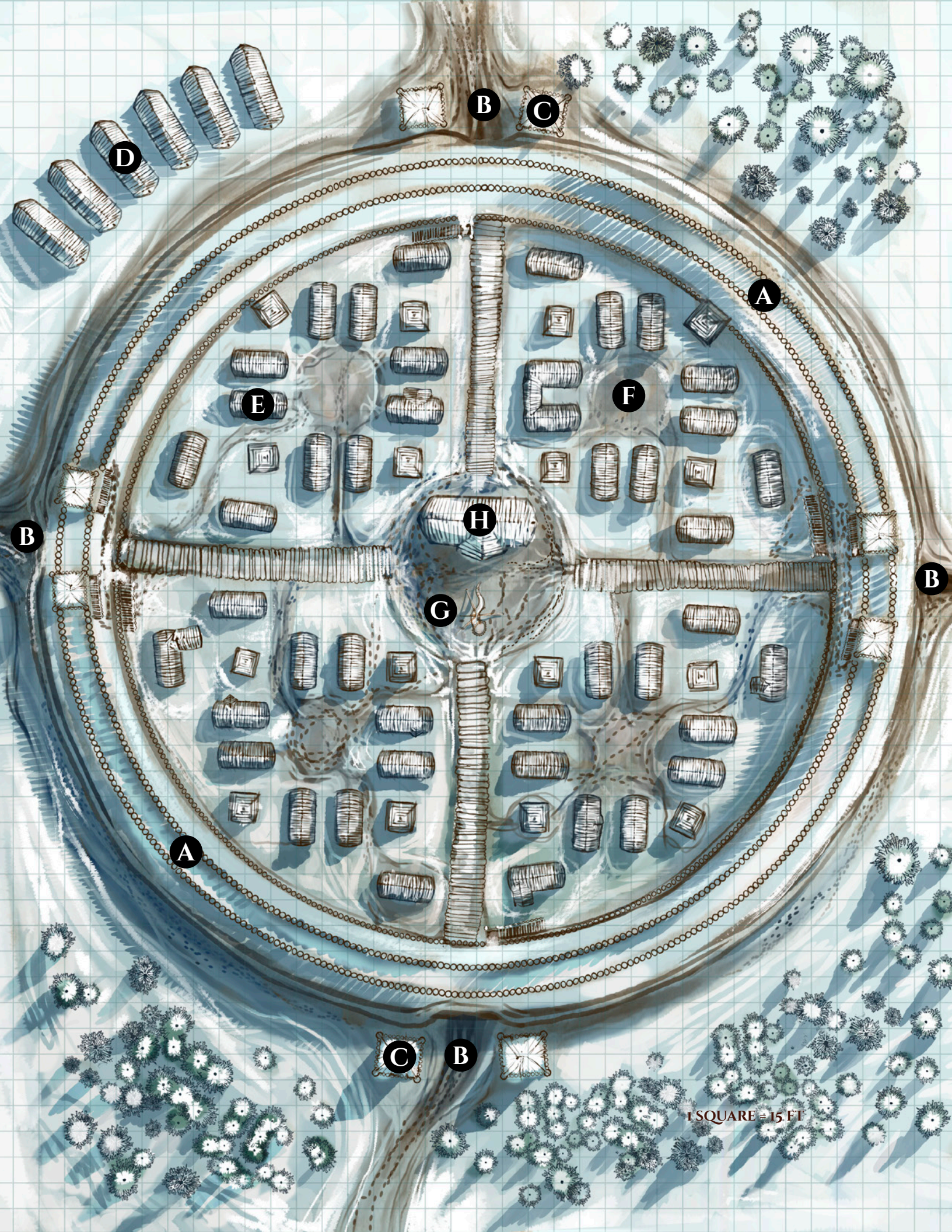
A smaller door opens onto the throne room located on the side opposite to the entrance.

Two series of four columns precede the throne, decorating the room, and, when the court is gathered, one of the eight **Shield Maidens** (see page 143 of *Journey To Ragnarok - Adventure and Setting*) from the Queen's Royal Guard stands at attention in front of each.

At the end of the colonnade, a series of steps lead to the magnificent stone throne on which the queen sits when she receives guests.

The other rooms of the palace are located at the sides and behind the throne room and are occupied by the Queen's personal guard and her servants. No longer having blood relatives, Thorun wanted the palace to be populated only by women.

The palace contains 2.000 gp worth of treasures at the Game Master's discretion.



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1 SQUARE = 15 FT

APPENDIX 2

ENCOUNTERS

ABOLETH

Large aberration, lawful evil

STR	DEX	COS	INT	WIS	CHA
21 (+5)	9 (-1)	15 (+2)	18 (+4)	15 (+2)	18 (+4)

Armor Class 17 (natural armor)
Hit Points 135 (18d10 + 36)
Speed 10 ft., swim 40 ft.

Saving Throws Con +6, Int +8, Wis +6
Skills History +12, Perception +10
Senses darkvision 120 ft., passive Perception 20
Languages Deep Speech, telepathy 120 ft.
Challenge 10 (5,900 XP)

Amphibious. The aboleth can breathe air and water.
Mucous Cloud. While underwater, the aboleth is surrounded by transformative mucus. A creature that touches the aboleth or that hits it with a melee attack while within 5 feet of it must make a **DC 14 Constitution** saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater.
Probing Telepathy. If a creature communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires if the aboleth can see the creature.

ACTIONS

Multiattack. The aboleth makes three tentacle attacks.
Tentacle. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a **DC 14 Constitution** saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by heal or another disease-curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.
Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft. one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.
Enslave (3/Day). The aboleth targets one creature it can see within 30 feet of it. The target must succeed on a **DC 14 Wisdom** saving throw or be magically charmed by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The charmed target is under the aboleth's control and can't take reactions, and the aboleth and the target can communicate telepathically with each other over any distance. Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the aboleth.

LEGENDARY ACTIONS

The aboleth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The aboleth regains spent legendary actions at the start of its turn.
Detect. The aboleth makes a **Wisdom (Perception)** check.
Psychic Drain (Costs 2 Actions). One creature charmed by the aboleth takes 10 (3d6) psychic damage, and the aboleth regains hit points equal to the damage the creature takes.
Tail Swipe. The aboleth makes one tail attack.

ACOLYTE

Medium humanoid (any race), any alignment

STR	DEX	COS	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	14 (+2)	11 (+0)

Armor Class 10
Hit Points 9 (2d8)
Speed 30 ft.
Skills Medicine +4, Religion +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save **DC 12**, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:
Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (3 slots): *bles, cure wounds, sanctuary*

ACTIONS

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

ALDEBRAND, FLAME KING

"You shall bend before the power of my Crown and the One Flame, or Fire will make you."

