

JOURNEY TO RAGNAROK

THE GREY WANDERER

INTRODUCTIVE ADVENTURE
FOR 1ST TO 4TH LEVEL CHARACTERS

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

THE GREY WANDERER

Authors: Andrea Lucca, Alex Melluso, Michele Paroli

Editorial Supervision and Additional Texts: Nicola Degobbis

Class Archetypes: Andrea Bergamelli

Artistic direction: Michele Paroli

Cover Illustration: Andrea Guardino

Inner Illustrations: Andrea Guardino, Simone Denti, Elisa Ferrotto, Olga Volkova

Graphics and Layout: Michele Paroli, Elena Giovannetti

Translation: Francesco Castelli

Text Editing: Scott Gearin

Playtester and Errors Hunters of “The Grey Wanderer”:

Andrea Bergamelli, Luca Bianco, Nicola Degobbis, Antonio Dell’Aquila, Giuliano Gianfriglia,
Elena Giovannetti, Emilio Giovannetti, Daniele Iannucci, Giulia Ingrassia, Andrea Lucca,
Alex Melluso, Matteo Moret, Marco Munari, Chiara Musi, Eleonora Ozzimo, Silvia Painedelli,
Mirko Paradisi, Michele Paroli, Enrico Romeo.

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(the full list will be listed in **JOURNEY TO RAGNAROK**)



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Best Adventure

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THE GREY WANDERER

INTRODUCTION TO JOURNEY TO RAGNAROK

*“Before one would advance
through each doorway,
one must look about
and peer around,
because one can’t know for sure
where enemies
sit in the hall beforehand.”*

*Greetings to the hosts,
a guest is come.
where must this one sit?
He is very impatient,
the one who must sit on the firewood,
to test his luck.”*

*HÁVAMÁL, Gestapátr (1)
Poetic Edda*

Welcome to Midgardr, bold Vikingar and Skjaldmær!

The Grey Wanderer is an introductory adventure offering a taste of **JOURNEY TO RAGNAROK**, the Norse inspired setting for the 5th edition of the world’s most famous role-playing game.

This supplement includes a brief introduction of Midgardr, one of the Nine Worlds in the **JOURNEY TO RAGNAROK** universe; a full chapter detailing new characters available in **JOURNEY TO RAGNAROK** and how to bring them from 1st to 4th level; a complete adventure, “The Grey Wanderer” meant to last many gaming sessions; a detailed bestiary with all the adventure’s NPCs and, last but not least, guidance on how to use the runic dice.

Do not delay, the Grey Wanderer is waiting for you!







CREATE A CHARACTER

In **JOURNEY TO RAGNAROK** the players take the role of fearless Norse raiders known as Vikingar. Magical or monstrous beings are an uncommon sight on Midgardr, found chiefly in legends and lore. For this reason, it's suggested you play only human characters, although all races from the 5th edition books are compatible. All Backgrounds and Alignments presented in Journey to Ragnarok are designed with humans in mind.

The changing of reality as the character become pawns and victims in the gods' games will awaken extraordinary magical and physical abilities as they gain levels.

HUMAN TRAITS

It's hard to make generalizations about humans, but your human character has these traits.

Ability Score Increase. Your ability scores each increase by 1.

Age. Humans reach adulthood in their late teens and live less than a century.

Alignment. Humans tend toward no particular alignment. The best and the worst are found among them.

Size. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and one extra language of your choice.

Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

CLASSES



As a barbarian, you gain the following class features.

HIT POINTS

Hit Dice: 1d12 per barbarian level

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per barbarian level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two from Animal Handling, Athletics, Intimidation, Nature, Perception, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a greataxe or (b) any martial melee weapon
- (a) two handaxes or (b) any simple weapon
- An explorer's pack and four javelins

RAGE

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action.

While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table.
- You have resistance to bludgeoning, piercing, and slashing damage.

If you are able to cast spells, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action.

Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

UNARMORED DEFENSE

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

RECKLESS ATTACK

Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

DANGER SENSE

At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger.

You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

PRIMAL PATH

At 3rd level, you choose a path that shapes the nature of your rage. In **JOURNEY TO RAGNAROK** you can add the Storm Caller Path to the available barbarian Archetypes.

Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels (the full handbook will be in **JOURNEY TO RAGNAROK**).

ABILITY SCORE IMPROVEMENT

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

PATH OF THE STORM WIELDER

Wind, Rain and Thunder. The Storm is a quintessential representation of the forces of nature, comparable only to volcanoes and earthquake. By manifesting the will to become unstoppable and inescapable, a Barbarian can tap into such a force. But this bond is not without risk ; calling upon the storm is dangerous, and it will discharge onto something or someone, such as you.

STORM CALLER

When you choose this Path at 3rd level, you can harness the power of the storms. Anytime you use one of your Storm Wielder features, you gain a number of Storm Charges.

You can hold up to a maximum number of Storm Charges equal to your barbarian level.

When you reach your maximum number of Storm Charges or when you end your rage, or when you end your rage, you immediately lose all charges and receive 1d6 points of damage as the unbridled storm surges through your body. This damage cannot be prevented in any way.

STORM BLOW

At 3rd level, you can channel the might of a gale-force-wind. When you use the Attack action while you're raging, you can empower your weapon to deal +1d6 thunder damage with each successful attack. You gain a Storm Charge for each attack empowered this way, or two charges on a critical hit.

CALAMITY ROD

At 3rd level, you can attempt to discharge the storm on another living creature.

As an action while you are raging, make one melee weapon attack against a creature.

If the attack hits, the target and all creatures within 5 feet of him (including you) take 1 thunder damage for every Storm Charge you possess, and you lose all Storm charges.

If the attack fails, you gain a number of Storm Charges equal to your Rage Damage.





CLERIC

As a cleric, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per cleric level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per cleric level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from History, Insight, Medicine, Persuasion, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a mace or (b) a warhammer (if proficient)
- (a) scale mail, (b) leather armor, or (c) chain mail (if proficient)
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a priest's pack or (b) an explorer's pack
- A shield and a holy symbol

SPELLCASTING

As a conduit for divine power, you can cast cleric spells.

CANTRIPS

At 1st level, you know three cantrips of your choice from the cleric spell list. You learn additional cleric cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Cleric table.

PREPARING AND CASTING SPELLS

You own a number of spell slots depending on your cleric level:

- **1st Level:** two 1st-level slots
- **2nd Level:** three 1st-level slots
- **3rd Level:** four 1st-level / two 2nd-level slots
- **4th Level:** four 1st-level / three 2nd-level slots

To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose a number of cleric spells equal to your Wisdom modifier + your cleric level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level cleric, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *cure wounds*, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of cleric spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your cleric spells. The power of your spells comes from your devotion to your deity. You use your Wisdom whenever a cleric spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

RITUAL CASTING

You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

SPELLCASTING FOCUS

You can use a holy symbol (see “Equipment”) as a spellcasting focus for your cleric spells.

DIVINE DOMAIN

Choose one domain related to your deity, such as the Sacrifice domain from **JOURNEY TO RAGNAROK**.

Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

DOMAIN SPELLS

Each domain has a list of spells—its domain spells—that you gain at the cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn’t count against the number of spells you can prepare each day.

If you have a domain spell that doesn’t appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

CHANNEL DIVINITY

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: **Turn Undead** and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description.

When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC.

CHANNEL DIVINITY: TURN UNDEAD

As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to

move as far away from you as it can, and it can’t willingly move to a space within 30 feet of you. It also can’t take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there’s nowhere to move, the creature can use the Dodge action.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can’t increase an ability score above 20 using this feature.

CLERIC: SACRIFICE DOMAIN

There’s power, in sacrifice. Offerings and donations are always appreciated, but some deities care so much about them that the act alone become power for the true worshipper. Bearing a permanent scar becomes a sign of attachment, and a receptacle of divine favor. Clerics of the Domain of Sacrifice channel every voluntarily loss, theirs or others, into a clear request for power, greatness, and luck.

SACRIFICE DOMAIN SPELLS

Lvl Spells

- | | |
|----|--------------------------------------------|
| 1° | <i>False Life, Purify Food and Drink</i> |
| 3° | <i>Blindness/Deafness, Enhance Ability</i> |

RITUAL OF THE HONORED OFFERING

Honor comes from battle, and terrible wounds are approved by gods. At 1st level, as part of a long rest, you can perform a ritual in which willing participants make sacrifices to gain the favor of the gods. Choose a number of permanent injuries equal to your Wisdom modifier among any number of creatures. For every sacrifice reaped by the ritual, a participant that contributed can choose one or more of these benefits, based on the number of offerings:

- **Benefit of Fortune:** you can reroll a single ability check, attack roll or saving throw
- **Benefit of Endurance:** as an action, you can spend one of your Hit die, roll it, and heal that amount of Hit Points. If you take this benefit multiple times, you can use them more than one in a single action.
- **Benefit of knowledge:** choose one 1st-level spell you do not know nor can prepare. this Spell count as prepared and known (as appropriate) until your next long rest. You must be able to cast spells and have spell slots to choose this benefit. If you take this benefit multiple

times, you learn a higher level spell, but you must have appropriate spell slot level to learn it.

But what makes an injury usable for the Ritual of Honored Offering? As a general guideline, any mutilation that hampers the character is acceptable. Here are some examples;

- A missing eye, or being blind
- A missing hand, or arm
- A missing foot, or leg
- Missing your nose, or both your ears, or your lips
- A disfiguring scar that renders you hideous
- Suffering a permanent reduction of the number of spell slots available.

The Game Master has last word on what is considered an injury, and should allocate appropriate drawbacks depending on the injury. If you remove the negative effects of such injury, by magic or other means, you cannot reap the benefit of the Ritual).

BONUS PROFICIENCY

At 1st level, you gain proficiency with heavy armor

BLESSED SCARS

At 1st level, every time you take damage while you are already under half your total Hit points, you gain temporary Hit Points equal to your Wisdom Modifier, and you add that same amount to your next weapon attack and damage rolls next turn.

You can't benefit from this feature if you already have any amount of temporary Hit Points.

CHANNEL DIVINITY: GLORY OF MARTYRDOM

Starting at 2nd level, you can turn a wound suffered into a blood Action; You or a willing creature within 10 feet you can see reduce his current and maximum Hit Points by a number equal to his level, then reduce all damage taken by 2 (before applying resistances and vulnerabilities), and have advantage on all saving throws. These effects lasts for 1 minute. The maximum hit point reduction lasts until that creature's next long rest.



ODIN, FATHER OF ALL



As a rogue, you have the following class features.

HIT POINTS

Hit Dice: 1d8 per rogue level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per rogue level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, hand crossbows, long-swords, rapiers, shortswords

Tools: Thieves' tools

Saving Throws: Dexterity, Intelligence

Skills: Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a rapier or (b) a shortsword
- (a) a shortbow and quiver of 20 arrows or (b) a shortsword
- (a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack
- (a) Leather armor, two daggers, and thieves' tools

EXPERTISE

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

SNEAK ATTACK

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

- **1st Level:** 1d6
- **2nd Level:** 1d6
- **3rd Level:** 2d6
- **4th Level:** 2d6

THIEVES' CANT

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

CUNNING ACTION

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

ROGUISH ARCHETYPE

At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities, such as the Unshaped archetype from **JOURNEY TO RAGNAROK**. Your archetype choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

ROGUE, UNSHAPED ARCHETYPE

Lies and cruelty. The innate potential of doing everything to harm others deep in the flesh and soul is, for some rogues, a path to follow. By discovering and channeling such power through acts and words, you specialize in twisting your appearance into a form that is more useful to you, and your trickery becomes a deadly weapon.

WAY OF THE TRICKSTER GOD

At 3rd level, you learn the *minor illusion* cantrip.

You learn to twist minds and bodies on a whim. You gain access to a pool of spells, and you can cast one of them as an action. Once you cast one of the spell, you cannot cast it again until you do a short or long rest. Your Spell Save DC for Way of the Trickster God is 8+proficiency bonus + Charisma modifier.

At 3rd level, you can cast *Disguise Self* and *Charm Person* with your Way of the Trickster.

- **3rd Level:** one 1st-level slot
- **4th Level:** one 1st-level slot

VICIOUS WOUNDS

At 3rd level, after hitting with a sneak attack, you can stick the weapon (or projectile) deep inside the target. If so, the target has his movement speed halved and has disadvantage on opportunity attacks until he uses an action to remove the weapon, or a bonus action to remove the projectile.

Also, any creature that successfully makes a saving throw against one of your Way of the Trickster spells takes psychic damage. Roll a number of d4 equal to your sneak attack dice.

Once a creature suffered a Vicious Wound (from attacks or from spells), it is immune to these effects for 1 hour.



LOKI, LORD OF CUNNING AND DECEITS





As a rune master, you have the following class features.

HIT POINTS

Hit Dice: 1d8 per rune master level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per rune master level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: Rune Crafting set

Languages: One of your choice

Saving Throws: Wisdom, Strength

Skills: Choose two skills from Arcana, History, Insight, Nature, Perception, Religion, Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a quarterstaff or (b) a sling
- A leather pouch with 24 wooden runes
- A set for rune carving
- Leather armor, and two daggers
- (a) a priest's pack or (b) a dungeoneer's pack

SPELLCASTING

Runes are more than mere symbols. They are icons of power, a fundamental principle of the universe, such that even gods study and learn them. They can predict and alter the fate of all beings, living and unliving. As you attune to particular set of runes, you gain the ability to bring miraculous effects upon foes and friends.

CANTRIPS

You know one cantrip of your choice from the rune caster spell list. You learn additional Rune Master cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Rune Master table.

You also have access to a special pool of cantrips; see the entry under Runic Cantrip.

SPELL SLOTS

The list below shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher.

- **1st Level:** two 1st-level slots
- **2nd Level:** three 1st-level slots
- **3rd Level:** four 1st-level / two 2nd-level slots
- **4th Level:** four 1st-level / three 2nd-level slots

You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *Burning Hands* and have a 1st-level and a 2nd-level spell slot available, you can cast *Burning Hands* using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know three 1st-level spells of your choice from the Rune Master spell list (pag 53) and learn new spells as you gain levels:

- **2nd Level:** +1 spell known
- **3rd Level:** +1 spell known
- **4th Level:** +1 spell and +1 cantrip known

Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the Rune Master spells you know and replace it with another spell from the Rune Master spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your Rune Master spells. Your magic comes from the intrinsic essence that resides in the Runes, the symbols of power. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a Rune Master spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

RITUAL CASTING

You can cast any Rune Master spell you know as a ritual if that spell has the ritual tag.

SPELLCASTING FOCUS

You can use the runes carved on your equipment or your tattooed runes as a spellcasting focus for your Rune Master spells. The rune must be permanent and clearly visible when you use it this way.

ÆTT

At 2nd level, you begin to develop a particular affinity with one of the main groups of runes. The Runes of Freya, of Tyr and of Heimdallr grants you a vocation for a particular magic.

ÆTT SPELLS

Each Ætt has a list of associated spells. You gain access to these spells at the levels specified in the Ætt description. Those spells are added to the Rune Master spell list for you.

FUTHARK CIRCLE

You can cast a rune circle, carving with your magic the Futhark alphabet on the ground.

To do so, you use an action on your turn to choose a point on the ground within 60 feet from you, creating a 10 feet radius Futhark Circle.

To keep the circle active, you must use a bonus action each turn, and you must be able to see it.

