



PREMADE CHARACTERS

FREYJA'S TEARS



Vali/Ylva is the child of a little merchant family based in the Trinity of the Wilderness. They didn't make much coin, but they didn't go hungry in the winter either; content with what they had for the most part. Vali/Ylva, however, had a burning heart that yearned for adventure and that longed for the glory of war. Like most young adventurers of the Trinity, they found that their best chance lay with becoming a member of the Great Warband of the Trinity.

Vali/Ylva aims to become a decent warrior and hopes to start training to become a Shieldmaiden/Shieldman. They are determined to become one or die trying. (This character is designed to choose the Shieldmaiden/Shieldman from the Svilland campaign setting as a fighter archetype).

VALI/YLVA

Medium humanoid (Austri), lawful neutral

Class Levels Fighter 1

Armor Class 16 (ring mail, shield)

Hit Points 12 (1d10 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	9 (-1)	10 (+0)	10 (+0)

Saving Throws Strength +5, Constitution +4

Skills Athletics +4, Intimidation +2, Persuasion +2, Religion +2

Senses passive Perception 10

Languages Austris (Common)

Civilized (2/Short or Long Rest). Vali/Ylva knows how things work in a civilized society. Vali/Ylva can choose to have advantage on a Charisma check.

Fighting Style: Two-Weapon Fighting. Vali/Ylva adds their Strength modifier to the damage of their second attack (Shield Bash).

Quick Thinking. Vali/Ylva has a +1 bonus on initiative rolls.

Second Wind (2/Short or Long Rest). As a bonus action, Vali/Ylva regains 1d10 + fighter level hit points.

ACTIONS

Multiattack. Vali/Ylva makes a melee weapon attack with its longsword. They can also make a Shield Bash attack as a bonus action.

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

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

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

BACKGROUND: KARL

Vali/Ylva comes from a decent merchant family that has connections with the noble families of the kingdom of Alsvartr. Vali/Ylva therefore knows how to handle money.

Feature: Barter and Bargain. Vali/Ylva can easily bargain and point out when there's a scam in place. Vali/Ylva also has a wide network of acquaintances and can thus find contacts to purchase or sell specific items, and can uncover information regarding the whereabouts of places and people.

Personality. None can appraise

something as Vali/Ylva does.

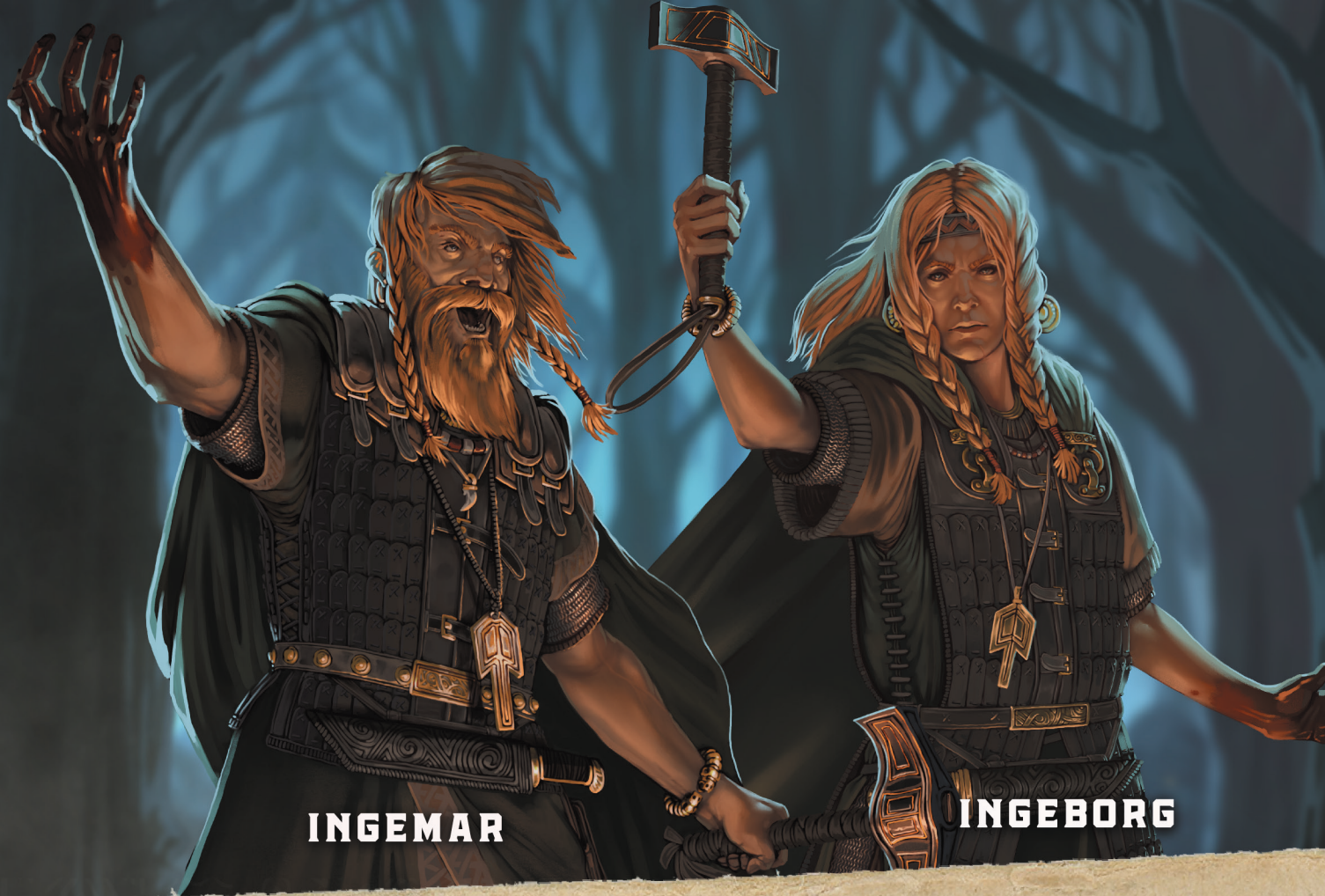
Ideal. Vali/Ylva wishes to become a huskarl.