Aldebrand is among the first men to boast the title of Bretwalda, King of the Englargardr, conquering such a powerful position by crushing his enemies and wisely leading his allies. Crowned at a very young age King by the High Bishop of the Flame after his father died, he instantly showed an affinity for command and a great force of will born out of his devotion to the Crown and the Englargardr. He fought harshly against Midgardian raiding parties until he eventually manages to defeat and capture their leader, Horik, and his son. Now, he aims to convert them to the One Flame and swear fealty to him.

Roleplaying Aldebrand

Aldebrand is a just, loved and respected ruler. Although his inner fire has been tempered by his meditative character, his efforts to maintain the composure demanded from a King are well known. However, he is also famous for being as cold and merciless as steel with his enemies. He trusts his men and cares deeply about what his Paladins think and say, for they would gladly give their lives for him. Aldebrand truly believes he rules by divine mandate and is a fervent believer of the One Flame, although he also holds that power is a privilege and a responsibility to be earned once again every single day.

Aldebrand's Goals

The King must ensure the stability of a country torn to pieces by the constant vying for power of its nobility, all the while keeping a wary eye out for foreign threats. On one hand, their Iberian neighbors; on the other, the constant threat of the viking raiding parties he must deal with. Because of this, he believes capturing the viking leaders to be enough to ensure his superiority on such tenacious enemy. If he could manage to convert them to the One Flame, too, it would probably break their fighting spirit for a long while.

ALDEBRAND, FLAME KING

Medium humanoid (human), lawful honorable

King Aldebrand

STR	DEX	COS	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	16 (+3)	14 (+2)	20 (+5)

Armor Class 18 (plate armor)

Hit Points 100 (12d10 + 24)

Speed 30 ft.

Saving Throws For +8, Car +9

Skills Athletics +8, Persuasion +9, Intimidation +9, Insight +6, Religion +6

Senses Passive perception 18

Languages Englar, Common (Very little knowledge)

Challenge 9 (2,900 EXP)

Inspiring Leader. Aldebrand's allies within 60 ft. of him roll saving throws against fear and charm with advantage.

Blinding Draw. When Aldebrand draws Dyrnwyn, every creature hostile to its bearer and within 30 ft. of him must pass a **DC 15 Charisma** saving throw or be Blinded until the end of their next round. Such feature can be activated again after a long rest.

Indomitable (3/day). The Flame King can reroll a failed saving throw.

Spellcaster. Aldebrand is a 9th level spellcaster. His spellcasting Ability is Charisma (saving throw DC 17, +9 to hit with spell attacks) and has prepared the following Cleric and Paladin spells:

Cantrips (at will): *guidance, light, sacred flame, thaumaturgy*

1st level (4 slots): *bles, command, divine favor, shield of faith*

2nd level (3 slots): *branding smite, find steed, zone of truth*

3rd level (2 slots): *dispel magic, magical circle, revivify*

ACTIONS

Multiattack. Aldebrand makes three attacks with Dyrnwyn.

Dyrnwyn. *Melee Weapon Attack:* +13 to hit, reach 5ft., one target.

Hit: 13 (1d8 + 9) slashing damage or 15 (1d10 + 9) if wielded with both hands, plus 5 (1d8) radiant damage. Dyrnwyn has 7 charges. When he hits an enemy with Dyrnwyn, Aldebrand can expend up to two charges to 1d10 extra force damage each.

Blessing of the Flame (recharges after a short or long rest). Aldebrand runs his hand along the blade of his sword, lighting it on fire.

For 1 minute, it deals an extra 3d6 (10) radiant damage.

Leadership (recharges after a long or short rest). Aldebrand can give a special command or issue a warning to an ally within 30 ft. of him he can see. For 1 minute, when that ally rolls to hit or a saving throw they can add 1d6 if they can hear the King's words. A creature can benefit from only one Leadership die at a time. Leadership has no effect if Aldebrand is incapacitated.

Royal Gaze. Aldebrand can attempt to intimidate an opponent with a mere stare. A creature adjacent to him must pass a **DC 16 Wisdom** saving throw or roll to hit Aldebrand at disadvantage for 1 minute. At the end of their round, the creature can attempt to pass another **DC 16 Wisdom** saving throw to end the effect. A creature who has saved is immune to the effect.

REACTIONS

Blazing Burst. When a creature hits Aldebrand with a melee weapon, they must pass a **DC 17 Dexterity** saving throw. On a failure, that creature suffers 10 (2d10) radiant damage or half as much on a success.



ASSASSIN

Medium humanoid (any race), any non-good alignment

STR	DEX	COS	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

Saving Throws Dex +6, Int +4

Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9

Senses passive Perception 13

Languages Thieves' cant plus any two languages

Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Sneak Attack (Once per turn). If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

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

ACTIONS

Multiattack. The assassin makes two shortsword attacks.

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

Hit: 6 (1d6 + 3) piercing damage, and the target must make a **DC 15 Constitution** saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a **DC 15 Constitution** saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

BANDIT CAPTAIN

Medium humanoid (any race), any non-lawful alignment

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

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

ACTIONS

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

REACTIONS

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

BASILISK

Medium monstrosity, unaligned

STR	DEX	COS	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	2 (-4)	8 (-1)	7 (-2)

Armor Class 15 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 20 ft.

Senses darkvision 60 ft., passive Perception 9

Languages -

Challenge 3 (700 XP)

Petrifying Gaze. If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a **DC 12 Constitution** saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save.

If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.

BULETTE

Large monstrosity, unaligned

STR	DEX	COS	INT	WIS	CHA
19 (+4)	11 (+0)	21 (+5)	2 (-4)	10 (+0)	5 (-3)

Armor Class 17 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 40 ft., burrow 40 ft.

Skills Perception +6

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages -

Challenge 5 (1,800 XP)

Standing Leap. The bulette's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 30 (4d12 + 4) piercing damage.

Deadly Leap. If the bulette jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a **DC 16 Strength** or **Dexterity** saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

CHUUL

Large aberration, chaotic evil

STR	DEX	COS	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	11 (+0)	5 (-3)

Armor Class 16 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., swim 30 ft.

Skills Perception +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands Deep Speech but can't speak

Challenge 4 (1,100 XP)

Amphibious. The chuul can breathe air and water.

Sense Magic. The chuul senses magic within 120 feet of it at will. This trait otherwise works like the detect magic spell but isn't itself magical.

ACTIONS

Multiattack. The chuul makes two pincer attacks. If the chuul is grappling a creature, the chuul can also use its tentacles once.

Pincer. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape **DC 14**) if it is a Large or smaller creature and the chuul doesn't have two other creatures grappled.

