

SOUTH SEA

REGION GUIDE FOR SVILLAND



SVILLAND
CAMPAIGN SETTING



SVILLAND

CAMPAIGN SETTING

SOUTHSEA REGION MAP



THE NØRSE MYTHØLOGY

The cosmology of the Norse mythology stands on nine realms: Asgard, Alfheim, Helheim, Jotunheim, Midgard, Muspelheim, Niflheim, Svartalfheim, and Vanaheim. These realms reside on Yggdrasil, the tree of life.

Asgard is the home of the gods. Odin and most of his pantheon reside here. The famous hall of Valhalla is in Asgard, greeting warriors of worth to the endless feast. Alfheim is the realm of light elves. They are beautiful creatures ruled by goddess Freyja. Although Freyja is very influential in Svilland, there is no passage to Alfheim from this land.

Helheim is the realm of the dishonorable dead. Those who are not worthy of Valhalla come here when they die. Helheim is ruled by Hel. Jotunheim is the realm of giants, frost and mountain jotnar came from here.

Midgard is the realm of mere mortals. It is surrounded and protected by Jormungandr, the serpent of time. Svilland resides in Midgard. Muspelheim is the realm of fire. Fire giants and the Ragnarok-bringing Surtr inhabit and are sealed here. Niflheim is the realm of cold and mist.

Svartalfheim is the realm of the dvergar. Dvergar that came to Svilland try to find their way back to this realm. Vanaheim is the realm of Vanir. The conquered Vanir of Svilland were

actually the first to settle to this very land.

There are many gods and goddesses in the Norse mythology. Yet, as Svilland is a place that is relatively new-settled by the children of Odin the Allfather, neither all the deities nor all the realms are known to them. There are 9 major deities in the pantheon. They have gathered up many believers and influence the realm dearly.

Additionally, there are 4 smaller deities: Heimdall, Ran, Skadi, and Ullr. They have not gathered many followers yet and thus have not established themselves or distinct domains of divine power in Svilland.

Odin the Allfather is the god of gods. He rules over Asgard. Aegir is the giant-god of the seas. Balder is the god of poetry and beauty. Fenrir is the son of Loki. He is the giant wolf god of blood and savagery, waiting to be released in Ragnarok, and murder Odin. Freyja is the wife of Odin. She is the goddess of nature and fertility. Hel is the daughter of Loki. She is the goddess of death and the dead. Loki is the blood brother of Odin. He is the god of trickery. Thor is the son of Odin. He is the god of thunder and enemy of the frost jotnar. Tyr is the god of justice and war.

THEME AND ATMØSPHERE

Svilland is a land of last resort. People have escaped here from the deadly Black Winter of the north. Their escape from frost jotnar conquerors resulted in their bloody conquest over the Vanir and kuning. Through the ages, they may have founded civilizations, kingdoms. Yet, Svilland will always remain as a land of people that are at the edge of massacre by a new forthcoming horde. The cycle keeps repeating itself as the new replacing the old, and those who settle are never relieved from their survival instinct.

Unlike many other Dungeons and Dragons games, Svilland Campaign Setting has an atmosphere that is ruthless, grim, and dark. Heroes here become so with bloody challenges of the mortal and the divine alike. The pantheon of Odin the Allfather does not provide protection and power out of lightly love of some D&D gods. The gods and goddesses of Svillanders desire bloody sacrifices and weave vicious tests over mortals to see their worth. Divinity is not inherent, it is earned, often through deadly means.

The cultures of Svilland reflect this cosmology as well. Kings and queens need to be tough and worthy of war as much as they need to be respected by their kin. As kingdoms are not fully established and rather are gatherings of warlords, political struggle and raids on villages are a common part of Svillanders' way of life.

Consequently, adventurers in Svilland are not well-greeted everywhere. Because of the mistrust between different races, or even clans, commoners in a town don't often greet strangers with a warm welcome. Still, bardship and storytelling are common arts of the land. As an adventurer, your accomplishments may quickly find their way to the tongues of people. Reputation is hard to earn, but it is well-respected once it is earned.

As many places are in constant threat by hostile clans, jarls, or monsters in the wilderness, there is always a fight that you can prove yourself worthy to Valhalla. On the other hand, you should not lose your vigilance when you are travelling. You should keep an eye on the horizon and set up patrols among your party. Those who are arrogant enough to underestimate their opponent or hunt may become the hunted quite fast.

SOUTH SEA

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HISTORY OF SOUTH SEA

Many Svillanders do not know the South Sea very well. For those who know it, the region is a place of disease, poverty, and exile. The South Sea stories haunt the nights and dreams of children in all of Svilland. It is where wilderness and disease meet people's daily lives: The Northern creatures which escape from the frozen seas of the upcoming Black Winter find shelter in the South Sea. The people here live in relentless anxiety.

From time to time, the spirit of a young fisherman warns travelers who plan on going South and says, "You must stay here; you must stay safe! The South Sea is cursed by the gods. If you go there, after a while, time will lose its meaning, you will lose the concept of day and night. You will lose everything!"



A BRIEF CHRONICLE FOR ISLANDERS



The people of Sout Sea have a very different story than the people of the mainland Svilland. This is a region that is largely independent of what happened in Svilland, dealing with its own troubles.

FIRST AGE - A SHELTER

While Odd has threatened the entirety of Svilland and Black Winter has started to emerge from Ymir's Lash; Volli, the brother of Odd, stabbed his own brother with a spear that was forged with the power of Balder.

However, with the fall of Balder, the spear started to lose its power. Volli began to fear the awakening of Odd and one day he escaped from Svilland to Norsvik, an island of the South sea.

After his arrival, the people running away from the Black

winter; thieves, fugitives, and merchants started to follow him to the islands.

SECOND AGE - LOST ISLAND

The second age began when the Norsvik island vanished. There are many sagas and myths about Norsvik and the mystery of the events that took place in the night that it vanished for eternity. Some say that it was eaten by an enormous sea wyrm, while others say that the island fell to Helheim like Balder, and some others say they were taken by Odin.

THIRD AGE - RULE OF MANY

The Third Age is the current age we live in. There are some conflicts among the different islands and their rulers, and even if unification is the main political strategy of the age, it hasn't been fully executed. The seemingly most powerful figure is Kadall the Bard King, with many earls sworn to be his followers. Even if the Islanders called him king, in reality, he has no power over any islands except for the one he lives in.





Both Svillanders and Islanders know two things about the South Sea. Daily life is a survival challenge and this challenge always has two aspects; islands and the sea.

All islands hold different mysteries, hidden behind the veil of disease and famine. On the other hand, people believe that the mysteries can stop the curse upon the South Sea and maybe even the Black Winter if they can be unfolded. They think that they are hidden in the islands by the gods and most people in the South Sea are restless to solve them but tired enough to believe their efforts are futile.

The South Sea divides the islands and it is a hard obstacle to overcome. Just like in the lands, people struggle in the sea with each other, the creatures that haunt them, and even with

CAMPAIGNS IN THE SOUTH SEA

CHAPTER I

the sea itself. Due to hard conditions, piracy and raids are normal but hard to accomplish because of the vast sea and the harsh weather.

In your campaigns, you will struggle with both the island and the sea. Finding enough food and surviving the day will become a daily challenge. Disease can toughen the conditions and can become the main aspect of your story. Although there are authority figures, unlike Svilland, there are places that their power cannot reach. Thus, many criminal activities may go unpunished.

The theme of campaigns that focuses on the South Sea can be survival, mystery-solving, horror, and most importantly naval stories.

PEOPLE OF SOUTH SEA

People living in the South Sea are called Farmadr whose one of the meanings is Seafarer. Just like most races in Svilland, they are a humanoid race and their difference is in their lifestyle and the land they have born.

The South Sea and Svilland are not completely separate thus, people can encounter the races in Svilland in the South Sea.



FARMADR



Farmadr is the human race living on the island lands. They came and settled to these islands in the First Era of Svilland. They are generally thinner than Svillanders because finding food or fighting a horrible disease is a daily routine for these people. They tend to be more pessimistic due to the hard conditions they live in.



ISOLATED LIFE

South Sea does not have any connections to the Svilland except for a few, long and tough trade routes. People may come and go but kingdoms of Svilland do not interfere with the internal business of islands.

Farmadar are perhaps the freest folk in the realm of Svilland. Because of this, even in the worst situations, they try to solve it in their own way.

For most Farmadar, the island is not only the land that they own but also the cradle they grow in and be safe

FAITH AND SUPERSTITIONS

South Sea does not have any connections to the Svilland except for a few, long and tough trade routes. People may come and go

JARLDOM AND INNER CONFLICT

In the South Sea, things work out differently from Svilland. Instead of monarchies and oligarchies, the South Sea is ruled region by region by jarls.

This lets those who are closer to their folk be in charge, taking care of the needs of the people well known to them.

On the other hand, each jarl's rulership differs from one another and this sometimes creates conflicts among them.

These conflicts are not just cultural but often result in raids. Skirmish is jarls' first approach to many situations.

Farmadar may live across all the South Sea but their way of life may change jarldom to jarldom. In coastal regions, they generally trade or fish. Yet, on the inland, hunting and military raids are the means of survival.

RELATIONS

Austris “The way they live is very similar to us but they must realize their kingdom is their shackles.”

Half-Jotnar “Free folk from North. They come to these islands not to feel like a monster and they are right. They are not monsters, they are our only chance against the Black Winter.”

Mithals “Pirates, pillagers and raiders. We are lucky to be away from them. They are some pesky folk that is hard to trust.”

Kunings “Mysterious people but in a good way. They tried to help us a lot in nearly everything. Kunings are our brothers and sisters.”

Vestris “A ruler with expansion in mind. They believe they can wreck everything in their way but to us, they are just fancy folk in their shiny, never-worn armors.”

Dvergar “Small but strong people. Never underestimate one because when you realize they are better than you it can be too late. Also, they are drunk a lot, drunk and kind of blue.”

FARMADR NAMES

Male Names: Afi, Afkar, Dagfin, Efraim, Falki, Floki, Gylfi, Jamti, Kufri, Manni, Nafni, Obaeinn, Palnir, Sigfasti, Sigg, Ulfi
Female Names: Alfifa, Asleif, Drifa, Elfida, Fjorleif, Frida, Gyridr, Hrefna, Isleif, Juliana, Kyi, Nefja, Petronilla, Rofa, Virun

FARMADR TRAITS

Your farmadr character has the following traits and abilities.

Ability Score Increase. Your Constitution score increases by 2, and your Wisdom or Intelligence score increases by 1.

Age. Farmadar live nearly 70-80 years and they become adults at their 15.

Alignment. They tend to be more chaotic due to their living style on the island.

Size. Farmadar adults are generally 5-6 feet and 125-250 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Nature's Teachings. You are schooled in your childhood about nature and your place in it. You are proficient in one of the following skills: Medicine, Nature, Survival.

In the Name of Gods. Your kind is rewarded for their unbroken faith. You know the guidance cantrip.

Painful Strikes. Farmadar become brutal when a situation is dire. While your hit points are below 10% of your hit point maximum (rounded up), you have advantage on your attacks.

Languages. You can speak, read, and write Austris (Common) and Sunnarstr. Sunnarstr is a fluent language that is only used in the South Sea. There are a lot of sounds like “f” or “i”.



CULTS OF SOUTH SEA



Similar to Svilland, faith occupied the lives of folks in the South Sea. People are worshipping, practicing religious rituals, and sacrificing regularly. Therefore, temples and cults play important roles for both peasants and rulers. The cults are widely varied in terms of size, influence and deities. Here are the most well-known cults of the region.



BEARFORD



The legacy of The Bear King has survived to this day, some folks still follow his teachings. Bearford is one of the most powerful cults, in both the South Sea and in Svilland. Cultists believe The Bear King to be a demigod and worship him accordingly. The teachings of this cult suggest that he will return as a powerful God of nature.

Although they only have a handful of havens, the cult possesses the expertise and the might to rule an island on the South Sea. Bearford's biggest temples are in Bjornua. Other than that, it doesn't have many headquarters. The cultists meet secretly in other regions.



ORIGINS OF THE BEARKING



Nowadays, some cultists are trying to reform Bearford and they are trying to establish a new understanding of the Bear King; one which focuses on the roots of the Vanir. These reformers believe that The Bear King is an extremely powerful Vanir. Many people think such a claim is an insult to The Bear King.



GOALS

Bearford's ultimate goal is to ease the return of The Bear King. Until then, the cult tries (and will try) to expand their organization to other regions. They are also interested in crafting new spells and items in the name of The Bear King.

RELATIONS

Bearford sees Seidrs and Austris as their natural enemies since they believe the Austris had a part in the death of The Bear King. They maintain relations with darker cults of the realm and have ongoing operations with some chiefs from Nionaem.



SPOUSES OF THE SEA



The Moon Fest is a sacrificial holiday in which a virgin marries the sea. The ritual involves drinking a relative's blood, cutting one's own ankles, and jumping off the edge of a high cliff. Lo-

cal believe that this ritual prevents calamities from them. In fact, Ran accepts the sacrifices, restores the souls of the sacrificed virgins, and orders them to keep an eye of the Northern Shores. The soul of the dead is restored; however, their body is not. Falling from the edge of a cliff makes their appearance dreadful. Cut ankles make them cripple; they amble in pain and out of the posture. The scene terrorizes the folk, so they choose to operate during nights and stay out of sight at the distant northern shores.

Skuld the Bride, the first spouse of the sea, is the head of the cult. She is tall; however, she cannot stand upright due to a possible spine injury. Her face looks lifeless and pale because she is undead like the rest of the cultists. She is not mad because she is sacrificed; she is proud as she became the chosen of Ran. Skuld cannot wait for the Moon Fest as she makes new members run errands and take older cultists to hunt with her in the name of Ran.

GOALS

Spouses of the Sea has two primary purposes. First is keeping dangers coming from north away from the Island Region as it was the only reason why they were sacrificed. They can command creatures of the seas; therefore, they can easily prevent possible dangers coming from sea creatures. The second goal is to hunt for Ran. They sink ships that did not give sacrifices for the goddess of the sea. Many ships coming from Svilland had been sunk because of the Spouses of the Sea.

RELATIONS

Even local folks who are protected by the spouses do not know that there is such a cult. Therefore, Spouses of the Sea does not have many foes nor friends they could rely on. They like whoever respects the sea and fear the wrath of Ran. They carry a particular grudge against those who include Aegir's name yet forgot Ran's name in their prayers for good luck in the sea.



SERPENTS OF LOKI



This cult is a faction of Loki's Bastards. They operate in the South Sea and they can be found in every part of the society. They have no class or race restrictions.

In their early days, the organization was aiming to spread the belief of Loki and to collect worshippers. To do that, they contacted with important figures of different societies. Later, they realized that they can use these contacts also to recruit members. As a result, as time has passed, many members left the religious goals and joined the organization for more politic or earthly reasons although the leaders of the organization are still following religious goals.

Most of the members help each other. They can provide money, politic power, mercenary, information or other sources. Since the organization's fame is not well, the members try to hide their true identities.

Even though the organization is not religious these days, Loki is happy with the organization's current situation since the higher ranking members can gather a high variety of information from the members.

GOALS

The goal of the organization is to infiltrate all places and to take control of Svilland slowly. By reaching rich and influencing members of each society, they try to gain more power. Gold and reputation are essential for their cause and can be used for hiring mercenary armies, raiders or bribing people.

RELATIONS

Being a member of this organization is generally punished severely. When one's true identity is revealed, it is probably silenced before it talks about serpents although the organization protects its members and the members are educated in hiding their relations with the serpents. The serpents wait in their lonely silence until the right day comes.



SUNDFOERR SVEIT



The purpose of Sundfoerr Sveit is to regulate the fleets of ships in the seas of Svilland. They do so in order to protect the delicate trade from piracy. They are funded by the nobilities of countries as a common campaign, to ensure their fleets cannot be matched by those of the common blood, and thus keep their wealth and power safe against potential threats who would rise as usurpers.

COMMUNITY'S HISTORY

At the beginning of the Third Age, the naval economy of the kingdoms was highly tied to raids and sacks of jarls. However, an old seawolf named Skorri Austmathrsson saw past this. He realized the importance of trade for an established kingdom. Thus, he gathered a number of famous captains who are loyal to the Green Lights of the East's crown and went to the throne about this matter.

The king agreed to the captains' requests suggesting a community that would patrol the seas against rogue fleets and protect the growing trade against piracy. Yet, he also realized that would mean nothing if such a company didn't have influence among the coasts of other countries.

However, although the king formed the organization along the coasts of his own country, his efforts to make the community more influential didn't bear fruit before he passed away.

The king's daughter, Queen Denildottir, took on the plans of her father and took the community to the courts of the other countries. The countries were hesitant at first, as this would mean fewer opportunities for raids against each other and the prosperous Green Lights of the East.

Still, Bergljot insisted on the matter and even made sacrifices for empowering the community. She granted trade rights to Alsvatr which would make trade more attractive for them than raiding. She also granted the supervision of the community to the Nionaem, as they stated that such a company of the seas could only be guided by Aegir's chosen. In the end, the queen made her father's wish a reality.

Skorri Austmathrsson passed away in a skirmish between Green Lights of the East and a jarl from Alsvatr while diplo-

macy was continuing. His daughter, Asleif Austmathrsson, was brought to the leadership of the Sundfoerr Sveit by the request of Bergljot and consent of Aleson the Arisen.

GOALS

Sundfoerr Sveit patrols the coasts and major trade routes to seek and destroy pirates. They hold and check fleets for the *Right of Waves*, seeking out rogue fleets who have warships without permission from their rulers (or more ships than permitted). They keep the records of these rights in their ledgers. The community cannot break the laws of the *Right of Waves*, meaning that they cannot intercept raiding fleets who are permitted by a noble.

RIGHT OF WAVES

The Right of Waves is the law that permits nobilities of Svilland to hold and use war fleets with their blood right. It is named after the notion which just like waves on a storm can wreak havoc on shores, vikingr of the nobility can raid shores of their rivals.

Under this right, piracy and raids are not considered criminal activity, but rather a challenge of a noble against another, and be rewarded for the strength if successful.

The right is bestowed from the ruler at the top to local ones at the bottom, finally reaching to champions or huskarls of the local rulers. It is shown with a special glyph that consists of the Laugr (water) rune carved on a ship, along with the granter and holder of the right carved beneath it. The mark is done by unique calligraphers, which makes them very hard to forge without permission.

RELATIONSHIP

The community has good relations with Nionaem and Green Lights of the East. They are sour with Alsvatr because of the number of pirates this country breeds, which are often used by local rulers against their rivals for covert raids.

Throughout time, Nionaem gathered more influence over the community than that of the Green Lights of the East. This usually reflects as the community pardoning some of the rogue fleets or pirates of Nionaem origin. Still, the country does not have absolute power over it and the Alsvatr and Green Lights of the East together are able to raise objections if needed.

THE SOUTH SEA



The geography of the South Sea consists of many islands strung together. Many islands and towns have their own ports containing all the crowd, smells, and hurry that is to be expected. Here, ships that dock to the ports unload a great variety of goods: wheat, metal, cloth, food, animals and even people.

Life is tougher here than in Svilland, people constantly struggle to survive each day. They work their fingers to the bone on the ports, streets, and in the wilderness and are paid less than the people of Svilland. On the other hand, they try to enjoy the little things that are not polluted by the anxiety of diseases and danger. After a hard-day's work of encountering and fighting these perils, they unwind by eating and drinking

in their taverns.

Unlike Svilland, neither the lands nor the people are unified under mighty kings or queens. Instead, authority has been distributed among the chiefs of the islands. However, it is important to emphasize that the most well-known authority figure in the region does stand out: Kadall the Bard King.