When a creature you can see attacks a target within your circle other than you, you may use your reaction to expend a Futhark Circle die and subtract the number rolled from the enemy's attack roll.

You have a number of Futhark Circle dice equal to your Wisdom modifier (a minimum of once). You regain any expended Futhark Circle dice when you finish a long rest.

Your Futhark Circle die is a d6, and changes when you reach certain levels in this class.

RUNIC CASTING

Your training with the Runes lets you focus on some particular aspects of the magic; by marking yourself on the forehead or your left hand palm with a particular rune, you absorb its power and its knowledge.

At 2nd level, at the end of a long rest, you can choose one of these cantrips:

- *Message*
- *Poison Spray*
- *Share Blood* (see page 16)
- *Produce Flame*

You know the chosen cantrip until you finish a long rest. Every time you complete a long rest you can choose a different cantrip.



CANTRIP: SHARE BLOOD

Necromancy cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Target: 1 willing or unconscious creature

The creature's skin and yours open, creating wounds that let you share the essence of life itself.

You reduce your hit point maximum by 1d4, and the target heals that number of hit points. hit point reduction by this spell restores with a long rest.

Alternatively, if your target is conscious, the target may choose to reduce their hit points by the same amount, and heal you instead.

Share Blood is added on Cleric, Druid, and Warlock spell list.

PROTECT THE INSCRIBED

At 3rd level, as part of a long rest you can paint a special rune combination on the skin of one your allies. That ally is now your Inscribed, and has some advantages.

First, he is always considered as being inside your Futhark Circle.

Second, you can target the Inscribed with one of your spell even if you can't see him, and the effective range of any spell is considered doubled to determine if the Inscribed is an eligible target.

You can only have one Inscribed at any time. Should you decide to Inscribe another ally, the former one will lose any benefit.

EXPERTISE

At 3rd level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with Rune Crafting Set. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

HEIMDALLR'S ÆTT

The affinity with the rune family of Heimdall express the desire to face adversity. The runes come to protect the invoker, negating harm and hindrances. Rune Master of Heimdall often becomes wardens of a community, or answer the call for help of nearby oppressed.

ALGIZ SEAL

When you choose Heimdall's Ætt at 2nd level, you gain the ability to expend one of your Futhark Circle dice as a reaction to force an enemy to reroll an opportunity attack made against a target inside the circle.

ÆTT SPELLS

Each Ætt has a list of associated spells. You gain access to these spells at the levels specified in the Ætt description. Those spells are added to the Rune Master Spell list for you:

Lvl	Spells
1st	<i>Heroism, Shield of faith</i>
3rd	<i>Barkskin, Protection from Poison</i>

For a better understanding of the runes, their meanings and to know how to use the Rune Die with the Ætt, see "Runes" at page 54.





As a sorcerer, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per sorcerer level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per sorcerer level after 1st

PROFICIENCIES

Armor: None

Weapons: Daggers, darts, slings, quarterstaves, light crossbows

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from Arcana, Deception, Insight, Intimidation, Persuasion, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) a dungeoneer's pack or (b) an explorer's pack
- Two daggers

SPELLCASTING

An event in your past, or in the life of a parent or ancestor, left an indelible mark on you, infusing you with arcane magic. This font of magic, whatever its origin, fuels your spells.

CANTRIPS

At 1st level, you know four cantrips of your choice from the sorcerer spell list. You learn an additional sorcerer cantrip at 4th level.

SPELL SLOTS

The list below shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these sorcerer spells, you must expend a slot of the spell's level or higher.

- **1st Level:** two 1st-level slots
- **2nd Level:** three 1st-level slots
- **3rd Level:** four 1st-level / two 2nd-level slots
- **4th Level:** four 1st-level / three 2nd-level slots

You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *Burning Hands* and have a 1st-level and a 2nd-level spell slot available, you can cast *Burning Hands* using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the sorcerer spell list and you learn more sorcerer spells of your choice at the following levels:

- **1st Level:** 2 spells known
- **2nd Level:** 3 spells known
- **3rd Level:** 4 spells known
- **4th Level:** 5 spells known

Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the sorcerer spells you know and replace it with another spell from the sorcerer spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your sorcerer spells, since the power of your magic relies on your ability to project your will into the world. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a sorcerer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your sorcerer spells.

SORCEROUS ORIGIN

Choose a sorcerous origin, which describes the source of your innate magical power, such as Jötunn Origin from **JOURNEY TO RAGNAROK**.

FONT OF MAGIC

At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

SORCERY POINTS

You have 2 sorcery points, and you gain more as you reach higher levels, as shown in the Sorcery Points column of the Sorcerer table. You can never have more sorcery points than shown on the table for your level. You regain all spent sorcery points when you finish a long rest.

FLEXIBLE CASTING

You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels.

Creating Spell Slots. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn.

Lvl	Sorcery Points Cost
1st	2
2nd	3

Converting a Spell Slot to Sorcery Points. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

METAMAGIC

At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice.

Careful Spell

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 sorcery point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

Distant Spell

When you cast a spell that has a range of 5 feet or greater, you can spend 1 sorcery point to double the range of the spell.

When you cast a spell that has a range of touch, you can spend 1 sorcery point to make the range of the spell 30 feet.

Empowered Spell

When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.

You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

Extended Spell

When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to double its duration, to a maximum duration of 24 hours.

Heightened Spell

When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

Quickened Spell

When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Subtle Spell

When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

Twinned Spell

When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, magic missile and scorching ray aren't eligible, but ray of frost is.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1.

SORCERER, JÖTUNN ORIGIN

The lineage of the inhabitants of Jotunnheim predates even Odinn himself. Such eternal power flows through gods, monsters and men alike; in your case, the glacial presence of Ymir grants you arcane abilities, reminding constantly that cold, in the end, awaits us all...

SON OF JOTUNHEIMR

The infinite cold is part of you; like an endless source of power, once you have used its magic potential it starts seeping on your very flesh.

At 1st level, the first time you use all your spell slot of a certain level, your body transforms into partial ice. This transformation invigorates you, healing a number of Hit points equal to the spell slot that triggered the transformation plus your level, and you gain three times that number as temporary Hit points.

While you are in this state, you gain some benefits:

- You gain resistance to Cold Damage
- As an action, you can inflict freezing pain with your touch. Make a melee spell attack; if it hits, you deal damage equal to 1d6 + Your Charisma modifier + the spell slot level that triggered the transformation

These effects, as well as temporary Hit Points gained from this feature, last for a minute.

Once you used this feature for a particular spell slot level, you cannot use it again for that level until you perform a long rest.



DANEVIRKE GUARD

BACKGROUND:

DANEVIRKE GUARD

The ancient clan Gjallarhorn – descended from King Horik, the first King to govern this land – rules unopposed on the Jutland peninsula. The ruling family of the Gjallarhorn are famed for their military power, wealth and for building the Danevirke. Known simply as “The Wall”, the Danevirke is a complex and ingenious system of fortifications that cut the whole peninsula in half, defending the clan from attacks by the nearby empire of the Franks. The members of the Gjallarhorn Clan were also great sailors, who became amazing warriors to protect their borders.

A member of the Danevirke Guards is a proud and fearless warrior that puts the protection of their people above any other consideration. Their tireless defense of the Danevirke awarded them so much glory that other vikingar often journey to the Gjallarhorn to swear themselves to the Guard.

Choose what kind of warrior you want to be.

Are you a long-time veteran, perhaps the leader of fighting men? Were you a sailor forced to learn how to fight on dry land after the Fimbulvetr made navigation impossible? Or are you just a common warrior, who aims to become one of the Einherjar and reach Valhalla in glorious death?

Skill Proficiency: Intimidation, Survival

Equipment: A small carving knife, hook and line, a wooden necklace with a carved rune, common clothes, a pouch with 15 gp.

FEATURE: DEFENDER OF DANEVIRKE

The members of the Danevirke Elite Guard are very accommodating toward the other clans that, in return, respect them for their undying loyalty. As a Defender of Danevirke, you will always be welcome among all the people of the North, a sign of their gratitude for your service in defending the Wall. Additionally, a Defender of Danevirke is always wary of what is going on around him, just a few years passed on the border made him very attentive to both details and signs of danger.

SUGGESTED CHARACTERISTICS

The Defenders are warriors who prefer deeds over words. A Defender is ready and willing to drop anything to rush in and defend his people from danger. This behaviour has a flaw: the Defenders of Danevirke tend to live in isolation, they're lone warriors that are no longer able to interact with the Clan.



D8	CHARACTER TRAIT
1	You worship one god above all the other and takes constant inspiration from your chosen deity's deeds.
2	You're a skilled arbitrator in the quarrels among the clans.
3	You're a stoic warrior. Nothing can shake your fighting spirit.
4	You grew up sharing everything with your companions, something that is apparent in all your behaviour.
5	You know how to fish and can find food in any circumstance.
6	You're very tolerant and respectful toward all clans and their members.
7	You live to defend your people. Nothing hurts you more than an insult against a ruler.
8	So much time has passed while you were on the border that you now feel like a stranger in your own Clan.

D6	BONDS
1	You will die before dishonoring your family or yourself.
2	You treasure a runic necklace, a gift from your father when he left for his last raid.
3	You are in debt with a hermit, who taught you how to survive.
4	Whatever you do, you do it for the Clan.
5	Your life is consecrated to the Danevirke defense.
6	You're tied to a member of another Clan and this gave you a bad name among your brethren.

D6	IDEALS
1	Patriotism. The lands of the Clans must be protected at all costs. Nothing is more important. (Lawful)
2	Generosity. You care about your companions and you'll always protect a wounded friend in battle. (Honorable)
3	Law-abiding. You know that following the law of the Clan you are going to honor the gods. (Lawful)
4	Strength. During battles, raids and drinking contests only the strong will be victorious. (Chaotic)
5	Faithfulness. As much as you love to show your bravery during the raids, you will always be faithful to your land and protect it. (Lawful)
6	Ambition. You're trying to show your honor in battle, because deeds speak louder than words. (Any)

D6	FLAWS
1	You can't stand those who speak ill of the Clans and their doings. You jump at the slightest insult.
2	You blindly follow the orders of you leader, no matter how unjust they are.
3	You put too much trust in the members of other Clans, never considering that they might be looking to trick you.
4	You never change your mind.
5	Your temper flares up when you drink. And you drink a lot.
6	A long time among the Defenders made you unable to relate with the rest of the world.





ASATRU

*“The fifth is Glathsheim,
and gold-bright there
Stands Valhall stretching wide;
And there does Othin
each day choose
The men who have fallen in fight.”*
GRÍMNISMÁL (8-9)
Poetic Edda

DEATH IN THE NINE WORLDS

When a character dies in the Nine Worlds, the Æsir will immediately judge him within one minute. Once his fate is sealed, the Valkyries take him to the eternal feast in Valhalla or he sinks into the abyss of Helheimr and the clutches of Hel. The body of the fallen and all their earthly belongings are then recreated in the appropriate afterlife. For this reason it's impossible to resurrect a character after one minute from his death.

ALIGNMENTS

The ethics of the *vikingar* are based on different values from the classic 5th edition alignments (Lawful Good, Neutral etc.). Respect of the **Nine Virtues** and a honorable death are the key to becoming one of the Einherjar to be welcomed into Valhalla.

The **JOURNEY TO RAGNAROK** alignments are instead:

- Lawful Honorable
- Chaotic Honorable
- Legal Dishonorable
- Chaotic Dishonorable

THE NINE VIRTUES

The Asatru moral code can be summed up by the **Nine Noble Virtues**, these makes a character Honorable and represent the summation of the ancient lore contained in the Poetic Edda. They are:

1. **Courage**
2. **Truth**
3. **Honor**
4. **Loyalty**
5. **Discipline**
6. **Hospitality**
7. **Industriousness**
8. **Self-reliance**
9. **Perseverance**

ASATRU SKILL (WIS)

Norse characters may learn the Asatru skill. This skill is based on Wisdom and allows the character to recognize and sometimes understand the energies, entities and divine influences of the Nine Worlds.

FIMBULVETR

*“Brothers shall fight
and fell each other,
And sisters’ sons
shall kinship stain;
Hard is it on earth,
with mighty whoredom;
Axe-time, sword-time,
shields are sundered,
Wind-time, wolf-time,
ere the world falls;
Nor ever shall men
each other spare.”*

*VOLUSPÁ (45)
Poetic Edda*

In the current age the rules that govern the Nine Worlds grow weaker and weaker. Magic – alongside some creatures that aren’t native to Midgardr – slips through, allowing character to use special and magical abilities.

Fimbulvetr (the “Great Winter”) starts with a three years long winter, when the Sun won’t give any light and heat. Then there will be another three years long winter that will destroy any bond among men.

According to the seers, in the end the Sun and the Moon will be devoured by the wolves chasing their chariots since the dawn of time and Ragnarok will truly begin.

Weather: Fimbulvetr fell on Midgardr over a year ago, changing the world of men. All terrain is difficult and movement speed is halved, visibility is limited and characters in the open makes all Wisdom (Perception) checks with Disadvantage.

During the night temperature plummets and all characters without shelter must succeed on a Constitution saving throw DC 10 or suffer a level of Exhaustion.

Creatures that have resistance or immunity to cold, or wear appropriate gear succeed on this save automatically.

Lighting: The sky is always covered and the sun darkened. The light is so weak that creatures vulnerable to sunlight doesn’t suffer any penalty from it.

Brother Against Brother: The extreme weather conditions and the consequent lack of resources spread fear and distrust among the Clans. All the social interaction checks suffer Disadvantage.

MIDGARDR DURING FIMBULVETR

The lack of resources, the cold and the hunger has fanned the flame of old grudges among the Clans of Midgardr, bringing them to the brink of civil war.

ICY CROWS. The circle of the Icy Crows encompass all the hermits and shamans and is ruled by a triumvirate that take all decisions through a unanimous vote. Their purpose is to bring wisdom and inspire all the people, but the beginning of Fimbulvetr made them realize that the folk of Midgardr must be prepared for the coming of Ragnarok. They decided to forge a powerful alliance among the Clans to be ready for the final battle.

JOTUN SONS. The Jotun Sons believe that their time has come. They don’t fear the cold, the ice or even the wrath of the Æsir. They openly reject the grip of the Æsir and sing praise to a new age for the their ancestors, the Jotnar. When they are in company of strangers, they rarely reveal their allegiance.

GJALLARHORN. The Gjallarhorn Clan still endures the dreaded winter thanks to vast stockpiles of food, but all its resources are devoted to the defense of the Danevirke. Its ally is the nearby Odin’s Eye Clan, but there hasn’t been any contact in quite some time. The members of this clan are generally respected by all the others for their role as Defenders and they legendary loyalty.

WOLVES OF THE SHADOW. The Fimbulvetr is also known as “Time of the Wolves” and the Wolves of the Shadow are ready to show the Æsir their mettle. These nomads defend Midgardr from hostile creatures. They believe that Fimbulvetr is a divine punishment, unleashed upon humanity for its misconduct.

ODIN’S EYE. Thanks to its ambitious policies, the Odin’s Eye Clan controls the largest territory and the greatest number of men among the Norse clans. They’re strong and well armed warriors, who embrace the idea of a single unified rule, which drives them to keep expanding their territory. Yet behind this holy fervor often lurks simple greed and lust for power.