Tentacles. One creature grappled by the chuul must succeed on a **DC 13 Constitution** saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

COCKATRICE

Small monstrosity, unaligned

STR	DEX	COS	INT	WIS	CHA
6 (-2)	12 (+1)	15 (+2)	2 (-4)	13 (+1)	5 (-3)

Armor Class 11

Hit Points 27 (6d6 + 6)

Speed 20 ft., fly 40 ft.

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 1/2 (100 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage, and the target must succeed on a **DC 11 Constitution** saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

COMMONER

Medium humanoid (any race), any alignment

FOR	DES	COS	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

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

DEATH DOG

Medium monstrosity, neutral evil

STR	DEX	COS	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	3 (-4)	13 (+1)	6 (-2)

Armor Class 12

Hit Points 39 (6d8 + 12)

Speed 40 ft.

Skills Perception +5, Stealth +4

Senses darkvision 120 ft., passive Perception 15

Languages -

Challenge 1 (200 XP)

ACTIONS

Multiattack. The dog makes two bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a **DC 12 Constitution** saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure.

This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

DIRE WOLF

Large beast, unaligned

STR	DEX	COS	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Armor Class 14 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 50 ft.

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages -

Challenge 1 (200 XP)

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a **DC 13 Strength** saving throw or be knocked prone.

DRAUGR, CORPOREAL

Medium undead, any Chaotic

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

Armor Class 18 (plate)

Hit Points 85 (14d8 + 6)

Speed 30 ft

Saving Throws Dex +2, Wis +2, Cha +2

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive perception 13

Languages Common

Challenge 10 (5900 XP)

Magic Resistance. The Draugr has advantage on saving throws against spells and other magical effects.

Marshal Undead. Unless the Draugr is incapacitated, it and undead creatures of its choice within 60 ft. of it have advantage on saving throws against features that turn undead.

Spellcasting. The Draugr is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +7 to hit with spell attacks). The Draugr has the following paladin spells prepared:

1st level (4 slots): *command, compelled duel, searing smite*

2nd level (3 slots): *hold person, magic weapon*

3rd level (3 slots): *dispel magic, elemental weapon*

ACTIONS

Multiattack. The Draugr makes 3 longsword attacks.

Longsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10+4) if used with two hands, plus 18 (4d8) necrotic damage.

Hellfire Orb (1/Day). The Draugr hurls a magical ball of fire that explodes at a point it can see within 120 ft. of it. Each creature in a 20 ft. radius sphere, centered on that point, must make a DC 17 Dexterity saving throw. The Sphere spreads around corners. A creature takes 18 (5d6) fire damage and 18 (5d6) necrotic damage on a failed save, or half as much damage on a successful one.

REACTIONS

Parry. The Draugr adds 6 to its AC against one melee attack that would hit it. To do so, the Draugr must see the attacker and be wielding a melee weapon.

DRUID

Medium humanoid (any race), any alignment

STR	DEX	COS	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Armor Class 11 (16 with barkskin)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Druidic plus any two languages

Challenge 2 (450 XP)

Spellcasting. The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, produce flame, shillelagh*

1st level (4 slots): *entangle, longstrider, speak with animals, thunderwave*

2nd level (3 slots): *animal messenger, barkskin*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 + 2) bludgeoning damage with *shillelagh*.

DRYAD

Medium fey, neutral

STR	DEX	COS	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

Armor Class 11 (16 with barkskin)

Hit Points 22 (5d8)

Speed 30 ft.

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Elvish, Sylvan

Challenge 1 (200 XP)

Tree Stride. Once on her turn, the dryad can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Innate Spellcasting. The dryad's innate spellcasting ability is Charisma (spell save DC 14). The dryad can innately cast the following spells, requiring no material components:

At will: *druidcraft*

3/day each: *entangle, goodberry*

1/day each: *barkskin, pass without trace, shillelagh*

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.

Magic Resistance. The dryad has advantage on saving throws against spells and other magical effects.

ACTIONS

Morso. *Attacco con Arma da Mischia:* +5 al tiro per colpire portata 1,5 m, un bersaglio. *Colpito:* 10 (2d6 + 3) danni perforanti. Se il bersaglio è una creatura, deve riuscire un tiro salvezza di **Forza CD 13** o cadere prona.

ERIK "BARN" HORIKSSON

"What can be better than drinking from the skulls of the enemies you slew, after a battle?! Skål!"

Erik got his nickname "Barn" ("Kid" in the northern speech) when, barely a teenager, he started to follow his father and Clan in their raids. As he did not appear to grow any facial hair even many years after, the nickname stuck, although some say it did because he might not be the brightest in the bunch. Of course, anyone caught saying like that out loud usually does not go on for long.

Erik is a mighty and powerful warrior, who earned the respect of the Gjallarhorn youth who follow him without question in his raids and deeds and have always considered him a worthy successor to his father, against the judgment of the elders, who instead believe he is too brash for the title of chieftain.

Much like his father, he preferred to die in defense of his honor, instead of converting to the way of the One Flame.

Roleplaying Erik

Erik is young, almost 7 ft tall, moving like a bear in a pottery shop. Of course, he is the type of person who attacks first and then worries about the consequences.

Erik's Goals

Erik would gladly give his life in defense of his father and to redeem his honor, stained by his capture.



ERIK "BARN" HORIKSSON

Medium humanoid (human), lawful honorable

STR	DEX	COS	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	8 (-1)	10 (+0)	12 (+5)

Armor Class 16 (scale armor)

Hit Points 100 (12d10 + 36)

Speed 30ft.

Saving Throws For +9, Cos +8

Skills Athletics +9, Asatru +5, Intimidation +7, Survival +4

Senses Passive perception 12

Languages Common

Challenge 7 (2,900XP)

Brute. Erik's melee weapon attacks deal an additional weapon damage die (already included in the following profiles).

Indomitable (2/day). Erik "Barn" Horiksson can reroll a failed saving throw.

Reckless. At the beginning of his turn, Erik "Barn" Horiksson can roll his first roll to hit with a melee weapon attack at advantage. However, attacks against him are rolled at advantage until the beginning of his next turn.

ACTIONS

Multiattack. Erik "Barn" Horiksson makes 3 greataxe attacks.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target.

Hit: 18 (2d12 + 5) slashing damage.

GHOU

Medium undead, chaotic evil

STR	DEX	COS	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a **DC 10 Constitution** saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GIANT BOAR

Large beast, unaligned

STR	DEX	COS	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	7 (-2)	5 (-3)

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft.

Senses passive Perception 8

Languages -

Challenge 2 (450 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a **DC 13 Strength** saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

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

GIANT SHARK

Huge beast, unaligned

STR	DEX	COS	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	1 (-5)	10 (+0)	5 (-3)

Armor Class 13 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 0 ft., swim 50 ft.