Bond. Vali/Ylva is strictly attached to their family, even if they have different dreams and desires.

Flaw. Vali/Ylva is brutally honest, even at the cost of the feelings of others.

POSSESSIONS

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



INGEMAR

INGEBORG

Ingemar/Ingeborg is a Mithal gothi of Tyr, born in Thorath. They were an honorable soldier until the day they stumbled and fell on the battlefield. When they opened their eyes, they realized that they were taken as a thrall. However, when the master warlord found out that Ingemar/Ingeborg was a gothi, he took them to work under his own authority for a while, separating them from other thralls.

After some time spent as a thrall, Ingemar/Ingeborg won their freedom back, and started to look for new meaning in life. After some soul-searching, they decided to become a warband member and protect the helpless. Being closer to the Trinity of the Wilderness, Ingemar/Ingeborg especially wanted to protect that area.

INGEMAR/ INGEBORG

Medium humanoid (Mithal), Chaotic Good

Class Levels Gothi 1 (*Execution Domain*)

Armor Class 14 (Ring Mail)

Hit Points 10 (1d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Wisdom +5, Charisma +2

Skills Animal Handling +5, Insight +5, Medicine +5, Persuasion +2, Religion +2

Senses passive Perception 13

Languages Austris (Common), Dvergmer, Mithal

Boon of Freyja. Ingemar/Ingeborg regains all their lost hit points at the end of a short rest instead of a long rest. Additionally, when Ingemar/Ingeborg levels up, if the result of their hit dice roll is less than or equal

to half of the maximum possible outcome, Ingemar/Ingeborg can reroll the hit die once, taking the higher result.

Executioner (3/long rest). Ingemar/Ingeborg can execute an incapacitated target. They can choose to score a critical hit against a creature that is grappled, restrained, or stunned on a successful spell or weapon attack.

Spellcasting. Ingemar/Ingeborg is a 1st-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). They have the following spells prepared:

Cantrips (at will): *light, sacred flame, spare the dying*
1st level (2 slots): *cure wounds, guiding bolt*

ACTIONS

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

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d8 + 2 slashing damage.

BACKGROUND: THRALL

The long years they spent working as a thrall have slowly made Ingemar/Ingeborg incredibly tough.

Feature: Solidarity of Aggrieved. As a thrall living in someone else's house, Ingemar/Ingeborg didn't have a free life. The silver siling is that poor and aggrieved people know that they need to help each other to survive.

Ingemar/Ingeborg can ask poor people on the streets or in the wild for some favors such as a place to sleep or something to eat, and find that their requests are mostly met.

Personality. Ingemar/Ingeborg is optimistic about the future.

Ideal. Ingemar/Ingeborg lived a life of pain and misery. Others should not.

Ingemar/Ingeborg tries to help those in need.

Bond. Ingemar/Ingeborg has dedicated their life to spreading the word of Tyr, and to protecting innocent Svillanders.