BEAR WARRIORS. These ferocious warriors and berserkers show their mettle through acts of strength and ready themselves for the coming of Ragnarok. Since the beginning of the Fimbulvetr they have left their homes in the mountains in increasing number to swear themselves into the service of other Clans.



THE GREY WANDERER

The players are a group of *vikingar*, some affiliated with the Gjallarhorn clan, others stranded on the Jutland by Fimbulvetr. They are charged by Queen Thorunn Horikdottir to answer an unusual plea for help from the captain of the Wall Elite Guard, Erik the “Restless”.

The journey will require a 10 day ride through the Jutland along Bra Gångväg (the “Great Path”), besieged by the terrible weather. The players must decide how to face the cold of Fimbulvetr and the perils of such a long journey. During their ride they will meet a strange wanderer who asks them for an act of courage in exchange for the truth.

Once they reach the Wall, the characters find a bad surprise and will have to choose what path to follow to reach the truth: crossing enemy lines or facing the wrath of the sea?

Whatever they choose, they won't be ready for the darkness that lurks beyond the Wall.

BACKGROUND

After earning the crown and the respect of her people by fighting beyond the Danevirke and eliminating the pretenders to her throne, Queen Thorunn Horikdottir decided to return to Siste Festning (the “Last Refuge”), leaving command of the forces at the Wall to her faithful second cousin Erik Knutson.

A few months later a strange wanderer appeared at the Wall, claiming to know the exact location of Silasthorp, an ancient and legendary settlement thought to be the seat of the first king of Jutland.

According to legend, the lost city was founded by a group of merchants so rich and powerful that they started trading with the dwarves. In time, the city overflowed with wealth and precious artifacts, making it a prime target for enemies from the South.

When the lands beyond the Danevirke became indefensible due to the continuous attacks, the city was abandoned. It's said that Silasthorp's wealth and

artifacts remain hidden and unclaimed within its walls.

The man appearing to the Danevirke's Guard is actually a manifestation of Odin himself in his guise as the Grey Wanderer and he claims to know the exact location of the city, merely four days behind enemy lines. The wanderer offers to reveal this location in exchange for a solemn oath: that once they reach the city, the warriors will find a quartz pendent marked with the Sowilo rune.

Driven by curiosity and greed, Erik Knutson swore his oath and quickly assembled an expedition to Silasthorp. Taking advantage of the snowstorms, the expedition slipped through enemy lines and reached the ruins of the city in just three days.

They searched and dug everywhere, in spite of the terrible weather, and finally found a crypt rich with treasure, just as the wanderer promised, including the legendary runic sword Anguvarðal (see page 47).

Overjoyed, they took shelter in the crypt and feasted all night long. The next morning they departed, without searching any further for the pendant.

Unbeknownst to them, the corruption of Fimbulvetr had affected the magic sword, causing the legitimate owner to raise up as a draugr as soon as the *vikingars* left the village. Of all the men that left, only Erik was able to escape the undead's wrath and return to Danevirke with the stolen blade (and without the pendant).

When Odin saw this, his fury was terrible and cursed the man: no matter how much fame and fortune he might amass, he would forever be banished from sitting at the god's table in Valhalla.

This was over a year ago and Erik never revealed what happened to anyone. Angurvadal has allowed him to win every battle defending Danevirke, warning him of imminent danger. These warnings have saved him from numerous attempts against his life while he slept, earning him the nickname "Restless".

Still, the words of the vagrant hang above his head and with every victory Erik has grown more and more paranoid and fearful. In the hopes of breaking the curse, he has vowed to return to Silasthorp, retrieve the pendant, and face the draugr that slew his men.

ADVENTURE HOOKS

The Grey Wanderer is meant for a group of 1st level heroes with ties to the Gjallarhorn Clan. The following hooks can help create similar obligations and motivation for characters from other Clans or regions.

- **My Deeds Reflect upon My House.** You're part of either the Gjallarhorn Clan or a minor clan of the Jutland and choose to join the Danevirke's Guard to show you honor and follow in the footsteps of your ancestors who fought alongside the rulers of the Clan before you.
- **I Won't Be Just a Stranger.** You're not from the Jutland. Perhaps you arrived here before Fimbulvetr and now you have no way to return home. You've decided to demonstrate your honor to the locals by swearing an oath to Clan and Queen, joining the Danevirke's Guard to defend the peninsula of the kings.
- **What Lies Beyond the Wall?** It doesn't matter where you came from: you joined the Danevirke's Guard to see a glimpse of the lands beyond the Jutland, hoping to sate your need for adventure.
- **Green Lights in the Night.** It's not just battle reports that come in from the Danevirke. There are rumors of strange events beyond the forts of Jutland. Green lights and terrible screams punctuate the nights of the defenders. Something dark and malevolent is afoot in the land of the Franks, but the only witnesses have lost their minds. Your clan sent you to the Jutland to join the Danevirke's Guard and uncover the truth before it can fall upon your own people.
- **The Call of Valhalla.** You aren't going to die by cold or hunger, secluded in a remote fortress filled with desperation and fear. You choose to join the Danevirke's guard to escape a timid and dishonorable death. You hope to gain glory in battle and a seat at Odin's feast in the hall of Valhalla.

EPISODE I CALL TO ARMS

The Adventure begins the moment the characters swore their allegiance to the Danevirke's Guard. They're summoned by Queen Thorunn to the palace in Siste Festning.

The streets of the Last Refuge are filled with refugees from the countryside and many travelers looking for shelter from the great winter. Even beyond the walls there are tents filled with people, hoping to gain access to the capital.

The Queen believes that the characters are the right warriors for a mission both extremely delicate and urgent. When they arrive at the palace, she's wearing a magnificent white linen dress and standing among four of her most loyal warriors.

ROLEPLAYING QUEEN THORUNN

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

Her life was never easy, but hardship has forged her into a woman of iron, her personality sharper than any blade forged on Midgardr.

She doesn't allow anyone to interrupt her while she speaks and, usually, one glance of her icy blue eyes is enough to silence 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 warm glimpse of summer during Fimbulvetr. On the other hand, those who oppose her are dealt with swiftly by her own blade.

When the characters are in her presence and kneel, the Queen send her guardians away with a simple gesture and gracefully sits on her wooden throne. After the guards have left the room, the Queen addresses the characters in a calm and polite tone:

“Two days ago we received a messenger from the Wall. He was so tired that he couldn't even utter a complete sentence and was in such a hurry that his horse collapsed a day from this hall. No one was able to discern his ravings and he died soon thereafter. Yet, members of my guard knew him: a sworn man of the Gjallarhorn and the right hand of my cousin Erik, captain of Danevirke's Guard.



I am extremely worried. I'm asking you to take a new oath, to swear your fealty to me personally and then depart for the Wall as soon as possible. Discern what happened there and report back to me.”

The Queen will entertain questions briefly, if they are offered in a respectful and subdued way. The slightest lack of manners or inappropriate question will meet the famous icy stare of the Queen. If the situation gets out of control the Queen won't hesitate to draw her blade and summon the **Guards** (see page 50).

Once these questions are resolved, the Queen will accept the character's new oaths in a simple ceremony before signaling the audience is over.

Once the characters take their leave, one of the Queen's servants will approach them to provide necessities for the journey and more details about the mission.

Each of the character receives 20 gp, 10 days of rations and a fully trained horse, complete with saddle.



MISSION DETAILS

Erik “the Restless” is second cousin to the Queen and famed across the Jutland for his deeds. Many think that without his skills as a commander the Franks would have crossed the Danevirke a long time ago. If there is trouble at the wall, the Clan is in grave danger.

Given the importance of their mission, the characters should feel hard pressed to make haste. Even if they leave immediately, following the Bra Gångväg (the Great Path) to the Wall takes at least 10 days, riding at a sensible speed (considering the harsh weather).

As seen in Siste Festning, each of the fortresses along the path are filled to the brim with refugees, potentially making access problematic. The difficulties of this journey make up much of Episode 2, and are described there.

Given the importance of their mission, the character should feel hard pressed to leave.

If the players choose to explore the trelleborg of Siste Festning instead of pursuing their royal charge,

use the following description as a guideline. It can also be used to describe other trelleborg across the Jutland.

TRELLEBORG

The trelleborg of Siste Festning is built upon a peatland hill, surrounded by a circular wooden palisade. Observation towers dot the perimeter and two gates at opposite sides of the trelleborg piece the wall, allowing horses and wagons entry to the town.

Four main roads converge at the center of the town in front of the royal hall. It’s a magnificent palace of stone and precious wood and in front of it there is the famed giant horn: Gjallarhorn, named after the legendary warhorn of the god Heimdallr.

Inside the wall there are many different kind of buildings, from homes to artisans’ workshops. Fimbulvetr has been merciless and resources are dwindling: it’s hard to find a blacksmith able to craft even the simplest items and many healers and herbalists are running out of ingredients.

Merchant only sell items worth 25 gp or less and all

the prices are doubled. Characters that are skilled at bartering might find a single Healing Potion, but it costs a minimum of 100 gp.

For every hour the heroes remain in the trelleborg, roll the Runic Dice. If the resulting Rune is an Ætt (see “Runic Dice” page 57), the character will pick up one of the following rumors:

ÆTT / D6	EVENT
TYR ↑ 1	<i>“I swear! I saw a ray of sunlight beyond the wall! I’m not crazy!”</i>
TYR ↓ 2	<i>“It’s a matter of months. Sooner or later the Franks army will cross the Danevirke and we all die like rats.”</i>
HEIMDALLR ↑ 3	<i>“I heard that Thorunn is engaged with Asbjorn the Red! An alliance with the Odin’s Eye will help us survive the winter.”</i>
HEIMDALLR ↓ 4	<i>“From what I heard, the Clans of other territories are in much worse situation than us! Instead of facing the winter they’re waging war on each other ... we’d better steer clear of them.”</i>
FREYA ↑ 5	<i>“I heard that there’s a clearing in the south where there are many rabbit burrows ... it’s more or less here.”</i> (The character gains advantage on all the Survival rolls to hunt in the Jutland)
FREYA ↓ 6	<i>“The Queen and the Captain of the Guard are lovers! I saw them in the Whispers Clearing with my own eyes... I swear it on Odin’s Beard!”</i>



EPISODE 2 THE GREY WANDERER

This episode covers the journey through the Jutland from Siste Festning to the Danevirke. It most likely plays out in series of short scenes.

THE JOURNEY

Riding from Siste Festning to Danevirke can take anywhere from 10 to 20 days, depending on the speed and the choices of the players. They can only bring food for 10 days, though. After that they’ll have to hunt to survive in spite of the awful weather.

The characters can hurry, halving the number of stops and pushing the horses to their limits. This will expose them to fewer dangers, but will take a toll on the horses.

Alternatively, they can set a slower pace, resting as much as possible. This will result many more dangers along the way but will allow them to reach their destination fully rested and ready.

During this journey there will be a constant snowstorm, a full night of sleep will only count as a Short Rest and it won’t be possible to find dry shelter outside of the fortresses.

Depending on the speed the characters choose, there will be consequences.

SLOW JOURNEY

Duration: 20 days

Consequences: The characters roll 3 times on the Risk Table

Supplies: The characters must succeed at two Wisdom (Survival) DC 15* to find enough food. Each failed roll causes a level of Exhaustion

Arrival: The character arrive without much problem. No ability ability roll needed

NORMAL JOURNEY

Duration: 15 days

Consequences: The characters roll twice on the Risk Table

Supplies: The characters must succeed at one Wisdom (Survival) DC 15* to find enough food. Each failed roll causes a level of Exhaustion

Arrival: Each character must succeed at a Constitution saving throw DC 12 or suffer one level of Exhaustion on top of those accumulated during the journey

FAST JOURNEY

Duration: 10 days

Consequences: The characters must face a single encounter from the Risk Table

Supplies: The supplies provided by the Queen are enough for the journey

Arrival: Each character must succeed at a Constitution saving throw DC 15 or suffer one level of Exhaustion in addition to those accumulated during the journey. Additionally, each horse must succeed at a Constitution saving throw DC 18 or die of exhaustion after they party arrives

*These rolls should be done by a single character, chosen by the party, or as a group effort

For more details on how to use the Runic Dice see page 57.

RISKS TABLE

ÆTT / D6	EVENT
TYR ↑ 1	See paragraph: “Fallen Tree”
TYR ↓ 2	See paragraph: “Wolves’ Attack”
HEIMDALLR ↑ 3	See paragraph: “Demon Hunting”
HEIMDALLR ↓ 4	See paragraph: “The Bandits’ Trap”
FREYA ↑ 5	See paragraph: “Sacrifice”
FREYA ↓ 6	See paragraph: “Poison of the Storyteller”

FALLEN TREE

A giant tree fell across the Bra Gångväg, blocking a merchant caravan. To move it, at least 3 characters must succeed on a Strength (Athletics) DC 15 roll.

If the party helps the merchants they will be rewarded with 2 Healing Potions.

WOLVES’ ATTACK

A pack of 4 wolves lay in wait in the bushes along Bra Gångväg. They’re very hungry and will ambush the characters when they pass with startling ferocity. Characters with Passive Perception of 15 or higher won’t be surprised, but they won’t be able to utter a warning to their companions.

DEMON HUNTING

On their travel, the characters find a house in a small clearing next to the Bra Gångväg. It’s rare to find inhabited homes outside of the fortresses and the party might take the opportunity to stop and recover. The inhabitants, though, are wary and fearful and won’t open the door. From behind the barred door, the head of the family warns the characters to leave immediately, because a dangerous demon inhabits the clearing and every night it destroy some of their meager crops.

It’s possible to find and follow the tracks of the “demon” with a Wisdom (Survival) roll DC 12. The tracks lead to a sort of irregular hole in the ground: the lair of a **Giant Boar** that will attack as soon as the characters gets too close. The boar is very aggressive, has foam around his mouth and his back is covered with strange boils making him even more dangerous. None of the characters has ever seen an illness like this, perhaps it’s from another world.

If the character manage to defeat the beast and put it out of his misery, they will be honored guests of the people of the clearing. Thanks to this rest they may recover one level of Exhaustion from the journey.

THE BANDITS’ TRAP

In an area where the Bra Gångväg crosses into the forest, two **Bandits**, dressed as farmers, come out running and flailing their arms in a panic. The two claim that their home was attacked by bandits. The character might see through their lies with a successful Wisdom (Intuition) roll DC 15. If they don’t and follow the bandits into the woods they walk into an ambush.

The bandits have prepared many traps among the trees to unhorse the characters. To avoid them, each character must succeed on a Dexterity saving throw DC 15. Whatever the result, 10 **Bandits** attack. They’re not interested in killing the character, only in stealing the horses. If a character was unhorsed, a bandit will try to take it and run away. Once the bandits have stolen one or two mounts, they will flee.

If a character loses his horse, the entire party must proceed at a Slow Journey pace for the remainder of the journey and the remaining horses must succeed at a Constitution saving throw DC 15 or die of exhaustion after they party arrives.

SACRIFICE

Along their path, the characters find a giant boulder decorated with complex knots and bas reliefs.

If they stop to examine it, they find the Gebo rune carved on top. With a successful Wisdom (Asatru) roll DC 12, they understand they should leave a gift at this altar to gain the favor of the gods during their journey. The characters can sacrifice anything they want, but items without a monetary or sentimental value aren't a worthy offer. If they leave a worthy offer they are blessed and they gain Inspiration.