Skills Perception +3

Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 5 (1,800 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The shark can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

GLADIATOR

Medium humanoid (any race), any alignment

STR	DEX	COS	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Armor Class 16 (studded leather, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Brave. The gladiator has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

ACTIONS

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a **DC 15 Strength** saving throw or be knocked prone.

REACTIONS

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

GUARD

Medium humanoid (any race), any alignment

STR	DEX	COS	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

HAFGUFA

"There is a creature whose name I did not call, so large nobody would believe it exists. Only a few have seen it and survived to tell the tale, for it only rarely draws close to shore or appears where fishers can spot its bulk. I also believe there are not many creatures of such kind in the sea at all, in the first place.

Often, in our tongue, they are called Hafgufa, and those few who saw one told of a creature more similar to land, than fish, so large I have never heard somebody catching or killing one. I believe there cannot be but two in the seas, incapable of mating. It would not be good for the rest of the fish and sea life if the Hafgufa were as many as whales, for they are so large there would not be enough food for all of them.

It is said it is the nature of such being to open its mouth when it wants to eat and belch out enormous quantities of food for the lesser ilks of fish, who gather by the school as they believe they are about to have a kingly feast. However, the mouth of a Hafgufa is as large as a wide fjord, and many fish are caught in its jaws, baited by the food, as they close to trap them inside."

- Thorleif Sikiroddr "Voce di Seta"

HAFGUFA

Gargantuan Monstrosity, unaligned

STR	DEX	COS	INT	WIS	CHA
21 (+5)	9 (-1)	15 (+2)	18 (+4)	15 (+2)	18 (+4)

Armor Class 19 (natural armor)

Hit Points 66 (8d10 + 24)

Speed 10ft, swim 40ft.

Saving Throws Str +13, Con +12

Senses Darkvision 120ft., Passive perception 18

Challenge 14 (11,500 EXP)

Pall of Mist. The Hafgufa's body emits vaporized water that condenses in a thick pall of mist around it. Visibility is reduced and within 30ft of the creature all **Wisdom (Perception)** checks are rolled at disadvantage.

Siege Monster. The damage dealt by the Hafgufa to structures and items doubles.

Legendary Resistance (3/day). If the Hafgufa fails a saving throw, it can choose to pass it instead.

Waterbreathing. The Hafgufa can breathe only underwater.

Hold Breath. When outside a body of water, the Hafgufa can hold its breath for 10 minutes.

ACTIONS

Multiattack. The Hafgufa makes three tentacle attacks.

Tentacle. Melee Weapon Attack: +17 to hit, 40ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage, the target is grappled (escaped **DC 16**). Until the end of the effect, the target is restrained.

The Hafgufa can grapple with all 10 its tentacles.

Constrict. An item or creature Huge or smaller the Hafgufa is grappling suffers 11 (1d4 + 8) bludgeoning damage and one level of Exhaustion.

Constricted creatures roll saving throws to break free at disadvantage.

Hurl. An item or creature Large or smaller the Hafgufa is grappling is thrown 50ft. in a random direction and knocked prone upon landing. If the target strikes a solid surface, they suffer 3 (1d6) bludgeoning damage every 10ft. of travel. If the target is hurled onto another creature, that second creature must pass a **DC 16 Dexterity** saving throw or suffer the same damage and be knocked prone.

Disgusting Belch (recharge 5-6). The Hafgufa throws up, belching the remains of its last meal on a 90ft. cone. Every creature caught in the area must pass a **DC Constitution** saving throw or suffer 44 (10d8) acid damage and be poisoned for an hour on a fail.

On a success, the target suffers half that damage and is not poisoned.

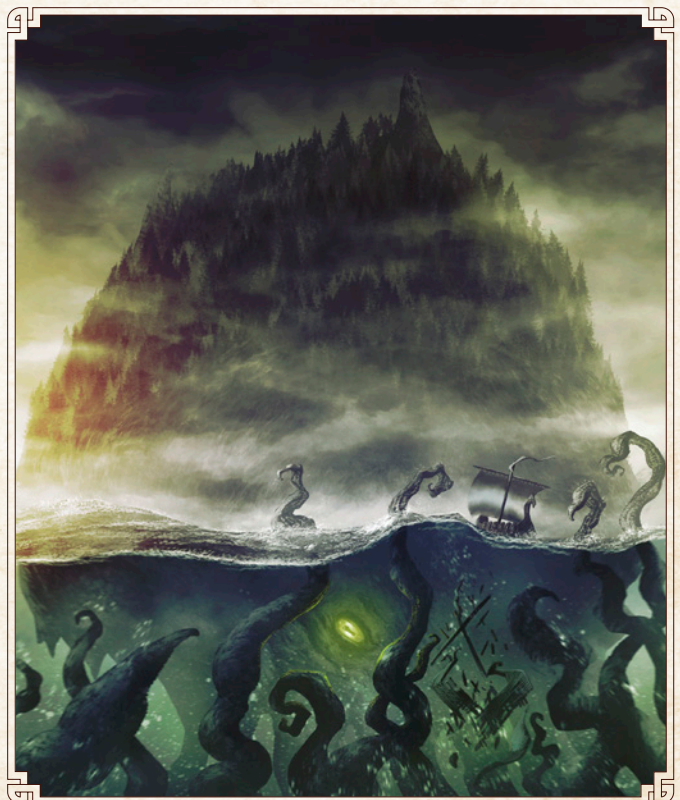
LEGENDARY ACTIONS

The Hafgufa can take 3 legendary actions from the following list. It can take only one legendary action at a time and only at the end of the turn of another creature. The Hafgufa recovers spent legendary actions at the beginning of its round.

Tentacle. The Hafgufa makes one Tentacle attack.

Spot. The Hafgufa makes a **Wisdom (Perception)** check.

Fog Explosion (3 actions). The Hafgufa emits mist, reducing visibility to 10ft. within a 120ft. radius centered on itself. Creatures caught in the area must pass a **DC 15 Dexterity** saving throw or be knocked 10ft. in the opposite direction.



HORIK GOTTFREDSSON

"You foolish fire-worshippers did not understand that only the pride and spirit of a Gjallarhorn is harder than his head!"

King Horik was the glue able to keep the people of Jutland unified during the most severe crisis ever, caused by the pressure on the Danevirke. Reigning brave, wise, and loved but also hard and ruthless in case of need, he has never pulled back in the face of danger and responsibility, participating in the front line of every raid or battle of his Clan and being recognized as one of the greatest warriors of the Wall. Respect for King Horik did not stop in the confines of his land but reached every ruler, clan leader, or fighter in Midgard. After being shipwrecked on the coasts of the Englargardr with his son Erik "Barn", he fought in the bush for months, unable to leave the island since the advent of Fimbulvetr, before being captured and seeing his companions exterminated one by one to except him and his son.