Kadall calls himself king because all the chiefs meet twice a year on Boarharbor island and make sacrifices to Aegir in order to protect their lands from Black Winter, sea creatures and the *Blackened Blood*.



DISEASE: BLACKENED BLOOD

The disease targets humanoids and animals, although many wild animals are immune to it. It spreads through the exposure to the bodily fluids of a host with the disease.

When a humanoid or an animal is exposed to infected blood, it must succeed on a DC 10 Constitution saving throw. On a failed save, it is infected. Once infected, the disease starts poisoning the affected creature's mind and body at the same time.

With Blackened Blood, it takes 1d6 hours for the symptoms to manifest themselves. At the beginning, the symptoms are limited to hypothermia and a level of exhaustion. At the end of each long rest, the infected must make a DC 13 Wisdom and a DC 13 Constitution saving throw.

On a successful Constitution save, the infected creature's Exhaustion level decreases by 1, and on a failed save, its Exhaustion level increases by 1. If the creature fails its Wisdom saving throw, bloodlust starts to rear its ugly head, and the creature starts to get a taste for violence and blood.

If the creature fails two consecutive Wisdom saving throws, it starts to suffer from short-term madness. If the creature fails four Wisdom saving throws, it starts to suffer from long-term madness. The madness level decreases by one, if the creature succeeds on two of its consecutive Wisdom saving throws. If the creature's Exhaustion level reaches 6, the creature loses its mind completely and becomes more like a draugr.

Every year, thousands of people die because of this disease. Healers are seeking a cure for it, however they have not found anything of use, as of yet. When adventurers and healers cut into an infected corpse, they will see that the veins, the heart, and the brain are coated with a black, icy layer.

Effects of the disease cannot be cured completely with spells of 6th or lower spell levels, or with magical items whose rarity is rare or lower. On the other hand, magical restorative powers (such as lesser restoration or greater restoration) can ease the effects of the disease and lessen the pain. A lesser restoration spell counts as a successful Wisdom saving throw, while a greater restoration spell decreases the Exhaustion level by one.

For this reason, these creatures are called ice-hearted (pg.92) among islanders. At first glance, people think that dvergar are immune to this disease since they can touch and even work Black Ice. However, it is easily understood that they can be affected just like anyone else.

Islanders are a little different than Svillanders, however they are used to living with them. Their way of life is different than Svilland. Nearly all their settlements are surrounded by thick, strong walls and warding spells; not only because of the Northern sea creatures but also because of political instability. For this reason, it's hard to get in and out of a settlement unless you have permission to do so.

The area is ripe with rough seas, heavy fog, pine forests, and the big walls that stretch out to protect civilization from each of them. The weather is generally rainy, and the sun rarely shows itself through the grey clouds, which form the main view one could watch from below. The atmosphere is usually dark and pessimistic. Inhabitants of the islands have the appearance of those who are the heavily affected by the weather.

Foggy days are common in the South Sea, however this does not mean that the inhabitants are fond of this type of weather. Most of them think that it is no mere fog, but rather a prof- it of doom, signaling Black Winter. The fog and whatever it harbors, have caused some settlements to be evacuated, and some people to go mad, in places that did not feel the need to evacuate.

The islands are not unified under one supreme authority and it has four subdivisions: Howling Land, Vergala, Bjornua, and Raus Square. Each of them has its own natural landscapes,

chiefs and rulers, and smaller islands. Kadall the Bard King lives on one of these smaller islands, Boarharbor.



HOWLING LAND



(Set of islands, population: 24.000)

Howling Land is made up of a large arc of islands to the North of Bjornua. It is the largest island arc of the region and hosts nearly twenty thousand people from various races and places. Similarly to the other islands in the South Sea, most of the population lives within the big walls of the settlements. There are three large islands; Brek, Jorunn, and Horn, and four small islands; Iron Wilds, Nagil Rise, Tilgørnes, Keldey.

A high council named "Board of the Sea" has ruled the Howling Land since the beginning of its existence. Mallaz the Strongheart, a barbarian, has been the commander of the whole island set for ten years. But he is only responsible for the administration of day-to-day occurrences, and soldiers. From time to time, discrimination becomes an issue, causing conflict to arise between the soldiers and the council. However, the final decision is usually left to the council. Mallaz reconciles these conflicts and finds the balance between the council and his soldiers.

Mallaz is a good warrior and tactician, so he puts a great emphasis on the military force in such a harsh region. From his room in the soldier barracks on Hamundalr, which sports a good collection of weaponry and mounted animals, he makes sure that the military training, weaponry, armory, and ship making processes all go on without a hitch. He often raids the other islands in the region not because of any financial concern, but in order to keep the army working, and in good shape. He strongly believes that soldiers must always remain in good shape, in case of an emergency.

Howling Land is famous for its Moon Fest, a celebration and sacrificial holiday. On this day, the Board of Sea picks one young virgin to marry the sea at New Moon in Midwinter and midsummer. The virgin gets ready with help, washed with the blood of a land animal, and he or she picks a great bouquet of flowers. People dance, feast and celebrate her wedding with glorious meals and uproarious music.

Then, before sunrise, he or she leaves the settlement and walks all the way to the sea with four relatives (preferably siblings and a Gothi). On the edge of a high cliff, the virgin drinks his or her mother's or grandmother's blood, cuts the ankles of his or her foot, deeply, with a silver knife and jumps into the sea. The people of the Howling Land believe that this ritual prevents Northern creatures from attacking, and keeps the sea calm for voyages.

Blackened Blood, a disease that affects the island region,

kills a lot of people in the region. Some villages are completely abandoned and erased from the maps, and the populations of big towns have decreased drastically.

BREK

Brek is in the middle of Howling Land and also, it is one of the largest islands in the South Sea. A light mist surrounds the Western shores of Brek. It is no different than any other island of Howling Land, in that it is cloudy and rainy. Brek hosts five settlements: Hamundalr, Jannas, Hvitindar, Eyvinnes, Rocstoll.

These settlements are connected to one another by roads. However, the roads do host not only merchants and travelers, but also a persisting sense of eeriness; an eeriness one might get alongside the constant feeling of being watched. This atmosphere becomes a fellow traveler to all who may cross these paths.

Blackened Blood has been changing the population-patterns of Brek, as some people are moving from settlements to start a life in the wilderness. In the most optimistic scenarios, they are able to establish new settlements with their friends and family, and for this reason, there are some hamlets and small compounds around the island. However, most victims are affected by the disease and turned into ice-hearted, or attacked by raiders.



Antler fungus is a well-known fungus in Brek, and actually, it is the only place that the fungus could be grown. Antler fungus is used differently in different hands, it could be used both as an illusionary poison for weapons and in the cure for Blackened Blood. Some healers claim that this fungus can quench the pain and ease mental ails.

HAMUNDALR

(City, population: 10,100)

Hamundalr is the biggest settlement on Brek. Even if it is described as a city in the South Sea, those who have seen the cities of Svilland would describe Hamundalr as a town. It hosts more than ten thousand people in its villages and districts. Mallaz the Strongheart, who is the military chief of the entirety of Howling Land, also lives here.

The backdrop is made up of a gray and stagnant lake, walls, and a small forest. Folks believe that the lake used to be a part of the sea, but that it was somehow frozen in the First Age and became stuck on the land. For this reason, from time to time the lake tries to come together with the sea; the water and waves in this vicinity increase enormously.

The river Brukkt Lagr, which is connected to the lake and the sea, overflows every autumn. When it does, the fields get damaged. Moreover, fishing is not efficient because schools of fish are few and tiny in the lake, and for this reason, there are not many fishermen in the city. Folks of Hamundalr believe that the lake consumes the fish.

Hamundalr has two sets of walls due to the unexpected increase in population. The first wall is a strong wooden wall with a big wooden gate to match. It surrounds the Farmer District, where most of the population make their living through farming, herbalism, and brewing.

There are four watchtowers located on the wooden walls, with guards atop each of them, watching over the area. Guards search travelers who want to enter the city. They don't let the people who are infected by Blackened Blood in, and from time to time they kill sick people.

When travelers enter through the wooden gate, they find themselves in the midst of a harmonious array of houses and tents. The condition of the houses and tents is a symbol for the poverty that haunts this district. Even if the buildings are made out of wood and stone, they look worn and are covered in moss. The streets are dirty and slimy as well.

The tents are of low quality, most of them are made out of woven lichen or animal skin. Yet, the tents are complex, strong and big; so much that one family with six children could easily live one of them, as they hold up to three separate rooms.

When travelers follow the winding path to the Inside, they can easily see the high, stone walls and the big wooden gate, which is again guarded by soldiers who examine people for signs of the sickness. The Inside is not so different from the Farmer District, the buildings are filthy and in disarray.

There are two different fluctuations in Brek's population which have resulted in the construction of two walls. Years ago, a big wave of migration from Svilland created a new demand for land and houses. After that, Mallaz welcomed the newcomers and built another wall to protect them from the dangers that lurked outside. Many people in this district are trying to find a place to live in, on the Inside because there

have been times where the wooden walls were breached, and people were murdered in the attacks that followed.

The second fluctuation is related to Blackened Blood. After the city got hit by a Blackened Blood outbreak, nearly one-fifth of the population died, and many people left the city, riddled with fear. For this reason, some parts of the city are abandoned. As a result, it became easier to find cheaper meals and homes in the city.

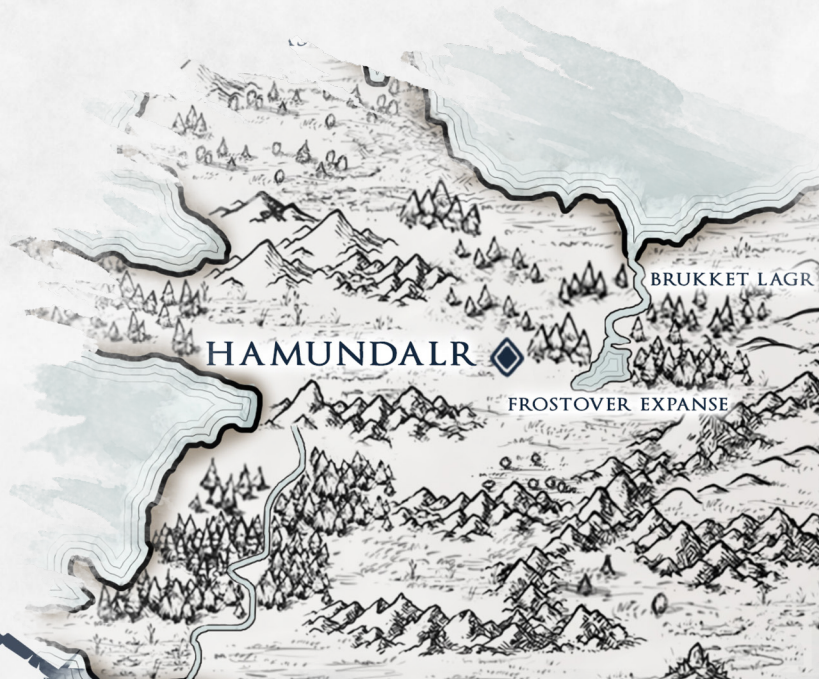
Mallaz the Strongheart is a good commander who fulfills the duties that are given to him by the Border of the Sea. He is well-liked and well-respected, and responsible for the military duties as well as managing the daily goings-on. However, this is not the extent to all he does for the people of Brek and Howling Land. He always tries to keep stocks full and protect the innocent. He cannot stand thieves, and hence most of them are punished harshly.

Moon Fest is the most important event of Hamundalr. During this event, people enjoy feasts, games, and sacrifices despite the dangers that continue to threaten their day-to-day lives. He also organizes banquets and calls on the people to join the festivities. Mallaz assists in the organization of the events and the choice of the virgin for the Moon Fest.

The chosen virgin throws himself or herself from a high cliff called Deep Sea, which is an hour away from the city. Deep-Sea is a high cliff where virgins fulfil their duty, which then protects the island from the Northern creatures. Some folks claim that they can see shadows and silhouettes and even hear some unsettling voices and screams from the area.

There are two distinguishable buildings in Hamundalr. The first one is the common house: Winterstone Manner. It is a narrow, two-story, stone building, in the middle of the city. People of Hamundalr generally gather here to eat, drink and spend leisure time together. Sometimes, storytellers grace the halls and tell of the legends of distant lands.

The second striking building is the Moon Inn, which is a well-known tavern among the people. It is a one-story wooden building that has its back on the stone walls of Hamundalr. The rooms are wide and clean, and the meals are delicious in the inn. The people who work here are known for their beauty. It may be hard to find a place to stay and eat at the times of Moon Fest. The inn is owned by a bard named Kimball the White.



JANNAS

(village, population: 520)

Jannas is a small coastal village on the Northwest Brek. The Aegir Temple is the most distinctive feature of the village and shapes the everyday life of the population. About half of the population are Gothis who want to serve and remain close to the temple.

The temple has a big campus in the middle of the village. Even though Jannas is a small village, it is more crowded and livelier when there are events in the temple. Aegir followers visit the temple to consult the High Gothi and pray here. The big, stone construct harbors a sacrificial chamber, a library, a dormitory, the main building, and strong, stone walls.

The main building is a two-story, stone structure with narrow windows and a tower. The Board of the Sea, the rulers of Howling Land, lives in the main building, while approximately 70 Gothis stay in the dormitory building together. Not all priests are allowed to visit the village, some of them must stay inside at all times. Moreover, the stone wall surrounding the complex limits any communication the priests may have with the outside world.

This temple has close contacts with Aleson, the ruler of Nionaem in Svilland. It is even said that the supreme council of this temple, The Board of the Sea, has pledged allegiance to Aleson.

The village has a fairly simple appearance except for the temple. The biggest difference is that it lacks fences and walls: The temple priests are adamantly opposed to such a construction. They say that they will not escape the creatures coming from the Northern seas and that it would be disrespectful to try to stop Aegir with stone pieces. Interestingly, however, creatures do not attack this village.

Although the village has grown and developed around the temple, fishing and hunting are the main sources of income for villagers. There are some inns for Aegir followers, but these inns are normal-sized, simple establishments.

Moon Fest is one of the highlights of Jannas, but unlike Hamundalr, people spend this festival in awe as it is a deeply religious ceremony for them. The council selects people who will marry the sea, seven days before the birth of the new moon.

HVITINDAR

(village, population: 400)

Watching the dark green landscape, listening to the sounds of the nice breeze and the seagulls, travelers might be fooled

with this village's peaceful atmosphere. However, it has mysteries beyond what anyone could know. Villagers know that Hvitindar is worrisome, but they do not think there is anything more to it.

Hvitindar is a coastal village in the Northern shores of Brek. It has been built in a pine forest near the sea. For this reason, the port and most of the buildings are made out of wood. However, Hvitindar was established in the second age, on the ruins of an old and unknown settlement. So, nobody knows what lies beneath the muddy streets of the village.

The settlement slowly grew throughout the second and third ages. Nowadays, there are lots of villagers and farming areas that host more than 400 people.

Sonne Londernoss has been the chief of the village for years. She was the youngest child of a well-known, powerful crime family, Londernoss. The family's roots go back to the establishment of the village and they operate not only in Hvitindar but also in all of Howling Land. Sonne took control of the village and the family after her father, the chief of Hvitindar, was killed by her oldest brother. After the murder, the brother escaped and Sonne stepped up to take control.

Other than the shady people and ships, the general atmosphere is pleasant, and the creatures of the sea do not disturb the coast of Hvitindar. Most people believe that this is thanks to the mercy of Odin. There is a small altar in the middle of the village square and the altar is generally full of the sacrifices people have recently made, in the Allfather's name.

LONDERNOSS FAMILY

Some say that the Londernoss family owe their wealth and power to the ruins beneath the village. Some say that the secret is a treasure, others say it is a magical ring. Many have searched the village and around it to enter the ruins, however, they couldn't find any way of entry.

JANNAS

HVITINDAR



ROCSTOLL

(town, population: 1300)

Rocstoll is a town located on the East coast of Brek. It is a coastal town, surrounded by a pine forest near a small hill. People live behind the strong wooden walls of the town. The fog disrupts both the land and the sea and makes it hard for sailors to move out from the port.

The jarl is a Freyja Alle named Banrf, and he is quite well-known around the Brek island. He is an ambitious man who, at the age of 32, took over the control from Eyvard the Sailor. In those days, Rocstoll was a small village, but during the reign of Banrf, things have changed drastically.

The gains that the people here have acquired from fishing and forestry have increased, along with the population. Lots of people have migrated into town because of growing job opportunities and better living conditions. Banrf has led the way in opening taverns and inns up for business, in order to attract travelers and merchants. The town market has also been refurbished to prosper. Nowadays, Banrf is desperately searching to find a cure for Blackened Blood with his hired help of healers and spellcasters.

Guards are ever-present in town, both during the day and in the night. The ones who stand at the entrance, do not let sick people enter the town.

For a few years, a rumor has been spread among the townspeople, about a wolf-child in the city. A child who wanders the streets at night and who turns into a wolf whenever someone looks upon him. According to many, it is nothing but a legend, but some say that the child is the secret heir to the throne of Alsvartr; they believe him to be the son of Gudrick the Moon-bearer.



HOWLING BARRACKS

(village, population: 770)

Howling Barracks is where the military is trained in Howling Land. It is situated on a forested bay, and the barracks are positioned in the deforested areas on said bay. The training done in the Howling Barracks is known to be quite prominent among all the soldiers in the island region.

Ever since the establishment of the military area at the end of the second age, to this day, the soldiers who are trained here have been the most talented and the strongest. Even if some soldiers could not complete their entire training here, those who complete it are deeply respected by everyone in the islands region.



The area is surrounded by a pine forest, most of the trees of which are bent due to the constant wind, howling from the East. The barracks are also exposed to these harsh winds; the Land's name, "howling", comes from the unsettling voices, heard from the barracks.

At the age of 29, Glarin is the cold and calculating commander of the soldiers. He is one of the most influential people of Brek. Most people have heard of Glarin, as his stories are told among soldiers and peasants alike. He is responsible for training the military as well as shipbuilding. He also helps Mallaz the Strongheart in his work regarding battles. He likes to challenge himself by setting goals that are impossible to achieve, and testing the limits of his body and his mind.

Howling Barracks have an obscure construction, in that it has no walls surrounding the settlement. Glarin says that a city doesn't need any protection, other than good soldiers. Therefore, when the settlement was built, he refused to build a wall around it, and placed the soldier barracks around the settlement as if they were the walls themselves.

HORN (ISLAND/ TOWN, POPULATION: 2250)

Horn is an island, located to the South of Brek. It is very close to Brek, and looks as if it is an extension of it.

There is only one settlement on the island, a town named after the island itself: Horn. Other than the town, the wildlife and the fog rule the island. The intensity of the wilderness and the fog makes it hard to establish any other settlement.

In some parts, the fog is so heavy that travelers can almost breathe the "madness". The middle of the horn-shaped island is where the fog seems to be the thinnest. The town is located here, with a sophisticated port. The Tilgørnes island and the Howling Barracks in Brek are the closest settlements to Horn.

Horn is surrounded by strong, wooden walls. The port is a never-ending parade of crowds, ships, various goods, and of course, sailors. Even though the economy relies heavily on shipbuilding; forestry and hunting are also important sources of income. The ships that are built here generally belong to the Howling Barracks, so Glarin, the chief of Howling Barracks, often comes here to supervise their administration.

Horn is a large seaside town with a population of more than 2000 people. Its buildings and streets are adorned with the bones and teeth of sea creatures; an appearance which helps the town to uphold its name. On many buildings in town, there are bones on the walls that make sounds when the wind passes through them. People believe that these rattles and crackles protect them against the dangers of the sea.