THE GEBO RUNE



The Gebo rune is sacred to Freyr and represent the “Gift”, the sacred bond between the giver and the recipient, the exchange of energies between he who gave the gift and he who receives it (see “The Runes”, page 54).

POISON OF THE STORYTELLER

Along the Bra Gångväg, the characters meet another traveler, who asks to share a bonfire for the night. If the party accepts, the stranger reveals himself an excellent storyteller, but is actually a **Spy** and, as soon as the characters drop their guard, is going to poison their supplies. The character might realize it with a successful Wisdom (Perception) roll DC 15. If they fail they will be poisoned, but they won't be certain how or why. Additionally, the spy will try to steal 10 gp every day with a Dexterity (Sleight of Hand) roll with Advantage against the lowest Passive Perception among the characters. If caught red-handed the Spy will avoid combat, trying to flee or hide. The poisoned food must be replaced with fresh game with a successful Wisdom (Survival) roll DC 15. In case of failure, all characters suffer a level of Exhaustion.

MINOR FORTRESSES - TRELLEBORG

During their journey the characters cross two trelleborgs of the Jutland. If they decide to stop they notice long queue of refugees amassed in front of the gates. Trying to enter isn't easy, convincing the Guards requires a successful Charisma (Persuade) roll DC 18 with Disadvantage. Due to the time and effort required the party automatically slows down to a Slow Journey.

If they manage to enter, each trellebrong has the same general layout as Siste Festning, though considerably less grand.

THE ARRIVAL OF THE GREY WANDERER

After the first event the characters might cross paths with the Grey Wanderer.

The GM should use the last event as a springboard to introduce the Grey Wanderer: perhaps he appears in the middle of a snowstorm to help the party or shortly after a menace has successfully been dealt with.

The Wanderer appears very interested in the characters and is completely insistent on sharing camp with them for the night. No matter how distrustful the characters are, they won't be able to turn him away.



ROLEPLAYING THE GREY WANDERER

The Grey Wanderer is an aspect of Odin who travels on Midgardr sharing knowledge, poetry, inspiration and prophecies. He also seduces any women he meets.

He wears the drab clothes of a wayfarer, appears in the midst of a snowstorm asking for shelter and rewarding his hosts with words of wisdom.

Most who meet him on Midgardr consider him a nomad shaman, a teacher seeking other people's well-being or a guide during an important change in their lives.

The Grey Wanderer also has a dark side: he's lecherous, wrathful and, above all, vengeful.

He will challenge the characters to a riddle contest over dinner. The DM rolls on the following table to determine what riddle to use, but the characters are free to make up their own riddles.

If you don't know the answer to one of the players' riddles, cheat. Just like Odin would!

ÆTT / D6	RIDDLE
TYR ↑ 1	<p>"Would that I had now what I had yesterday, find out what that was; mankind it mars, speech it hinders, yet speech it will inspire."</p> <p>Answer: THE ALE</p> <p>It is drunk with friends and when they had too much some people grow lethargic, other speak too much.</p>
TYR ↓ 2	<p>"From home I went, from home I made my way, I saw a road of roads, and a road under them, and a road over them, and a road on all sides."</p> <p>Answer: A BRIDGE OVER THE RIVER</p> <p>While crossing the bridge Odin saw three roads, the one he was upon, the river and the sky.</p>
HEIMDALLR ↑ 3	<p>"What is that wonder I saw outside before the Doors of Day? Eight feet it has and four eyes and bears knees above its belly."</p> <p>Answer: A SPIDER</p> <p>It has 4 eyes and 8 legs, which fold upward over the head.</p>

HEIMDALLR ↓ 4	<p>"Who is that great one who grasps the earth, swallowing wood and water. Bad weather he dreads, and wind, but no man, and picks a fight with the sun."</p> <p>Answer: THE FOG</p> <p>With fog nothing can be seen and the entire world seem to have been swallowed, even the Sun, but the slightest breeze makes it disappear.</p>
FREYA ↑ 5	<p>"What creature is that which cradles men, it bears a bloody back, and shelters fighters, from shaft and point, gives life to some, and lays its self inside a soldier's grasp?"</p> <p>Answer: THE SHIELD</p> <p>. It protects men from arrows and falls alongside them when they're defeated.</p>
FREYA ↓ 6	<p>"What is that lamp which lights up men, but flame engulfs it, and wargs grasp after it always."</p> <p>Answer: THE SUN</p> <p>It spreads light on the entire world, but according to legend the wolves Skoll and Hati, chase it seeking to devour it.</p>

If the characters start to ask questions about the Wanderer's real identity and ask explicitly if he's actually Odin in disguise, he will answer with one final riddle:

"What did Odin whisper in Balder's ear when he was put on the pyre?"

Answer: ONLY ODIN KNOWS

At this point the character should realize that they're conversing with Odin himself, not a common wanderer. If they decide to attack or wrong him in any way, you should use any mean at your disposal to show how incredibly beyond their reach he is (interrupted spells, charme out of nowhere, temporal distortions etc.). If they insist, Odin wouldn't kill them, but he will curse them and seal their fate.

When the riddle contest is almost over, the wanderer suddenly stands up and grabs some burning embers from the fire without showing any sign of discomfort. He will start to juggle them in a series of hypnotic movements that captivate and hold the attention of the party.

In the trembling light of the fire, the wanderer utters these words:


*“He who you seek is in the sun!
Look for the village of legend
and sun will guide your path.
Take the sun for me!”*

After the Wanderer finishes read the following:

“You wake up in your tents, without memory of what happened after the last prophecy of the wanderer. there’s no trace of him, but among the ashes of last night’s fire someone has scribbled a rune.”

A Wisdom (Asatru) roll DC 12 identify it as the Ansuz rune.

THE ANSUZ RUNE



The Ansuz Rune is sacred to Odin and it represent the idea of “awareness”.
The level of clarity reached when the mind becomes one with the universe (see “Runes”, page 54).

At the end of this episode the characters reach 2nd level.



EPISODE 3 DANVIRKE MUST NOT FALL

The characters catch their first sight of Danevirke after nightfall, but immediately realize that it’s under attack from the Franks. Read or paraphrase what follows:

“The screams of the dying and the smell of burning flesh wafts from the Danevirke. Getting closer you spot the corpses of many warriors that crawled across the snow to find a more peaceful death, as well as many wounded looking for help. The pristine white snow is now red with blood. Flaming arrows from the attackers fly over the Wall, illuminating the cloudy sky and casting flickering shadows at the feet of the brave warriors still running toward the ramparts.

A sentry sounds his warhorn from atop the Wall and shouts a rallying cry: “INCOMING!”, only to be beheaded by a massive longsword, rolling downhill toward the encampment.

An imposing knight, clad in a shining armor smeared with blood, rises where the sentry stood. It’s clear that there are many more foes behind him.”

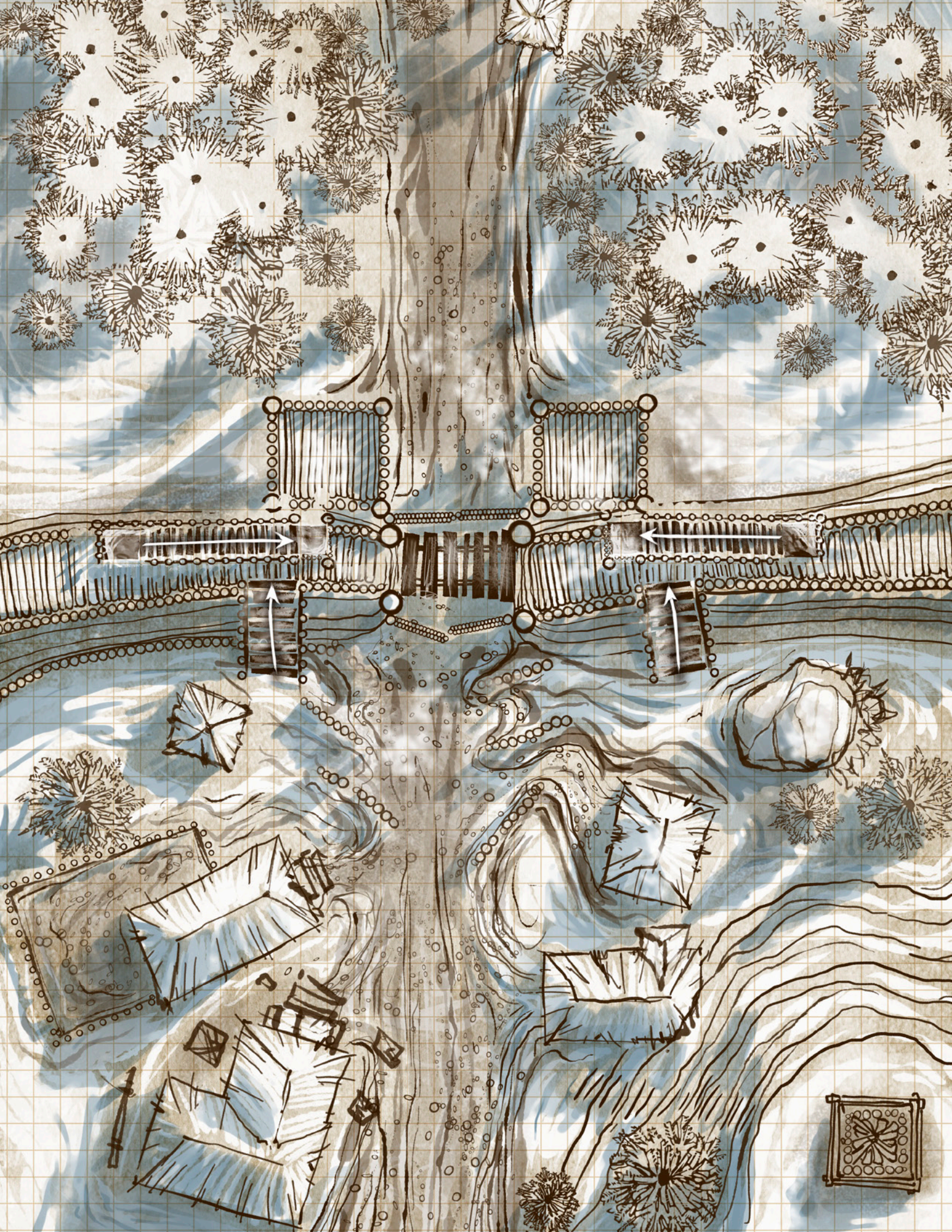
This episode is a desperate struggle against the Frank army, which has besieged this sector of the Danevirke for days. The enemy soldiers are motivated by an undying faith and fight to the death. Their people are slowly dying in the cold of Fimbulvetr and their only hope is to break the Wall and raid the Jutland for whatever resources the Gjallarhorn Clan have stockpiled against the unceasing snows.

The bulk of the Danevirke’s Elite Guard is pinned down in a ferocious battle raging in another sector and the few remaining sentries here will soon be killed by the Frank **Knight** and his followers. It’s up to the characters to intervene, pushing the enemy back.

The first assault unit includes the **Knight**, a **Priest** and 8 **Guards**.

This is a large scale fight, while the **Knight** engages the characters, the **Guards** and the **Priest** help more Franks to scale the ramparts. The priest, while trained for battle, tries to avoid direct confrontation and keeps his distance to help the Knight and the soldiers with his spells.

As long as there’s at least one enemy on the top of the Wall, at the end of each round 1d4 hooked



ladders latch at the top of the fortification. After one round every ladder still in place allows 1d4 **Guards** to join the fray. With a successful Strength (Athletics) roll DC 12 a character can push a ladder back and putting all the soldiers on it out of the fight. Reward any creative idea or strategy to push multiple ladders together.

When all the enemies at the top of the Wall are defeated the remaining forces are routed and flee back to the camp, not far from the Danvirke.

Given the low morale and the general disorganization, it's clear that something isn't working in the chain of command. One of the Guards reaches out for the characters after the end of the fight, confirms this suspicion by telling them that Captain Erik is missing.

After he disappeared, many of his subordinates started fighting over the command. This internal struggle claimed half the officers on the Wall and plunged the entire Guard into chaos.

No one still living knows anything about the messenger sent to Siste Festning or where the Captain went but the guard can take the characters to Erik's private chambers to investigate.

The Captain's room is in one of the wooden barracks next to the Wall itself. It's austere with only the bare minimum furniture, as is customary among the dwellings of the Elite Guard.

A successful Intelligence (Investigate) roll reveals the following clues.

DC 12	The characters find several carvings in the wood representing a stylized sun or the rune Sowilo.
DC 14	Given the state of the room, it seem that the Captain left in a hurry without much of his own equipment.
DC 16	Under some clothes there's a crumpled map of the region beyond Danevirke with several possible routes to a fjord two days from the Wall.

SOWILO RUNE



The Sowilo rune is sacred to the Sun and it represents the energy, the heat and the power of the Sun itself. It can be interpreted as a brilliant idea, an illumination or source of relief (see "The Runes", page 54).

When the characters leave the room, they notice the Ansuz rune carved into the door (the same they saw in the ash after their encounter with the Grey Wanderer).

After putting the clues together the characters should realize that the village mentioned by the Grey Wanderer is, probably, the same location Erik was headed.

At the end of this episode the characters reach 3rd level.



EPISODE 4

A NEW JOURNEY

After reviewing the maps and speaking with the surviving Guards, it's clear that there are only two available routes to reach the village mentioned by the Grey Wanderer: across the enemy's lines or braving the seas to sail around them.

Both present incredible dangers and demand careful preparation and planning if the heroes hope to succeed.

A - BEHIND ENEMY LINES

To reach the village by land the characters must pass through the enemy's encampments. The only way to avoid being spotted and overwhelmed is to wait until after sunset. Even with the cover of the darkness and the enemies licking their wounds from the earlier battle this is an incredibly dangerous course of action, albeit a glorious one.

Assuming the players wait for nightfall, when the heroes arrive the Frank camp is silent and there are few sentries to be seen. Among tents decorated with the colors of the Southern People a handful of bonfires burn fitfully.

Crossing the camp undetected requires a successful Dexterity (Stealth) roll DC 18. It's possible to make it a group check. If the characters are successful, they might take advantage of the situation and raid some of the tents, kill a few enemies or set fire to the camp. Reward any interesting idea with Inspiration or 5d100 gp.

If the roll results in a failure, the characters will be spotted. Roll the Runic Dice to determine what happens.

ÆTT / D6	EVENT
TYR ↑ 1	See paragraph: "Awaken in the Night"
TYR ↓ 2	See paragraph: "Honor for Sale"
HEIMDALLR ↑ 3	See paragraph: "A Night to Remember"
HEIMDALLR ↓ 4	See paragraph: "Watchdogs"
FREYA ↑ 5	See paragraph: "What Would Surtur Do?"
FREYA ↓ 6	See paragraph: "The Patrol"

AWAKEN IN THE NIGHT

As soon as the characters are spotted, a group of Danevirke's Elite Guards inspired by the Heroes' courage come rushing in the camp where a wild melee erupts.

Before any of the players can act, two **Knights** (in their nightwear, so AC 10) and a **Priest** attack the party. The Danevirke's Guard aren't able to help the characters, but their attack distracts the rest of the camp, sowing chaos.

At defeating the knights and priest, if the characters decide to stay and continue the fight against the lesser Frank soldiers, the entire camp goes into **HIGH ALERT** and 4 allied **Berserkers** join the characters.

