

# LEGENDARY ARTIFACTS FROM NORSE MYTHOLOGY & WHERE TO FIND THEM!

NORSE MYTHOLOGY IS FILLED WITH TALES OF THRILLING ADVENTURES, GLORIOUS BATTLES, DANGEROUS CREATURES AND MOST IMPORTANTLY: POWERFUL MAGICAL ARTIFACTS. ARE THESE JUST FABLES, OR ARE THESE IN FACT REAL OBJECTS THAT EXIST SOMEWHERE OUT THERE IN THE WORLD?

BY @ARTOFKARTHIK



artkarthik



# LEGENDARY ARTIFACTS FROM NORSE MYTHOLOGY & WHERE TO FIND THEM

Norse Mythology is filled with tales of thrilling adventures, glorious battles, dangerous creatures and powerful magical artifacts. Are these just tales, or are they in fact referring to actual events that have transpired and real magical artifacts that exist somewhere out there in the world?

This guide will take you on a journey of wonder, bringing you face to face with 6 legends, as you set out to create your own legend!

## 1. BRIDE FOR A FROST GIANT

In the heart of a floating iceberg in the Sea of Moving Ice, is the castle of a powerful Frost Giant Jarl. Rumors have spread that this **Frost Giant Jarl** has somehow managed to steal a powerful weapon from an elven kingdom and has demanded the king's daughter as his bride in return for the weapon. And upon receiving the daughter, he has decided to keep both as his reward.

A less known fact is that the weapon in question is in fact the legendary warhammer known as *Mjolnir*, and the King's daughter was *Odin's* daughter *Freya* (**Priest**) from Asgard.

An even lesser known fact, is that the daughter sent as ransom is actually *Odin's* son *Thor* himself in disguise, weakened from the loss of his weapon, and polymorphed into a female form to fool the **Frost Giant Jarl**.

## CREDIT

- Written by <https://twitter.com/artofkarthik/>
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The seas surrounding this iceberg are fraught with terrors of the depths. 10 **Merrows** and their pet **Giant Octopus** are hunting in these waters for easy prey. The iceberg castle itself is swarming with 10 **Frost Giants**, 4 **Winter Wolves**, 12 **Yetis**, and 20 **Tribal Warriors**.

The **Frost Giant Jarl** always keeps *Mjolnir* on his person and has left the uncooperative "*Freya*" hanging in a golden cage in his private chambers.

When confronting the Frost Giant Jarl, if the adventurers are able to get him to drop his weapon in a contested strength check, *Freja/Thor* retrieves it and transforms back into a divine form, smiting the Frost Giant Jarl as well as the entire iceberg into the bottom of the sea in his unbridled fury.

Before departing for Asgard, in a gesture of gratitude, *Thor* splits off a portion of his hammer's power and leaves it behind for the adventurers to use.

## MJOLNIR

*Weapon (Warhammer), Legendary Artifact (Requires Attunement), requires proficiency in religion*

When the famous dwarven brother Brock and Sindri were challenged by Loki to prove their skill in smithing against the Sons of Ivaldi, they forged three great artifacts, the last and most powerful of which was the mighty warhammer Mjolnir, specifically designed for the god Thor.

The wielder of Mjolnir becomes the Champion of the god Thor and automatically gains proficiency in Athletics and in the use of warhammers.

You gain a +3 bonus to attack and damage rolls made with this magic weapon.

It has the thrown property with a normal range of 20 feet and a long range of 60 feet. Immediately after the ranged attack or at your command, the weapon flies back to your hand.

When you hit an enemy, whether melee or ranged, it deals 2d8 bludgeoning damage and 1d8 thunder damage.

## Properties of Mjolnir

Mjolnir has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it (Save DC 18):

- Thunderous Smite (1 charge)
- Shatter (2 charges)
- Lightning Bolt (3 charges)
- Call Lightning (4 charges)
- Destructive Wave (5 charges)

Mjolnir regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, Mjolnir disappears forever.

## 2. THE PENANCE OF CHARITY

Adventurers visiting a temple of the *Order of the Gauntlet* in a small town are encouraged by the local **Priest** to take up a traditional ritual known as the *Penance of Charity*.