There is only one stone structure in town, the Great Hall, where the rulers live and where the residents of town usually meet, to eat, drink and celebrate. The rest of the inhabitants live in large leather tents and barracks supported by large logs.

The town is ruled by a barbarian named Wolf Bearer, and she is known for her dedication to Fenrir. She is a jarl who is feared, rather than one who is beloved by her people. She is known for the harshness of her punishments.

For instance, couples suspected of having killed their children are burnt in the town square; and those who ridicule the Gods are killed in the town square. Due to the large group of wolves that live around town and are thought to offer protection to it, visitors usually use the sea to enter the city.

JORUNN (ISLAND, POPULATION: 5300)

Jorunn is the biggest island in the region following Brek. There are two settlements on the island: Sanholar and Bilfell. The Sanholar town is located in the North of the island while the Bilfell village is on the East.

There are various paths leading to various settlements, bays, caves, and forests. However, these paths are not safe for commoners, as there might be wild animals, monsters and bandits lurking in the shadows. Moreover, these paths may lead to places where travelers lose their sense of direction and time.

Smugglers from Svilland prefer to operate in certain bays of the island; and sneak their goods in, to reach local merchants.

The island is ruled by Hrassli, who is 47 years old. Not so long ago, he was a member of a small organization called Loki's Bastards. He is known to have fallen in love with a young guard, who followed and protected him to the full extent of his power.

However, Hrassli explained the truth at the expense of going to prison. After spending five years on the Tower of Torture in Thorath, Hrassli learned that the guard had died, and he decided to take to the South Sea. He later managed to use his abilities and old connections to become chief. Today, he serves as the chief of Jorunn island.

The island has a population of around 2000 people, many of whom have been residents of this island for a long time. Still, someone who has just arrived from Svilland is easily spotted in town.

There is also a small dvergr village on the island but people do not know where these dvergrs are. They generally come from woods, to sell and to purchase some goods and disappear into the woods again, once their transactions are complete. The reason why they inhabit this place, or hide, is unknown.

SANHOLAR

(town, population: 4600)

Sanholar is a town that is located on the North of the island. It seems to be the place where a traveler can find a job, shelter, and joy. The strong walls made of stone circle the town, and not a day goes by where its port is not swarming with ships, goods, and people. The smoke from the chimneys is the only thing that might cause distraction from the beautiful view in the horizon.

Blackened Blood is a big concern for many, and thus travelers are searched before entering the town. Upon entry, they see a well-maintained, lively town. Animals, adults, and children wander along the spacious streets, as well as shops that are clean and usually open.

Pleasant melodies come from nearby taverns along with some animal noises that slightly distract from them. Hrassli, the ruler of Jorunn, lives at the center of this harmonious atmosphere. His home is a three-story, wooden building near the port.

Sanholar welcomes all travelers, merchants, and immigrants, regardless of their beliefs or culture. And it goes without saying that as a result, one can find many different traditions in this small community. The town market opens once-a-week, it is lively and noisy; and this attracts many locals as well as some outsiders.

The best place to stay in Jorunn is Vigdis's Inn. It is located on the port that is close to Hrassli's house. This is an old inn managed by an elderly woman. After her husband passed away, she changed the sign and started working in her maiden name, Vigdis. Her tasty fish soup is renowned, but she only serves this tasty treat to sailors. Vigdis and her daughter Jor-eid have an abundance of knowledge about the sea creatures and they are both quite skilled in fishing.

BILFELL

(village, population: 700)

Bilfell is a coastal village located on the East of Jorunn. Strong wooden walls surround the village. Well-maintained wooden buildings, full altars and trimmed, fertile gardens welcome the travelers who visit. Hrassli often goes to Bilfell and rules the village himself. In Hrassli's absence, Inberta takes care of the village. She is a young and talented shieldmaiden who is well-respected in the community.

The soil is soft and fertile, as the fog hasn't reached the village yet. Therefore, farming is easy and profitable here. Villagers plant wheat, along with many fruits and vegetables, and small workplaces process them with salt, or ferment them. Farmers are in constant competition with each other to sell their products. The excess is sent to Sanholar or other towns.

A one-story building made of stone, at the center of the village hosts two big altars. It is the village's main sense of the power of the Gods, where villagers make sacrifices to Aegir and Freyja. Villagers believe that they owe the fertility and safety of their land, to these Gods.

Seagate is the one and only tavern of the village. It is a wooden, two-story building, situated right next to the port. During the day and at night, it is full of villagers and strangers. Arnkul is the handsome owner of the tavern, who wants to

JORUNN



be a sailor on one day. His braided beard falls over his strong chest. He can usually be found in the dining room in front of the fireplace, listening to the stories of adventurers with longing in his eyes.

Seagate is famous for the side dish, Bitternutt. This dish which contains fermented chestnut has a sour and sweet taste. It is made with fresh chestnuts, a piece of honeycomb and some wildflowers. These mixtures are kept between two heavy rocks for three months or until they are fermented.

NAGIL RISE (ISLAND, POPULATION:5)

Nagil Rise is a small island in the Northeast of Brek island. The main landmark is an active volcano named Nagil. By day, it looks like a threatening monster with the smoke rising from the top of it, along with the humming. The threat never ceases; at night, the crimson glows get the job done.

Nagil Mountain has been active since Norsvik island vanished in the Second Age. From then on, Nagil has been regarded as a dangerous volcano rather than a majestic mountain.

There aren't any settlements here, the air is toxic, the soil is ashy and the lakes on the island are hot to the point that they are close to boiling. Many think that the crater of the volcano is the door to Muspelheim. Only five people have come to terms with living in such conditions, five Kaun-touched sorcerers. They are known as "The Five" in the South Sea.

The Five's duty is to try to hold down the door between the volcano and the civilization, setting back the eruption. They also relish the chance to practice and develop their craft, on the island. There is a tiny bay that can harbor small boats; and even if The Five can never leave the island, people always bring supplies to them and visit them.

NAGIL RISE



KELDEY (ISLAND, POPULATION:100)

Keldey is a small island to the Northeast of Brek and below the Nagil Rise. The island does not have strategic importance or a valuable resource, in fact, most people think Keldey is going to fall to ruin with the eruption of Nagil Mountain. So, neither Mallaz the Strongheart nor The Board of the Sea is interested in conquering the island.

Not many know of the settlement, it is like a rumor in the South Sea but a small hamlet in the middle of the dense pine forest hosts nearly 100 half-jotnar. Established by a sailor half-jotunn, this hamlet is made up of big, developed tents. Thin, grey smokes rise from the tops, they wander around with no material purpose. Most of the community does not care about making money since they have no use for it within their settle-

ments, but prefers to get by through hunting and gathering.

Keldey does not have an official leader and hence it makes its decisions together. Once every month, they organize a hunt to celebrate nature. After the hunt, people gather around big fires to decide on matters, accompanied with stories told, songs sung, foods cooked and eaten together.

KELDEY



TILGØRNES (ISLAND, POPULATION: 2630)

Tilgørnes is in the south of the South Sea and located between Brek and Horn. Since it is very close to Brek it has strategic importance. Mallaz the Strongheart, the ruler of Howling Land, thinks that if Tilgørnes falls, Howling Land won't survive. So it is no surprise that Mallaz appointed one of his best friends to rule this settlement, Slodvar.

Slodvar is a young and talented alle who serves Odin. He managed to discipline his body and mind from a very young age. He finds beauty and wisdom in hard work. Slodvar likes hunting on the open seas and devotes these hunts to Odin, the Master of the Hunt.

The island is a massive forest that has small rivers and ponds in it. The background mainly consists of the wild sea and the forest. Ravens are also a part of the landscape; travelers can see or hear them while they wander in the wilderness.

Three settlements are established here; Sandaross Keep, Vestrigate and Fjorest. All of them are ruled by Slodvar, and he often visits and inspects them.

VESTRIGATE

FJOREST

SANDAROSS KEEP

(town, population: 2000)

Sandaross Keep is a military town on the East coast of Tilgørnes. The town has been built near a rocky shore where the navy awaits its next raid.

Sandaross is surrounded by strong, wooden walls. The atmosphere is pleasant and bright, children play on the streets and on the shore, people speak to and smile at one another.

There is no sign of either the fog, Blackened Blood or Northern sea creatures. People think that this is a blessing of Freyja, and because of that, one can usually find many people praying in the temple of Freyja in town. The temple is a small wooden structure, close to the town entrance.

The town is built and developed around the port where everything takes place. This port is the beating heart of the town. The sights, the smells and the sounds of the place never cease to capture one's attention. There is always something for everyone; be-it errands, crime, danger, love, entertainment, shady deals, music, meals and so much more. The inns and taverns are welcoming of travelers, and the warehouses are constantly looking for extra workforce.

Among all the inns and taverns- there is nearly ten of them- the Fat Whale Tavern is the most famous. Surrounded by the Port Market, which is the most crowded part of Sandaross, the tavern offers travelers blacksmiths, tailors and a good rest, as well as tasty meals and entertainment for the customers.

The tavern is built by a young islander, Henna. She makes all decisions herself, from construction to personal affairs, and she also designs all the drinks and meals on the menu. Fat Whale serves some specials along with regular meals. Here are a few examples from the menu:

Good night honey (20 gp/ bottle). It is a milky white, sweet drink for exhausted travelers. Made out of nutmeg, goat milk, cow milk, honey, and special wild herbs. With each sip, travelers become more and sleepier.

Effects. When you drink one bottle of Good night honey and sleep for two hours, you'll wake up fully rested. However, it is possible to see weird, vivid dreams or nightmares. However, a creature that drinks it must succeed on a DC 18 Constitution saving throw or its stomach cannot hold such a strong substance and throws it up, not benefiting from its effect. A creature that throws it up cannot drink it again for 8 hours.

Roasted Garlic Octopus and vegetables (3 sp /plate). This is considered to be a filling and hearty meal among the townspeople. Roasted and salted mushrooms, as well as onions and potatoes are served as sides, along with the main dish, which consists of the nicely spiced meat of an octopus.

VESTRIGATE

(hamlet, population:80)

Vestrigate is a small hamlet in the middle of a dense pine forest, situated to the West of Sandaross Keep. It was established after a big caravan from Nionaem, escaped the reign of Aleson the Arisen. The group consists of mostly Tyr followers and some dvergar.

After they contacted Mallaz the Strongheart, and got his blessing, they established a new village in Tilgørnes. Even though Mallaz wanted them to establish a coastal village, they did not want to be near the seaside. They believe that Aleson and his followers can spy on them through the waves, using sea creatures.

Now, the group earns their living through hunting, farming, and herbalism. They prefer to live secluded lives and do not want to be part of the social life on the island. Most of them do not welcome strangers as they are suspicious of the arrival of spies and assassins.

From time to time, Slodvar visits the hamlet to try to make trade connections and to purchase medicine.

FJOREST

(village, population:550)

Fjorest is a coastal village to the North of Sandaross Keep. From the distance, travelers can see the wooden structures of the buildings and the wall surrounding the village. Smoke rises from the chimneys while ravens circle around the big pine trees.

The settlement has been established between the forest and the sea. As time went by, Fjorest became a dockyard because of this favorable geographical position. While navy forces build their ships in military towns, private ships and boats are made in places such as this one. Wealthy individuals or adventurous travelers order ships. However, the ships ordered here are carefully investigated by Slodvar himself.

Other than ship making, folks earn their living through blacksmithing and herbalism. Inhabitants are satisfied with their earnings and do not seek or need anything more.

When travelers enter the town, they are faced with a large street full of people, stalls and animals. On either side, the wooden buildings of the town stand shoulder to shoulder. The street continues all the way to the port.

In the port, a wooden structure in the middle of the sea is very distinguishable in clear weather. The structure is a three-story watchtower, a famous tavern and a small dorm for soldiers. It is there to help sailors find their way home in the night and observe the horizon for danger. Ten soldiers stay here at all times, in case of an attack.

The tavern is a two-story building with a metal sign that says Hearth of the Sea. The tavern is so famous that travelers and soldiers go there even if they have to hire boats to do so. *One can ask What makes it so attractive?* and the answer would be everything. The wooden door opens to a large dining area with a humongous stone fireplace, where an unnatural blue fire burns and crackles.



RAUS SQUARE

(Set of islands, population: 35.810)

Raus Square consists of four islands to the Southwest of Howling Land: Kopanas, Dreyugr, Brunn Ey, Lonnjala. The name Raus "Square" comes from the natural placement of the islands, their position is as if each are at the edge of a square. Raus Square is mostly protected by its elite guards, who are called the Raus Guards.

The Four rules Raus Square: Red Brea, Torunn, Aud, and Sibbe the Ashborn. They are the gothis of Ran and their lives are dedicated to servitude and to worship. The Gothis live separately in those four islands and worship the sea and its waves. Each full moon, The Four meets at sea in the middle of the four islands. In this meeting, they sacrifice four humanoids to Ran and discuss the overall state of things.

The population exceeds 35,000. Different backgrounds, occupations, and intentions can live in harmony as long as they do not disrespect Ran. The settlements constantly grow and expand, with the help of The Four's treasures which increase day-by-day. The Four has ties to an infamous Viking warband, called the Water Foxes. The group attacks ships and shares the profit with The Four, and in return, The Four provides them safety in the open seas.

The culture revolves around the deities Ran and Aegir. Many people believe and worship either Aegir or Ran. However, the followers of other deities are tolerated to some degree. Religious feasts and meetings are often organized and met with big participation.

Some common rules, which have been determined by The Four, are applied in Raus Square.

COMMON RULES

Firstly, all children must be named after their mother. Secondly, no one can bury bodies on land, as it is Ran's right to accompany them to her depths of the sea. Lastly, fishers cannot use developed equipment while fishing and cannot fish too many fishes to excess. These rules are quite a rigid and serious part of everyday life. The inhabitants of the area are aware of the serious consequences of breaking the rules.

In the political area (that is, Kadall's yearly meetings and similar events) The Four acts as one. They also train soldiers and build ships in the same way. The soldiers of the area are called Raus Guards; they are heavily trained, strong soldiers. Raus Guards are equipped with axes, a great variety of poisons and an armor.

KOPANAS (ISLAND, POPULATION: 8810)

Kopanas is situated on the Northeast of Raus Square. It hosts two settlements: the village of Ormr Peak and the town of Goldenrest. The main attraction of the island is an old volcanic mountain, called the Ashen Rise. Most people believe that it was an erupted volcano due to its appearance with sharp-edged rocks, and infertile lands surrounding it.

Red Brea is the beautiful and wise ruler of Kopanas island. In spite of her young appearance, she has been the ruler of the island for more than twenty years. Folks like and respect her in spite of her strict rules. From their perspective, she is strong and able to protect the island, which is good enough for them.

DREYRUGR



BRUNN EY



LONNJOLA

GOLDENREST

(town, population: 8000)

Goldenrest is a coastal town to the Southwest of Kopanas. It is near a rocky shore and nice, open and wide hills. From a distance, travelers might see people farming near the wooden walls of the town.

When travelers enter the town through the two-winged, wooden gates, they see a wide-set street with many stone buildings; wooden structures are fewer due to the lack of trees around Goldenrest. Most travelers are questioned strictly by the guards, innkeepers and even common people. The people of Goldenrest are a little skeptical about the life..

More than 8000 people live inside the wooden walls of Goldenrest. Herbalism and alchemy are the most profitable jobs in town since most Raus Guards carry potions that are made in Goldenrest.

Other than that, fishing and farming are the most common jobs among the townspeople. Goldenrest is a well-maintained town with a sophisticated port and a big market where travelers can find various armors, weapons, and magical items. Potions and poisons are the items that are most in-demand in the market; in fact, some shopkeepers open up-counters for these items in front of their shops.

In the port, there is a one-story wooden structure atop one of the piers, the temple of Ran. Two priestesses always wait in front of the building. Inside the temple is a dim area with obscure runes and drawings. There is a hole in the middle through which people can see the sea and make sacrifices.

Red Brea, the ruler of Kopanas, lives in a big stone building on the port. She accepts folks to this house and visits the temple of Ran every day. From time to time, she leads some of the sacrificial ceremonies.

ORMR PEAK

(village, population: 810)

Ormr Peak is a mountain village surrounded by the high and sharp peaks of Ormr Mountain. The village is high atop the mountains, at a height at which normally people do not live, in the South Sea. Still, more than 800 villagers mine a small copper reserve so this village is a resourceful exception.

Flimsy, wooden walls surround the village. However, villagers feel safe since they are far from sea and they are surrounded by sharp stones. Mainly, folks make a living through mining and blacksmithing. There is a small Ran temple in the village, but villagers go to Goldenrest for big sacrificial events.

The village is ruled by Ogn, who is a landspirit ranger. She lives in her stone pavilion at the edge of the mountain and is heavily involved in the daily activities of the village. Villagers like and respect her.

DREYRUGR (ISLAND, POPULATION: 9050)

Dreyruger is located to the Northwest of Raus Square with its three settlements; Snowbell, Searest and Grimborg; as well as a large, dense forest. Dreyruger is the first place that has been affected by Northern creatures, the fog and Blackened Blood. Torunn is the ruler of Dreyruger, she is the oldest of The Four and respected by other rulers of Raus Square.



GRIMBORG

(town, population: 8850)

Grimborg is a coastal town surrounded by strong, wooden walls that are watched by guards, day and night. The atmosphere is laced with a mixture of cold grey and dark green. From time to time, a thin fog covers the town and its surroundings.

Nearly 9000 people live in Grimborg and most of them are afraid of the rumors which tell stories about fog and monsters. They want Torunn, the ruler of Dreyruger, to tighten up the security. People earn their living through fishing, practicing medicine, and animal husbandry. Raising goats has also been popular for the past few years since goat meat is one of the most widely preferred meats in town.

Raus Guards are always watching the area. There are always some guards on the streets, a sight that reminds one of the dangers of the outside world. It is no surprise that the atmosphere is uneasy, dark and melancholic. Some inhabitants are even blamed for the upcoming dangers and witch hunts occur from time to time.

The port is one of the biggest in Raus Square; it is always busy with the hustle and bustle of the ships that come and go, transporting goods. Merchants, sailors, and the inhabitants in general, eagerly await the arrival of these ships. Since agriculture is difficult because of the fog, ships transport potatoes, mushrooms, some herbs, and more importantly wheat to town. Because of this difficulty in the acquisition of food, meals are more expensive in Grimborg.

Torunn, the ruler of Dreyruger, lives on a three-story wooden house in the middle of town. The house is guarded by Raus Guards and Ran Gothis.

SNOWBELL

(hamlet, population: 50)

Snowbell is a hamlet at the edge of the Dreyruger island. It was established on a secluded area on top of a hill, to watch over the horizon for dangers.

Stone walls surround and protect Snowbell. Travelers are searched before getting in. Once in, they see a tall watchtower at the center of town with a big, metal bell on the top of it. Two Raus Guards watch the horizon from up there and are ever ready to ring the bell in case of an emergency.

People earn a living through hunting and gathering in general; wild animals and plants are sold in the small market. Still, there are some herbalists who make some medicines as well.

SEAREST

(village, population: 300)

Searest is a village located to the West of Snowbell. It was established by an old sailor named Inghariz over a decade ago, after he encountered an unnamed sea monster. He refused to sail again and established a small hamlet with the permission of Torunn. At that time, the hamlet became a home to 50 people. But today, more than 300 people live inside the wooden walls of Searest.

Villagers generally make a living through herbalism, forestry, and hunting. Even if the village was established by Inghariz, Torunn is the ruler. Inghariz doesn't have permission to build ships, expand the village, or deal with merchants.

Red Brea's -the ruler of Kopanas- cousin Steinun lives in Searest. Some say that Steinun is sent here by The Four to keep an eye out for Inghariz. On the other hand, some others say that she is a unique sorcerer. She lives alone and spends some nights outside the village, during which no one knows what she does and how she survives.