Roleplaying Horik

The old King of Jutland speaks with the calm and security of a man full of pride and conscious of his strength; he never raises his voice but never lowers his gaze. He feels the weight of his years advancing, but this does not make him weak; on the contrary, he makes him even more reflective, as well as having high confidence in his two sons, to whom he intends to leave the throne early, becoming their adviser. Since the Englarg captured him, he has not lost his spirit and has never bowed his head before the foreign King, nor has he given up his gods in favor of the one of Fiamma. His thoughts often turn to his daughter, worrying about the political situation in Jutland, but with full confidence in his ability to reign after him.

Horik's Goals

The old King is resigned to dying in a foreign land, but he will do so without giving up his pride. He would like his son to survive him, but he has no hopes for it. Horik is still proud of Erik and of how he never gave up on the gods and is reassured by the fact that for both of them, Valhalla is waiting.

HORIK GOTTFREDSSON

Medium humanoid (human), lawful honorable

STR	DEX	COS	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	14 (+2)	20 (+5)	16 (+3)

Armor Class 19 (scale armor and shield, 16 without shield)

Hit Points 66 (8d10 + 24)

Speed 30 ft.

Saving Throws Wis+8, Car +6

Skills Persuasion +6, Insight +8, Perception +8

Senses Passive perception 18

Languages Common, Englar (Basic knowledge)

Challenge 5 (1.800 EXP)

Inspiring Leader. Horik's allies within 60 ft. of him roll saving throws against fear and charm at advantage.

Wise and Proud. Horik rolls Charisma and Wisdom saving throws at advantage.

ACTIONS

Multiattack. Horik makes two Longsword attacks.

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

Hit: 8 (1d8 + 3) slashing damage or 9 (1d10 + 3) if wielded with both hands.

Leadership (recharges after a long or short rest). Horik can give a special command or issue a warning to an ally within 30 ft. of him he can see. For 1 minute, when that ally rolls to hit or a saving throw they can add 1d4 if they can hear Horik's words. A creature can benefit from only one Leadership die at a time. Leadership has no effect if Horik is incapacitated.

REACTIONS

Pommel Strike. Horik can strike with the pommel of his blade or the butt of a polearm. It uses the same modifiers for a normal attack but deals 5 (1d4 + 3). On a hit, the target must pass a **DC 14 Constitution** saving throw or be stunned until the end of their next round.



King Horik

HUGINN AND MUNINN, ODHINN'S RAVENS

Huginn (“Thought”) and Muninn (“Memory”) are two ravens who wander the Worlds gathering news and information on behalf of Odhinn. Their master sets them out at dawn and then awaits their return at dusk, when they perch on his shoulders and whisper in his ears what they saw and heard.

HUGINN / MUNINN

Tiny beast, lawful honorable

STR	DEX	CON	INT	WIS	CHA
6 (-2)	20 (+5)	10 (+0)	24 (+7)	20 (+5)	14 (+2)

Armor Class 25

Hit Points 75 (15d8)

Speed 10 ft. fly 120 ft.

Saving Throws Dex +10, Int +12, Wis +10

Damage Immunities poison; bludgeoning, piercing and slashing from non magical weapons

Condition Immunities charmed, paralyzed, poisoned

Damage Resistances radiant

Senses passive Perception 20, truesight 150 ft.

Languages all, telepathy 400 ft.

Challenge 12 (11,500 XP)

Awareness. Odhinn’s Ravens immediately detect lies.

Mimicry. Odhinn’s Ravens can mimic any sound. Creature hearing the sound can tell it is a mimicry by passing a **DC 20 Wisdom (Insight)** check.

Innate Spellcasting. The spellcasting ability of the Odhinn’s Ravens is Intelligence (saving throw DC 20).

Legendary Resistances (3/Day). If the Vanir fails a saving throw, it can choose to succeed instead. They can innately cast the following spells, without the need for components.

At will: *clairvoyance, detect magic, detect thoughts, etherealness, message.*

1/day: *time stop, zone of truth*

Magic Resistance. Odhinn’s Ravens roll saving throws against spells and magical effects with advantage.

ACTIONS

Beack. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

LEGENDARY ACTIONS

Odhinn’s Ravens can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature’s turn. Odhinn’s Ravens regain spent legendary actions at the start of their turn.

Flight. Flying, Odhinn’s Ravens either Dash or Disengage.

Spell. Odhinn’s Ravens cast a known spell.

KILLER WHALE

Huge beast, unaligned

STR	DEX	COS	INT	WIS	CHA
19 (+4)	10 (+0)	13 (+1)	3 (-4)	12 (+1)	7 (-2)

Armor Class 12 (natural armor)

Hit Points 90 (12d12 + 12)

Speed 0 ft., swim 60 ft.

Skills Perception +3

Senses blindsight 120 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Echolocation. The whale can’t use its blindsight while deafened.

Hold Breath. The whale can hold its breath for 30 minutes.

Keen Hearing. The whale has advantage on **Wisdom (Perception)** checks that rely on hearing.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 21 (5d6 + 4) piercing damage.

KNIGHT

Medium humanoid (any race), any alignment

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

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

Brave. The knight has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The knight makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

REACTIONS

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

MASTIFF

Medium beast, unaligned

STR	DEX	COS	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Armor Class 12

Hit Points 5 (1d8 + 1)

Speed 40 ft.

Skills Perception +3

Senses passive Perception 13

Languages -

Challenge 1/8 (25 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a **DC 11 Strength** saving throw or be knocked prone.

OTYUGH

Large aberration, neutral

STR	DEX	COS	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	6 (-2)	13 (+1)	6 (-2)

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

Saving Throws Con +7

Senses darkvision 120 ft., passive Perception 11

Languages Otyugh

Challenge 5 (1,800 XP)

Limited Telepathy. The otyugh can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

ACTIONS

Multiattack. The otyugh makes three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a **DC 15 Constitution** saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape **DC 13**) and restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target.

Tentacle Slam. The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a **DC 14 Constitution** saving throw or take 10 (2d6 + 3) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

RIDING HORSE

Large beast, unaligned

STR	DEX	COS	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

Armor Class 10

Hit Points 13 (2d10 + 2)

Speed 60 ft.

Senses passive Perception 10

Languages -

Challenge 1/4 (50 XP)

ACTIONS

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

ROYAL PALADIN OF THE ONE FLAME

Medium humanoid (human), lawful honorable

STR	DEX	COS	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	10 (+0)	12(+1)	16 (+3)

Armor Class 16 (scale armor)

Punti Ferita 100 (12d10+36)

Hit Points 100(12d10+36)

Skills Athletics +6, Persuasion +3, Religion +4

Senses Passive perception 11

Languages Common

Challenge 5 (1,800XP)

Flaming Smite. As a bonus action, the Royal Paladin of the One Flame can expend a spell slot to deal an extra 13 (3d8) fire damage until the end of their turn. If they spend a spell slot of 2nd or higher level, damage increases by 1d8 per slot level beyond 1st.