Anyone taking up this penance must adhere to a strict vow: *"For the next 24 hours, if anyone approaches me with a request I can fulfil, I shall take it upon myself to see it fulfilled to the best of my abilities, taking nothing in return."*

What the priest does not reveal is that this tradition was started by the townsfolk to fool gullible adventurers into taking up the penance, and take advantage of their generosity. As a result, from the moment anyone takes up the penance, they are barraged with a variety of requests.

However, what the priest does not know, is that the Gods are indeed watching, and waiting to reward someone who fulfils the penance in both letter and spirit.

The requests all start small but start growing until in the end, one last beggar approaches. He is an old man with one eye bandaged, covered in scars and injuries, leaning heavily on his walking stick. He demands a large sum of gold, one exactly matching how much gold the penance-taker (or the entire adventuring group) possesses. If the group does not have that much gold, he may also demand other precious items in their possession, including magical artifacts. If this final request is fulfilled, he commends them for their generosity, lends them his walking stick, and vanishes before their eyes.

The humble walking stick transforms into a golden spear with a blazing head.

### D10 / Request

- 1 The temple priest requests for donations for the upkeep of the temple
- 2 Beggars both young and old, in sickness or injury, requesting alms (**Commoners**)
- 3 A young girl asks for help retrieving her cat that is stuck in a tree
- 4 A young boy has lost his ball in a well in which a **Giant Frog** lives
- 5 A merchant requests for help retrieving his cart stolen by 6 **Bandits** in a nearby forest
- 6 A noble requests aid in delivering a letter to a noble house in a nearby town, but all travelers on the way are being waylaid by a pack of 10 **Goblins**
- 7 A farmer is looking for help finding his lost **Mule** who has run away because he beat her too much
- 8 A baker trying to find the thief stealing her freshly baked bread each morning (it's a **Quickling** who loves the taste of fresh bread!)
- 9 A local museum looking for a donation of magical items to display, in hopes of attracting more visitors
- 10 The beggar who is secretly *Odin* himself in disguise, looking to test the penance-takers one last time

## GUNGNIR

*Weapon (Spear), Legendary Artifact (Requires Attunement)*

When the Sons of Ivaldi were challenged by Loki to prove their skill in smithing against the famous dwarven brother Brock and Sindri, they forged three great artifacts, one of which was the powerful golden spear Gungnir, specifically designed for the god Odin.

To receive this weapon, one must complete a *Penance of Charity*.

Gungnir is a one-time use weapon. Once used, it returns to the divine realm of Asgard.

## Properties of Gungnir

When you activate this weapon (as a bonus action), its raw power destroys all armor and shielding devices you are wearing, absorbing its pieces to make itself stronger, leaving you with a base AC of 10 and giving you 2 points of exhaustion.

The benefit of this sacrifice however, is that it transforms the spear into an unerring missile. As an action, you can hurl it at any target you can see (with no distance penalty). The spear ignores the target's AC, dealing 5d8 piercing damage + 15d8 radiant damage. There is no attack roll required for this weapon and no saving throw can defend from it.

### 3. THE THIRD EYE

In the heart of a forest lies a glade with lush green trees and a small pond. This glade represents the last spot of unspoiled nature in this wilderness. The singular resident of this glade is a unique horse-like aberration with three eyes, a twisting horn atop his head, eight legs and a beautiful white coat of fur.

This creature is in fact the legendary *Sleipnir*, the great mount of the god *Odin*, hiding in this isolated glade to protect the singular treasure that he guards.

When *Odin* hung upside down on the great world tree *Yggdrasil* and sacrificed his right eye in exchange for knowledge, a portion of this magic was imprinted upon this lost eye as well.

Many creatures sought out this eye for their own nefarious purposes, but *Sleipnir* found it first and swallowed it. The magical power of this artifact transformed *Sleipnir* to look like a **Unicorn** and manifested as a third eye upon his brow.

#### HUNTERS!

However, all is not at peace in this glade. A **Mindflayer Lich**(VGtM) and his company of 8 **Duergar** are hunting *Sleipnir* for this artifact.

If the Lich and his company are defeated, *Sleipnir* thanks the adventurers for their aid and leaves its third eye behind in their care. He then bounds away into the forest, never to be seen again.