Flaw. Ingemar/Ingeborg cannot resist the urge to help other thralls in need, even if it poses peril to themselves or those around them.

POSSESSIONS

A set of common clothes, an explorer's pack, a holy symbol of Tyr, a release order from their master, a belt pouch containing 4 gp



EYDIS

EVEN

Even/Eydis is a Vestri born in a small village in Nionaem. Their mother discovered that they had an affinity for fire when Even/Eydis was at a very young age. Although she tried to enhance this ability, she couldn't succeed; being a mere farmer herself. One day, she dreamt about Even/Eydis being the savior of three villages located in the same area.

She resolved that Even/Eydis had to find that place when they came of age in order to fulfil their destiny. Thus, when Even/Eydis became an adult, they hit the road with this goal in mind. Soon enough, they learned that these villages were called the Trinity of Wilderness and that they were looking for warband members. Embracing their holy quest, Even/Eydis became a warband initiate and has remained so to this day.

EVEN/EYDIS

Medium humanoid (Mithal), Chaotic Neutral

Class Levels Sorcerer 1 (*Kaun Touched*)

Armor Class 12 (15 with *mage armor*)

Hit Points 8 (1d6 + 2)

Speed 30 ft.

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

Saving Throws Constitution +4, Charisma +5

Skills Arcana +4, Persuasion +5, Religion +4, Stealth +4, Survival +1

Senses passive Perception 9

Languages Austris (Common) and Vestris

Catching Fire. By spending 1 sorcery point while casting a spell that requires a spell attack and that deals fire damage, Even/Eydis can make their target

catch fire and take 1d4 fire damage at the start of each of its turns for 1 minute. The fires can be extinguished as an action. The fire damage becomes 1d6 at 6th, 1d8 at 14th and 1d10 at 10th level.

Too Stubborn to Die (1/Long Rest). Even/Eydis dies when they fail the death saving throw four times instead of three.

Spellcasting. Even/Eydis is a 1st-level spellcaster. Their spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). They have the following spells prepared:

Cantrips (at will): *light, fire bolt, mage hand, true strike*
1st level (2 slots): *burning hands, mage armor*

ACTIONS

Dagger. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1d4 - 1 slashing damage.

Yew Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 1d10 + 2 piercing damage.

BACKGROUND: DESTINED

Since she saw it in a dream, Even/Eydis's mother has believed that their destiny lay in the Trinity of the Wilderness, which was a path laid out at Even/Eydis's feet by the Gods and Goddesses themselves. This has led Even/Eydis on the path they are on now.

Feature: Aura of Gods. Even/Eydis has an aura that indicates they were blessed by the Gods and Goddesses. When Even/Eydis tells others that they follow a path laid out by the Asgardians or when people realize Even/Eydis was blessed by a God or Goddess, they can provide Even/Eydis with shelter. This shelter can be the house of a follower, or sacred ground like a temple.

In addition, people who follow the same God or Goddess as Even/Eydis

have a good first impression of them.

Personality. There is one thing that Even/Eydis knows for certain; they must finish their journey at all cost, and are determined to do so.

Ideal. Even/Eydis may be chained to their destiny, but even that can't keep them from making their own path. (Chaotic)

Bond. Even/Eydis would die to complete their quest.

Flaw. Even/Eydis feels the full weight of their quest on their shoulders, and it makes them paranoid.

POSSESSIONS

A set of winter clothes, a wolf's fur, a scroll written by their mother to Even/Eydis that explains Even/Eydis was destined for greatness, a belt pouch containing 10 gp



GULBRAND

GUNBORG

Gulbrand/Gunborg is a mountain half-jotunn born in the Shadowlow Mountains, who later became a thrall in Alsvar-tr. As Gulbrand/Gunborg is a descendant of the jotunns, they are not accepted by the community, especially due to Gudrick's radicalism. Gulbrand/Gunborg freed themselves along with many other thralls as a result of a brutal combat in which they also took their revenge from their masters in a bloody fashion.

Once they were free, Gulbrand/Gunborg went back home, only to find that their family had been slaughtered by wild vargrs in the Trinity of Wilderness. Gulbrand/Gunborg thus decided to join the Great Warband of the Trinity in order to protect other Svillanders in the area from suffering a similar fate. (This character is designed to choose the Path of Berserkr from the Svilland campaign setting as a barbarian archetype).