BRUNN EY (ISLAND, POPULATION: 9800)

Brunn Ey is the Southwest island of Raus Square. It hosts two towns: Henningar and Eyvall. A dense forest covers the whole area, a brownish-green hue constitutes the main theme of the landscape. It is sunnier than the other islands of Raus Square, however farming is difficult since there isn't enough open space.

The island is where Raus Guards are trained, and most guards are sent off to other islands from Henningar. Other than military operations, the economy of the island relies heavily on forestry and blacksmithing.

Aud is the ruler of Brunn Ey, she is the youngest and strongest one here. She practices on her magic seriously. She lives in Eyvall but she visits and examines Henningar often.



HENNINGAR

(town, population: 3300)

Henningar is an important town for the entirety of Raus Square, most people are aware of its importance, as Raus Guards are recruited and trained in this town. Stone walls protect more than 3000 people, soldiers and normal inhabitants included, from the dangers of the outside. Once travelers get inside the wooden gate after a quick questioning, they see a great street which separates the soldier

barracks from other buildings. Soldier barracks are large, one-story, stone structures with small training areas that surround them. Other structures are generally made out of wood and right next to one another.

Essdi is a famous fighter, who serves as a war chief now. From time to time, she is called on by The Four, to provide them with a report. It is known that she is to lead the navy in case of an attack. Essdi lives in a small, wooden barrack in the soldier district. When Aud comes to Henningar, she visits her in this barracks, and sometimes they go out to eat in a famous inn: The Sour Huldra, built by an old Vikingr named Hegg.

EYVALL

(town, population: 4500)

Eyvall is a coastal town in Brunn Ey which is surrounded by a long and strong wooden wall. There are three entrances to town, one from the river, Vann, one from the land and one from the sea. All entrances are guarded by soldiers who question the travelers before letting them in.

Once they get in, they are met with lots of wooden buildings. There are two distinguishable buildings: The Ran temple and Elderstone. The Ran temple has been built on a wooden bridge on the Vann river. It is a one-story wooden building guarded by four gothis. Similar to other Ran temples, inside is dimly lit with obscure drawings and runes decorating the walls. There is a hole in the center which is used as a sacrificial chamber. Elderstone is the two-story stone building in the town center. It is the home of Aud and her seven-year-old son, Skurlaug.

More than 4500 people live in Eyvall. They make a living with forestry, trading, and smithing. The town market is full of a big variety of weapons, armors and wooden items. Other than these two, tailoring is a profitable job too.

The dense forest around Eyvall is full of wild edible plants. Wild berry, a sweet and sour, red berry is one of them. Townspeople like using it on their desserts and drinks.

LONNJOLA (ISLAND, POPULATION: 8150)

Lonnjola is on the Southeast of Raus Square. The island hosts two settlements: the town of Grenjarhol and Lageska village. Sibbe the Ashborn is the ruler of both settlements. The altitude is quite a bit higher than normal, so the weather is much colder than other islands in the South Sea. Some travelers say that Lonnjola is as cold as some Northern villages of Svilland.

The mountains are always freezing in both settlements, and for this reason, farming is a hard and inefficient occupation for most people. However, they raise many kinds of animals and earn a great deal of money from it. Since the island is cold, the animals have more fat than usual. The people process the fatty meat with salt, smoke, and wheat vinegar before selling it to other islands.



LONNJOLA

GRENJARHOL

(town, population: 8000)

Grenjarhol is a coastal town situated to the Northwest of Lonnjola. The landscape consists of three main elements: high, snowy peaks, a wild sea, and a pine forest. Greenjarhol lies in the middle of these three natural constructs, which form a sort of triangle around the town. Surrounded by stone walls, the only thing distorting this majestic view is the smoke rising from the chimneys.

More than 8000 people live inside these walls including the ruler of Lonnjola, Sibbe the Ashborn. Redlake Manor is a large, one-story building in the town square. The manor is one of the only landmarks in a town full of identical wooden structures. The name "Redlake" comes from the little red pond in the backyard, the pond has been there since the establishment of Grenjarhol. Some believe that it is the blood of Balder while some others believe that it is a gate to Ran's cave in the depths of the sea.

The town market is big and mostly full of regular goods that are procured through animal husbandry. Two shops, however, sell dvergr-made weapons and armors at high prices, that attract many travelers and merchants alike.

LAGESKA

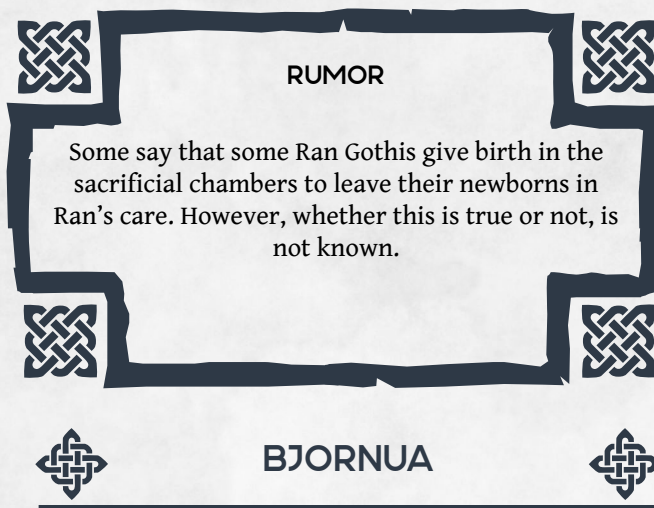
(village, population: 150)

Lageska is a small village near the top of a mountain called Ironwhistle. The landscape consists of an icy lake, snowy peaks, and pine forests. Unlike other settlements, the village doesn't have a wall.

Nearly 150 people live here, and their lives are very simple since they only try to survive the day. They are mainly hunter-gatherers, although some do dabble in forestry and animal-taming for the needs of the people in town. White mushroom, a type of fungus which grows here, provides a considerable amount of money as they sell the mushrooms to the bigger settlements around. Because of the cold, the mushrooms have developed some form of resistance to cold, which can be transferred to people if they consume it.

Lone Temple is a small, wooden Ran temple built on a pier

on the Lake of Pureness. Similar to other Ran temples, it has a hole in the center, used as a sacrificial chamber. From time to time, some Ran gothis visit here in big groups, and on those days the lake turns red with the sacrificial blood. Arfgille is both the leader of the village and the head of this temple. She is an old but strong woman, at the age of 59.



(Set of islands, population: 35.810)

Bjornua is an island arc that consists of two islands; Bladvatn and Westend. It is located between Vergala and Howling Lands.

Bjornua is under the rule of Ode, who is also the leader of the Bearford cult (pg. PAGEREF). The cult has a corrupted belief and are committed to a Second Age king, the Bear King from Svilland. The cultists see the Bear King as a demi-God entity. Its members blame the people from Green Lights of the East as well as Kunnings for the death of the Bear King, and are generally not very welcoming or kind to them.

The settlements do not have a wall around them since it was forbidden under the reign of Bear King. According to the common belief, walls restrict the freedom of both nature and people. The belief persists among people and for this reason, it is forbidden to build walls in Bjornua to this day.



BLADVATN

Their way of life is a little different than other islands. Their main order has been built upon the words of Ode, “live like a bear, be free like a bear”. First of all, they are not interested in crafting materials or tools, as many people think that these new tools might hurt their warrior characteristics.

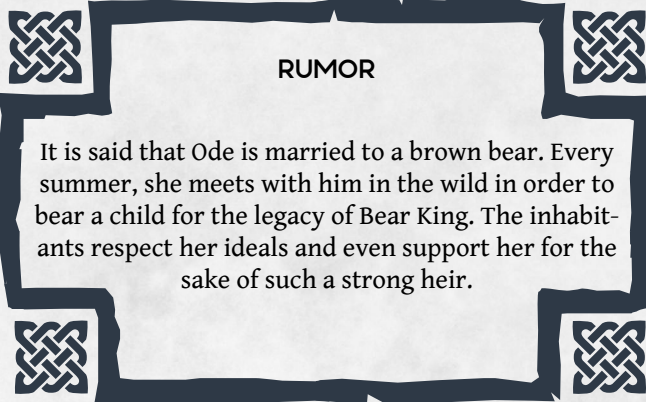
Folks do not welcome strangers and they do not tolerate other religions except for those who follow the teachings of Odin and Thor. Additionally, it is not safe to wear something made out of bearskin, fur, teeth or claws, as the inhabitants of the island might attack the one who wears it.

The main income of the island comes from raids. Bearford often organizes raids to hone its soldiers’ military skills and generate income for the people. Other than that, hunting, forestry, and trade are common sources of income.

BLADVATN (ISLAND, POPULATION: 13.500)

Bladvatn is one of the most beautiful islands in the entire region, with the Horn mountain saluting the islanders magnificently. From a distance, it is a beautiful, fertile and big island with a serene forest that is full of animals.

The ports are nice and spacious and even the parts of the sea that are closer to these ports appear to be calmer. Bladvatn hosts six settlements: Foresthaven, Westend, Clearcut, Orkavanna, Migved, and Langanoss.



WESTEND

(island/ town, population: 6500)

Westend is named after a small island close to the town. It is a coastal town that has been established on a peninsula, on the Southwestern coast of Bladvatn.

At the moment, the town has buildings and populations on both the peninsula and the island. With its tall, majestic pine trees decorated by a light fog and grey waves; Westend has a nice landscape which inspires storytellers. From a distance, it is hard to see the town because of the fog and dense forest.

More than six thousand people live in Westend. Forestry, fishing, trading, and ship-making are the most profitable occupations in town, since the ships for the fleet of Bjornua are made here. A trade road connects Langanoss and Westend; fish oil, ropes, herbs, weapons, and animal skins are the most common loads in the caravans that pass through it.

Other than that, Westend has a big market full of various goods such as herbs, fishes, and wild animals. Two dvergr blacksmiths dominate the market with their high-quality

products which are more expensive than the rest.

When travelers pass the guards patrolling the area, they realize that there are two main parts: the inside and the outside. Even if there are no rules on paper, the outer part is reserved for soldiers, guards, military training areas, and small farmlands while the inside is laced with civilians, common areas, and homes.

Tents are more common than actual buildings since most people feel at rest and free in them. The buildings and other structures (port, bridges, etc.) are made of pine trees. The Temple of Bear King is the most distinguishable building in Westend. When people enter the temple, a woody scent welcomes them. On the walls, Bear King’s Last March has been depicted with blood and mud.

With long black hair, black eyes and scarred skin, Karsi is a charismatic leader of Westend. He likes hunting both on land and at sea. This ranger in his early 40’s is a strong follower of Ode. Also, he is liked and respected among the inhabitants of Westend.

Even though the rumors about the disease have made their way to this area as well, Blackened Blood and Northern creatures haven’t been seen here as of yet. Even so, both Bearford and civilians perform rituals and make sacrifices, in order to keep these threats as far away from them as possible. Bearford’s ritual to ward off Northern creatures involves manifesting the sound of a horrible bear roar, which frightens the creatures and keeps them away.

CLEARCUT

(hamlet, population: 100)

Clearcut is a hamlet, surrounded by a dense forest, close to Westend. It was established to help with the need for ship-making in Westend.

Other than forestry, people make a living through collecting mushrooms and hunting wild animals. The people of the hamlet do not interact with Westend that much, they only come and sell their items in the market and then return to the forest.

Clearcut is ruled by Karsi, who is the ruler of Westend. Even though he does not visit the hamlet, he often sends people to supervise.



ORKAVANNA

(village, population: 750)

Orkavanna is a coastal village on the North side of Bladvatn. It is close to Waters of Volli and this proximity causes trouble in fishing and trading: Folks see some creatures and hear strange voices from where Norsvik used to be.

Orkavanna was bigger in the Second Age, before Norsvik island vanished. However, today, it has become more like a village with some empty houses and a desolated port. Many people left town because of the impending danger. A light fog covers the settlement, forest, and the port.

Orkavanna is ruled by Einarr, a powerful barbarian who is deeply absorbed by his allegiance to Ode. He has been ruling the village for more than 12 years. He continually tries to improve the conditions here, by means of contracts with merchants and other settlements. Nowadays, people make a living through brewing, drapery, and mining. Mining is not efficient, as it is to be expected, but people still try to mine from the tiny little iron deposit near the village.

When travelers wander around the village, they can feel the pessimism and darkness of the area weighing on their hearts. People are afraid of what lies ahead and struggle to even survive the day. Einarr's home is one of the most well-maintained buildings in Orkavanna. He lives in a two-story building with his family of two wives and three children. There is a one-story wooden building close to the nearby forest, which is one of the centers of Bearford. Four or more guards patrol the area surrounding the building.

ORKAVANNA



LANGANOSS

(village, population: 650)

Langanoss is a small, coastal village on the West of Bladvatn. The village sits on a rocky shore, with a small port that is its most dynamic part, with many different products coming here via merchant ships. Buildings are made out of wood and stone, and are well-maintained and agreeable.

Sil is the new, young and beautiful ruler of the village. She took over the power by murdering the chief and his relatives after the chief tried to capture her. She is liked and respected among the villagers.

The villagers of this beautiful settlement make a living with trading in general. Other than that, fishing, tailoring, and herbalism are the main sources of income.

LANGANOSS



RUMOR

Some believe that Sil is so beautiful that she will be the mother of a bear born, in Ode's place. They also believe that Ode might assassinate her out of jealousy if such an event takes place.

MIGVED

(town, population: 5500)

Migved is a mining town situated below the skirts of the Horn Mountain, which hosts a rich iron deposit and also some tiny deposits of various other minerals. The majestic mountain covers up most of the view in the horizon, the buildings of town look tiny in contrast to its size. Stone buildings and the smoke rising from their chimneys, are the first sights that travelers see from a distance.

A dark and pessimistic atmosphere awaits the travelers. Townspeople wander around, only minding their own business, people show little or no interest in entertainment and social activities. Most people work in the mines to make a living. Other than that, crafting is a very profitable job here, since raw materials are cheaper in town.

Korni Svardisson has been the ruler of Migved for five years. He is the son of the Svardisson family, the members of which are well-respected and powerful. Despite this, Korni isn't liked in the community because he has an appetite for gambling, fights, and strumpets.

LANGANOSS HORN MOUNTAIN MIGVED



VERGALA

(Set of islands, population: 35.370)

Vergala is an island on the Northwest of the South Sea, which makes it more vulnerable to the dangers of the Northern creatures. Most of Vergala is affected by the fog and its maddening, pessimistic effects. The weather is colder, the sea is harsher, and the people here are tougher.

People do not feel safe because of the harsh living conditions, and the settlements are protected more heavily than other settlements, on other islands of the South Sea. People do not feel safe, so they do not wander around the island alone; they travel in groups when it is absolutely necessary to leave the island.



Despite these harsh conditions, the population is greater than expected because of the job opportunities that are available here; one can find miners, mercenaries, sailors, captains, and many more.

Asgrim, Protector of the South rules five main parts which may divide into smaller sections: Kannon, Northholder, Vargha-fa, and Foggy Isles. He is a powerful figure in the whole South Sea region.

NORTHHOLDER (ISLAND, POPULATION: 20.150)

Northholder is a big and boomerang-shaped island situated on the Northwest. The island is one of the biggest in the South Sea. More than 16 thousand people live in Northholder in spite of all the dangers it harbors. Stone Peak stretches from the South to the North with its desolate, frosty passes and rough winds. When the sun goes down behind the Stone Peak Mountains, people avoid being outside.

The Northern wall is a gigantic, new wall that crosses Northholder from the Northeast to the Southwest. It is made for the protection of the settlements from the Northern creatures. Asgrim, the Protector of the South, and the leader of Vergala, lives in Northholder.

The island is made up of three big settlements: Stone Peak (Bjarg), The Town of Northholder, and Seabinder. Even though there are a lot of inhabitants living here, there are only three settlements due to the harsh living conditions of the area.

STONE PEAK- BJARG

(town, population:5100)

Stone Peak, also known as Bjarg, is a mountain town on the Southwest of the island. It is nested under the skirts of Stone Peak Mountains and is surrounded by a dense pine forest. From the top, it is a mess of gable roofs and grey smoke. The buildings are simple and made out of wood. A strong, wooden wall with four watchtowers surrounds the town.

More than five thousand people live here. During the day, the wide-set streets are busy with a bustling crowd but at

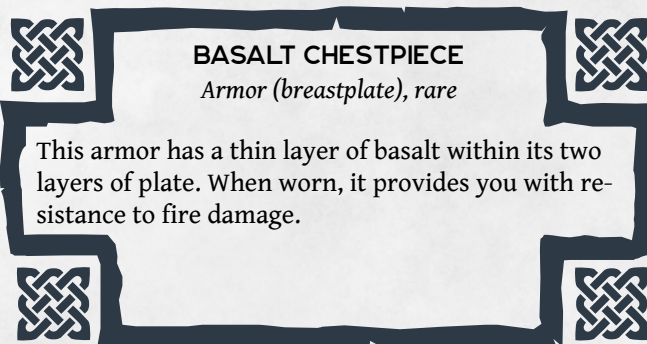
night, the streets are empty; all the doors and windows are closed firmly. Only two buildings look as though they have any semblance of life: The Icy Pants Tavern and Woodscar Inn.

Kadje is the ruler of town, she is a half-jotunn at the age of early 40s. Strikingly strong looking with red hair and flawless skin, Kadje is well-respected and liked among her people. Moreover, Asgrim, the Protector of the South trusts her.

In Stone Peak; learning, teaching, and practicing how to fight are each rooted in tradition. Children practice with wooden swords on the streets while adults visit the fighting pits. Thanks to this tradition, most of the population knows how to fight or they at least know one or two moves. Kadje, as well as other powerful figures in town organize fights and reward the winners.

The people are generally friendly to travelers and explorers. Most of them make a living through silver mining. A small silver deposit provides a great deal of job opportunities for people, while most of the raw silver is transported to the Town of Northholder. Other than that, there are small deposits of basalt and obsidian that could be found at the skirts of the mountain.

Stone Peak has a big market that sells a variety of products: herbs, foods, alcoholic beverages, armors, weapons etc. But the most well-known products of this town are the weapons, as there are some talented human and dvergr hammersmiths in town. These hammersmiths craft a unique armor called Basalt Chestpiece, which is unique to Bjarg.



A fair-skinned, old woman with big, sad eyes and white hair, The Cryer is a legend. She established Stone Peak more than twenty years ago. From that time to today, she mourns with never-ending pain. No one knows where she came from, why she cries, or even her name. Even though the details of the story remain unknown, some claim that she once loved a man named Absollon from Green Light of the East, but she was cheated and lost her child, then escaped from Svilland to Stone Peak.

NORTHOLDER TOWN - LITTLE NORTH

(town, population:11,500)

Northholder Town, or Little North, is one of the largest settlements and is named after the island. Northholder is both on the trade zone and is strategically important as a military base. Merchants and soldiers often visit the town to complete their tasks.

Strong, stone walls; a creepy, dense forest and Northern walls stretch from the North to the South of Northholder; however, this epic landscape can barely be seen through the heavy fog. Also, the shadow of a big cemetery just outside the city covers it as well. It was made for the soldiers who trained here and died for Vergala. The soldiers who died somewhere else, are brought to this cemetery if the conditions allow.

There is a rumor among townspeople which suggests that Asgrim is in the process of creating an undead army for himself. Although this rumor is false, especially young people tend to avoid getting close to the cemetery or even the Southern walls. They think that the so-called army is created in the cemetery.

Strong walls surround the town, and these walls are supported with stones and heavy chains on both the inside and the outside. Interestingly, the Western Wall of the town is also a part of the Northern wall. Some objected to becoming a part of Northern wall, but Asgrim was not happy about it. According to him, people must stay strong not only for their own sake but for the sake of others as well.