#### EYE OF ODIN

*Wondrous Item, Legendary Artifact (Requires Attunement)*

This artifact is the right eye of the God *Odin*, sacrificed when hanging upside-down from the world tree *Yggdrasil*, in exchange for knowledge of the future. It is a white orb covered in blue arcane runes, with a single glowing blue circle in the place of an iris.

To attune to the Eye of *Odin*, you must gouge out your own right eye and place the artifact in the empty socket. If the eye is ever removed, you die.

You gain **Truesight**, and you can use an action to see through walls.

#### Properties of the Eye of *Odin*

The Eye has 8 charges to cast one of the following spells (Save DC18):

- Clairvoyance (2 charges)
- Contact Other Plane (3 charges)
- Disintegrate (4 charges)
- Dominate Monster (5 charges)
- Foresight (6 charges)

The Eye regains 1d4+4 expended charges at dawn. Each time you cast a spell from the Eye, there is a 5% chance that your soul will be claimed to join the halls of *Valhalla*.

### 4. THE GREAT WOLF

When the monstrous wolf *Fenrir* wrought chaos upon the heavenly realms, the gods sought to chain up the troublemaker.

But soon they realized that no chain created thus far could contain the invincible beast. After two failed attempts, the dwarves forged an impossibly tough chain known as *Gleipnir*, made of six mythical ingredients: the sound of a cat's feet, the roots of a mountain, a bear's sinews, a woman's beard, a fish's breath, and a bird's spittle.

Legends say that these six things no longer exist today because of their use in making this chain.

The gods attempted to goad the mighty *Fenrir* into being chained once again, challenging him to break out of this new shackle. Suspicious of this new chain, *Fenrir* demanded that one of the gods place their hand in his jaws as a sign of good faith.

*Tyr*, the god of justice, bravest of the brave, stepped forward and volunteered to place his hand within *Fenrir*'s gaping maw.

Once the shackle was in place, no amount of struggle by the great wolf could break the chains. In his anger and frustration, he bit off *Tyr*'s hand and swallowed it whole.

#### A DARK CEREMONY

Many years later, a group of adventurers are called upon to stop a cult with 8 **Cultists** and one **Archmage** who is attempting to summon an aspect of the monstrous wolf **Fenrir** (refer next page for stats) to fight on their behalf. Little does the cult realize that the wolf is on nobody's side except his own, and laughingly devours the cultists a few at a time.

Upon defeat, the great wolf regurgitates the intact stump of a rune-covered right hand.

# FENRIR

*Gargantuan monstrosity, Chaotic evil*

Armor Class 18

Hit Points 362(25d20 + 100)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	13 (+1)	19 (+4)	2 (-4)	12 (+1)	11 (+0)

**Damage Immunities** necrotic, bludgeoning-piercing-slashing from nonmagical weapons

**Condition Immunities** charmed, frightened

**Senses** darkvision 120ft, passive Perception 25

**Languages** Giant

**Challenge** 24 (62,000 XP)

**Keen Hearing and Smell.** Fenrir has advantage on all perception checks that rely on hearing or smell.

**Magic Resistance.** Fenrir has advantage on all saving throws against spells and other magical effects.

**Legendary Resistance (3/day).** If Fenrir fails a saving throw, he can choose to succeed instead.

**Regeneration.** Regains 30HP at the start of each of its turns, unless it has taken radiant damage during the past round.

## Actions

**Multiattack.** Can make 1 bite attack and two claw attacks

**Bite. Melee Weapon Attack:** +14 to hit, reach 10ft., one target. *Hit* 21 (4d6 + 7) piercing damage plus 7 (2d6) necrotic damage. If the target is a creature, it must succeed a DC22 strength saving throw or be swallowed. When swallowed, a creature is blinded and restrained, taking 42 (12d6) acid damage at the start of each of Fenrir's turns. If Fenrir takes 50 damage or more on a single turn, it must succeed a DC25 constitution saving throw at the end of that turn or regurgitate all swallowed creatures.

**Claw. Melee Weapon Attack:** +14 to hit, reach 10ft., one target. *Hit* 21 (4d6 + 7) piercing damage. If the target is a creature, it must succeed a DC22 strength saving throw or be knocked prone.