Spellcaster. The Royal Paladin of the One Flame is a 6th level spellcaster. Their spellcasting Ability is Charisma (spell save **DC 14**, +6 to hit with spell attacks) and has the following Paladin spells prepared:

1st level (4 slots): *detect evil and good, detect magic, divine favor, shield of faith*

2nd level (2 slots): *branding smite, lesser restoration*

ACTIONS

Multiattack. The Royal Paladin of the One Flame makes two Greatsword attacks.

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

Hit: 10 (2d6 + 3) slashing damage.

REACTIONS

Protect the Leader. As a reaction, the Royal Paladin of the One Flame within 5ft of Aldebrand leaps between the Flame King and an attack that would hit him.

ROYAL PRIEST OF THE ONE FLAME

Medium humanoid (human), lawful honorable

STR	DEX	COS	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	10 (+0)	12(+1)	16 (+3)

Armor Class 15 (breastplate)

Hit Points 51(10d8+6)

Speed 30ft.

Skills Medicine +5, Persuasion +3, Religion +7

Senses Passive perception 13

Languages Englar

Challenge 3 (700XP)

Burning Zeal. As a bonus action, the Royal Priest of the One Flame expends a spell slot to make their next melee weapon attack deal an extra 10 (3d6) fire damage until the end of their turn. If they spend a slot of 2nd or higher level, damage increases by 1d6 for every slot level beyond 1st.

Spellcaster. The Royal Priest of the One Flame is a 7th level spellcaster. Their spellcasting Ability is Wisdom (spell save **DC 14**, +6 to hit with spell attacks) and has prepared the following Cleric spells:

Cantrips (at will): *light, mending, sacred flame, thaumaturgy*

1st level (4 slots): *cure wounds, purify food and water, sanctuary*

2nd level (3 slots): *continual flame, lesser restoration, spiritual weapon*

3rd level (3 slots): *beacon of hope, spiritual guardian*

4th level (1 slot): *fire shield*

ACTIONS

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

Hit: 5(1d6+2) bludgeoning damage.

SCOUT

Medium humanoid (any race), any alignment

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

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on **Wisdom (Perception)** checks that rely on hearing or sight.

ACTIONS

Multiattack. The scout makes two melee attacks or two ranged attacks. Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

SKELETON

Medium undead, lawful evil

STR	DEX	COS	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 1/4 (50 XP)

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

SPECTER

Medium undead, chaotic evil

STR	DEX	COS	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1 (200 XP)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on **Wisdom (Perception)** checks that rely on sight.

ACTIONS

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a **DC 10 Constitution** saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

STONE GOLEM

Large construct, unaligned

STR	DEX	COS	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Armor Class 17 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 10 (5,900 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Slow (Recharge 5–6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a **DC 17 Wisdom** saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SUCCUBUS/INCUBUS

Medium fiend (shapechanger), neutral evil

STR	DEX	COS	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)

Armor Class 15 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 60 ft.

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 60 ft.

Challenge 4 (1,100 XP)

Telepathic Bond. The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Shapechanger. The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the fiend loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Claw (Fiend Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Charm. One humanoid the fiend can see within 30 feet of it must succeed on a **DC 15 Wisdom** saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours.

The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss. The fiend kisses a creature charmed by it or a willing creature. The target must make a **DC 15 Constitution** saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness. The fiend magically enters the Ethereal Plane from the Material Plane, or vice versa.

THORUNN HORIKDOTTIR

"I ask you to swear by loyalty and leave immediately to the Wall, to investigate the incident and return to report what you'll discover".

Queen Thorunn Horikdottir didn't have an easy or happy life.

After her father and brother disappeared at sea, her household was on the brink of disaster and it would have been destroyed by other ambitious nobles if it wasn't for Thorunn's strength and her innate knack for politics.

After getting a measure of political stability, Thorunn set off to the Danevirke, to win the hearts of her subjects, fighting against the invaders alongside her shieldmaidens.

The Skalds everywhere tell the tale to the return of the great queen and her Valkyries. Despite the terrible state of Jutland, the entire peninsula unconditionally love with the Queen.

Roleplaying Thorunn

The queen of Gjallarhorn clan is as beautiful as spring and as cold the Great Winter.

Her life was never easy, but these hardships forged her into a woman of iron, her personality is sharper than any blade forged on Midgardr. Yet, she always look perfect and sunny like an autumn morning. She doesn't allow anyone to interrupt her while she speaks and, usually, one glance of her icy blue eyes is enough to shut up the fool.

In spite of her cold disposition, the Queen is intelligent, smart and always polite. She lets those who deserve her attention speak and always rewards those who serve her, sometimes with one of her rare smiles, like a warn glimpse of summer during Fimbulvetr. On the other hand, whoever opposes her will be dealt swiftly with her own blade.

Thorunn's Goal

Thorunn has a score of problems and she's always looking for trustworthy agents. Her first priority is to defend the borders against the invading Franks, those who enlist in the Danevirke's Guard have many chances of winning her favor.

She also wants to know what is going on beyond the Wall, but she doesn't want panic to spread across the Jutland, so discretion is paramount.

Then, she needs to show her power, punishing the rebellious jarls of the islands. A group of brave warrior that can achieve this will be compensated with grants and honors.

Finally, the queen knows that, sooner or later, she has to find a worthy husband to keep the nobles in check. The obvious seems King Asbjorn, since the news of his recent marriage haven't reached the Jutland, yet. There are numbers of powerful clan chieftains and jarls that might step forward if they understand that Thorunn's priority is an alliance to stabilize the kingdom.



Thorunn

THORUNN

Medium Humanoid (Human), Lawful Honorable

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	10 (+0)	13 (+1)	14 (+2)

Armor Class 19 (studded leather armor, shield)

Hit Points 100 (12d10 + 36)

Speed 30 ft.

Saving Throws Dex +9, Con +7

Skills Animal Handling +5, Asatru +7, Stealth +9, Survival +7

Senses passive Perception 13

Languages Common

Challenge 7 (2,900 XP)

Champion of the Shield Wall. Thorunn's allies within 5 ft. of her can use their reaction to add 3 to their AC or to Thorunn's AC.

Inspiring Leader. Thorunn's allies within 60 ft. of her have advantage to all saving throws against fear or charm effects.

Indomitable (2/day). Thorunn can re-roll a failed saving throw.