The town is home to more than 11,000 people. The inhabitants are the ultimate mixture of races, occupations, and traditions. The people of town do not care about these factors that much, since they are pre-occupied with the struggles of everyday survival. The number of animals is on the fall, while the fog has been getting heavier day-by-day for the last decade.

Folks make a living through silver and iron mining. Similar to Bjarg and the Stone Peak Mountains, the silver deposit is small here. The entrance of the mines is on the inside of town, and there are three big holes around town through which the workers can enter the mines, using the rope and wooden stairs. The holes and the tunnels are better in condition, than any other mines in the South Sea since the dvergar of Northholder helped with the construction.

Asgrim, the Protector of the South and the leader of Vergala, lives in Northholder. A well-liked and well-respected for his compassion and bravery. He wants to change the worsening conditions and to stop Black Winter's arrival. The Northern walls are the result of this ideal to stop the dangers coming from the North. Asgrim also has some half-jotnar and dvergar under his command.

Death of soldiers is one of the great sorrows of Asgrim despite the greatness of Valhalla that awaits them in the after-life. He always tries to attend their funerals, and if a soldier dies heroically, Asgrim offers his blood to the family.

Once travelers enter Northholder, through the big wooden gates, they are met with stone houses, clean streets, and a busy crowd. Generally speaking, the atmosphere is dark, foggy and melancholic. However, many can see that this is what remains of a once joyful society. They can spend time in town full of craftsmen, taverns, inns, armories, and tailors.

BUHEFNARSHADE

Buhefnarshade is a forest, situated behind the Northern wall of Northholder, and it looks fertile and strong. However, hunters do not prefer to go there since it is known that there have been some bûhefnar sightings in it. Many people report their sightings to the soldiers and Arnketill, however, they have not found any bûhefnar in the area as of yet.



SEABINDER

(town, population: 3550)

Seabinder is a coastal town on the South of Northholder. Heavy winds wash over the sharp rocky shores. The wild waves are strong enough to make ships capsize. Due to these conditions, there are very few ships in this town. From a distance, it looks like a safe and reliable spot among endless storms.

Tall, stone walls surround the town. When travelers enter the town through the wooden gates, they see the messy array of homes that host more than 3000 people. However, most of them would prefer to have other homes as opposed to the piece of rubble they live in.

Most of the income of the people comes from forestry and carpentry. The carpenters are so famous with their work that they have their own market. Carpenters mark their work with a small clamshell carving behind the wooden pieces they craft. On the other hand, clam-collecting and trading are also a viable source of income.

The wood for carpentry comes from forests nearby. On the other hand, there are some who come here with some special kinds of wood to process. There is a building in the center of the town, which belongs to the carpenters. One of the best

well-known carpenters is Ingella and her daughter's work. They work the wood together.

This town is ruled by a seidr called Korun who believes that the spirit of his ancestors have reached out to him through the seas. Korun leads a spiritual life, for the most part; and he has no interest in politics.



KANNON (ISLAND, POPULATION: 20.150)

Kannon is one of the biggest islands, following Northholder. There are only two settlements here, a town called Ravenshore and a hamlet named Heinarfi. High-Density pine forests cover the biggest part of the island, and there are also some little lakes and ponds, scattered here and there. The forest hosts a great variety of creatures.



RAVENSHORE

(town, population: 7200)

Ravenshore looks like a raven's nest, resting on a cliff with wooden walls, watchtowers, and messy stairs. The walls are strong and approximately 5 meters tall. The watchtowers are used by the guards 24/7.

Raids, trading, and blacksmithing are the main sources of income. Three blacksmith shops meet any and all the demand in town for weapons and armory. Moreover, the excess is sold to other towns of Vergala. More than twenty people are working in each blacksmith shop. Other than that, fishing, forestry, and medicine are also favored occupations. Some people craft special oils and medicine with coral fungus, which is a big, black fungus with tiny, grey specks on it.

Unfortunately, the sickness in the island region has reached Kannon as well. Blackened Blood has begun to be seen in some town-dwellers, most of whom have been taken to the big tent in the town square. At the moment, some healers are trying to cure the illness.

The town is ruled by Arnketill Arneson, cousin of Asgrim, the Protector of the South. Arnketill bound his allegiance to Asgrim, as he respects and likes him. They are friends and brothers in battle, as they killed their relatives together, in order to rule Vergala.

When travelers enter Kannon either from the shore or through the wooden gates, they see stone buildings built with misshapen rock pieces removed from the sea. Soldier barracks are also distinguishable. There are ten big military barracks that host nearly 500 soldiers. The town has trained its own soldiers in a small training area near the barracks. Travelers can usually see soldiers training in these areas. The marketplace is crowded; here one can find inhabitants as well as merchants, adventurers, and travelers. One can find cheaper weapons and armory here.

One of the most well-known places in the settlement is a tavern called Mean Eggs. It is a two-story, half-wooden, half-stone building, close to the entrance. It is said among the town-dwellers that, the name of the tavern comes from the wyrm eggs that were served in the earliest days of the tavern. It is said that Sigeti, the owner, bought two giant eggs from a thief who did not know the real worth of the eggs, and served them to the guests.

HEINARFI

(hamlet, population: 210)

Heinarfi is a hamlet, close to Ravenshore. Wooden walls surround the hamlet the gate is always closed. Travelers cannot enter the hamlet unless they are invited. The gates are opened once a week to transport goods and products to Ravenshore.

More than 200 people live inside this mysterious hamlet in four big buildings and a small temple. The truth about the hamlet is talked about, among the people of Ravenshore: and it is said that all the residents are members of the Gudkell family. They, along with their entire ancestry, were cursed by a powerful seidr after the family tried to take control over Vergala fifty years ago.

Many people believe that they suffer from a horrible disease and they cannot go outside the hamlet. The ones who go outside for trading purposes cover their faces with robes and scarves. Moreover, some people consider them to be the source of Blackened Blood. For this reason, the family lives under the threat of possible attacks. They recently built two wooden watchtowers to monitor these possible threats.

VARGHAFA (ISLAND, POPULATION: 7020)

Varghafa is an island located to the South of Northholder, and they are close to one another. It is a big island with a great variety of plants and animals, while the population is around 3000 people. All the settlements on the West have been evacuated because of wild creatures and the heavy fog. Wilderness has been taking over the old settlements and the ice-hearted

have become the new residents.

Two settlements remain on the island, a town called Nandr and a village called Ironpit. Asgrim, the Protector of the South, is the ruler of Varghafa. He thinks the island to be important since most of the longships are built here. From time to time, he assigns people to ensure security and discipline, but other than those times, he regularly visits Varghafa.



NANDR

(town, population: 6500)

Nandr is a coastal town situated on the North of Varghafa. It is on a high cliff; people go to the shore and the port with stairs and ropes. In this way, the town is better protected from the threats coming from the sea. From a distance, the watchtower is the most distinguishable feature in town. At night, guards light a large firepit on the watchtower in order to help the sailors find their way.

The port is always crowded with residents, workers, sailors, and merchants alike; all of whom are busy with their jobs. The East of the port is reserved for shipbuilding, and many people work on the building and the repairing of ships for the Vergala navy. Asgrim, the Protector of the South does not allow the building of private ships on this port.

Nandr has a rather developed economy, which is mainly supported by shipbuilding, forestry, and fishing. Other than that, medicine and blacksmithing are favorable occupations. The people of Nandr are hardworking, they have hard jobs, which they do for long hours, but they never complain. Religion and entertainment hold a very important place in their lives.

The town is surrounded by strong, wooden walls and there is a small Aegir temple at the port. Travelers are welcomed here, and when they enter the town, they see small wooden houses, narrow streets, as well as numerous shops. Nandr has a big market that is full of various products. Osi's Corner is a famous shop near town square, and there are always people around this shop.

Osi is a mad alchemist who makes a living through gambling, or in other words, placing bets. He offers money to people to drink the potions he makes, and the audience can also bet on the effects by looking at the texture and smell of these potions. He always brews new potions, but here are the most unforgettable ones:

Name	Effects
Axe Terror	You make a DC 13 Wisdom saving throw, and on a failed save you are terrified of axes for 1d4 hours. You scream, cry and become frightened
Potion of Just Swimming	For the next 1d4 hours, your swimming speed increases by 15 ft., while your walking speed decreases in the same amount.
Potion of Attraction	You are physically attractive to wild creatures for 1d4 hours.
Potion of Deepsea	You can breathe underwater but cannot breathe on land for 1d4 hours.

IRONPIT

(village, population:520)

Ironpit is a small mining village situated to the Southeast of Nandr. It is established near a hill. More than five hundred people live inside the wooden walls which are not strong enough to keep the villagers secure for a long time.

Most people make a living through farming, hunting, animal handling, and trading. Moreover, there is a small iron deposit crossing the hill, and some villagers mine here.

The environment is dark and pessimistic. It is forbidden for villagers to enter or exit Ironpit in the darkest hours of the night, because guards do not want to open the gates for threats. During the day, however, travelers are welcome in the village. When they enter the town, they are met with tents and a couple of ragged, wooden houses on dark, narrow streets. On these streets, one might come across goats, or some children playing.

Sigearr Venilsson is the ruler of Ironpit. He consults the elders for most decisions. In spite of all its resources, Ironpit is heading toward a miserable future under the rule of Sigearr.

FOGGY ISLES (ISLAND SET, POPULATION:50)

Foggy Isles is an arc of islands located to the Northwest of Northholder. Three small islands and some reefs compose the lands of this area. Two decades ago, the islands hosted two big towns and some villages. However, the fog began to gather on the island. In the beginning, it was seen as a natural phenomenon; however, newborns soon started to die due to suffocation. Then, at first the elders and finally the young, strong people started to get sicker and sicker. Some mutations in people's appearances started to be observed. The fog was so intense that the townspeople had difficulty seeing their surroundings, so these islands were abandoned. There is only one village left on the island, called Stunraud. Nowadays, even the most skilled sailors do not come close to the island. The area is still covered with a dense fog that can lead to misconceptions and can drag people into the unknown.

The structures in the towns of the island are damaged due to humidity and neglect, and especially wooden houses have issues with algae and sticky fog. When the fog arrived, the wildlife disappeared along with humans, and most of the trees died on two of the islands.



FOGGY ISLES



STUNRAUD

STUNRAUD

(hamlet, population:50)

Stunraud is a hamlet, established on the rotten ruins of a town. There are very few creatures left that are still alive on the island; even the trees have perished. Because of the heavy fog, it is impossible to see Stunraud from a distance. When travelers come closer, they see the rotten walls of the old town and the wooden gate which is always open.

The heavy fog makes it impossible to see, and from time to time it is hard to even breathe. Even so, 50 people live in Stunraud. Fishing is dangerous but most of the inhabitants get their food from the sea. People who stay here have faced serious health problems, most of them have abnormalities on their bodies.

EYVINNES (ISLAND, POPULATION:650)

Eyvinnes is a small island between Kannon and Northolder. The island is covered with a dense pine forest and a small mountain in the middle. From a distance, it looks like a peaceful landscape, however, the island is known for a cult whose main purpose is to take revenge from the Vanir who they think were disrespectful. There is no established settlement on Eyvinnes, people live in tents and shacks.

It is hence no surprise that the estimated number of people living on the island is around 650. The followers of the temples are the only inhabitants. The cult was established just after the disappearance of Norsvik where Volli lived.

Iric the Voiceless, the founder of this cult, left the island on the day of the great disappearance. It is said that Iric forgot how to speak due to the horror of what he saw; when he arrived on the island, he was secretly cared for, for months by a young man who secluded himself somewhere on the island. Then Iric went to the depths of the island, built his own shed and started to preach his doctrine.

In said doctrine, he argues that Vanirs are disrespectful to the gods, and that therefore, they should be obliterated. In a short period of time, he rallied many young people around him and began to give them a strict religious education as well as military training. His teachings have survived to the present day, and the old shed of Iric has been enlarged and developed, and his disciples have spread across the whole island

region.

The cult is known for its strict rules, for instance, it is forbidden to have sexual intercourse, to fight with other followers, to wash oneself, to use ornaments, to sing or to listen to songs.



EYVINNES



BOARHARBOR



(island, population: 13.200)

Boarharbor is a small island to the South of Bjornua. A dense forest covers the hills and mountains, animal sounds; ravens, boars, birds, wolves, and bears, are accompanied by the melodic rivers that also provide tasty freshwater.

Two settlements were established on Boarharbor, a town named after the island; Boarharbor and a small hamlet, which provides basic resources to the town, called Fagraddir. Kadall the Bard King is the ruler of the island.




BOARHARBOR TOWN

BOARHARBOR

BOARHARBOR TOWN (TOWN, POPULATION: 13.000)

Boarharbor Town is a coastal settlement on the North of the island. It was established on a long, rocky shore. The atmosphere is peaceful and calm with a nice breeze rolling in from the West and the warm weather. On the horizon, one might see a big navy, well-maintained walls, rooftops and a calm



forest on the background.

Kadall the Bard King lives in Boarharbor Town. Even if he does not participate in any conflicts of the islands, he represents the ultimate power in the South Sea. According to him, he is only the leader of South Sea Council, which meets twice-a-year to decide the fate of the region. The rulers of the islands all owe their allegiance to him, since otherwise, the members of South Sea Council might wage war against the island or simply stop trade.

The main attraction of town is the Whispering Mansion, home Kadall the Bard King. It is a new building next to the town square. Kadall lives in this three-story half-wooden, half-stone mansion by himself. He rarely goes outside, he rather prefers to stay inside and work on spells, runes, and music.

More than 13.000 people live in Boarharbor Town, and most of them are pleased to live here since living here is easier compared to other settlements in the South Sea. Most inhabitants can easily find food and other basic necessities here. Trading is the main source of income for this city. Besides blacksmithing; fishing, tannery and jewel making are profitable occupations. These products might be sold anywhere in the South Sea or in Svilland. The Council provides many opportunities for merchants, a big variety of products are transported from the port of Boarharbor. The town is home to many races, occupations, and traditions. Moreover, there are some traditions specific to Boarharbor. For example, people give seashells to newborns. It is supposed to bring the baby good luck and fortune.

Twice a year, the council meets in Boarharbor. Soldiers, commanders and important figures accompany the island leaders when attending this meeting. For this reason, folks prepare the town; the port and the common buildings are repaired, storehouses are replenished, and the market is expanded. Inns and taverns prepare their rooms and menus.

FAGRADDIR

(village, population: 200)

Fagraddir is a small farming village located to the South of Boarharbor Town. It is in an open area in the forest, the landscape is full of farming lands, wooden houses, and small hills. More than two hundred people live in Fagraddir.

The village is surrounded by wooden walls that look strong and well-maintained. People make a living in farming. Animal taming is also a profitable occupation, and travelers can buy tamed eagles, wolves and some other wild animals from the village market.

The atmosphere is simple and light. Kadall assigned Henna, a young bard, to be the ruler of the village five years ago. She is a skillful ruler who is well-liked and well-respected by the villagers.



NEW CHARACTER OPTIONS

CHAPTER II

Although the people in Svilland and the South Sea worship the same deities, their lifestyles are very different from each other. The people in the South Sea have one simple goal; to survive. They fight against each other, nature, the mystical horrors stalking in the islands and try to survive and be worthy in the eyes of gods. However, there is one thing they fear and respect most and it is the seas. The domain of Aegir and Ran is both a source of life and a depthless pit of horrors in the eyes of the people in the South Sea.

Because of the importance of survival and the seas, in this section, you will see character options based on these two concepts. With these options, it is possible to become a follower of Lady of the Depths, Ran, who can command deep waters and the horrors within them. Also, you can be a character who survived a terrible event in its past whose fame spread to all islands and try to overcome the event or embrace its consequences.

DEEP WATER DOMAIN



Deepwater domain is granted by Ran, Lady of The Depths. She is the wife of Aegir and terrorizes the open seas with her daughters known as The Waves. She demands her followers to do the same and grant the powers of the depths to them.

The Deepwater domain focuses on becoming closer to the nature of deep seas. When you become an adept of this domain, Ran grant you powers in return for sacrifices, reflecting her personality. Gothis with this domain dream of deep seas in their sleep and feel more comfortable when they are near to a sea.

DEEP WATER DOMAIN SPELLS

Gothi (Cleric)

Level Spell

1st	<i>bolt of watery death, cage of water</i>
3rd	<i>curse of ran, gust of wind</i>
5th	<i>water breathing, water walk</i>
7th	<i>control water, ink wave</i>
9th	<i>eyes of water, geyser</i>

CALL OF THE DEPTHS

Starting at 1st level, you start to hear a call coming from the depths of the seas. You are now proficient with any checks you make for swimming. Additionally, you have advantage on your Constitution saving throws against drowning, and can hold your breath twice the normal.

Also at 1st level, you can target one more target with your domain spells if you are casting a spell that normally targets a single creature.

CHANNEL DIVINITY: WRATH OF THE DEPTHS

Starting at 2nd level, you can hold your holy symbol high and make land walkers experience the fury of the depths. You can choose one of the two following options;

Deep Fueled Spells. When you cast a damage-dealing domain spell, you can choose to deal maximum damage instead of rolling damage.

King of The Depths. You can also choose to call upon a

Kraken of the depths to aid you. You choose a point within 60 feet Water pours forth at that point and a tentacle spreads. This tentacle can attack a creature within 10 feet of it or try to grapple it.

It has an attack bonus that is equal to your proficiency bonus + your Wisdom modifier. On a successful hit, it deals 2d6 bludgeoning damage. If the tentacle grapples, the target must make a Dexterity (Acrobatics) or a Strength (Athletics) check against your cleric spell save DC.

You can choose to call two tentacles instead of one when you reach 8th level and three tentacles at 17th level when you use this channel divinity.

INK SHIELD

Starting at 6th level, you can conjure an inky liquid to protect yourself as the creatures of the depths do. When you take damage, you can create an inky shield as a reaction to halve the damage. You can use this feature a number of times equal to your Wisdom modifier (minimum once). You regain all expended uses when you finish a long rest.

ONE FROM THE DEEP

Starting at 8th level, you gain the ability to breathe underwater and a swim speed of 30 feet. Additionally, you can change the damage type of any cleric spell you cast to cold damage.

A SACRIFICE TO THE DEPTHS

Starting at 17th level, when you make a creature fall unconscious with your domain spells or cleric class features, you can use your reaction to devote the fallen creature to Ran, Lady of The Depths. In return, up to five allies within 30 feet of you including you regain hit points equal to your cleric level + Wisdom modifier.

You can use this feature only if you aren't incapacitated. Once you use it, you cannot do so again until the start of your next turn.

DM ADVICE ON A SACRIFICE TO THE DEPTHS

Some legends say that powerful gothis of Ran has the ability to send souls to their lady. This ability can also be interpreted in this way. You can choose to send the fallen creature's soul to Ran so that she can add it to her treasure. The souls devoted this way can only be resurrected by a Wish spell.

BACKGROUND CHILD WHO SURVIVED

You have learned this brutal life at a young age and experienced it in a fast way. In your childhood, you witnessed a raid that has changed the way you live. It might be a raid to your home or a raid that your people conducted. You survived somehow and now you try to live your life with your loss.

Skill Proficiencies: Medicine and choose one from Survival, Persuasion or Deception

Tool Proficiencies: Disguise Kit or a Gaming Set

Equipment: Something that reminds you of home, a set of common clothes and a belt pouch containing 15 gp.

A TERRIBLE EVENT

What happened in that raid affected you and change something in you. Thou raids are common in the Svilland lands, being in the middle of one as a child is something else.

d8 Personality Traits

- 1 Your parents saved your life but gave their own.
- 2 You manage to run away but lost your way back.
- 3 You try to fight the raiders but injured badly and passed out.