**Frightful Presence.** Each creature within 120ft of Fenrir and aware of it must succeed a DC16 wisdom saving throw or be frightened of Fenrir for 1 minute. The saving throw can be repeated at the end of each of the creature's turns, ending the effect on a success. Upon a success, the creature is immune to the frightful presence for the next 24 hours.

## Legendary Actions (3 per round)

**Claw.** Makes one claw attack

# HAND OF TYR

*Wondrous Item, Legendary Artifact (Requires Attunement)*

This artifact is the right hand of the God of Justice-Tyr, bitten off just below the wrist by the monstrous wolf Fenrir when he attempted to chain the creature.

To attune to the Hand of Tyr, you must chop off your right hand at the wrist and place the artefact against the stump. If the hand is ever removed, you die.

Your strength score becomes 20

Any melee spell attack or weapon attack from the hand deals an additional 2d8 Radiant damage

## Properties of the Hand of Tyr

The Hand of Tyr has 8 charges to cast one of the following spells (Save DC18)

- Bless (1 charge)
- Revivify (2 charges)
- Bibgy's Hand (3 charges)
- Finger of Death (5 charges)

The Hand regains 1d4+4 expended charges at dawn. Each time you cast a spell from the Hand, it casts the spell suggestion on you to commit one act of selfless charity that day.

## 5. THE GOLDEN HAIR

The legendary trickster god *Loki* once cut off the golden locks of the goddess *Sif* as a prank. This infuriated her husband *Thor*, who demanded that *Loki* make amends for his act.

*Loki* traveled to the land of the dwarves and challenged the *Sons of Ivaldi* to craft a headpiece of golden hair to restore *Sif's* shorn locks.

Of course, this was only a temporary replacement until *Sif's* real hair grew back, and once it did she discarded the headpiece.

Over the course of several centuries, the headpiece changed hands several times, most only considering it a fancy trinket, and only a few discovering its true powers.

## THE MASK OF MANY FACES

It's most recent owner is a vain and haughty **Cloud Giant** residing in her castle in the clouds. She is incredibly sensitive about her looks and uses the power of this artifact to create various shape-shifting masks that reflect her mood.

Her cloud castle floats about exploring the landscape and is populated with a variety of denizens such as a set of **Animated Armors** that form the pieces of a *Lanceboard* on her castle lawn (32 of which only 8 function), 2 **Ogres** who prepare her meals, 1 **Cloud Giant** castellan who attends to her, and 2 **Cloud Giant** soldiers who defend the castle.

### SIFJAR

*Armor (Liquid), Legendary Artifact (Requires Attunement)*

Challenged by *Loki* to produce wondrous artifacts, the *Sons of Ivaldi* forged a golden headpiece to restore the Goddess *Sif's* shorn hair.

However, this is actually a Mimic that has been enchanted to obey the wearer and can transform itself to take the form and function of any armor or clothing.

AC 13+Dex.

**Protection:** Resistance to Acid, Poison, Piercing, Slashing and Bludgeoning damage. Vulnerability to Thunder and Psychic damage.

**Advantage to stealth checks:** The mimic is capable of blending into its surroundings when commanded to take an appropriately stealthy form.

**Advantage on Dexterity saving throws:** The mimic tries to protect itself by protecting you from any unexpected dangers.

**Sacrifice:** If the wearer dies, the mimic sacrifices itself to return the wearer to 1HP.

### Actions:

- **Acid Splash:** Target must make a DC13 Dex Saving Throw or take 1d6 Acid Damage.
- **Shapeshift:** Mimic can be commanded to consume 1d6 of the wearer's HP to reset the shape of the armor.
- **Extra Pseudopod Attack:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage

### Bonus Actions:

- **Grapple:** Mimic can be commanded to stretch out its pseudopod limbs to attempt to grapple a target (DC13 Str Save). Grappling grants advantage on hitting target.

## 6. THE FRAGMENT OF FLAME

*Surtur* the great Fire Giant once strode out into the world, burning everything in his path. Villages, towns, cities and entire kingdoms suffered his wrath. Legions of armies and adventurers fell to his blade.

His destructive rampage was only halted when the king of gods *Odin* confronted him in battle and shattered his dreaded sword of fire.

Vengeful in defeat, the Fire Giant retreated to his volcanic realm of *Muspelheim* to reforge his blade, only to realize that one small shard was missing.