HONOR FOR SALE

A single **Knight** spots the characters and luckily he speak a few words of Norse, chief among them "Gold". The Frank will let the characters pass if they give him all their gold (up to 100 gp), otherwise he sounds the alarm, setting the camp on **HIGH ALERT**.

A NIGHT TO REMEMBER

The characters have the chance to hide in a large and dark tent to avoid being spotted. If they don't, the camp goes on **HIGH ALERT**. Inside, they stumble upon a **Knight** (unarmored, AC 10) consummating a night of pleasure with a prostitute (Peasant).

The characters have just a few moments to decide what to do before the two notice them.

Reward any interesting idea by allowing an automatic escape. If things go awry and the players don't move the camp goes into **HIGH ALERT**.

WATCHDOGS

The characters have the chance to hide in a large and dark tent. Inside there are two **Mastiffs** waiting for their owner and start growling and snarling at the characters.

The only way to calm the dogs down and allow the party to escape quietly is a successful Wisdom (Animal Handling) roll DC 16 with Disadvantage. If the designated character fails the roll, the mastiffs attack immediately, howling and barking and putting the entire camp in **HIGH ALERT**.



WHAT WOULD SURTUR DO?

The characters aren't spotted, but the character who rolled the lowest score bumps into one of the torches illuminating the camp, causing a tent to catch fire.

This mishap gives the characters an opportunity as the camp's sentries are distracted by the fire. The character's may try a second Dexterity (Stealth) roll DC 13 with Advantage to escape. If they fail again they're spotted and the camp goes into **HIGH ALERT**.

THE PATROL

The characters' fate was sealed the minute they stepped into the camp, a patrol finds them and the camp goes into **HIGH ALERT**.

HIGH ALERT

Each time the character's actions cause the camp to go to **HIGH ALERT** 10 **Guards**, 4 **Knights** and 2 **Priests** rush in to face them. At the end of each round 1d4 Guards join the fight until all the Knights and Priests are dead.

When the fight is over or the characters escape the camp goes down to **MEDIUM ALERT**.

MEDIUM ALERT

When the camp is in Medium Alert all rolls made to hide or escape through social interaction suffer Disadvantage. Additionally, the region within half a day from the camp will be patrolled by a search party of 5 **Knights** on **Riding Horses** with 2 **Mastiffs**. Thanks to the dogs' keen sense of smell these search parties have Advantage on Wisdom (Perception) rolls to follow the characters' tracks.

If the search party starts following the characters' tracks, the party must succeed on a Constitution saving throw DC 13 or suffer a level of Exhaustion.

B - THE WAY OF THE SEA

This section includes a preview of the sailing rules that will be presented in full on the **JOURNEY TO RAGNAROK** handbook.

If the land route is fraught with dangers, the sea voyage seems like a death sentence. Ever since the beginning of Fimbulvetr, only the desperate and fools dare to venture into the sea. These unlucky few most often disappear forever, swallowed by the waves. The Danevirke's Elite Guard have a few ships and they will lend them to the characters if

the heroes promise to bring their Captain back. However, none of them is willing to follow the characters on their crazy journey. Most believe it's tantamount to suicide and none is eager to end up in Helheimr after drowning. The characters will have to sail the drakkar without the necessary crew.

While sailing, each character can choose one of the following five roles. If more than one character fills the same position only one of them makes the rolls, but gains Advantage.

Navigator: In charge of setting the course and anticipating the dangers of the weather, he makes Wisdom (Survival) rolls.

Rowers: They row while the sea is calm or handle the sails when the wind rises, both tasks require Strength (Athletics) rolls.

Lookout: His duty is to spot land or any danger at sea through Wisdom (Perception) rolls.

Helmsman: Steers the ship according to the Navigator's instructions and keeps it steady during storms; getting the feel for the best moment to steer requires a Wisdom (Insight) roll.

Captain: Keeps up the morale, sings songs to give the pace to the rowers and coordinates all the other members of the crew through Charisma (Performance) rolls. He can also choose to help one other position during each stage of the journey providing advantage to those rolls.

While on board, a character that tries to move at more than half his normal speed must succeed on a Dexterity saving throw DC 13 or fall prone and slide in a random direction.

The ship provides half cover to all the crew, except the lookout, has AC 12 and 6 Structure Points (see below).

DEPARTURE

The characters' drakkar is currently beached, but it can be easily pushed into the sea using a makeshift pier not far from where Danevirke faces the roaring sea.

Moving away from the shore and into Fimbulvetr's storm is an act of incredible courage. The characters need to succeed in the following rolls to depart without any accident:

1. The captain can attempt a Charisma (Performance) DC 13 roll to galvanize his companions and provide Advantage on all their rolls, or he can help just one of them, giving him advantage without rolling.
2. The navigator must succeed on a Wisdom (Survival) roll DC 13 to find the fastest route.
3. The lookout must succeed on a Wisdom (Perception) roll DC 13 to spot any shoal or wreckage.
4. The rowers must succeed on a Strength (Athletics) roll DC 13 to push the ship past the giant waves.
5. The helmsman must succeed on a Wisdom (Insight) roll DC 12 to follow the course set by the navigator.

If the party fails even one of these checks (except the captain) they won't be able to push the ship past the storm and must repeat the entire sequence. Additionally the ship and all the people on it will suffer the following consequences.

NAVIGATOR FAILURE

The ship sails on the wrong route, making the journey longer. All the characters suffer a level of Exhaustion and the ship suffers 1 Structure Point of Damage.

LOOKOUT FAILURE

The lookout didn't spot an obstacle in time and the ship suffers 1 Structure Point of Damage.

ROWERS FAILURE

The rowers push themselves too hard and suffer a level of Exhaustion.

HELMSMAN FAILURE

If the lookout passed the roll, but not the helmsman the ship suffers 1 Structure Point of Damage grazing an obstacle. If both fail the ship suffers 1 Structure Point of Damage, but both are responsible for it.

If the ship goes to 0 Structure Points it sinks, but the characters can save themselves by swimming ashore.

The cold water and the storm are still dangerous, each character must succeed on a Constitution saving throw DC 12 or suffer a level of Exhaustion and 1d4 cold damage. It takes 3 rounds with a Strength (Athletics) rolls DC 12 each round. For each failed roll, the character must repeat the Constitution saving throw.

A character that succeeds with a result of 17 or more can help a companion make their way to shore, giving that character Advantage on their next roll.

HIGH SEA

Once the characters successfully depart, the journey becomes even more dangerous.

To get through the storm the characters need to succeed on the following rolls:

1. The captain can attempt a Charisma (Performance) DC 15 roll to galvanize his companions and provide Advantage on all their rolls, or he can help just one of them, giving him advantage without any roll.
2. The navigator must succeed on a Wisdom (Survival) roll DC 15 to avoid the worst of the storm and find the fastest route.
3. The lookout must succeed on a Wisdom (Perception) roll DC 15 to keep an eye on the shoreline and spot any unforeseen danger.
4. The rowers must succeed on a Strength (Athletics) roll DC 17 to prevent the wind from tearing the sails apart.
5. The helmsman must succeed on a Wisdom (Insight) roll DC 14 to follow the course set by the navigator and the instructions from the lookout and sail through the waves.

If the party fails even one of these checks (except the captain) they won't be able to navigate through the storm and must repeat the entire sequence. Additionally the ship and all the people on it will suffer the following consequences.

NAVIGATOR FAILURE

The ship sails on the wrong route, making the journey longer. All the characters suffer a level of Exhaustion and the ship suffers 1 Structure Point of Damage.

LOOKOUT FAILURE

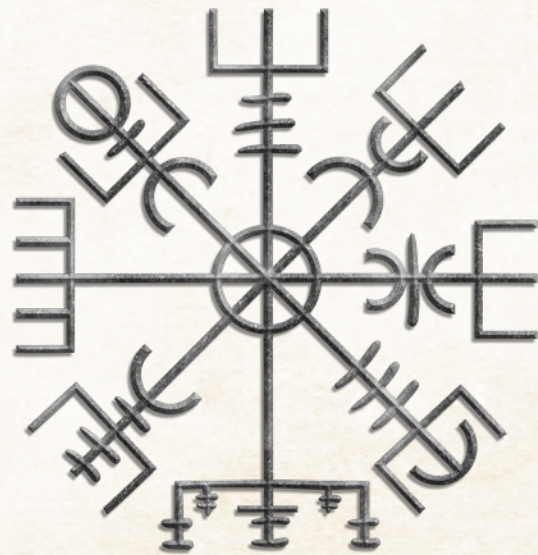
The lookout didn't spot an incoming danger, like a wave or a waterspout and the ship crashes into it suffering 1 Structure Point of Damage.

ROWERS FAILURE

The wind tears the sails, making the journey longer. All the characters suffer a level of Exhaustion and the ship suffers 1 Structure Point of Damage.

HELMSMAN FAILURE

If the lookout passed the roll, but not the helmsman the ship suffers 1 Structure Point of Damage grazing and each character must succeed on a Strength saving throw DC 13 or be tossed overboard. If both fail the ship suffers 1 Structure Point of Damage, but both are responsible for it.





If the ship goes to 0 Structure Points and sinks or a character gets thrown overboard they become a castaway in the frigid sea. The icy waters and the storm are incredibly dangerous for those trying to survive by grabbing a piece of wood or swimming toward the shore. For every minute a character remains in the water he must succeed on a Constitution saving throw DC 12 or suffer a level of Exhaustion and 1d4 cold damage.

Additionally, at the end of each round a character must succeed on a Strength (Athletics) roll DC 10 to avoid drowning under the giant waves. Those who wear heavy equipment fail automatically, but can use their action to remove their gear.

After 3 rounds underwater, the characters will spot a gigantic shade in the depths: it's Rén, the sea giantess, who fishes for the drowned dead. Avoiding her nets is a feat worthy of a legend, the characters must succeed on a Dexterity saving throw DC 20 or be caught. Those who get trapped will wake up in Niflheimr as soulless husks.

Let the characters on the ship try to save their companions, but press them to do it quickly; this is a life or death situation. Due to the terrible conditions, none of the rolls to save them should be less than DC 15.

Once the journey is over and the characters spot the ruins of Silasthorp they also reach 4th level.





EPISODE 5 THE FINAL BATTLE

Read or paraphrase the following:

“The ruins of Silasthorp are finally before of you, but most of them are nothing but rubble. Still, a few buildings have survived the raiders and the passing of time. What most catches your attention is not the village, but a single ray of sunlight that pierces through the clouds like a searing spear, right above the village.”

It doesn't matter if the characters reached Silasthorp by land or sea, as soon as they spot the village they will notice the ray of light over the ruins. After so many months without sun this vision is somewhat comforting. Let the characters enjoy this brief moment of joy.

By land they can easily scale the sides of the fjord to reach the village. Likewise, the waters of the bay are strangely calm and it's easy to reach an old pier.

There's not much left of Silasthorp and most of the buildings are ruined. Despite the lack of movement among the rubble, exploring the remaining buildings requires utmost caution.

The ray of light touches the ground in a spot beyond the village and the party must cross the ruins to reach it.

The apparent stillness of the ruin is a trap. As soon as the characters arrive at the center of the village they will be surrounded by 10 specters, attracted by the heroes' life force like moths to a flame. These dark creatures are the souls of ancient villagers, bound to Midgardr by cruel sorcery.

FACING CURSED BEINGS

This is likely the first time the characters have faced cursed beings. While they might have heard of them from ancient myths and legends, it's highly unlikely that they've ever met any for real. During the first combat round the characters must succeed in a Wisdom saving throw DC 13 or be Frightened by the specters. If they fail, it's possible to repeat this saving throw at the beginning of each subsequent round.

If the characters decide to run toward the light without fighting the specters the creatures won't give chase. These dark beings are bound to the village and can't move more than 100 feet from where they lived in life. However, running away will prevent the party from exploring the ruins.

THE RUINS

Use the following locations as inspiration while the characters explore Silasthorp.

A. Abandoned Hut

The decorations of this small home are clearly from an earlier time. While its walls were built from wood it has survived mostly intact.

The inhabitants, corrupted by the evil of this land, merged together in a nameless horror that spread across the entire floor and attacks the first character to enter the house, trying to devour his flesh. The entire floor is covered by a **Grey Ooze**.

B. Stone Ruins

This ancient building is such a wreck that it's impossible to determine its original purpose. Given the circular shape, it's likely that it had a ritual it's likely that it had a ritual function. The runes carved on the inside wall seem to confirm this idea. A successful Wisdom (Asatru) roll DC 15 allows the characters to understand that some runes are linked and touching them in the correct sequence activates a hallowed runic circle. This provides the same benefits of a Short Rest and the eventual first Hit Dice used by each character is free.

C. Abandoned Well

This stone well is completely dry, 5 feet in diameter and 30 feet deep. Something shiny gleams at the bottom of it. If the characters lower themselves inside, they will find a handful of gems – total value 100 gp – perhaps hidden by the old inhabitants during the raid that destroyed the village.

At the bottom of the well there are two small

tunnels where water once flowed. A Successful Intelligence (Investigate) roll DC 15 allows to spot the tracks of 4 humanoids going back and forth between the tunnels. If the characters try to explore any deeper, 4 **Ghouls** – the lifeless corpses of the last inhabitants – attack them.

D. Recollection Room

This ruin seems to be what's left of the most important building of the village, only a 20 by 30 feet room can be explored. Inside there are a few worn out toys, still in perfect order on a shelf along the eastern wall.

The spirit of a child haunts the room, corrupted by the violence of his family's murder. He's linked to the toys and if a character touches any of them, an **Invisible Stalker** attacks them. If the characters run away with the toy, the Stalker will chase them until they defeat it or bring the toy back.

If the characters remain in the room, but don't touch the toys, they will start floating after a while. A successful Intelligence (Arcane) roll DC 12 allows to identify the presence of a spirit.

THE MOUND AND THE CRYPT

Once the characters proceed beyond the village they find that the ray of sunlight illuminates a mound covered in white flowers, blooming in spite of the frost.

Part of the mound was quickly opened and desecrated. Looking through the opening, the characters see that the mounds actually hides a vast underground crypt, probably the final resting place of the village kings.

This is actually the hiding place of the treasure of the last King of Silasthorp, violated by Erik's men not so long ago.

Inside, among many treasures, sits the **Draugr** reborn when the king's grave was violated and his magic sword stolen. The four men who accompanied Erik in his original expedition are now **Ghasts** and serve the **Draugr**. The corrupted king aims to recreate his kingdom and reclaim his ancient lands.

GENERAL FEATURES

Size: The Crypt is giant 30 feet square room, build with polished stone, the ceiling is 10 feet high.

Light and Visibility: A series of torches along the walls provide light throughout the entire room.

Access: The only access is the passage opened by Erik's men during their first excavation. it's a 50 feet long tunnel that arrives at the southern wall

of the main chamber. A few invisible protective runes immediately warn the Draugr of any intruder, making impossible to take him by surprise.

Exits: There are openings in the three remaining walls, but all the tunnels beyond them collapsed.

Sepulcher: The King's corpse was originally composed on a great throne alongside the northern wall and surrounded by his treasure. Erik's men tore through the sepulcher and much of the treasure is now scattered across the floor.