- 4 You and your parents manage to run away but your home was gone.
- 5 Raiders took you with them but you manage to escape after a while.
- 6 You managed to hide. After a while, some adventurers found you and rescued you.
- 7 After everything is lost you decided to join the raiding band.
- 8 You hold your ground against the raiders but meanwhile, you lost something very important to you.

FEATURE: FAME OF THE CHILD

What you have been through has spread as a story to the neighbor towns. Many people may respect what you did and some others may dislike you.

Those who like you will likely help, and others may try to harm you. In the end, you are the one whose stories are told to the people at some point.

SUGGESTED CHARACTERISTICS

Those who survive an attack usually may not want to talk

about it. Some may not trust others easily or try to stick together as hard as they can.

They can get attached to gods really deeply or they can choose to denounce this fate gods have unfolded for them. Either way, religion becomes a part of their lives.

d8 Personality Traits

- 1 I like to think life takes away something in order to give something else.
- 2 I try to keep calm and positive in every situation. Otherwise, I think I'll go mad.
- 3 Strong always conquer the weak. Nothing I can do about it.
- 4 Raid was a hunt and now I am the hunter. It's all natural
- 5 I am always honest to my closest and I expect them to be honest with me.
- 6 I trust lonely people more than others. I was once in their shoes and gods know I could use a friend.
- 7 I don't like to talk about what happened in the past. Some say that I am too mysterious about it.
- 8 I talk too much about details. Every little thing seems so important.

d6 Ideal

- 1 What I lived should not happen again. (Any)
- 2 All raiders must die, nothing else matters. (Evil)
- 3 I will create a world that doesn't need raids. (Lawful)
- 4 I will be the best raider that this realm will ever see. (Chaotic)

5 I will never tolerate ruthless killings. (Good)

6 I know, I will find what I lost in the past, withstanding my ground. (Neutral)

d6 Bond

- 1 My family didn't die in the raid and I must find them.
- 2 I will find who raided my home or die trying.
- 3 I owe my life to a friend of mine, saved me from the massacre.
- 4 I am the only one left of my family. I will not let my name die.
- 5 I have a scar that reminds me of what happened, so, I am trying to hide it.
- 6 My parents gave me an amulet that kept me safe in the raid. I don't want to lose it.

d6 Flaw

- 1 When I found myself in the mass combat, I panic.
- 2 I usually scream when I attack.
- 3 When a situation gets intense I start to joke and make funny noises.
- 4 Seeing blood makes me nauseous.
- 5 I carry too many weapons. Not even gold coins value more than a dagger when your life is on the line.
- 6 I show my love with insults.



NAVAL WARFARE

CHAPTER III

A considerable part of a Svillander's life passes on the seas. In lands only partially fertile, Svillanders must fish for food and sail for trade. Furthermore, tribes and jarldoms are seldom at peace. With resources and riches that are limited, the best and sometimes the only way to acquire wealth is to take it from the neighbor by spilling blood.

Naval warfare is a tradition of shipbuilding and sailmaking that the Svillanders mastered throughout centuries. Svillanders have many ways to make their boats, fill their sails, and hunt for food or riches.

Here, you will find all things related to naval warfare. It

contains new game mechanics unique to the Svilland. The Crew section describes how a crew is formed, recruited, paid, and controlled.

The Longship section includes everything about Svillander ships. Ship Level and Archetypes section provides archetypes for ships. The Glory section is about crew levels, traditions, and reputation. Furthermore, hints on docks are told in The Land and harshness of the waters are told in The Sea.

Finally, you can find details of Battle Rating and crew formations in The Battle and statistics of ships and crews in the Crew and Ships section.

THE CREW

A chief can gather the best ships available on the ports to the fleet. They may all be huge and frightening drakkars. Yet, a ship is nothing without its crew. In fact, the crew is often the heart. With the crew, battles are won and challenges are overcome. Even in a little snekkja, a tough crew of a good chief can make marvels.

This section is about the crew. It provides information about gathering new crew members, calculating the number of crew that can be kept, and dynamics of crew morale and its effects. The stat blocks of the crew types listed under gathering the crew can be found in the Crew in the Monsters section of this book. The shieldmaiden and factions elites can be found in the Svilland Campaign Setting.



GATHERING THE CREW



You gather your crew from towns and capitals. The availability of warriors that look for work varies according to the population of the settlement you are in. For lowly populated towns or cities, the rooster renews every month, while in crowded ones it may renew every week. An important event at DM's discretion may also renew the crew rooster, such as a call of a jarl for raid in a city.

You can pay monthly wages for long-term or daily wages for instances of specific voyages together.

GATHERING CREW

CREW	CR	C/DAY	C/MONTH	% TOWN*	% CITY*	SHARE
Flotnar	0	1sp	3gp	1d20	1d100	1
Aeska	1/8	2sp	6gp	1d12	1d20	2
Dreng	1/4	1gp	30gp	1d10	1d12	3
Thegn	1/2	2gp	60gp	1d8	1d10	4
Vikinger	1	2gp	60gp	1d8	1d10	4
Berserkr	2	10gp	300gp	1d4	1d6	8
Huskarl	3	20gp	600gp	1	1d4	10
Shieldmaiden	3	20gp	600gp	1	1d4	10
Gothi	4	40gp	1,200gp	1	1d3	15
Faction Elite	5	50gp	1,500gp	1	1	18
Rune Walker	6	75gp	2,250gp	50%*	1	25

* Possible number of the crew you can find in a town or city.

This table is a general depiction of how many crews can be found in a common town or city. Of course, some settlements specialized on crews or ships may have more of them available. Additionally, some settlements may be known for their unique kind of crews.

If a chief has a great reputation, the news of the chief recruiting new crew may spread to neighboring towns or even cities. In that case, Dungeon Master can decide how many more crew is coming to the settlement for a chance of being recruited.

RECRUITING ELITE SOLDIERS

Drakkar skipans in Nionaem, vartr blades in Alsvartr, and thunderguards in Green Lights of the East can be recruited to your crew. Additionally, huskarls exist in any town or city where there are noble houses and clans.

However, these are considered to be elite soldiers of the nobility and are special retinue of jarls or monarchs. If you are not a noble, an elite soldier would not agree to join you unless you have the noble's consent. Of course, there may be unusual circumstances that would make such soldiers join you, at the DM's discretion.

DIVIDING THE PLUNDER

You can also convince them to wait for raids and be paid by shares of plunder. As a rule of thumb, you can calculate your shares as per level. For example, if you are level 10, you have 10 shares of the plunder in a raid. For items that cannot be divided, you can divide them after you sell them or work something out such as giving away some of the gold pieces in order to keep items.

Please note that if the share(s) of plunder is not enough to pay the wage of a crew member, they may get upset about being underpaid and leave the crew, or even rebel. This depends on the frequency of plunder over the time. If the crew is used to have monthly raids, being underpaid compared to monthly wage in one raid may get them upset. If they are used to seasonal raids, being underpaid compared to 3-months wage may get them upset.

STRENGTH OF THE CREW

In Svilland, one has to prove his or her strength to gather and command a crew. Warriors don't respect and serve those who are not considerably stronger than them. Additionally, not everything is coins for Svillanders. They often value serving under a worthy chief more than the plunder they get. Many Svillanders are careful about the sermons of Odin, which tell them not to act without wisdom. Following a chief that has a lot of money but not a lot of guts to achieve things, make crew members vary. Thus, if your crew size exceeds the reserve given in the following table, expect a decrease in crew morale.

Thus, you can use the directives below to determine the number of crew you can have depending on your party level and their CR.

The maximum CR of a creature you can hire on your crew is one-third of your average party level, and you can use your average party level as CR reserve of humanoids that you can have on your crew. For example, as a party of 10th level characters, you can hire a creature that is at most CR 3. You can have 5 CR 2 creatures, or 10 CR 1 creatures, or 20 CR 1/2 creatures, or 40 CR 1/4 creatures, or 80 CR 1/8 (treat CR 0 as CR 1/8 for this calculation) creatures in your crew.

You can hire crew members that have challenge ratings higher than your calculated maximum. Yet, such members will know they are so strong for their chief that they would want higher wages, more shares of plunder, or perhaps more control over your actions.



Average Party Level	Max CR	Crew CR Reserve*
1	1/4	1
4	1	4
10	3	10
15	5	15
20	6	20

* CRs sum upto this number



SIZE OF THE FLEET



There is no stone-scribed rule that limits how many boats you can have with your party. However, as the size of your fleet grows, so does the size of your power. It is a respectable thing for a warrior to have a ship filled with soldiers. They bring their ship to battle when the jarl raises the banners.

However, rulers of any level, from local to royal, are cautious for those who reaches to a power enough to challenge them. Thus, they may not permit you to have more than a ship, or a number of ships. You may need reputation or even title in a region or kingdom in order to have a fleet without being declared a rogue or rebel army. There is a naval guild that supervises the number of ships chiefs have. They also dispatch bounty hunters on rogue navies.

The table below can be a general chart for the Dungeon Master to determine the suitable size of the party's fleet;

Party Level	Fleet Size
1-4	1 ship
5-10	2 ships
11-15	3 ships
16-18	4 ships
19-20	5 ships
21+	+1 ship/level



CREW FEATS



There are special abilities and expertise that are needed for naval warfare. Some crew members may possess special feats that they can provide to your service. If you are trying to recruit a gifted crew, simply calculate the gifted crew member from the pool of a crew type that is 1 level of CR higher.

For example, if you want to hire a vikingr with a feat, you can hire it from the pool of berserkr. That crew member's challenge rating is calculated as 1 CR higher for any calculations involving challenge ratings, such as Battle Rating.

Below are the list of features crew members can get, and their use in boat combat;

Grapnel Thrower. The crew member is trained on how to throw grappling hooks to the enemy boat and pull the ropes to board the boat. The member makes a ranged attack against AC + 5 of the target boat to lock the hook. On a critical hit, it is more difficult to release the hook from where it is stuck.

Boulder Thrower. The crew member is trained on throwing down large stones to the enemy boat. A boulder cannot be hurled directly on a creature if the hurler is smaller than Huge size. It is a weapon that gets aid from gravity, thus it only deals its full damage to the deck of a ship, it deals half of its damage to bow, stern, gulleets or creatures (unless a creature is directly below the boulder). All types of boulders have a range of 10/20 ft.

Against a boulder that affects an area, target creatures must succeed on a Dexterity saving throw with a DC equal to 8 + thrower's Agility modifier + thrower's proficiency or take half the damage, they don't take any damage if they succeed on their saves.

Boulders deal twice the damage to ships, as if ships are vulnerable to their type of damage. The size, required Strength, damage, and area of the boulders are as follows:

BOULDER	Strength	Damage	Area
Diminutive	11	1d10 + Str	Single Target
Tiny	15	1d12 + Str	Single Target
Small	17	2d12 + Str	10 ft. square

Extinguisher. The crew member is expert at extinguishing flames with water buckets. It makes its rolls with advantage for extinguishing the flames.

Board Warder. The crew member is expert at warding off the boarding enemies. It can use its Reaction to gain +2 on its AC when a hostile creature is making its first attack after moving from the other ship, and it makes its first attack roll against a boarded enemy with advantage.

Expert Sailor. The crew member is an expert at controlling the sails and it counts as 2 crew when calculating the sail management.

Strong Rower. The crew member is stronger in rowing the oar and it counts as 2 crew when calculating the oars' allocated crew.



CREW MORALE



The morale of your crew is one of the most important things to maintain. If your crew is high on morale, they behave and fight better. If their morale is low, they lose their performance in battle. If their morale drops considerably low, they may start a mutiny against you.

CHANGES IN MORALE

There are many things that affect crew morale. The following is the list of possible events that change your crew's morale rating:

Morale Affecting Event	Morale
Not enough variety in food, or no vegetables or fruits.	-1
No alcohol to consume.	-1
No food to eat.	-3
Variety or quality in alcohol to consume.	+1
Throw a feast for your crew in a reputable inn or tavern.	+1
Letting a bard perform for a night for your crew (DC 15 for succeeding on cheering the crew, can be done per week).	+1
A quarter of the crew has died after a battle.	-2
Half of the crew has died after a battle.	-4
Only a quarter or less of the crew survived after a battle.	-6
Became victorious in a battle where you overpowered your enemy.	+2
Became victorious in a battle where you were relatively evenly matched.	+4
Became victorious in a battle where you were weaker in size.	+6
Plundered less coins than what you have promised to your newly gathered crew.	-2
Plundered coins that are enough for what you promised to your newly gathered crew.	+2

Plundered coins that are more than what you promised to your newly gathered crew.	+5
Did not pay your crew's whole salary or paid none at all for a month, or did not give their full share from plunder or gave none at all.	-3 to -6
Achieved a reputation bringing title*	V

*Add the number of reputation gain as morale, and this does not stack with events listed in this table, use those in this table if they cover the same event

Let your crew have fun in a port for a few days.	+2
Let your crew have fun in a raid (Depending on the fun's nature, this may be -3 for gothis and alles who oppose such actions)	+2
A storm that came out of nowhere, which your crew thinks is the wrath of a god.	-2
You banished troublemakers from your crew (Only works if you are in negative morale, cannot increase morale over 0).	+1
You executed troublemakers from your crew (Only works if you are in negative morale, cannot increase morale over 0), this action decreases your chances and number of recruitment by 25% for a month.	+3
You executed a quarter of your crew to show them dread of your authority (Only works if you are in negative morale, cannot increase morale over 0), this action decreases your chances and number of recruitment by 50% for two months.	+5

MORALE RATING

Your crew's morale rating determines their effectiveness and likeness of mutiny. The following are the morale ratings and their effects on your crew:

Morale Rating	Standing	Effects
10+	Cheerful	Your crew has +25% hit points in battle. Also, they talk happily in ports about you, increasing your chances and number of recruitment by 50%.
5-9	Good	Your crew talk happily in ports about you, increasing your chances and number of recruitment by 25%.

1-4 Normal No effect.

-5-0 Poor Your crew complains about you in ports, decreasing your chances and number of recruitment by 25%.

-10 --6 Angry Your crew has -25% hit points in battle and they may not follow your orders. Also, they complain about you in ports, decreasing your chances and number of recruitment by 50%. There is a 50% chance of mutiny.

more clever ways as well, such as stealing the ship away when the chief is on shore.

The chances of mutiny is 10% for each -1 morale rating. For example, the chance of mutiny of a crew that has -4 morale rating is 40%. A crew may attempt mutiny once in each week, or when their chance appears, at Dungeon Master's discretion.

Not every mutiny has to end destructive. You can reach an agreement with your crew if you manage to calm them down. Typically, mutinies with crew morale of -1 to -3 can end with a sort of compromise on your end, such as letting some of them (troublemakers) have some coins and leave, or providing them their unmet needs if you possess them.

For mutinies that started with -4 to -6 morale, things can end badly. Still, they can prefer to eliminate you but letting you survive. For mutinies that started with -7 to -10 morale, expect a knife on your throat if you lose the fight.

MUTINY

When your crew's more is under 0, there can be a mutiny. In a mutiny, the crew typically eliminates their chief and officers by killing them or throwing them into the sea. They can find

THE LONGSHIP

Longship is the life of a vikingr, and it has a major part in Svillanders' culture. It is the most important companion to have on the rough seas, in order to wage war or do trade between towns, cities, and kingdoms. In this section, you can find types, parts, addons, upgrades, and archetypes of longships.

With addons, a longship can be equipped with many different tools, from the famous shield slots to the deadly giant slings. Ships also can be upgraded with different planks or sail materials to enhance their properties.

Archetypes of the ships are gifts of Aegir. Svillanders believe each ship has a specific role and destiny. Some ships are better warriors, while others are fast scouts, even if the type of these two ships are completely the same.



SHIPS IN SVILLAND



There are many types of longships, as well as a lot of variety in their build and equipment. They come in all sizes and roles for the seas. While the knarr is a bulky and slow trade ship with only one bow (front), the snekkja and others are longships of war.

One of the most important things for a longship is the size of its crew, and larger ships have a significant advantage over others as they can host dozens of warriors ready to board their foes.

Ship Name	Ship Size	Crew Required	Maximum Crew	Ship Space	Ship Price
Knarr, Coastal	Small	6	8	None	3,000 gp
Knarr	Small	8	10	1 Small	8,000 gp
Snekkja	Small	11	15	1 Small	10,000 gp
Skeid	Medium	15	24	2 Small	20,000 gp
Skeid, Great	Medium	21	30	1 Large 1 Small	35,000 gp
Drakkar	Large	26	36	2 Large 2 Small	55,000 gp

PARTS OF THE SHIP

A ship has six essential parts when considering naval warfare in Svilland; the bow, the port board, the starboard, the back and the deck.

Bow. The front of the ship. This is an empty area reserved for navigation.

Port. Left side of the ship.

Starboard. Right side of the ship.

Stern. The back of the ship. In Svilland ships, front and back of the ships are identical and a ship can cruise both ways as if front using its sterning oars.

Deck. The middle and largest part of the ship. The crew lives on the deck. When the deck takes an amount of damage that is equal to or more than two times of its damage threshold, a hole opens on it. The crew must attempt to clog the hole or the ship sinks, see The Sea section for the hole hazard. When the deck takes massive damage, a large hole opens on it. There is no way to clog such a hole (except by magical means) and the ship sinks in 1d4 rounds.

Each part of the ship has its own hit points and damage threshold. A good longship chief needs to carefully navigate the ship in battles in order not to expose a part that is damaged. When a part of the ship reaches to 0 hit points, it is destroyed and the ship's deck starts to take water damage as water fills the deck. Enough water damage on the deck can sink a ship. Nature and effects of water and fire damage are described in The Sea (p.52) section.

PROPERTIES OF THE SHIP

A longship has a number of major properties. Crew required is the minimum number of creatures required to operate the ship. Ship space is how much spare space a ship has, where addons can be allocated. Addons are various allocations, tools and equipment that makes a ship more powerful. Upgrades are special materials and other upgrades that a ship can have.,

CREW REQUIRED

Crew required is the minimum number of crew members to sail and navigate the ship properly. These crew sleep in their positions and thus do not require additional crew space to be allocated with available ship slots.

SHIP SPACE

Ship space can be utilized to have addons on the ship. There are various addons a chief can use in naval warfare, their size can be Small or Large. In the descriptions of the ships, the number of small or large ship space are provided.

ADDONS

Addons are empty spaces on the part that can be filled with various tools or reserved for various needs. Some parts can contain only specific type of objects. There are two boards of a ship and each one has a different addon, however, each board can has a single addon on it.



Addon	Part	Space	Function	Battle Rating	Cost
Boulder Space	Deck	Small	Provides boulders	-	None
Crew Space	Deck	Small	+5 crew size	-	None
Cargo Space	Deck	Small	1 ton cargo space	-	None
Razor Net	Boards	-	Prevents boarding	+1	650 gp
Ramming Head	Bow	-	Better ramming	+2	2,000 gp
Tower	Deck	Large	Advantage on ranged	+1	2,500 gp
Shield Slots	Boards	-	Half cover on close range	+1	200 gp *
Extra Layer	Boards	-	Increases HP and DT	+1	3,000 gp
Board Spikes	Boards	-	Deals damage to rammer	+1	1,850 gp
Board Steps	Boards	-	Advantage on boarding	+1	1,000 gp
Tent	Deck	Large	Half cover on long range	+1	500 gp
Battering Ram	Deck	Small	Provides a battering ram	-	5 gp
Ice Breaker	Bow	-	Can break ice on the sea	-	450 gp
Giant Sling	Deck	Small	Shoots bolts or stones	+2	400 gp
Giant Sling, Large	Deck	Large	Shoots bolts or stones	+3	870 gp
Cauldron	Boards	-	Spills fire oil on enemy	+3	1,000 gp

* Given that number of crew members equal to your ship's required crew have shields, if they don't, also add the cost of the number of shields that are missing.