ACTIONS

Multiattack. Thorunn makes three longsword attacks.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage or 12 (1d10 + 7) slashing damage if used with two hands.

Leadership (Recharges after a Short or Long Rest). For 1 minute, Thorunn can utter a special command or warning whenever a non-hostile creature that she can see within 30 ft. of her makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand her. A creature can benefit from only one Leadership die at a time. This effect ends if Thorunn is incapacitated.

REACTIONS

Parry. Thorunn adds 3 to her AC against one melee attack that would hit her. To do so, she must see the attacker and be wielding a shield.

THUG

Medium humanoid (any race), any non-good alignment

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

AZIONI

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

TREANT

Huge plant, chaotic good

STR	DEX	COS	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Armor Class 16 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

Damage Resistances bludgeoning, piercing

Damage Vulnerabilities fire

Senses passive Perception 13

Languages Common, Druidic, Elvish, Sylvan

Challenge 9 (5,000 XP)

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.

Siege Monster. The treant deals double damage to objects and structures.

ACTIONS

Multiattack. The treant makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Animate Trees (1/Day). The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

UNDEAD LORD

Medium undead, chaotic dishonorable

STR	DEX	COS	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	10 (+0)	12(+1)	16 (+3)

Armor Class 13 (16 with mage armor)

Hit Points 72 (12d8 + 12)

Speed 30ft.

Saving Throws Con +5, Int +7, Wis+4

Senses Darkvision 60ft., Passive perception 11

Damage Immunities Necrotic, Poison

Condition Immunities Exhausted, Frightened, Poisoned

Languages Frankish

Challenge 6 (2,300XP)

The Horde of the Dead. If the Undead Lord is not incapacitated, both him and the undead within 60ft. of him, roll saving throws against being turned at advantage.

Undead Nature. The Undead Lord does not need to breathe, eat, drink or sleep. **Undead Fortitude.** If the Undead Lord is reduced to 0 hit points, he must pass a **DC 5 + damage** taken **Constitution** saving throw, unless it is radiant or critical damage. On a success, the Undead Lord is reduced just to 1 hit point instead.

Legendary Resistance (3/day). If the Undead Lord fails a saving throw, he can choose to pass it instead.

Hand of Justice. This scepter grants the Undead Lord a +2 to hit with spell attacks and to spell saving throw DC, already included in his profile.

Whispering Orb. The sphere grants the Undead Lord advantage to Dexterity saving throws, disadvantage to Wisdom saving throws and a +1 bonus to AC, already included in his profile.

Spellcaster. The Undead Lord is a 9th level spellcaster. His spellcasting ability is Intelligence (spell save **DC 19**, +9 to hit with spell attacks) and has prepared the following Wizard spells:

Cantrips (at will): *chill touch (2d8)*, *minor illusion*, *prestidigitation*, *true strike*

1st level (4 slots): *mage armor*, *magic missile*, *shield*, *sleep*

2nd level (3 slots): *blindness/deafness*, *hold person*, *mirror image*

3rd level (3 slots): *counterspell*, *fear*, *hypnotic pattern*

4th level (3 slots): *confusion*, *greater invisibility*, *phantasmal killer*

5th level (1 slot): *dominate person*

ACTIONS

Life Leech. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 9 (2d6 + 2) necrotic damage. The target must pass a **DC 15 Constitution** saving throw or have their maximum hit points reduced by an amount equal to the damage dealt. The reduction lasts until the end of a long rest.

A target dies if their maximum hit points are reduced to 0; a humanoid killed this way is resurrected 24 hours later as a zombie under the control of the Undead Lord, unless they are resurrected or their corpse is destroyed before.

Fellfire Globe (1/day): the Undead Lord hurls a magical orb of fire that explodes in a point he can see within 120ft. of him. Each creature within 20ft. of the point of impact must pass a **DC 17 Dexterity** saving throw even if hiding behind a corner or suffer 18(5d6) fire damage and 18(5d6) necrotic damage. On a success, they take half damage.



Undead Lord

VETERAN

Medium humanoid (any race), any alignment

STR	DEX	COS	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Armor Class 17 (splint)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

Skills Athletics +5, Perception +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 3 (700 XP)

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.
Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.
Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.
Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage

WATER ELEMENTAL

Large elemental, neutral

STR	DEX	COS	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

Armor Class 14 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft., swim 90 ft.
Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Aquan
Challenge 5 (1,800 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.
Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

ACTIONS

Multiattack. The elemental makes two slam attacks.
Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.
Whelm (Recharge 4–6). Each creature in the elemental's space must make a **DC 15 Strength** saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape **DC 14**). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.
The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a **DC 14 Strength** and succeeding.

WARHORSE SKELETON

Large undead, lawful evil

STR	DEX	COS	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Armor Class 13 (barding scraps)
Hit Points 22 (3d10 + 6)
Speed 60 ft.

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 1/2 (100 XP)

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

WIGHT

Medium undead, neutral evil

STR	DEX	COS	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Armor Class 14 (studded leather)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

Skills Perception +3, Stealth +4
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 3 (700 XP)

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on **Wisdom (Perception)** checks that rely on sight.

ACTIONS

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.
Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a **DC 13 Constitution** saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.
Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.
Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

WILL-O'-WISP

Tiny undead, chaotic evil

STR	DEX	COS	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

Armor Class 19

Hit Points 22 (9d4)

Speed 0 ft., fly 50 ft. (hover)

Damage Immunities lightning, poison

Damage Resistances acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages the languages it knew in life

Challenge 2 (450 XP)

Consume Life. As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a **DC 10 Constitution** saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Ephemeral. The will-o'-wisp can't wear or carry anything.

Incorporeal Movement. The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Variable Illumination. The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

ACTIONS

Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) lightning damage.

Invisibility. The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

WRAITH

Medium undead, neutral evil

STR	DEX	COS	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Class Armatura 13

Punti Ferita 67 (9d8 + 27)

Speed 0 m, volare 18 m (fluttuare)

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on **Wisdom (Perception)** checks that rely on sight.

ACTIONS

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature.

Hit: 21 (4d8 + 3) necrotic damage. The target must succeed on a **DC 14 Constitution** saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

ZOMBIE

Medium undead, neutral evil

STR	DEX	COS	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit.

On a success, the zombie drops to 1 hit point instead.

ACTIONS

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

APPENDIX 3

MAGICAL ITEMS

ANGURVADAL (FLOW OF ANGUISH)

Weapon (any sword), rare

Angurvadal is a viking sword with magic runes etched on the blade. You gain a +1 bonus to attack and damage rolls made with this weapon.

Sentient. Angurvadal is a Lawful Honorable intelligent magic weapon with Intelligence 8, Wisdom 12 and Charisma 10. It can't speak, but it communicates with its wielder by lighting up the runes on the blade if there are enemies within 60 ft.