Magical Brazier: Next to the throne there's a magic brazier that burns of a continuous red flame. The Draugr can use one of his Lair Actions to change the color of the flame, gaining one of the following bonuses:

- **Red:** All Necrotic damage is maximized.
- **Green:** The entire crypt is subjected to an Antimagic Field.
- **Blue:** The entire crypt is subjected to a Wild Magic barrier.

The brazier has AC 8, 20 hp and is immune to any magical damage.

Depending on how long the players' journey to the Wall took, this scene can play out in different ways. Choose the most appropriate option.

I. FAST JOURNEY

If the characters traveled as fast as possible they find Erik, a **Veteran** armed with **Angurvadal**, about to enter the crypt. He's determined to kill the Draugr and won't give his blade to the characters, unless they take it away by force.

Enemy Tactics

While the Ghosts attack, the **Incorporeal Draugr** uses his Lair Action to possess the character wielding **Angurvadal** and enter the fray. Next he changes the fire to green, activating the Anti-magic Field. If the Draugr is forced back to his incorporeal state, he will switch the fire back red to gain maximum damage and try to possess the sword wielder again.

If the Draugr is defeated, read or paraphrase the following:

"A deafening cry of desperation echoes in the crypt: "NOOOOOO!" as the Draugr and his servants burst in clouds of dust "You have doomed this world. My kingdom reborn was the only hope against what's coming ... " Suddenly all the torches are snuffed out and all is silence. In spite of the fearful situation you've survived."

Also, if Erik is still alive:

"Erik rises, shaking the dust from his head. "You saved my life. I'm in your debt." he takes the blade, which no longer shines. "This is yours, you're more worthy of it than me."

The quiet lasts only a moment longer. The Crypt starts to shake violently and the ceiling starts to collapse."

2. NORMAL JOURNEY

If the characters traveled at normal speed, or at fast speed making many stops, they reach the crypt a few days after Erik. Unfortunately, he has already succumbed to the dark forces within and the **Incorporeal Draugr** now controls his body completely. The Captain of the Guard is no more and it's useless trying to free him from the Draugr's control.

Enemy Tactics

The Draugr already controls Erik's body (a **Veteran**) and attacks alongside his **Ghost** minions. Even while controlling the body, the **Incorporeal Draugr** can use his Lair Action. He won't abandon the body unless it is reduced to 0 hp, in which case he will turn incorporeal and fight as described in the Fast Journey section.

If the Draugr is defeated, read or paraphrase the following:

"A deafening cry of desperation echoes in the crypt: "NOOOOOO!" as the Draugr and his servants explode in a cloud of dust "You doomed this world. My kingdom reborn was the only hope against what's coming ... "

Suddenly all the torches are snuffed out and all is silence. In spite of the fearful situation you've survived.

*The body of Captain Erik lay at your feet, his expression seem relaxed, as if death finally freed him of his woes. Next to him the magic sword **Angurvadal** no longer shines, signaling that the danger is over.*

The quiet lasts only a moment longer. The Crypt starts to shake violently and the ceiling starts to collapse."

3. SLOW JOURNEY

If the characters decided to travel slowly, they face a fully formed **Minor Draugr**. The King had enough time to use his servants and Erik's body to fashion a form worthy of his power.

Enemy Tactics

A minor Draugr is completely out of the characters' reach, especially facing him in his lair, but dying in such a battle is a surefire way to enter Valhalla.

If the Draugr is defeated, read or paraphrase the following:

"The ancient king of Silasthorp falls to one knee, propping his blade on the ground to brace himself. "FOOLS! My new kingdom might have saved you from what's coming." something of a smile appears on his dead face.

"I leave this world and its foolishness with no regrets, because I know that something far worse than the swamps of Helheimr awaits you all!" After that the king collapse in a cloud of dust.

Suddenly the torches are snuffed out and all is silence. In spite of the fearful situation you've survived.

The magic sword Angurvadal lays at your feet, no longer shining, signaling that the danger is over.

The quiet lasts only a moment longer. The Crypt starts to shake violently and the ceiling starts to collapse."



THE TREASURE

Inside the crypt there are bags of gold and gems that have a combined value of 2,000 gp. In particular:

- 4 bags containing 250 gp each
- 2 large gemstones, worth 300 gp each
- 1 gold ritual mask worth 200 gp
- 2 decorated gold bracers, worth 100 gp each

The object Odin demanded the characters to retrieve is a quartz pendent engraved with the Suwilo rune (see page 34 and 56) that the king wore around his neck. A *Detect Magic* spell easily identifies it as a protective magic item.

When the fight is over the crypt starts crumbling, each character that remains inside must succeed on Dexterity saving throw DC 13 each round to avoid being hit by the rubble and suffering 1d6 damage. After 4 rounds the crypt collapses, burying anyone still inside.

Due to the darkness and the chaos, the character must use an action to pick up any of the aforementioned objects, including the pendant.

ENDING

If Erik is still alive, he asks the character to help him reach Danevirke as soon as possible to rejoin his soldiers and reorganize the defenses.

IF THE CHARACTERS TOOK THE PENDANT

If the characters took the pendant, they notice that the ray of sunlight disappeared, but their hearts are filled with joy and a sense of certainty. These feeling vanishes after a few days, when the character carrying the pendant realizes that he lost it. In that moment he notices a crow taking off in the distance, cawing as if he's laughing of him.

IF THE CHARACTERS DIDN'T RETRIEVE THE PENDANT

If the characters didn't take the pendant, forget about it or decide to take other treasure instead, they incur in the wrath of Odin.

During the journey back they all awaken one night and find the Grey Wanderer looming over them.

"You had but one task and you failed! Now enjoy your gold, while I enjoy the end of your miserable lives!" With these words the Wanderer disappears, casting a curse upon any treasure the characters picked up in the crypt.



THE GOLD CURSED BY THE ALLFATHER

Now the treasure has been cursed by Odin himself. Any character in possession of any part of the treasure from the crypt or that comes into its possession later becomes a victim of the curse.

Every day the character must cast a rune and suffer the related condition, which can't be removed in any way until the curse is broken. All the effects are cumulative.

ÆTT / D6	EFFECT
TYR ↑ 1	Your maximum STR score is reduced by 1
TYR ↓ 2	Your maximum DEX score is reduced by 1
HEIMDALLR ↑ 3	Your maximum CON score is reduced by 1
HEIMDALLR ↓ 4	Your maximum INT score is reduced by 1
FREYA ↑ 5	Your maximum WIS score is reduced by 1
FREYA ↓ 6	Your maximum CHA score is reduced by 1

Additionally, the rune appears as a wound in the character's flesh, which won't heal until the curse is over.

To remove the curse, a character must cast away all the treasure and any valuables gained from selling the cursed items, making an offer to Odin equal to three times their value. A character must succeed on a Wisdom (Asatru) roll DC 16 or ask a sage for help to understand how to undo the curse.

EPILOGUE

The characters have many options now. They can elect to stay with Erik and help reorganize Danevirke's defense or take the place of the Captain if he's dead. Some might be more inclined to return to Queen Thorunn's court or explore the mysteries of the Franks' territory.



YOUR CONTRIBUTION IS IMPORTANT
FOR THE FINAL WRITING OF:

JOURNEY TO RAGNAROK

You can tell us how your adventure ended by using the QR code on this page!

The most frequently reported outcome will have a major impact on the final version of JOURNEY TO RAGNAROK!



APPENDIX

APPENDIX A:

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 Neutral 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.



APPENDIX B: CREATURES

BANDIT

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

Armor Class 15 (studded leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 PE)

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft, one target.

Hit: 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft/320 ft, one target. *Hit:* 5 (1d8 + 1) piercing damage.

BERSERKER

Medium humanoid (any race), any chaotic alignment

Armor Class 13 (leather armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

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

Hit: 9 (1d12 + 3) slashing damage.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

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.

DRAUGR, MIN, INCORPOREAL

Medium undead, any alignment

Armor Class 11

Hit Points 75 (15d8)

Speed 0 ft, fly 40 ft (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	10 (+0)	10 (+0)	16 (+3)	15 (+2)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non-magical attacks

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive perception 11

Languages all those it knew in life

Challenge 6 (2.300 PE)

Legendary Resistance (3/Day). If the Draugr fails a saving throw, it can choose to succeed instead.

Ethereal Sight. While Draugr is on the Material Plane, it can see up to 60 ft. in the Ethereal Plane and vice versa.

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

ACTIONS

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. The Draugr enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Ethereal Plane, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the Draugr that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the Draugr can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the Draugr; the Draugr then disappears, and the target is incapacitated and loses control of its body. The Draugr now controls the body but doesn't deprive the target of awareness. The Draugr can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the Draugr ends it as a bonus action, or the Draugr is turned or forced out by an effect like the *Protection From Good and Evil* spell.

When the possession ends, the Draugr reappears in an unoccupied space within 5 feet of the body. The target is immune to this Draugr's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

LAIR ACTIONS

On initiative count 20 (losing ties) the Draugr can cause one of the following effects:

Automatic Possession: The Draugr automatically possesses the character that wields its sword, the target can be free only after being disarmed (at that point it can attempt the normal saving throw) or dropping to 0 hp.

Change the Flame: The Draugr can switch the color of the magic flame of the brazier, as described on page 39.

Exploding Ghosts: While incorporeal, the Draugr commands one of the ghosts to explode. All the creatures within 10 ft. From the exploding monster must succeed on a Dc 13 Dexterity saving throw or suffer 7 (2d6) poison damage. Additionally, those who fail this saving throw must succeed on a DC 12 Constitution saving throw or be poisoned.

DRAUGR, MIN. CORPOREAL

Medium undead, chaotic evil

Armor Class 18 (plate)

Hit Points 85 (14d8 + 6)

Speed 30 ft

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

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.

GHAST

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft, passive Perception 10

Languages Common

Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 feet of the ghost must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghost's Stench for 24 hours.

Turning Defiance. The ghost and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft, one creature. Hit: 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. Hit: 10 (2d6 + 3) slashing damage. If the target is a creature other than an 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.

GHOUL

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft

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

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

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

Senses passive Perception 8

Challenge 2 (450 XP)

ACTIONS

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

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.

GRAY OOZE

Medium ooze, unaligned

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 10 ft, climb 10 ft

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

Skills Stealth +2

Damage Resistances acid, cold, fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft (blind beyond this radius), passive Perception 8

Challenge 1/2 (100 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Corrode Metal. Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage. The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

False Appearance. While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

GUARD

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft

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

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.

INVISIBLE STALKER

Medium elemental, neutral

Armor Class 14

Hit Points 104 (16d8 + 32)

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

Skills Perception +8, Stealth +10

Damage Resistances 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 18

Languages Auran, understands Common but doesn't speak it

Challenge 6 (2,300 XP)

Invisibility. The stalker is invisible.

Faultless Tracker. The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

ACTIONS

Multiattack. The stalker makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

KNIGHT

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft

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

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 non-hostile 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

Armor Class 12

Hit Points 5 (1d8 + 1)

Speed 40 ft

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

Skills Perception +3

Senses passive Perception 13

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.

PRIEST

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points (5d8 + 5)

Speed 25 ft.

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

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

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

1st level (4 slots): *cure wounds, guiding bolt, sanctuary*

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

3rd level (2 slots): *dispel magic, spirit guardians*

ACTIONS

Mace. +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Priests bring the teachings of their gods to the common folk. They are the spiritual leaders of temples and shrines and often hold positions of influence in their communities. Evil priests might work openly under a tyrant, or they might be the leaders of religious sects hidden in the shadows of good society, overseeing depraved rites. A priest typically has one or more acolytes to help with religious ceremonies and other sacred duties.

RIDING HORSE

Large beast, unaligned

Armor Class 10

Hit Points 13 (2d10 + 2)

Speed 60 ft

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

Senses passive Perception 10

Challenge 1/4 (50 XP)

ACTIONS

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

SPECTER

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft, fly 50 ft (hover)

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

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.

SPY

Medium humanoid (any race), any alignment

Armor Class 12 (leather armor)

Hit Points 27 (6d8)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

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

VETERAN

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft

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

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.

WOLF

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft

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

Skills Perception +3, Stealth +4

Senses passive Perception 13

Challenge 1/4 (50 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 attack rolls 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:* +4 to hit, reach 5 ft, one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

APPENDIX C: RUNE MASTER SPELL LIST

CANTRIPS

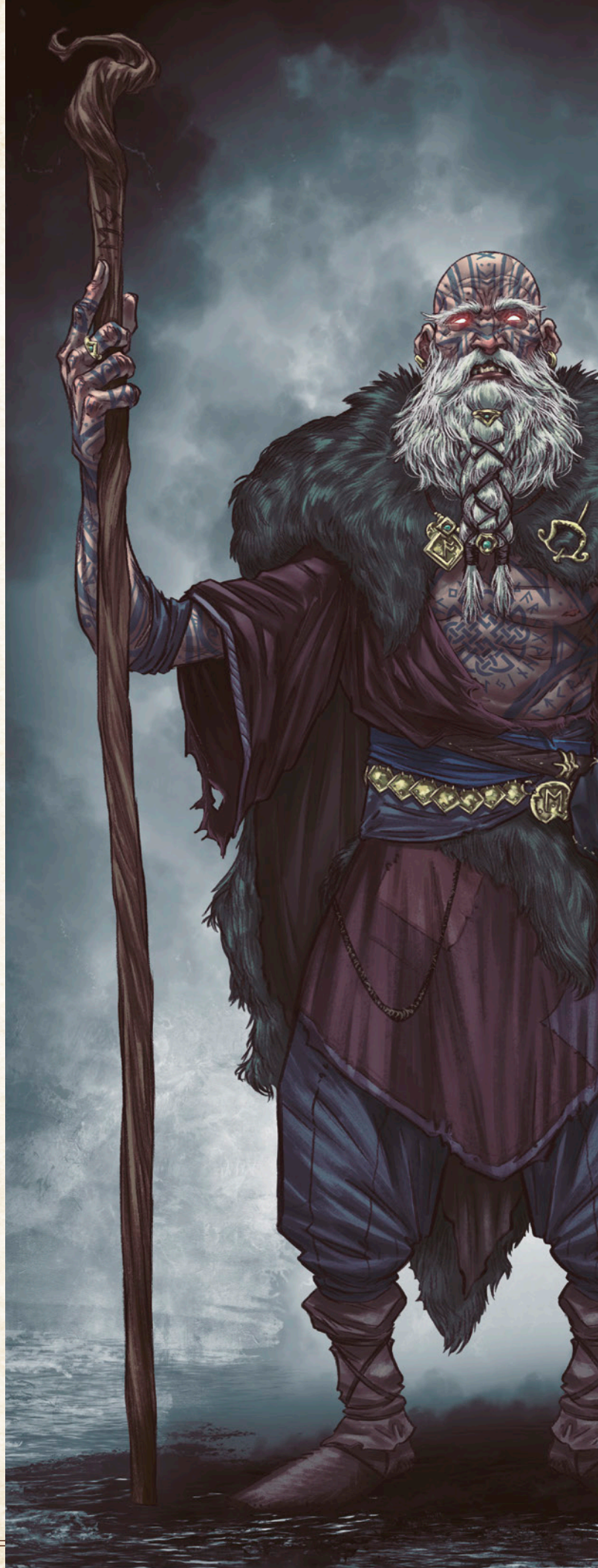
Chill Touch
Guidance
Light
Shillelagh
Thaumaturgy

1ST LEVEL

Alarm
Bane
Bless
Command
Comprehend Languages
Cure Wounds
Detect Evil and Good
Detect Magic
Detect Poison and Diseases
Expeditious Retreat
Faerie Fire
Jump
Longstrider
Purify Food and Drink
Sanctuary
Sleep
Speak with Animals
Thunderwave

2ND LEVEL

Augury
Blindness/Deafness
Darkness
Darkvision
Enhance Ability
Enlarge/Reduce
Gentle Repose
Hold Person
Locate Animals or Plants
Locate Object
Moonbeam
Pass without Trace
Prayer of Healing
See Invisibility
Warding Bond
Web
Zone of Truth





RUNES

*“I trow I hung on that windy Tree
nine whole days and nights,
stabbed with a spear, offered to Odin,
myself to mine own self given,
high on that Tree of which none hath heard
from what roots it rises to heaven.*

*None refreshed me ever with food or drink,
I peered right down in the deep;
crying aloud I lifted the Runes
then back I fell from thence.”*

*HÁVAMÁL - Rúnatal (138-139)
Poetic Edda*

The stanzas from 138 to 145 of the Hávamál recount how Odin learned the runes and of his sacrifice. According to the legend, he impaled himself to Yggdrasil with a spear. He remained there for nine nights – tortured by cold, hunger thirst – alone and beyond any help. When he was about to pass out, he glimpsed the runes and with his last gasp he snatched them.