Boulder Space. The slot is reserved for boulders. Crew then can pick up the stones and hurl them onto the enemy ship.

Crew Space. The slot is reserved for a crew member to habit. Without a crew space, a crew member cannot habit the ship and thus cannot be onboard.

Cargo Space. The slot is reserved for cargo that can have a volume of up to Medium size.

Razor Net. A net made of metal, full of small blades and spikes. It is deployed on one of the boards (it takes 1 minute to deploy or to remove it). Any creature that tries to get through that board must make a DC 15 Dexterity saving throw. On a failed save, the creature takes 12 (5d4) piercing and 12 (5d4) slashing damage and is restrained. It takes half as much damage on a successful saving throw. A restrained creature can break free by making a Strength saving throw but it takes the same damage while attempting to do so.

Ramming Head. A ramming head is a hardened piece of wood and metal. It provides Advantage on melee attacks made to ram the enemy ship and adds 35 (6d6) bludgeoning damage to crash damage. It also takes the crash damage instead of the bow or stern, protecting it. The ramming head has 200 hit points (DT 20) for small ships, 250 hit points (DT 30) for medium ships, and 300 hit points (DT 40) for large ships.

Tower. A 20-foot square wooden tower that rises on the deck. Creatures that are on the tower have half cover in close range and make their ranged attacks with Advantage. The tower has 150 hit points (DT 15) for medium ships, and 200 hit points (DT 20) for large ships.

Shield Slots. The board is filled with shields of the warriors. In close range, they provide half cover against ranged attacks

made from 30 feet range.

Extra Layer. An extra layer of planks is fit on the part. It functions as an additional part with its own hit points, damage threshold and armor class. This layer has to be destroyed in order to damage the part it protects. An extra layer has 100 hit points (DT 15) for small, 150 hit points (DT 20) for medium, and 200 hit points (DT 30) for large ships.

Board Spikes. Wooden and metal spikes are fit on the board. On a crash, these spikes deal an additional 45 (10d8) piercing damage to the ramming ship.

Board Steps. Steps are carved onto the inside of the board. Creatures that are attempting to board the enemy ship makes their first melee attack with Advantage.

Tents. Cloth and net tents are stretched over that area of the deck. It provides half cover against ranged attacks made from 60 feet to 120 feet range. On the other hand, crew within the area of the tent also have disadvantage on their ranged weapon and spell attacks.

Battering Ram. A portable battering ram is put on the slot. Two crew members can use the weapon to inflict 11 (2d10) bludgeoning damage on the enemy ship.

Ice Breaker. A metal-plated tip fixed under the bow of the ship. Ice breaker enables a ship to navigate in icy waters by breaking the layer of ice on the top of the water.

Giant Sling. A giant bow or sling that is fit on the ship, pulled by two sailors. It shoots bolts at the size of spears, or hurls large boulders of stone. A giant sling has a line-of-attack of 90 degrees, it cannot attack targets that are not within this line of sight.

GIANT SLING

Medium Object

Armor Class 15
Hit Points 50

Damage Immunities: poison, psychic

A giant sling is in the shape of a giant bow or sling. If it is a bow, it shoots bolts at the size of a javelin. If it is a sling, it can shoot stone or burning boulders.

Bolt. *Ranged Weapon Attack:* attack bonus to hit varies (ranged attack bonus of the operator), range 120/480 ft., one target. *Hit:* 26 (3d12+ 9) piercing damage. If the sling makes a critical hit and if there is another creature directly behind the one that is hit, the sling can inflict damage on that creature with the same attack roll.

Boulder. *Ranged Weapon Attack:* attack bonus to hit varies (ranged attack bonus of the operator), range 90/360 ft., one target. *Hit:* 26 (3d12+ 9) bludgeoning damage or 16 (3d10) fire damage.

Giant Sling, Large. A larger version of the giant sling that is able to shoot or hurl even larger projectiles. A large giant sling has a line-of-attack of 90 degrees, it cannot attack targets that are not within this line of sight.

GIANT SLING, LARGE

Large Object

Armor Class 15
Hit Points 75

Damage Immunities: poison, psychic

A large giant sling is in the shape of a giant bow or sling. If it is a bow, it shoots bolts at the size of a spear. If it is a sling, it can shoot stone or burning boulders

Bolt. *Ranged Weapon Attack:* attack bonus to hit varies (ranged attack bonus of the operator), range 120/480 ft., one target. *Hit:* 47 (5d12 + 15) piercing damage. If the sling makes a critical hit and if there is another creature directly behind the one that is hit, the sling can inflict damage on that creature with the same attack roll.

Boulder. *Ranged Weapon Attack:* attack bonus to hit varies (ranged attack bonus of the operator), range 90/360 ft., one target. *Hit:* 47 (5d12 + 15) bludgeoning damage or 27 (5d10) fire damage.

Cauldron. A large iron pot that spills fire when poured, inflicting 33 (6d10) fire damage over a 15-foot cone, creatures that are caught on the cone must make a DC 13 Dexterity saving throw, taking the full damage on a failed save, or half as much on a successful one.

A cauldron is Medium sized, has 50 hit points and an AC of 17. If the cauldron is destroyed, there is a 50-50 chance that its content may either spill outside or inside own ship, dealing its damage.

SHIP UPGRADES

Certain parts of the ship, such as the sails or planks of the hull, can be upgraded with better materials. Some of the upgrades can be done after a ship is built, while others are ordered within the time of construction as it is not possible to upgrade those parts later.

Upgrade	Cost (Small)	Cost (Medium)	Cost (Large)	Timing	Battle Rating
Copper Plates	1,000 gp	2,000 gp	3,000 gp	Anytime	+3
Cotton Sails	500 gp	1,000 gp	1,500 gp	Anytime	+1
Plank Wax	3,000 gp	7,000 gp	10,000 gp	Anytime	+4
Oaken Planks	1,500 gp	3,000 gp	6,000 gp	Construction	+4
Sacred Carvings	varies	varies	varies	Anytime	varies

Copper Plates. Crude copper plates that are fit on the bow, boards, and stern. It functions as an armor and increases the AC of the ship's part by 2.

Oaken Planks. Oak is one of the strongest timber, both hard and durable. Most prestigious ships are made of oak. Making a ship with oaken planks adds 100 hit points (+5 damage threshold) to its parts.

Cotton Sails. Cotton sails are better than wool sails and enable a faster movement to the ship when it is moving with sails. The sails gain 25 hit points and speed with sail increases by one-third (round down).

Plank Wax. A special wax that is applied on planks of the ship. It halves the chance of fire and removes the fire damage vulnerability of the ship.

Sacred Carvings. Carvings crafted by skilled shipwrights and blessed by gothi or runewalkers provide magical effects and properties on the ship.

SACRED CARVINGS

You can hire gothi and runewalkers to carve blessed runes on your ship. These carvings create magical effects of spells on your ship. Cost of the carvings are as follows:

Sacred Carving Cost = spell level x 1000 gp

It takes half the cost for carving small ships and twice the cost for carving large ones. Your ship can carry two carvings, above that, the magic becomes overwhelmingly strong and rupture the planks, causing the hit points of the ship to halve. Each additional carving after the third halves the maximum hit points again.

Level	Spells	Battle Rating	Effect
1	Carving of Winds	--	Sail speed of the ship increases by 30 feet in stormy areas.
2	Carving of Protection	+1	AC of the ship's parts increases by 1.
3	Carving of Endurance	+3	The ship's parts gain 125 additional hit points by magical powers of the carving.

4	Carving of Guidance	--	Once per day, your crew has advantage on Navigator's Tools checks
5	Carving of Mists	+2	Once per day, a heavy fog (see The Sea section) surrounds your ship, spreading to a 120 feet radius. Your crew can see clearly within it.
6	Carving of Skies	+3	Once per day, your ship can cast <i>Call Lightning spell</i> (Spell Save DC 15), if you are in a storm, you can also roll 1d6 each round and cast the spell if the result is 5 or 6.
7	Carving of Fire Protection	+4	The ship gains resistance against fire damage.

OTHER EQUIPMENT

Sundial. A sort of compass that navigates by the sun rays and shadows. It provides Advantage to the Wisdom (Survival) checks for navigating long voyages that take at least a day. It cannot be used during the night. Weights 0.5 lbs, costs 25 gp.

Sailor's Pack. A bag that contains grapnels, cloth for clogging, a water bucket, a waterskin, 10 days of dried rations, a sea chest, mess kit, a tinderbox, 5 torches, blankets, sheets of wool, and 50 feet of hempen rope. Costs 12 gp.

SHIP LEVEL AND ARCHETYPES

Shipwright is an important profession in Svilland. Although there are many apprentices or those who call themselves master shipwrights, there are not many true masters of this craft. Such masters share a common secret: They know the soul of the ship they will bring to life from the time that they feel the wood of the tree that they will cut.

It is said that each ship carries a unique soul and gifts from Aegir. Through his will, they have properties that people see as magical or even miraculous.



SHIP LEVELS



A ship gains levels in the same way your crew does, along with your crew. Gaining crew levels is described in The Glory section. Unlike your crew, your ship does not lose its levels unless destroyed.

A ship that is newly-built starts as level 0, just like a newly gathered crew. It is possible to find and purchase ships of higher levels. A ship's purchase price is 20% higher for each level it has. Such ships have their names known and have a reputation of their own. Shipmasters know this and thus sell

them for higher prices.

When a ship gains a level, all of her parts gain 10 (1d20) hit points because ships are Gargantuan size, and her inner parts such as the sail gains 5 (1d10) hit points because they are Large size. Just as your crew's level, half of the ship's level (round down) is added to the Battle Rating of your crew.



SHIP ARCHETYPES



Although longships may seem similar, they have their subtle differences only an experienced crew understands. A ship may be better at maneuvering, while another is better at taking a hit and surviving in the midst of battle, even though both look literally the same.

In this section, archetypes and their features are provided for ships. These features can be obtained as the ship reaches certain levels.

Some of these features may seem miraculous, a ship is not a creature after all, right? Yet, sailors in Svilland swear that they witnessed their ship helping them to survive in hardships that seemed impossible to overcome.

THE SEAFARER

A seafarer ship likes to travel the seas, being free on the waves of the sea. It can act with speed and agility in maneuvers and voyages. Such ships are excellent travelling vessels, and are considered as good scouts in battle fleets.

WAVE SLIDER

When your ship reaches its 1st level, you realize that your ship likes to lunge forward in a sudden dash. While making its movement the ship can move 1.5 times the feet it normally would during that turn. While making a turn, it can turn 30 degrees more than it normally would. You can use this feature once before you take a short rest. Number of uses increase to 2 per short rest when your ship reaches 5th level, and 3 per short rest when it reaches 10th level.

NAVIGATING INSTINCTS

When your ship reaches its 5th level, your ship starts to seem like it understands the direction you want it to turn. Even if you don't have a crew using the steering oar or rudder helm is destroyed, the ship can turn with its oars without having a disadvantage on the check to maneuver.

FAVORING WIND

When your ship reaches her 10th level, the wind starts to somehow favor it. In encounters, the wind shifts swiftly around your ship and lets the ship have wind from the back, providing the maximum speed for sails possible at all times. This same situation applies when your ship is voyaging for

hours or days. Its travel speed is doubled in terms of miles per hour and per day.

THE KRAKEN

The kraken ship likes the water and the waves. It is not afraid of getting wet during a storm. In fact, the ship can use the waters to its advantage. It also likes to make some bruising on the other ships. These ships make excellent battle vessels. Their crew are often tough and reckless as they are.

WET DECK

When your ship reaches its 1st level, it seems like the ship does not fear when the deck gets wet. The ship gains resistance against water damage.

ARMS OF THE KRAKEN

When your ship reaches its 5th level, it is able to use the waves to its advantage in battles. Whenever your ship makes a turn, or passes by another ship at full speed, it causes a rogue wave to crash into a ship within 30 feet of it. This wave starts from the outer side of your ship during a turn, and occurs from any side of your ship (you decide) when passing nearby another ship at full speed.

You can use this feature one time before your crew makes a short rest. Its use increases to 2 per short rest when your ship reaches 10th level.



TEETH OF THE KRAKEN

When your ship reaches its 10th level, it seems to like ramming opponent ships to wooden shreds. Your ship does not take any damage from ramming while ramming other ships, and its ram damage is increased by 2d10.

THE MAIDEN

The maiden ship is protective of its crew. The ship can keep the crew stable and even take the harm upon itself from an attack that comes down upon the crew. Most of the sailors prefer ships that have the maiden archetype, as they think they will be safe on its deck. Maiden ships are used as any sort of vessel, voyaging, trade, or battle.

DECK'S SAFETY

When your ship reaches its 1st level, it seems to keep you and your crew stable while the ship itself is taking a beating. In situations such as your ship being rammed or during a storm when a rogue wave hits, you and your crew make your Strength (Athletics) or Dexterity (Acrobatics) check to remain standing or to not to fall into the sea with advantage.

MAIDENS SHIELD

When your ship reaches her 5th level, with a slight jump on a wave, flicker of the sail, or another kind of fate, your ship protects the crew from a ranged or area attack. Once per long rest, as a reaction, your crew counts as if they have three-quarters cover against a direct ranged or ranged area attack.

UNDER THE MAIDEN'S ARMS

When your ship reaches her 10th level, it seems to have you and your crew under its arms, protecting you from harm as much as it can. Once per short rest, as a reaction, your ship can take half of the damage your party or a unit in your crew may take on itself. You can apply this damage to any part of your ship.

THE WYRM

The wurm is a tough and defensive ship. It can endure a beating much better than others. Wyrms are usually carved with serpent heads on their bows. It is harder to damage, and sacred carvings carved on it are more effective. Wurm ships are excellent for battle.

SERPENT'S SKIN

When your ship reaches its 1st level, you realize that it can endure blows more than other ships would. Your ship's damage thresholds increase by 5 and Armor Classes increase by 1.

SACRED SERPENT

When your ship reaches her 5th level, sacred carvings can be done more effectively on her. Any spell that is carved on your ship functions as one level higher, or it costs as if one level lower if it does not have a higher level property.

SERPENT IN THE FLAMES

When your ship reaches 10th level, it somehow seems to be more resilient against catching fire. Its chances of catching fire decreases by 20%, and a fire has a 25% chance to be extinguished on its own.

THE WHALE

The whale is a bulky and fat ship. She can handle more weight and cargo than other ships. To her sailors, she seems to voyage slowly, but surely. Whale ships make excellent trade and transport ships. They are also used in battle as boarding ships, as they can have more crew on their deck than their equivalents.

MORE GOODS TO LOAD

When your ship reaches its 1st level, it seems like it is always possible to load more stuff on your ship. A barrel can be put here, a chest can be put there. Somehow, there is always a last space available for fitting cargo. Cargo space add-on deployed on your ship provides 25% more cargo space.

FAT DECK

When your ship reaches her 5th level, she can handle weight on her deck more easily than other ships. Your ship's cargo weight capacity is increased by 25%.

PLENTY OF SPACE

When your ship reaches her 10th level, she somehow has more space to load add-ons on her deck. If she is a *coastal knarr*, *knarr*, *snekkja*, or *skeid*, she gains an additional Small space. If she is a *great skeid* or *drakkar*, she gains 2 additional Small space that you can deploy add-ons.

SHIPS CANNOT MULTICLASS

The spirit of a ship that Aegir grants is determined on the day its last plank is nailed to its body. Ships are born to be something and that thing alone. Because of this reason, ships can only gain one archetype and advance its levels in that archetype.

THE GLORY

After you and your crew won a battle or overcame a challenge, it is time to have the glory. This section is about leveling up your crew in a special level system and having them deploying useful traditions with the time you spend together. Also, the reputation system and what benefits it brings are provided.



CREW LEVEL UP



Just as the characters gain XP according to the Challenge Rating of their encounters, the crew can gain XP and perhaps a level according to the Battle Rating of their encounter. Your crew's Battle Rating is also increased by 1 when they gain a crew level. You can find more information about battle rating in The Battle section of this book.

For simplicity, the crew does not follow the same XP and level up principles of the regular rules. Instead, they level up each time they reach 100 XP, and gain XP according to the following table:

Challenge	XP Gained
Easy Battle	10 XP
Normal Battle	20 XP
Hard Battle	40 XP
Deadly Battle	80 XP

Easy Battle. The opposing force's Battle Rating is half or less of that of your crew.

Normal Battle. The opposing force's Battle Rating is roughly equal to that of your crew.

Hard Battle. The opposing force's Battle Rating is higher than that of your crew.

Deadly Battle. The opposing force's Battle Rating is roughly twice the rating of your crew.



CREW TRADITIONS



Over time, the crew of a ship develops traditions with months or years of sailing together. They learn each other's habits and create methods that they can execute. When your crew gains a new level, you can unlock a Crew Tradition. Common traditions of crews in Svilland are listed below:

At the Double! (Recharge 6). As a bonus action, you shout an order to your crew. The rowers make a burst in their row-

ing, gaining 25% speed for a number of turns equal to their Strength modifier (minimum 1).

This tradition can be stacked up to three times, with its recharge becoming 5-6 on second and 4-6 on the third time it is stacked.

Devastating Boarding. Members of your crew deal an additional 2 (1d4) damage on a successful attack with their first attack on an enemy crew during boarding.

Dominating Boarding. Members of your crew add 1d4 to their attack roll in their first attack to an enemy crew during boarding.

Loyalty over Plunder. The crew is more loyal to you and they hold twice as much without wage or plunder.

Orderly Plunder. Your crew secretes less of the treasure they find to themselves and thus you find 20% more coins to share.

Rampage. Your ship deals an additional 11 (2d10) bludgeoning damage when it makes a ram attack, the bludgeoning damage resulting from its own ram attack decreases by 5 (1d10).

Rally (Recharge 6). As a bonus action, you shout encouragement to your crew. Your crew immediately makes a saving throw against a being frightened with advantage.

This tradition can be stacked up to three times, with its recharge becoming 5-6 on second and 4-6 on the third time it is stacked.

Rowing Marathon. Your crew becomes used to row the oars for a long time, rather than just for landing or battle. By making them row for the hour or for a part of the day, you increase your ship's speed per hour by 30% and speed per day by 20%.

Seawolves. Your crew has seen long voyages on the sea without land, and they are 50% less subject to attrition due to hunger, thirst or disease.

Stormborn. The crew makes its Strength and Dexterity saving throws to not be thrown out to the sea during storms with advantage. The navigator does not have disadvantage on its Wisdom (Survival) checks to navigate the ship. This tradition is especially useful to deploy battles in the storm where your crew has these advantages and the enemy does not.

LOSING CREW TRADITIONS

If more than half of your crew is slain in a battle, your crew has the risk of losing its traditions. Roll 1d100, if the result is less than 25%, your crew loses its traditions and levels. This percentage increases by 5% for each 5% (round down) more of your crew is slain above half.

The same rules apply if you are replacing members of your crew. If you replace half of your crew members within a month, you must roll 1d100 and see the outcome according to the rules stated above.



REPUTATION



When you voyage on the sea, surviving through adventures and battles, you start to gain a reputation as a captain. Reputation can provide you special titles, and the glory it brings is very important for warriors on the land and sea alike. Svil-lander cultures revolve around the glory of their individuals, and social consideration of whether a warrior is worthy of Valhalla.