This piece was recovered by an **Orc Shaman** *Lorog* and was crafted into a longsword for the leader of his clan *Obould Darkarrow* **Orc Warchief**.

With this fabulous weapon in his possession, this warchief now has grand plans to unify his *Darkarrow* tribe of **Orcs** with the *Darkmace* tribe of **Bugbears** and the *Darksword* tribe of **Hobgoblins**. Together, they aim to establish a powerful empire of destruction.

## THE AMBITIOUS WARCHIEF

Adventurers roaming the wilderness find a large company of orcs (24 **Orcs**, 2 **Ogres**, 1 **Troll**, 1 **Young Green Dragon** *Ozyrandion the Deadly*) marching upon a nearby village. If they intervene and defeat the orcs, they are able to retrieve the powerful blade from the **Orc Warchief**.

## DRACHENSTAHL

*Weapon (Longsword), Legendary Artifact (Requires Attunement)*

This charred obsidian blade is crafted from a fragment of the legendary flaming sword of the Fire Giant Surtur.

The bronze handle of this blade is shaped in the form of a roaring dragon breathing fire.

Two-handed strength-based melee weapon, 5ft, +3 to Attack and Damage rolls.

Each attack deals 2d6 Slashing Damage.

The blade grants the wielder resistance to fire damage and advantage on all saving throws against spells and other magical effects

## Properties of Drachenstahl

- Each successful attack gathers one charge, lighting up one of the 8 empty rubies set into the handle.
- With each successful attack, one or more gathered ruby charges can be spent to deal an additional 1d6 Fire Damage per charge.
- As a reaction, the sword can also absorb any oncoming Fire Damage upto 1d6 x number of empty rubies.
- Wielder can spend 3 charges to cast **Burning Hands**
- Wielder can spend 8 charges to cast **Fireball**
- Each day at dawn, 1d6+2 gathered charges fade away.

## 7. THE FOLDING BOAT

Once when the God of Sunshine *Freyr* set sail through the seven winds upon his fabulous airship *Skidbladnir*, he encountered the dreaded *Naglfar*, the enormous skyship said to be made from the fingernails and toenails of the dead, bearing terrible monsters aboard it.

Sensing the threat, *Freyr* immediately turned his airship around, setting course for Asgard, in an effort to warn the Aesir Gods of this danger.

However, the skyship overtook him and a terrible battle was waged in the heavens.

Cornered and alone, *Freyr* stood his ground and fought valiantly, but realized that he could not defeat the terrible creatures before him.

So he sailed behind a cloud, disembarked from his magnificent vessel and sent it sailing onwards, whilst staying behind, hidden.

The dreaded skyship followed the decoy for a great distance until realizing that it was empty, and abandoned the chase. *Freyr* was safe, but had lost a great treasure.

The airship floated about the sea of stars aimlessly, tossed around by powerful winds and storms, until it sailed into the mortal realm. Far in the north, amidst icy peaks and frozen wastes, it was discovered by *The Cult of the Dragon*.

8 **Cultists**, 2 **Cult Fanatics** and 1 **Mage** currently occupy the airship.

The Cultists use the airship to explore the landscape, looking for dragons and other possible allies. They are in the midst of trying to capture a **White Dragon Wyrmling** (who is unable to speak or defend himself properly against their magic) when a group of wandering adventurers stumble upon them.

The adventurers can choose to either fight the *Cultists*, defeat them and take over the ship, or even join them aboard as new friends and allies.

With this new airship under their command, the sky is the limit for the adventurers. However, on some dark and stormy nights, just near the horizon, it always seems like there is something dreadful following.

## AMBUSH!

Each night spent aboard the airship, roll a d20. Upon rolling a 1, a severe storm begins forming, the stars disappear from the sky around, and the terrifying *Naglfar* emerges through the thunder and lightning to attack the *Skidbladnir*.

The ship of nails is helmed by a **Death Tyrant** called *Hrym* and his undead horde consisting of 4 **Flameskulls**, 2 **Stone Giant Zombies** and a swarm of 20 **Skeletons**.

Sealed within a locked box (thieves tools DC18) upon the deck of the *Naglfar* is the fabled sword of *Freyr*, known as *Solsverte* or the *Blade of Summers*. Understandably, the undead creatures fear this weapon greatly, and seek to collect and destroy all things associated with *Freyr*.