*“Hidden Runes
shalt thou seek
and interpreted signs,
many symbols of might and power,
by the great Singer painted,
by the high Powers fashioned,
graved by the Utterer of gods.*

*For gods graved Odin,
for elves graved Dain,
Dvalin the Dallier for dwarfs,
All-wise for Jötuns, and I, of myself,
graved some for the sons of men.”*

*HÁVAMÁL - Rúnatal (142-143)
Poetic Edda*

The name of the runic alphabet, “Futhark”, comes from the phonetic pronunciation of the first symbols (Fehu, Uruz, Þurisaz, Ansuz, Raido, Kenaz).

The word “rún” has its origin from the words “secret” and “mystery”, but also “whisper”. It’s possible that this come from the custom of using glyphs to send secret messages during battles, but also from religious tradition and meditation during the rune casting. The following pages includes all 24 Runes of the Futhark and the corresponding key concepts. The table on page 57 shows the various Ætt, or “rune families”, as a reference for the use of the Runic Dice during the Adventure.



1. FEHU

UPRIGHT
Deserved fortune,
success, wellness.

REVERSED
Evil, jealousy,
envy.



2. URUZ

UPRIGHT
Strength, courage,
initiative.

REVERSED
Ferocity, aggression,
addiction.



3. THURISAZ

UPRIGHT
Resistance, protection,
right decisions.

REVERSED
Fragility, confusion,
unexpected event.



4. ANSUZ

UPRIGHT
Healing, wisdom,
inspiration.

REVERSED
Deceit, betrayal,
selfishness.



5. RAIDO

UPRIGHT
Travel, Research,
new challenges.

REVERSED
Slowdown,
renunciation, failure.



6. KENAZ

UPRIGHT
Reborn, understanding,
revelation.

REVERSED
Ignorance, superficiality,
arrogance.



7. GEBO

Friendship, brotherhood,
sharing, exchange,
gratitude.



8. WUNJO

UPRIGHT
Glory, hope,
harmony.

REVERSED
Depression, solitude,
pessimism.



9. HAGALAZ

Purification, trial,
established path,
liberation, reconstruction.



10. NAUTHIZ

Resistance, virtue,
determination,
inner strength.



11. ISAZ

Moment of reflection,
focusing on objectives,
separation, limitation.



12. JERA

Cyclicalty of time,
patience, control,
harvest, process.



13. EIHWAZ

Defense capability,
reliability, intelligence,
ability to prevent.



14. PERTH

UPRIGHT
Joy, destiny,
luck.

REVERSED
Sadness, illusion,
discouragement.



15. ALGIZ

UPRIGHT
Divine connection,
awakening, success.

REVERSED
Loss of favor,
vulnerability, danger.



16. SOWILO

Power, rashness,
energy, anger,
purifying fire.



17. TEIWAZ

UPRIGHT
Right direction,
victory, virtue.

REVERSED
Punishment,
dishonesty, defeat.



18. BERKANA

UPRIGHT
Fertility, desire,
love.

REVERSED
Immaturity, anxiety,
abandonment.



19. EHWAZ

UPRIGHT
Improvement,
cooperation, union.

REVERSED
Hurry, inhibition,
disharmony.



20. MANNAZ

UPRIGHT
Open-mindedness,
conscience, brotherhood.

REVERSED
Prejudice,
rigidity, fanaticism.



21. LAGUZ

UPRIGHT
Intuition, dream,
fantasy.

REVERSED
Lack of creativity,
confusion, fear.



22. INGWAZ

Sexuality, fertility,
agriculture, human warmth,
abundance.



23. OTHILA

UPRIGHT
Property, family,
inheritance.

REVERSED
Slavery, racism,
greed.

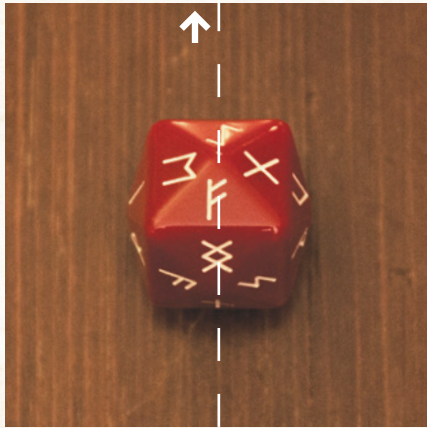


24. DAGAZ

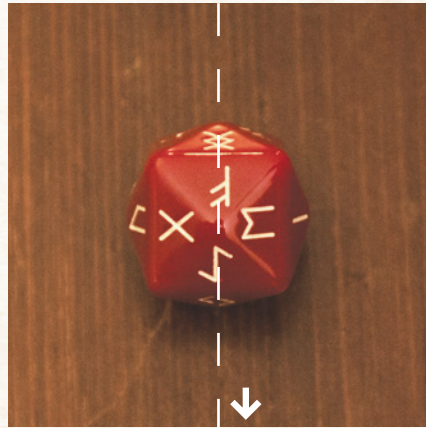
New beginning, hope,
growth, security,
enlightenment.

RUNE DICE

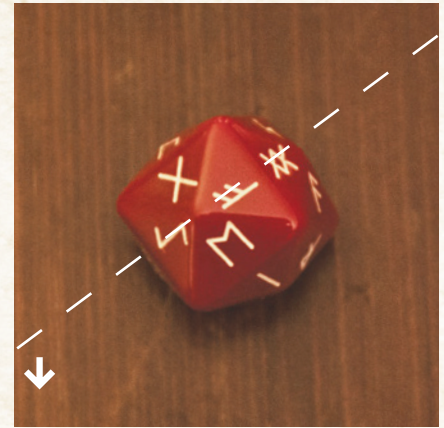
The interpretation of the Runic Dice is based on the different Ætt (or “families” of the runes). This trinity came from the influence and domain of Freya, Heimdallr and Tyr over the Futhark. During the adventure it’s possible to use the Runic Dice to determine the development of certain events based on the Ætts. Alternatively one can roll a d6 to determine which Ætt the rune comes from and if it is in its proper or inverted form.



UPRIGHT RUNE (↑)



REVERSED RUNE (↓)

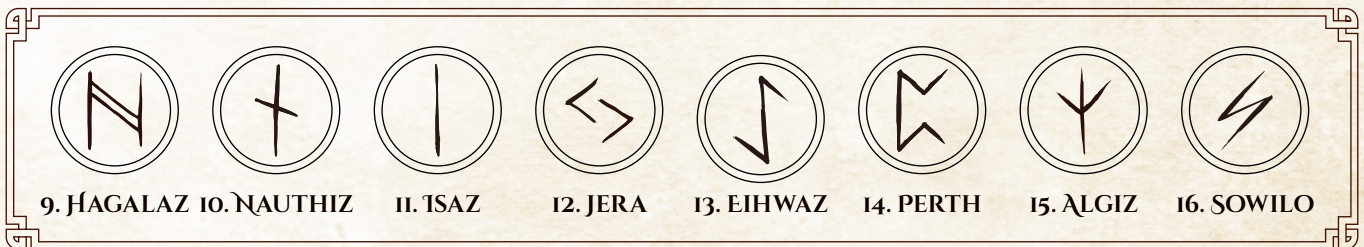


REVERSED RUNE (↓)

FREYA



HEIMDALLR



TYR





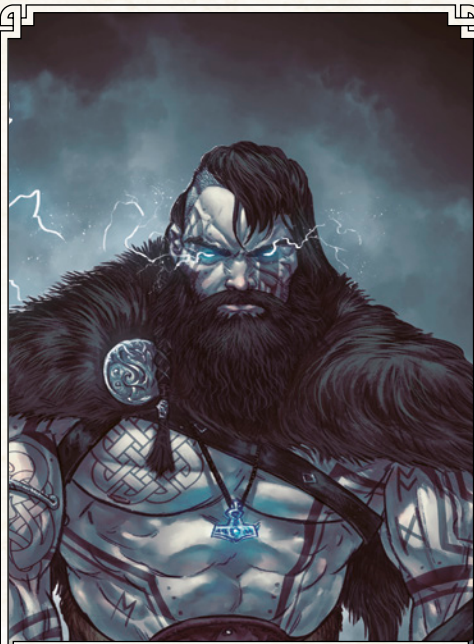
CHARACTER SHEETS



JOURNEY TO RAGNAROK

CHARACTER NAME _____

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN



CHARACTER PORTRAIT

Bear Warriors

These ferocious warriors and berserkers show their mettle through acts of strength and ready themselves for the coming of Ragnarok. Since the beginning of the Fimbulvetr they have left their homes in the mountains in increasing number to swear themselves into the service of other Clans.



CLAN

ALLIES

Rage. In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: you have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table. You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

Unarmored Defense. While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

AT 2nd LEVEL YOU GAIN:

+9 Hit Points.

Reckless Attack. Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Danger Sense. At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

CLASS FEATURES

AT 3rd LEVEL YOU GAIN:

+9 Hit Points.

You can rage one more time.

Storm Caller. When you choose this Path at 3rd level, you can harness the power of the storms. Anytime you use one of your Storm Wielder feature, you gain a number of Storm Charges.

You can hold up to a number of Storm Charges equal to your barbarian level. Every time you have a number of Storm Charges equal to your level, or when you end your rage, you immediately lose all charges and receive 1d6 points of damage as the unbridled storm surges through your body. this damage cannot be prevented in any way.

Storm Blow. At 3rd level, you can channel the might of a gale-force-wind. When you use the Attack action while you're raging, you can empower your weapon to deal +1d6 thunder damage with each successful attack. you gain a Storm Charge for each attack empowered this way, or two charges on a critical hit.

Calamity Rod. At 3rd level, you can attempt to discharge the storm on another living creature. As an action while you are raging, make one melee weapon attack against a creature. If the attack hits, the target and all creatures within 5 feet of him (including you) take 1 thunder damage for every Storm Charge you possess, and you lose all Storm charges. If the attack fails, you gain a number of Storm Charges equal to your Rage Damage.

AT 4th LEVEL YOU GAIN:

+9 Hit Points.

Ability Score Improvement

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1.

CLASS FEATURES

JOURNEY TO RAGNAROK

Cleric 1			Odin's Eye
CLASS & LEVEL	BACKGROUND	PLAYER NAME	CLAN
Human			
RACE	ALIGNMENT	EXPERIENCE POINTS	

CHARACTER NAME

STRENGTH
+2
14

INSPIRATION

+2 PROFICIENCY BONUS

+0 INITIATIVE

18 ARMOR CLASS

30 ft SPEED

13 PASSIVE WISDOM (PERCEPTION)

15 PASSIVE WISDOM (ASATRU)

DEXTERITY
+0
11

+2 STR -1 INT
 +0 DEX +5 WIS
 +1 CON +4 CHA
 SAVING THROWS

 RESISTANCES

9 HIT POINTS

Temporary Hit Points _____
CURRENT HIT POINTS

	DESCRIPTION	AC
ARMOR	Chain mail	16
SHIELD	Shield	+2
MAGIC		
MISC.		

ARMOR

CONSTITUTION
+1
13

1d8 HIT DICE

DEATH SAVES

INTELLIGENCE
-1
9

+0 Acrobatics (Dex)
 +3 Animal Handling (Wis)
 -1 Asatru (Wis)
 +5 Arcana (Int)
 +2 Athletics (For)
 +2 Deception (Cha)
 -1 History (Int)
 +5 Insight (Wis)
 +2 Intimidation (Cha)
 -1 Investigation (Int)
 +3 Medicine (Wis)
 -1 Nature (Int)
 +3 Perception (Wis)
 +2 Performance (Cha)
 +4 Persuasion (Cha)
 -1 Religion (Int)
 +0 Sleight of Hand (Dex)
 +0 Stealth (Dex)
 +5 Survival (Wis)
 SKILLS

ACTIONS	BONUS ACTIONS	REACTIONS

ACTIONS

WISDOM
+3
16

NAME & DESCRIPTION	PROF	SKILL	RANGE	ATK BONUS	DAMAGE/TYPE
Warhammer (versatile 1d10)	✓	Str	Melee	+4	1d8 +2 Bdg
Light crossbow (ammo, load, two-handed)	✓	Dex	80/320 ft	+2	1d8 +0 Pierc

ATTACKS: WEAPONS & CANTRIPS

CHARISMA
+2
15

LANGUAGES	TOOLS & OTHERS
Common	

ARMORS
 Light Medium Heavy Shields
 WEAPONS
 Simple Martial Others

PROFICIENCIES & LANGUAGES

Warhammer	- a censer	10 GP SP CP
Chain mail	- vestments	
Light crossbow	- 2 days of rations	
20 bolts	- waterskin	
Shield		
Priest's Pack:		
- backpack		
- blanket		
- 10 candles,		
- tinderbox,		
- alms box		
- 2 blocks of incense		

EQUIPMENT

JOURNEY TO RAGNAROK

CHARACTER NAME

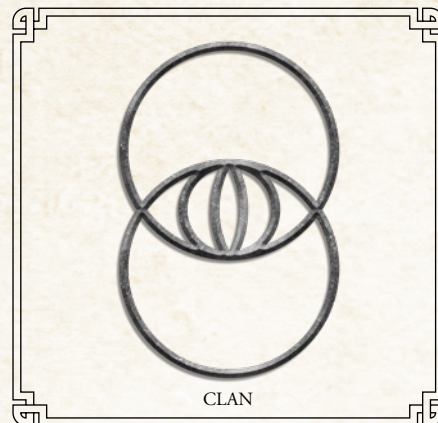
GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN



CHARACTER PORTRAIT

Odin's Eye

Thanks to its ambitious policies, the Odin's Eye Clan controls the largest territory and the greatest number of men among the Norse clans. They're strong and well armed warriors, who embrace the idea of a single unified rule, which drives them to keep expanding their territory. Yet behind this holy fervor often lurks simple greed and lust for power.