GULBRAND/GUNBORG

Medium humanoid (Mountain Half-Jotunn), Chaotic Neutral

Class Levels Barbarian 1

Armor Class 15

Hit Points 15 (1d12 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	8 (-1)	8 (-1)	12 (+1)

Saving Throws Strength +5, Constitution +5

Skills Athletic +5, Intimidation +3, Perception +1, Survival +1

Damage Resistances bludgeoning, piercing and slashing while raging

Senses passive Perception 11

Languages Austris (Common) and Mithal

Blue Blood Rush (Recharges after a Short or Long Rest). Gulbrand/Gunborg can choose to have advantage on a Strength (Athletics) check.

Rage (2/long rest). On their turn, Gulbrand/Gunborg can enter into a rage as a bonus action. While raging, they gain the following benefits if they are not

wearing heavy armor:

- They have advantage on Strength checks and Strength saving throws.
- When they make a melee weapon attack using Strength, they gain a +2 bonus to their damage roll.
- They have resistance to bludgeoning, piercing, and slashing damage.

Gulbrand/Gunborg can't cast spells while raging. The rage lasts for 1 minute and it ends early if Gulbrand/Gunborg is knocked unconscious or if their turn ends and they haven't attacked a hostile creature since their last turn.

Rock Walk. Mountain terrain is not difficult terrain for Gulbrand/Gunborg.

Unarmored Defense. Gulbrand/Gunborg adds their Constitution modifier to its Armor Class (included in the AC).

ACTIONS

Giant Side. Ranged Weapon Attack: +5 to hit, range 10/20 ft., one target. Hit: 1d8 + 3 bludgeoning damage for small rocks, or 1d6 + 3 bludgeoning damage for Tiny rocks.

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

BACKGROUND: THRALL

Gulbrand/Gunborg was a thrall before they became a warband initiate.

Feature: Solidarity of Aggrieved. As a thrall who lived in someone else's house as a servant, Gulbrand/Gunborg didn't have a free life. But the silver lining is that poor and aggrieved people know they need one another to survive. Gulbrand/Gunborg can ask poor people on the streets or in the wild for some favors like a place to sleep or something to eat, and will mostly be provided with what they seek.

Personality. Gulbrand/Gunborg is intolerant of thrall masters.

Ideal. As they freed themselves from

the chains that once restrained them, nothing can bind or chain Gulbrand/Gunborg in this new life, now that Gulbrand/Gunborg has known true freedom (Chaotic).

Bond. Gulbrand/Gunborg is dedicated to punishing thrall masters and saving other thralls from the fate he once suffered.

Flaw. Gulbrand/Gunborg despises authority.

POSSESSIONS

Common clothes, a belt pouch containing 4 gp



Egil/Eira comes from a traveling merchant family based in Maerin, which is the biggest trading settlement in all of Svilland. They were born and raised in Maerin, where the culture of the Vestris is widely felt.

Egil/Eira was a bit more interested in the rural landscape of Svilland as opposed to their family, who prefer to lead a life in the city. Choosing a different path, Egil/Eira decided to travel by becoming a ranger, all on their own. Egil/Eira thus left Maerin and made the Shadowlow Mountains, which is close to the Trinity of the Wilderness, their new home. The recent wild animal attacks on the mountains has them worried, which is why Egil/Eira wants to become a warband; to help solve the problem. (This character is designed to choose the Spirit Warden from the Svilland campaign setting as a ranger archetype).

EGIL/EIRA

Medium humanoid (Vestri), Lawful Neutral

Class Levels Ranger 1

Armor Class 15 (light hide)

Hit Points 12 (1d10 + 2)

Speed 30 ft.

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

Saving Throws Strength +1, Dexterity +5

Skills Animal Handling +5, Perception +5, Stealth +5, Survival +5

Senses passive Perception 15

Languages Austris (Common)

Combat Ready. Egil/Eira can choose to take a bonus action right before they roll for initiative. Also, Egil/

Eira gains 10 temporary hit points in the first round of every battle that lasts until the end of the turn.

Favored Enemy. Egil/Eira has advantage on Wisdom (Survival) checks to track the undead, as well as on Intelligence checks to recall information about the undead.

Natural Explorer. Egil/Eira's favored terrain is mountains.

Too Stubborn to Die (1/Long Rest). Egil/Eira dies after failing the death saving throw four times instead of three.

ACTIONS

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

Yew Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 1d10 + 3 piercing damage.

BACKGROUND: KARL

Egil/Eira's family is made up of merchants based in Maerin. Therefore, Egil/Eira also knows how to handle money owing to their family's profession.