Personality. Even without speaking, Angurvadal can relay its feelings to the wielder. Since it has been used only in battle, during a fight it instills a feeling of ferocious joy.

DYRNWYN

Wondrous Weapon (longsword), Legendary (requires attunement)

The character gains a +2 bonus to hit and damage rolls made with this magical weapon or, alternatively, a bonus to hit and damage rolls equal to their Charisma modifier.

When Dyrnwyn is drawn, each creature hostile to its bearer within 30 feet must pass a DC 15 Charisma saving throw or be Blinded until the end of a long rest.

Dyrnwyn sheds bright light within 40 feet and dim light within 40 feet more. Dyrnwyn has 7 charges. When they strike an opponent with this sword, the character can spend up to two charges to deal an extra 1d10 force damage each. At dawn, Dyrnwyn recovers 1d6+1 expended charges. When Dyrnwyn's last charge is expended, the player must roll a d20; on a 1, the weapon disappears in a flash of light.

HAND OF JUSTICE

Wand, rare (requires attunement from a cleric, sorcerer, wizard or warlock)

This golden, 2 feet long rod has one end sculpted in the shape of a hand with its first three fingers extended. Once, this item was given as a badge of office to those who acted on behalf of the Frankish emperors; now, the ancient and powerful Draugr who rules over those lands rewards its champions with such scepter, as if mockingly mimicking the ancient tradition.

The Hand of Justice adds 2 to the saving throw DC of the spells cast by the attuned character and grants them a +2 bonus to hit with spell attacks.

Curse

As long as it remains on Midgardr, the attuned character suffers terrible nightmares each time they fall asleep.

When they attempt to heal when resting, the character must pass a Wisdom saving throw. On a failure, they are harrowed by visions of an endless undead army marching on the North and they wake up drenched in sweat. They do not heal any hit points and cannot sleep again for the next 6 hours, unless under the effect of the sleep spell or any other magical slumber.

The curse is in the effect only if the Hand of Justice and its attuned owner are on Midgardr.

SOLAR QUARTZ PENDANT

Wondrous item, very rare

This quartz pendant bears the Sowilo rune etched on its surface, representing the soothing heat of the sun.

This item sheds bright light in a 120 feet radius and dim light for another 120 feet. The light emitted by the Solar Quartz counts as sunlight, creatures vulnerable to it suffering its effects as if they were standing in the presence of the sun.

Creatures within the range of the Pendant feel a soothing heat wash over them and are immune to harsh weather conditions, like Fimbulvetr or the freezing cold of Nilfheimr.

The heat emanating from the quartz stone is enough to melt the iceberg in Midgardian seas, facilitating sailing.

WHISPERING ORB

Wondrous Item, rare (requires attunement)

Who holds this featureless brass orb hears mostly incomprehensible whispers, many thinking the sphere grants precious advice while others saying it only leads to folly.

The character attuned to the Whispering Orb occasionally is warned of incoming peril by the dark whispers the sphere put in their mind, gaining advantage on Dexterity saving throws and a +1 bonus to AC.

However, constantly listening to such maddening words and voices erodes at the character's sanity, imposing disadvantage on Wisdom saving throws as long as they are attuned to it.

Sentient: The Whispering Orb is a Chaotic Neutral sentient magical item, with an Intelligence score of 10, a Wisdom score of 8 and a Charisma score of 14.

It can telepathically communicate with the character attuned to it, even though the vast majority of such communication is whispered gibberish.

Personality: The personality of the Orb, much like its actual purpose, is a mystery.

APPENDIX 4

RANDOM ENCOUNTERS

These tables are to be considered as tools in the hands of the GM, useful for breaking the monotony of a journey, or as a characterizing element of the geographical area to which they refer. To consult them the GM can draw a rune, the effect of which can influence the result, or launch a d6.

Each column should be the result of separate shots, according to what

the GM has in mind to move the game. Each table can be modified according to Midgardr's vision that every GM builds in the theater of his mind.

Furthermore, if a described event particularly attracts the GM, he can choose it without the aid of any roll or influence of a rune.

JUTLAND - MAINLAND

ÆTT / D6	FOES	ENCOUNTERS	WEATHER
FREYJA ↑ 1	1d4 Corrupted Snakes (Basilisk)	A shieldmaiden (shieldmaster) riding a majestic steed	The sun faintly peeks through thin clouds
FREYJA ↓ 2	1d4 Aberrant Insect (Chuul)	Remains of a destroyed camp	Strong wind
HEIMDALLR ↑ 3	1 Corrupted Boar (Bulette)	A group of Danevirke Guards heading to the Wall	Clouded sky, although it does not rain
HEIMDALLR ↓ 4	2d6 Corrupted hen (Cockatrice)	Refugees heading to a fortress for protection	Scattered and thin mist
TYR ↑ 5	1 Awakened Tree (Treant)	A wounded rebel	Torrential rain
TYR ↓ 6	1 Corrupted Toad (Otyugh)	A wounded and terrified man rambles about the awakened dead	A dark storm looms from the south

FRANKLAND

ÆTT / D6	FOES	ENCOUNTERS	WEATHER
FREYJA ↑ 1	3 Wight	Small settlement with some survivors	Frost and Snow
FREYJA ↓ 2	2d6 Direwolves	Remains of an attacked camp	Strong wind
HEIMDALLR ↑ 3	1d6 Fatuous Fire	Group of Danevirke Guards heading for the Wall	Cloudy but stable sky
HEIMDALLR ↓ 4	2d12 Zombie	Frankish refugees headed for a fortress to receive protection	Scattered fog
TYR ↑ 5	1 Treant	Survived Frank soldier	Heavy torrential rain
TYR ↓ 6	2 Wraith	Wounded man in terror talking about awakened deaths	Dark storm advancing from the south

MIDGARD - OPEN SEA

ÆTT / D6	FOES	ENCOUNTERS	WEATHER
FREYJA ↑ 1	1d6 Killer Whale/Hunter Shark	Fishing ships	The sky is clear and the wind is moderately strong
FREYJA ↓ 2	1d6 Wight	A ship with no flags	The wind is still, but gelid
HEIMDALLR ↑ 3	2d6 Pirates (Bandit Captain)	An approaching ship, with a clan banner	The sky is partially clear and the weather is stable
HEIMDALLR ↓ 4	1 Water Elemental	The way is blocked by icebergs and frost	It snows heavily and the cold is beyond freezing
TYR ↑ 5	2 Giant Sharks	The survivors of a shipwreck in distress	Thick fog and rough sea
TYR ↓ 6	1 Aboleth* (without Legendary Actions and the Enslave feature)	The remains of a destroyed mighty warship	A terrible storm rises from the sea



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