CLAN

ALLIES

Trucchetti: Il chierico conosce i seguenti trucchetti: *Fiamma Sacra, Guida e Resistenza.*

Incantesimi: Il chierico conosce i seguenti incantesimi: *Benedizione, Cura Ferite, Individuazione del Magico., Purificare Cibo e Bevande, Scudo della Fede, Vita Falsata.* Slot Incantesimo: 2 slot 1° livello

Ritual of the Honored Offering

At 1st level, as part of a long rest, you can perform a ritual. Choose a number of permanent injuries equal to your Wisdom modifier among any number of creatures. For every benefit reaped by the ritual, the participant that contributed can choose one (or more) of these benefits, based on the number of offerings:

- **Benefit of Fortune:** you can reroll a single ability check, attack roll or saving throw
- **Benefit of Endurance:** as an action, you can spend one of your Hit die, roll it, and heal that amount of Hit Points. If you take this benefit multiple times, you can use them more than one in a single action.
- **Benefit of knowledge:** choose one 1st-level spell you do not know nor can prepare. this Spell count as prepared and known (as appropriate) until your next long rest. You must be able to cast spells and have spell slots to choose this benefit. If you take this benefit multiple times, you learn a higher level spell, but you must have appropriate spell slot level to learn it.

Blessed Scars

At 1st level, every time you take damage while you are already under half your total Hit points, you gain temporary Hit Points equal to your Wisdom Modifier, and you add that same amount to your next attack and damage roll with weapons you make in your next turn.

You can't benefit from this feature if you already have any amount of temporary Hit Points.

CLASS FEATURES

AT 2nd LEVEL YOU GAIN:

+6 Hit Points.

You learn the *Command* spell and gain one 1st-level spell slot.

Channel Divinity: Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Channel divinity: Glory of Martyrdom. Starting at 2nd level, you can turn a wound suffered into a blood Action; You or a willing creature within 10 feet you can see reduce his current and maximum Hit Points by a number equal to his level, then reduce all damage taken by 2 (before applying resistances and vulnerabilities), and have advantage all saving throws. These effects lasts for 1 minute. the maximum hit point reduction last until that creature's next long rest.

AT 3rd LEVEL YOU GAIN:

+6 Hit Points.

You learn the *Blindness/Deafness, Enhance Ability, Prayer of Healing* spells and gain one 1st-level and two 2nd-level spell slots.

AT 4th LEVEL YOU GAIN:

+6 Hit Points.

You learn the *Silence* spell and gain one 2nd-level spell slot.

Ability Score Improvement

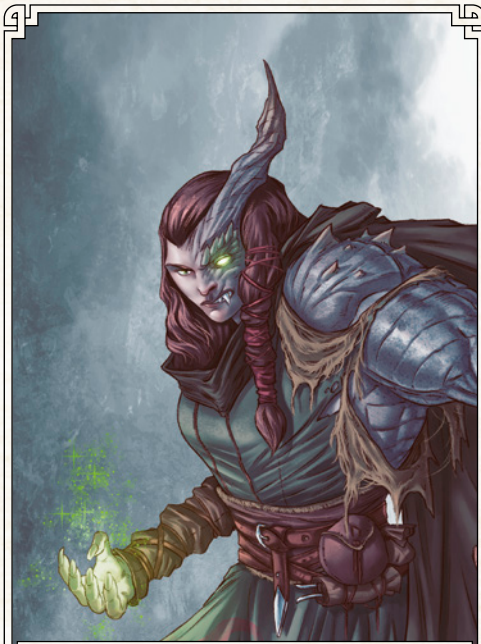
When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1.

CLASS FEATURES

JOURNEY TO RAGNAROK

CHARACTER NAME _____

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN



CHARACTER PORTRAIT

Wolves of the Shadow

The Fimbulvetr is also known as “Time of the Wolves” and the Wolves of the Shadow are ready to show the Æsir their mettle. These nomads defend Midgardr from hostile creatures. They believe that Fimbulvetr is a divine punishment, unleashed upon humanity for its misconduct.



CLAN

ALLIES _____

Expertise

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

Sneak Attack

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

1st level: 1d6, 2nd level: 1d6, 3rd level: 2d6, 4th level: 2d6

Thieves' Cant

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

AT 2nd LEVEL YOU GAIN:

+5 Hit Points.

Cunning Action

Starting at 2nd level, your quick thinking and agility allow you to move and

CLASS FEATURES

act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

AT 3rd LEVEL YOU GAIN:

+5 Hit Points, **Unshaped Archetype**

Way of the Trickster God

At 3rd level, you learn the minor illusion cantrip.

You learn to twist minds and bodies on a whim. You gain access to a pool of spells, and you can cast one of them as an action. Once you use this feature, you cannot use it until you do a short or long rest. Your Spell Save DC for Way of the Trickster is 8+proficiency bonus + Charisma modifier.

At 3rd level, you can cast Disguise Self and Charm Person with your Way of the Trickster.

Vicious Wounds

At 3rd level, after hitting with a sneak attack, you can stick the weapon (or projectile) deep inside the target. If so, the target has his movement speed halved and has disadvantage on opportunity attacks until he uses an action to remove the weapon, or a bonus action to remove the projectile.

Also, any creature that successfully makes a saving throw against one of your Way of the Trickster spells takes psychic damage. Roll a number of d4 equal to your sneak attack dice.

Once a creature suffered a Vicious Wound (from attacks or from spells), it is immune to these effects for 1 hour.

AT 4th LEVEL YOU GAIN:

+5 Hit Points.

Ability Score Improvement

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1.

CLASS FEATURES

JOURNEY TO RAGNAROK

CHARACTER NAME _____

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN



CHARACTER PORTRAIT

Gjallarhorn

The Gjallarhorn Clan still endures the dreaded winter thanks to vast stockpiles of food, but all its resources are devoted to the defense of the Danevirke. Its ally is the nearby Odin's Eye Clan, but there hasn't been any contact in quite some time. The members of this clan are generally respected by all the others for their role as Defenders and they legendary loyalty.



CLAN

ALLIES _____

You know the *Guidance* cantrip.

Spells: *Comprehend Languages, Cure Wounds, Heroism, Shield of Faith, Tunderwave.*

Spell Slots: two 1-st level spell slots.

Futhark Circle

You can cast a rune circle, carving with your magic the Futhark alphabet on the ground. To do so, you use an action on your turn to choose a point on the ground within 60 feet from you, creating a 10 feet radius Futhark Circle.

To maintain the circle active, you must use a bonus action each turn, and you must be able to see it.

When a creature you can see attacks a target other than you that is inside the circle, you can expend one of your Futhark Circle dice as a reaction and subtract it to the enemy's attack roll made against him.

You have a number of Futhark Circle dice equal to your Wisdom modifier (a minimum of once), You regain any expended Futhark Circle dice when you finish a long rest. Your Futhark Circle die is a d6, and changes when you reach certain levels in this class.

AT 2nd LEVEL YOU GAIN:

+7 Hit Points.

You learn the *Sleep* spell and gain one 1st-level spell slot.

Runic cantrips: After every long rest you can choose between the following cantrips (see page 15): *Message, Produce Flame, Poison Spray and Share Blood* (see Page 15).

Algiz Seal

When you choose Heimdall's Ætt at 2nd level, you gain the ability to expend one of your Futhark Circle dice as a reaction to force rerolling an opportunity attack made against a target inside the circle.

CLASS FEATURES

AT 3rd LEVEL YOU GAIN:

+7 Hit Points.

You learn the *Barkskin, Hold Person, Protection from Poison* and gain one 1st-level and two 2nd-level spell slots.

Protect the Inscribed

At 3rd level, as part of a long rest you can paint a special rune combination on the skin of one your allies. That ally is now your Inscribed, and has some advantages.

First, he is always considered as being inside your Futhark Circle.

Second, you can target the Inscribed with one of your spell even if you can't see him, and the effective range of any spell is considered doubled to determine if the Inscribed is considered eligible as a target.

You can only have one Inscribed at any time. Should you decide to Inscribe another ally, the former one will lose any benefit.

Expertise

At 3rd level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with *Rune Crafting Set*. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

AT 4th LEVEL YOU GAIN:

+7 Hit Points.

You learn the *Darkness* spell and gain one 2nd-level spell slot.

Ability Score Improvement

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1.

CLASS FEATURES

JOURNEY TO RAGNAROK

Sorcerer 1	Jotun Sons		
CLASS & LEVEL	BACKGROUND	PLAYER NAME	CLAN
Human			
RACE	ALIGNMENT	EXPERIENCE POINTS	

CHARACTER NAME _____

STRENGTH

-1

9

INSPIRATION

+2 PROFICIENCY BONUS

+0

INITIATIVE

10

ARMOR CLASS

30 ft

SPEED

12

PASSIVE WISDOM (PERCEPTION)

14

PASSIVE WISDOM (ASATRU)

DEXTERITY

+0

11

<input type="checkbox"/> -1 STR	<input type="checkbox"/> +1 INT
<input type="checkbox"/> +0 DEX	<input type="checkbox"/> +2 WIS
<input checked="" type="checkbox"/> +4 CON	<input checked="" type="checkbox"/> +5 CHA

SAVING THROWS

RESISTANCES

8

HIT POINTS

Temporary Hit Points _____

CURRENT HIT POINTS _____

	DESCRIPTION	AC
ARMOR		
SHIELD		
MAGIC		
MISC.		

ARMOR

CONSTITUTION

+2

15

<input type="checkbox"/> +0 Acrobatics (Dex)	<input type="checkbox"/> +2 Animal Handling (Wis)
<input checked="" type="checkbox"/> +3 Asatru (Wis)	<input checked="" type="checkbox"/> +4 Arcana (Int)
<input type="checkbox"/> -1 Athletics (For)	<input type="checkbox"/> +3 Deception (Cha)
<input type="checkbox"/> +1 History (Int)	<input checked="" type="checkbox"/> +4 Insight (Wis)
<input type="checkbox"/> +3 Intimidation (Cha)	<input type="checkbox"/> +1 Investigation (Int)
<input type="checkbox"/> +2 Medicine (Wis)	<input type="checkbox"/> +1 Nature (Int)
<input type="checkbox"/> +2 Perception (Wis)	<input type="checkbox"/> +3 Performance (Cha)
<input checked="" type="checkbox"/> +5 Persuasion (Cha)	<input type="checkbox"/> +1 Religion (Int)
<input type="checkbox"/> +1 Sleight of Hand (Dex)	<input type="checkbox"/> +0 Stealth (Dex)
<input type="checkbox"/> +2 Survival (Wis)	

SKILLS

1d6

HIT DICE

DEATH SAVES

INTELLIGENCE

+1

13

ACTIONS	BONUS ACTIONS	REACTIONS

ACTIONS

WISDOM

+2

14

NAME & DESCRIPTION	PROF	SKILL	RANGE	ATK BONUS	DAMAGE/TYPE
Light crossbow (ammo, load, two-handed)	✓	Dex	80/320 ft	+2	1d8 +0 Pierc
Dagger (finesse, light, thrown)	✓	Dex	Melee, 20/60 ft	+2	1d4 +0 Pierc

ATTACKS: WEAPONS & CANTRIPS

CHARISMA

+3

16

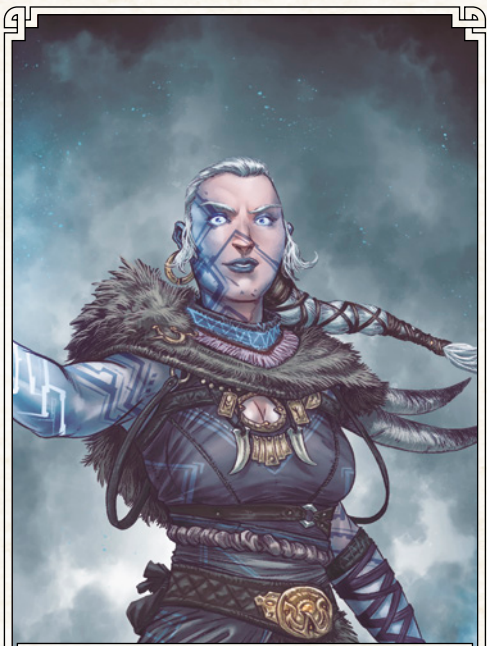
LANGUAGES	TOOLS & OTHERS
Common	
ARMORS	
<input checked="" type="checkbox"/> Light <input checked="" type="checkbox"/> Medium <input type="checkbox"/> Heavy <input checked="" type="checkbox"/> Shields	
WEAPONS	
<input checked="" type="checkbox"/> Simple <input checked="" type="checkbox"/> Martial <input checked="" type="checkbox"/> Others	
Daggers, darts, slings, quarterstaves, light crossbows	
PROFICIENCIES & LANGUAGES	

Light crossbow				
20 bolts				
2 daggers				
Dungeoneer's pack:				
-backpack				
-crowbar				
-hammer				
-10 pitons				
-10 torches				
-tinderbox				
-rations (for 10 days)				
-waterskin				
-hempen rope 50 ft				
EQUIPMENT			10 GP	
			SP	
			CP	

JOURNEY TO RAGNAROK

CHARACTER NAME _____

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN



CHARACTER PORTRAIT

Jotun Sons

The Jotun Sons believe that their time has come. They don't fear the cold, the ice or even the wrath of the Æsir. They openly reject the grip of the Æsir and sing praise to a new age for their ancestors, the Jotnar. When they are in company of strangers, they rarely reveal their allegiance.



CLAN

ALLIES

Trucchetti: lo stregone conosce i seguenti trucchetti: *Illusione Minore, Mano Magica, Messaggio e Raggio di Gelo,*

Incantesimi: lo stregone conosce i seguenti incantesimi: *Onda Tonante, Sonno.*
Slot Incantesimo: 2 slot 1° livello

Son of Jotunheimr

The infinite cold is part of you; like an endless source of power, once you have used its magic potential it starts seeping on your very flesh.

At 1st level, the first time you use all your spell slot of a certain level, your body transforms into partial ice. This transformation invigorates you, healing a number of Hit points equal to the spell slot that triggered the transformation plus your level, and you gain three times that number as temporary Hit points. While you are in this state, you gain some benefits:

- You gain resistance to Cold Damage
- As an action, you can inflict freezing pain with your touch. Make a melee spell attack; if it hits, you deal damage equal to 1d6 + Your Charisma modifier + the spell slot level that triggered the transformation

These effects, as well as temporary Hit Points gained from this feature, last for a minute.

Once you used this feature for a particular spell slot level, you cannot use it again for that level until you perform a long rest.

AT 2nd LEVEL YOU GAIN:

+5 Hit Points.

You learn the *Charme Person* spell, and gain one guadagna 1st-level spell slot and +2 sorcery points.

Creating Spell Slots. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level (2 sp for one 1st-level spell slot, 3 sp for one 2nd-level spell slot).

CLASS FEATURES

Converting a Spell Slot to Sorcery Points. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

AT 3rd LEVEL YOU GAIN:

+5 Hit Points.

You learn the *Misty Step* spell and gain one 1st-level and two 2nd-level spell slots, +1 sorcery point.

Distant Spell

When you cast a spell that has a range of 5 feet or greater, you can spend 1 sorcery point to double the range of the spell.

When you cast a spell that has a range of touch, you can spend 1 sorcery point to make the range of the spell 30 feet.

Quickened Spell

When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

AT 4th LEVEL YOU GAIN:

+5Hit Points.

You learn the *Blade Ward* cantrip.

You learn the *Crown of Madness* and gain one 2nd-level spell slot, +1 sorcery point.

Ability Score Improvement

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1.

CLASS FEATURES

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