Upon defeat, the creatures as well as their dark vessel begin to slowly turn to black mist and fade away.

## SKIDBLADNIR

*Airship, Legendary Artifact*

This red-white silk scarf unfolds and transforms into a magnificent flying airship with a bright red-white balloon.

Challenged by the Trickster God *Loki* to a smithing contest, the Sons of Ivaldi created this magnificent craft as a gift for the Norse God *Freyr*.

The airship can soar through the clouds just as easily as it sails through the seas.

The airship's name in the language of the ancients means, "Assembled from pieces of thin wood."

**Damage Resistances:** Slashing

**Damage Immunities:** poison, psychic

**Cost:** 20,000GP

**Min Crew Required:** 4

**Passengers:** 10

**Max Cargo:** 1 ton

**Rope Ladders x2:** 50' long each

**Crew Quarters:** 4

**Store Room:** 1

**Provisions:** Rations, barrels of fresh water, casks of dwarven ale and fine elven wine-enough food to feed one person for a 100 days.

### BOAT:

- The boat has AC 13, 250 HP, and a damage threshold of 10, separated into an upper and lower deck.
- Boat Dimensions: 45'x20'x15'

### BALLOON:

- The balloon has AC 11 and 50 HP. If the balloon drops to 0 HP, it bursts, and the ship loses the ability to fly, quickly reaching freefall at terminal velocity, descending at the rate of 1080ft per round (~180ft per second).
- Balloon Dimensions: 50' Diameter Sphere
- While the balloon or boat has at least 1 hit point, it can be repaired. Repairing 1 hit point of damage to either the balloon or the boat requires 1 day and costs 20 gp. (Mending spells can repair superficial damage but can't restore hit points.)

### ENGINES:

- **Engine 1:** Magical furnace containing a trapped fire elemental. This engine provides the airship's balloon with hot air, allowing it to rise.

- **Engine 2:** Magical rudder containing a trapped air elemental. This engine provides the thrust necessary to drive the airship forward.
- The two engines each have AC 15, 30 HP, a damage threshold of 10, and immunity to fire, poison, and psychic damage.
- Destroying the engines or a Dispel Magic spell (DC19) can release the elementals from their prison, causing them to go berserk. If the Engine 1 is destroyed or the elemental released from within it, the air inside the balloon cools, causing the airship to descend at a rate of 10 feet per round.

## Weapons

**Ballista:** AC 16, HP 40

- Cost: 100 gp, Like a crossbow, except bigger and mounted on a stand at the forward upper deck, with a 90 degree arc of firing.
- Before it can be fired, it must be loaded and aimed. It takes one action to load the weapon, one action to aim it, and one action to fire it.
- **Ballista Shot:** Ranged Weapon Attack: +6 to hit, range 100/300 ft, one target. Hit: 26 (3d12+9) piercing damage.

## Navigation Controls

- **Ascend:** The vents on Engine 1 can be opened to release a controlled burst of hot air into the balloon that causes the airship to rise at the rate of 60ft per round
- **Descend:** When the vents on Engine 1 are closed, the air in the balloon cools and the airship descends at the rate of 10ft per round
- **Thrust:** The vents on Engine 2 can be opened to release a blast of air that pushes the airship forward at a max speed of 65 feet per round (8mph)
- **Directional Control:** The rudder moves in a 90 degree horizontal arc to control the direction of movement

## Transformation

- As an action, you can speak the command, "Skidbladnir Vorvandle!" to transform the airship into a red-white striped silk scarf that fits in your pocket, and then back again. (In airship form, the command word is inscribed on the steering control in Celestial. In scarf form, the same words are stitched onto a corner of the scarf.)



## SOLSVERTE

Weapon (Longsword), Legendary Artifact (Requires Attunement)

This sword is said to have once belonged to the God *Freyr* and was associated with summer, sunshine and fair weather.

This item appears to be a plain longsword hilt. However, when grasping the hilt, you can cause a blade of pure radiance to spring into existence, or make the blade disappear.

One-handed strength-based melee weapon, 5ft, +3 to Attack and Damage rolls.