Feature: Barter and Bargain. Egil/Eira is a good haggler and can discern whether there is a hoax in trade. They also have acquaintances from all over, owing to their family's many travels as merchants. These connections can help them find some specific items, places, people, or information.

Personality. Bargaining is a hobby of Egil/Eira's. They even bargain for

items that they know they won't buy.

Ideal. Egil/Eira aims to become a great ranger who travels all across the land, becoming one with nature along the way.

Bond. Egil/Eira keeps the first gold piece they earned as a ranger with them at all times.

Flaw. Egil/Eira is always hungry for more.

POSSESSIONS

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



SIGURD

SIGNY

Sigurd/Signy is a Dvergr born in Pineheim, located in the Trinity of the Wilderness. Their father was very fond of a runewalker; a loyal follower of the Allfather, Odin. He believed the runewalker was so wise in the ways of the Allfather, that he commissioned them to train his child. He thus sent Sigurd/Signy to the wise runewalker to study the mystery of the runes, which were the gifts of Odin himself, given to all Svillanders as a result and a reminder of his great sacrifice.

In time, Sigurd/Signy became a decent runewalker. When the time came, their mentor told Sigurd/Signy that they were born to fulfil a holy purpose. It was Sigurd/Signy's destiny to become a member of the Great Warband of the Trinity.

Sigurd/Signy has a flaming rage inside them. In battle, they rely on this inner bloodlust and, of course, their runes. (This character is designed to choose the Path of Berserk from the Svilland campaign setting as a runewalker archetype).

SIGURD/SIGNY

Medium humanoid (Dvergr), Neutral

Class Levels Runewalker 1

Armor Class 12 (15 with *mage armor*)

Hit Points 8 (1d6 + 2)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	16 (+3)	10 (+1)	9 (-1)

Saving Throws Intelligence +5 Wisdom +3

Skills Arcana +5, History +5, Religion +5, Survival +3

Senses darkvision 60 ft., passive Perception 11

Languages Austris (Common), Dvergmer, Kun, and Mithal

Black Ice Immunity. Black ice normally harms those who touch it, but Sigurd/Signy has developed an immunity to it. Black ice does not harm Sigurd/Signy unless it is refined and worked into a weapon.

Masters of the Tomes (Recharges after a Short or Long Rest). Sigurd/Signy can choose to have advantage on

an Intelligence (Arcana, History, Nature, or Religion) check.

Runic Magic. Sigurd/Signy can cast wizard spells and more by using runes, both by invoking the power within them and by scribing them.

Runic Sense. Svartalfheim is a realm full of magic and dvergrs are used to it. Sigurd/Signy can sense the presence of a rune in a 15-foot radius, but can't identify which rune it is.

Spellcasting. Sigurd/Signy is a 1st-level spellcaster. Their spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). They have the following spells prepared:

Cantrips (at will): *light, mage hand, shocking grasp, true strike*

1st level (2 slots): *burning hands, mage armor*

ACTIONS

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

Detect Rune. Sigurd/Signy can sense the runes around them when they use this feature. It can be used as an action, and lasts for 1 minute. At first, Sigurd/Signy can sense an aura indicating the existence of a rune within a 30 ft. radius. Then, they can make an Intelligence (Arcana) check, and comprehend the rune on a successful check. DC is 10 + spell level of the rune.

BACKGROUND: DESTINED

The belief of both Sigurd/Signy and their mentor that becoming a warband member was their destiny has led Sigurd/Signy to become a warband initiate

Feature: Aura of Gods. Sigurd/Signy has an aura that is blessed by the Gods and Goddesses. When Sigurd/Signy says they are walking a path laid out by the Asgardians or when people realize that Sigurd/Signy represents a God or a Goddess, they can provide Sigurd/Signy with a shelter. This shelter can be the house of a follower or sacred ground like a temple.

In addition, people who follow the same God or Goddess as Sigurd/Signy have a good first impression of them.

Personality. Sigurd/Signy thinks that

their faith is their shield. As a result of this belief, they do not hesitate to throw themselves at the heart of peril.

Ideal. If this journey is a question, Sigurd/Signy thinks the answers will unveil themselves along the way (Unknown).

Bond. Sigurd/Signy will fulfil their purpose or die trying.

Flaw. Sigurd/Signy is obsessed with their holy quest.

POSSESSIONS

A set of winter clothes, a wolf's fur, a scroll written by Sigurd/Signy's mentor that explains Sigurd/Signy is destined for greatness, a belt pouch containing 10 gp.

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SVILLAND

CAMPAIGN SETTING