Each attack deals 1d10 Radiant Damage (instead of slashing damage). When you hit an undead with it, that target takes an extra 2d8 radiant damage.

Proficiency with a longsword allows you to add your proficiency bonus to the attack roll for any attack you make with it.

## Properties of Solsverte

**Sunrise:** You can use a bonus action to cause a blade of pure radiance to spring into existence, or make the blade disappear

**Special Powers:** The Solsverte has 8 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it (Save DC 18):

- Light (0 charges)
- Guiding Bolt (1 charge)
- Branding Smite (2 charges)
- Blinding Smite (3 charges)
- Sunbeam (4 charges)
- Sunburst (5 charges)

Solsverte regains 1d4 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the Solsverte disappears forever.

## 8. THE MOUNTAIN HUNTER

*Skadi* is revered as the Jotun hunting goddess of the mountains, skilled in archery and skiing.

When she heard that her father *Thiazi* had been killed by the machinations of *Loki* and the Aesir Gods, she armed herself with weapons and crafted a powerful longbow that contained all of her wrath and fury, and marched to the gates of Asgard to demand justice.

In a bid to appease her, the Gods granted her a husband—the seafaring Njord, the gift of laughter in the form of imprisoning and torturing *Loki*, and the placing of her fathers eyes among the stars. Having been satisfied with the recompense, she spent her time traveling between the seashore where her husband lived and the mountains where she felt most at home.

The bow that she crafted went unused, for she felt the world did not deserve to bear the weight of its fury. And so it remained in her mountain cave for a time, forgotten by the world. Many years later, a group of stone giants claimed the cave for their own and discovered the artifact there.

### THE HUNT BEGINS

The fury contained within *Skadi's* bow sparked the anger that lay dormant within the hearts of the stone giants. They would no longer be denied their rightful place at the top of the ordning, dominating all other giantkind and ruling over all the smallfolk.

A group of 8 **Stone Giants** led by a **Stone Giant Thane** (regular stone giant but at max HP) wielding *Skadi's* bow of fury *Fjelljeger* now hunt and destroy any settlement of smallfolk nearby, hoping to attract the attention and gain the favor of the Gods. A band of roving barbarians has sworn fealty to the stone giants, and their 5 **Berserkers**, 10 **Tribal Warriors** and 1 **Shaman** now protect the mountain cave whenever the stone giants are away. Also residing within the cave system are 2 **Ropers** and a **Bear**. At the summit of the mountain that the caves are a part of, a **Roc** has made its nest. The stone giants believe that this creature represents the spirit of *Thiazi* come to watch over them, as the legends speak of his ability to transform into a giant bird.

## FJELLJEGER

Weapon (Longbow), Legendary Artifact (Requires Attunement)

This beautifully crafted yew bow is said to have been crafted by the mountain goddess *Skadi*, for the purpose of hunting monstrous wild animals. Wrapped in rare animal furs, this bow is covered with dozens of tiny icicles that never melt.

As revenge against *Loki* for causing the death of her father *Thiazi*, *Skadi* placed a terrifying serpent that constantly drips venom onto the bound *Loki*.

Two-Handed Ranged weapon, 150/600ft, +3 to Attack and Damage rolls. Proficiency with a bow allows you to add your proficiency bonus to the attack roll for any attack you make with it.

- Each attack deals 1d8 Piercing Damage and 2d6 Cold Damage.
- The wielder of this longbow is immune to all cold damage and cold weather effects.
- When attuned to this artifact, the wielder is immune to fear and charm effects.

## Properties of Fjelljeger

**Loki's Prison:** When the wielder hits with an attack, they can declare a Venom Attack. The target must make a DC18 constitution save. Upon failure, they are considered poisoned, taking an additional 8d8 poison damage. Upon success, they take half as much poison damage. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on a success. The wielder needs to finish a short or long rest before using this ability again.

**Special Powers:** The Fjelljeger has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it (Save DC 18):

- Ray of Frost (1 charge)
- Spike Growth (2 charges)
- Sleet Storm (2 charges)
- Dimension Door (3 charges)
- Ice Storm (3 charges)
- Wall of Ice (3 charges)
- Otiluke's Freezing Sphere (4 charges)

Fjelljeger regains 1d6+4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the Fjelljeger melts away into water, disappearing forever.