Often, you gain reputation and relevant titles by achieving something for the first time. Achieving something over and over for a number of times can enhance the title you have regarding the challenge. On the other hand, your failure may result in you losing a title of relevance. The following are the list of example gains in reputation and their possible titles:

Achievement	Reputation Gain	Example Title
Become victorious the first time against an army or crew of yours' strength	+1	The Warband Chief
Become victorious the first time against an army or crew stronger than yours	+2	The Champion
Become victorious over five or more battles against armies or crews of yours' strength	+3	The Undefeated
Become victorious over five or more battles against armies or crews stronger than yours	+4	The Undefeatable
Discover a land that is not commonly known	+1	The Horizon Rider
Discover a land that is not known	+2	The Discoverer
Make your first successful raid on a village	+1	The Raider
Make your first successful raid on a town	+3	The Wrath
Make your first successful raid on a city	+5	The Conqueror
Make more than 3 successful raids on settlements	+3	The Dread
Sack more than two trade ships or caravans	+1	The Pirate

Defeat raiders who sacked a village. +1 The Avenger

Defeat raiders who sack trade ships and caravans +1 The Warden

Defeat raiders more than 3 times. +3 The Lawmaker

Slay a monster whose CR is between 5 and 10 +1 The Chimera Slayer

Slay a monster whose CR is between 11 and 15 +2 The Giant Slayer

Slay a monster whose CR is between 15 and 21 +3 The Wyrmslayer



BENEFITS OF REPUTATION



When you gain a reputation, it shows its benefits while you are gathering crew or maintaining their morale. Those in power and nobility also make a note of the warriors whose reputation is considerably high. If your reputation is more than 5, you may be summoned by chiefs and jarls. If it is more than 10, you may be summoned to aid a monarch in his or her deeds.

RULER'S SUMMONING

The nature of what nobles would ask of you may be depending on the titles you have. If you developed a reputation for slaying monsters, they may ask you to get rid of a monster that is troubling a settlement. For example, if you developed a reputation for defeating raiders, you may be asked to protect some regions of a noble's domain. If you are notorious, resulting from raids and sacks, you may be asked to join a Vikingr fleet to raid an enemy's settlement or trade, on the other hand, a noble may start a manhunt against you if it was his or her assets that were sacked by you.

EAGER RECRUITS

Another benefit of you and your crew's high reputation is to find the recruits in towns and cities more eager to join your ranks. Once per month, you can add your reputation score to the result of the die roll you make for recruiting new crew members. Refer to The Crew section for gathering the crew.

For example, your reputation is 3 and you are recruiting vikingr in a city. You rolled the 1d8 die and the result is 5. This number is how many vikingr you normally were able to find to join your ranks. Yet, you add your reputation score and recruit 8 vikingr instead of 5. Your recruitment cannot go above the maximum possible result in a die roll. Meaning that you can-

not recruit 11 vikings if your die result was 8 in the example.

However, with especially high reputation, Dungeon Master may decide that the news of your recruitment has spread to nearby towns or cities. In such a case, you can choose to wait longer and recruit from the pools of nearby settlements as well. How much of these recruitment pools will be available to you is at Dungeon Master's discretion.

For crew that depend on a percentage die, you add your reputation score x 5 as bonus to your percentage roll. For example, you are trying to recruit a runewalker in a town. By default, your result has to be 50% or above to find a runewalker to join your ranks. Yet, by adding your reputation score x 5, you add 15% to that percentage. Now you only need to pass 35% to recruit the runewalker. If you manage to come down to 0% with the reputation bonus, you automatically recruit 1 runewalker, without having to roll the percentage die.

BARD'S INSPIRATION

Bards spread the stories and glories of reputable warriors. Reputation of a chief is partially become known thanks to the stories bards tell in inns and taverns around Svilland. Additionally, bards can enhance the emotions and eagerness of people to do a certain task, such as joining your crew. If you have a bard among your ranks, it can use one of its bardic inspiration die to increase your recruitment. Just add the result of the bardic inspiration die as if you were adding your reputation score.

THE LAND



KINGDOMS AND CITIES



Longships and navies are an important part of kingdoms, their cultures, and politics. Each kingdom has a different viewpoint on their fleet voyaging on the seas of Aegir. Naturally, a chief should take into account the cultural and other differences while recruiting crew or building ships. Each kingdom and one of their cities have advantageous and disadvantageous features according to their circumstances.

GREEN LIGHTS OF THE EAST (KINGDOM)

Green Lights of the East is a vast kingdom, with the highest stability among the three. It can provide conscripts to a ship's crew, willing to take wages rather than plunder. It also harbors more runewalkers and gothis. On the other hand, authority and law are more strict here, making it harder for a chief to create a fleet that is forbidden in terms of size.

Conscript Mariners. The crew from Green Lights of the East who are looking for a ship have a background as army conscripts. They are easier to persuade for wages rather than plunder, and thus you make your Charisma (Persuasion) checks with advantage for keeping plunder to yourself.

Religion and Magic. As a kingdom with more stability and prosperity, gothis and runewalkers are more plentiful in Green Lights of the East. Installing Sacred Carvings on your ship is 20% cheaper.

Stricter Authority. Green Lights of the East have a more centralized authority and rulers keep their warriors in a shorter leash. Persuading nobility for increasing your fleet size is harder, you make your Charisma (Persuasion) checks with disadvantage to do so. Also, there is a greater chance that you would be hunted for being a rouge fleet if you don't take the nobility's consent.

DOCKYARD (PLACE)

Dockyard is the main settlement of shipwrights as well as crew looking for ships. It is cheaper here to build ships. Additionally, more members can be recruited to the crew.

Shipwrights. Because there are many shipwrights here, the competition drives the prices down. Building and buying ships are 10% cheaper.

Looking for Crew. Sailors and warriors from all around the kingdom come here for a crew to join. 25% more members can be recruited from the crew types.

Registry and Records. Dockyard is under the direct supervision of the crown and military. All ships built or bought here are registered into records, and it is impossible for a chief to buy or order ships that would increase the fleet size to what is permitted to that chief by the nobility.

ALSVARTR (KINGDOM)

Alsvatr is a war-struck kingdom. It is more chaotic and in vain than others. Naturally, this situation shows itself on the matters that a chief of a fleet would be interested in. Although the crew gathered from Alsvatr are battle-hardened, they have a tendency to break their oaths more easily. This is because of the chaos of the civil war between the king and his uncle.

War-hardened Crew. War in the kingdom has caused many warriors to join it at some point, and many folks have seen the bloodshed of battle. The crew you recruit have proficiency in their Wisdom and Constitution saves and can use it against being frightened or other conditions.

Warbands. Potential recruits in Alsvatr often have a history together as a warband. If you are recruiting more than half of your crew from Alsvatr, they come with a crew level 1 and consequently 1 crew tradition. Your Dungeon Master may wish to roll for randomizing for which tradition they have.

Oath Breakers. The war in their own nation has caused many

warriors of Alsvartr to change sides over and over. The crew you recruit are more prone to treachery if you do not provide their wages or plunder, or both. Their morale decrease by an additional 2 points in those actions.

ENDKLEISTRA (CITY)

Endkleistra is the capital of Gudrick. It is a city of mud, wooden houses, and war. It is also famous for its eager, bloodthirsty crew recruits from the arena, as well as military ships being sold for replacement. A chief has to be careful though, as the city is the base of Gudrick's navy, which also supervises the coasts against rogue fleets.

Retired Ships. Gudrick takes good care of his navy's growth, which means some ships from the fleet often are retired to be replaced by bigger ones. The retired ships are then sold in the shipwrights. Here, a chief can purchase ships of a higher level with only 10% cost difference.

Thunderfall Arena. Endkleistra has a tradition of arena combat. As much as criminals on trial by combat, many warriors join the arena for glory. Many of these warriors are eager to prove themselves as a vikingr as well. The dice for recruiting crew types are increased by one (CR 0 crew type die is unaffected, CR 1/8 crew die becomes 2d20, and crew types with number 1 are increased to 2).

Military Base. The city has the Gudrick's navy harbored within. Naturally, it is a very dangerous place for a rogue fleet. A chief of a rogue fleet has to find interesting ways and tricks to not get into trouble. Leaving some of the fleet some distance behind is not an option, because the navy makes patrols.

NIONAEM (KINGDOM)

Nionaem is the kingdom of Aegir. Their culture revolves around naval traditions and superiority. Building or purchasing ships here is cheaper and much faster. Additionally, as The Prophet of Aegir rules this land, folks say ships of Nionaem are blessed by Aegir, coming in higher levels than ships from other kingdoms. On the other hand, Nionaem is very fanatical about its naval affairs. A chief who is not a follower of Aegir may find it hard to create a fleet here.

Naval Tradition. Nionaem has made shipwrighting their tradition. Ship prices are 25% cheaper and it takes 40% less time to construct them.

Aegir's Blessing. Ships from Nionaem are said to be blessed by Aegir. Ships that are bought from or built in Nionaem start as level 1, and they gain 25% more experience. The prices of higher-level ships are calculated as 1 level cheaper.

The Prophet's Law. Although Nionaem partially permits the faiths on deities other than Aegir, they don't permit it for sailors and vikingr. If someone is known for not being the devoted follower of Aegir, they are forbidden by The Prophet from possessing any ships or gathering any crew. Additionally, gothis of Aegir have a special ritual that can discern lies on this matter, except by unsavory means of Odin, Loki or similar deities of trickery.

MAERIN (CITY)

Maerin is a city of Nionaem known for its trade, and for the

power of coin that is even above that of the gods. Here, a chief can find everything that is needed for the crew and the fleet. Shipwrights provide ship upgrades for cheaper.

Masterful Shipwrights. Nyrstadir has shipwright masters who excel on ship upgrades. Purchasing ship upgrades here are 20% cheaper.

Legitimacy of Gold. It is possible to purchase nearly everything in this city, which includes records for a fleet. For the right amount at Dungeon Master's discretion, a chief can make a rogue fleet legal.

Fees and Inflation. Maerin has an entrance fee of 5 silver for each person who wishes to enter. On top of that, this fee and other taxes make the prices of goods go up. Any ships or addons (except upgrades) are 20% more expensive (deducted from Nionaem's cheaper ships).



WHAT TO DO ON LAND



Vikingr and sailors are thought as if they spend nearly all of their time on the sea. However, they actually spend most of their time on the land for reasons of leisure and necessity. The land is where one spends the plunder, comes back to the family, and shares the stories of glory in taverns. It is also where the ships get into maintenance, and are harbored to pass the cold and stormy times of winter. The things a chief needs to consider for the land are mentioned here.

HARBORING THE FLEET

Winters of Svilland are ruthless. Storms sweep the seas, cold and ice makes it very hard for the crew to survive. Thus, chiefs pull their fleets to harbors when the winter comes. Some chiefs are brave enough to voyage in winter times, but it takes a strong ship and a veteran crew to do so. In any case, sailing on the seas during winter means attrition of the crew and abrasion of the ships.

Many ports agree to harbor fleets for a rent. Depending on the location, size, and crowdedness of the port, the rent costs 1 silver to 1 gold per week for each ship.

MAINTENANCE

Ships wear and tear during voyages. They require yearly maintenance to keep their shape. Often chiefs order their ships' maintenance during the fleet's harbor period. Generally, a ship's maintenance costs roughly 5% of its value, including upgrades and equipment addons.

LEISURE AND ENTERTAINMENT

A fleet's crew is for voyage and battle. Yet, they are often more eager for telling about their glory, and spending the plunder on booze or other things. A chief must plan frequent visits to towns and cities for the crew to feel better about themselves and their work. Port time increases the morale of the crew as well, which described in *The Crew* (p.37) section.

THE SEA

The sea itself is a complete beast of its own as sailors are well aware. It can reward them with plunder as well as break ships down and drown their crew. A captain must keep an eye on the waters and skies at all times, and must not forget to make sacrifices to keep the beast happy. Moreover, an experienced captain knows that using the sea to his or her advantage is key (and sometimes perhaps the only key) to victory in many battles.



THE WEATHER



The weather conditions such as wind, fog and rain effect navigation as well as naval combat deeply. Storms can consume whole fleets if they are caught off their guard. As a Dungeon Master, you can determine the weather conditions according to the randomization rules described in Dungeons and Dragons 5th Edition. The weather conditions and their effects are listed below:

No Wind. The ship will not move and the crew must rely solely on oars to voyage.

Low Wind. Movement speeds by sail are halved.

Normal Wind. Movement speeds by sail are normal.

High Wind. Movement speeds by sail are doubled.

Light Rain. Chances of catching fire resulting from fire damage is decreased by 10%, and the chances of a fire spreading to nearby space is decreased by 20%.

Heavy Rain. Chances of catching fire resulting from fire damage is decreased by 25%, and the chances of a fire spreading is decreased by 50%. The ship takes 5 (1d10) water damage at the end of each round.

FOG

If there is rain and no wind, there is a chance that an area will become foggy. Fog obscures line of sight and causes mishaps in navigation. Chances of fog are described as following:

Changes of Fog	Light Fog	Heavy Fog
Other conditions with Low Wind	10%	5%
Light Rain and No Wind	25%	10%
Heavy Rain and No Wind	50%	25%

Light Fog. Creatures under the light fog have disadvantage on their Wisdom (Perception) checks to see after 100 feet, and Navigator's Tools checks to navigate. Line of sight decreases to one mile.

Heavy Fog. Creatures under the light fog have disadvantage on their Wisdom (Perception) checks to see after 30 feet, and Navigator's Tools checks to navigate. Line of sight decreases to 300 feet.

STORM

Storms can occur as described in the Dungeons and Dragons 5th Edition. During a storm, the ship takes 1d10 water damage at the end of each round. The crew and the navigator also make their Profession (Sailing) checks to move their ship in the desired direction with disadvantage. There are a number of conditions that occur during storms:

Carrying waves. On a failed check to move the ship, it moves slightly off its course by 30 degrees left or right.

Moving against the waves. A ship that is moving against the waves have its oarsing speed halved. It can go backwards by 30 feet on a failed check to move the ship.

Rogue waves (Recharge 6). The rogue wave is a wave that appears out of nowhere and hits the ship. There is a 50% chance that a rogue wave appears on one of the sides of the ship. The navigator must make a DC 15 Profession (Sailing) check to turn the ship towards the wave to be affected less by it. If the wave hits the ship from the bow or stern, it deals 22 (4d10) water damage, if it hits from any of the sides, it deals 44 (8d10) water damage.

Whirlpool. A whirlpool can appear during storms at the Dungeon Master's discretion or resulting from a random encounter at sea as described in Dungeons and Dragons 5th Edition. The navigator must succeed on a DC 13 Profession (Sailing) check or get caught by it. If caught, the rowers or sailors must succeed on a DC 15 Profession (Sailing) check to break free from it. On its outer circle, the whirlpool deals 22 (4d10) bludgeoning damage to all of the ship's parts on each round the ship remains there. At the center, the damage becomes 44 (8d10) and the DC to escape becomes 20.

ICE

Some regions may be covered with ice and glaciers. A ship can voyage through thin ice without an icebreaker but its speed is halved. On thick ice, only a ship that has an icebreaker can voyage (at half speed) and a ship without it takes 22 (4d10) bludgeoning damage to its bow from the crush.



HAZARDS



There are two lethal hazards for a ship in combat, fire and water breach. Fire can burn down the ship to ashes or a water breach can cause the ship to sink if left unattended. Game mechanics for these hazards are explained below.

FIRE

Normal Fire Damage. If the ship takes any kind of fire damage, the possibility percentage of a fire breaking out is equal to the **fire damage** in percentages. This is the case for both mundane attacks such as fire arrows, and magical attacks such as a fireball.

Alchemist's Fire. Alchemist's Fire is exceptional at starting fires. The possibility percentage of fire breaking out resulting from the damage of an exploded alchemist's fire is fire damage x 3.

When a fire breaks out, it ignites one 5-foot square. If the percentage is more than a hundred, it automatically ignites the damaged part of the ship, and the remaining percentage is the chances that another part of the ship is ignited.

For example, if the possibility of fire is 140%, one part automatically ignites, and another part may ignite if you roll 40% or lower on a 1d100.

FIRE ON DECK!

Damage and Source	Fire Breakout	Spreading
4 fire damage alchemist's fire	20%	0%
32 fire damage fire arrow hit	64%	10%
56 fire damage fireball	100%	12%

When a fire starts, the ship's part on fire takes 1d10 fire damage at the start of each one of its turns the fire continues.

EXTINGUISHING THE FLAMES

A crew member can attempt to extinguish the flames by using a water bucket and making a DC 15 Dexterity check as its actions. Another crew member can aid the extinguisher, providing an advantage to the ability check.

WATER BREACH

If a hit inflicted on the ship is a critical, there is a 50% chance that it tears a hole on the planks (75% chance if it is bludgeoning damage). If water is leaking from any part of the ship, it deals 1d10 water damage to the part. Leaking water fills a 5-foot square on the deck per breach on each round.

Water damage is a special type of damage that affects only ships. When a ship takes water damage, simply subtract it from the remaining hit points of the deck. If the deck is down to 0 hit points, the ship sinks.

For example, the deck of a ship has 56 hit points remaining, if there are breaches and the deck takes no damage from any other source but water, it sinks when it takes the 56 water damage.

POURING OUT THE WATER

A crew member can pour out water using a water bucket. To do so, it has to fill the bucket from the breach and make a Movement to one of the sides in order to pour it into the sea. A member pours the water heals the deck from 1d10 water damage each time.

Because the water damage is reversible by pouring it out, as a Dungeon Master you may wish to keep a record of water damage separately for a ship. Even though the water damage adds to the overall damage, only water damage is "healed" when the water is poured out.

CLOGGING THE BREACH

A crew member can attempt to clog the breach using cloth and sealing wax on its sailor's pack. To do so, the member must succeed on a DC 13 Intelligence (Carpenter's Tools) check. If two members are working on the same breach, one of them makes the check but with Advantage. Clogging a breach takes one full turn, the crew member(s) cannot use Bonus action nor it can make its Movement on that turn when clogging.

THE BATTLE

Simulating a combat with tens of creatures is not an easy thing to do as a Dungeon Master. Such a battle is quite complex with many statistics to keep in mind, and it is quite slow because of the turn-base of all the individual creatures. To make the combat faster and simpler, you can use the rules provided in this section.



BATTLE RATING



Having a naval or land battle with tens of soldiers require a different sort of evaluation of combat than Challenge Rating.

For this purpose, there is the Battle Rating. It takes into account the strength of soldiers as a whole, rather than individual creatures. This calculation is actually simpler than CR calculation of an encounter, as it does not take into account any multipliers depending on the number of creatures.

Battle Rating of an army or crew is calculated just like the crew capacity CR Reserve calculated in *The Crew* (p.37) section: Challenge Rating of individual creatures are added together to form their Battle Rating. For example, a unit of 8 commoners (CR 1/8) has a BR of 1, just as a unit of 2 thegner (CR 1/2).

As a Dungeon Master while creating encounters, you can just provide a gap between the Battle Ratings of the party's

army and the enemy army, and then use the gap between the two Battle Ratings for your regular Challenge Rating calculations. For example, your 4 players are level 4 and they have a crew with a BR of 10. You can oppose them with an army of BR 6 and add creatures for having your CR 4.

Likewise, you can count the CR your players want to face as the battle rating of the party, and add it to the battle rating of your players' side.



CREW AS UNITS



You can treat your crew as an individual unit of varied stat blocks. Meaning that a crew of 40 commoners would act like a single commoner, and the 5 guards would act like another unit of a single guard in terms of rules and dice rolls.

To do so, you simply multiply the Hit Points of a single creature by the number of the group. In the example above, a unit of 40 commoners would have 160 hit points (4 multiplied by 40). Any damage they deal is also multiplied by the group's size. In the same example, on a successful hit the unit of commoner would deal 80 bludgeoning damage.

DAMAGE AND DEATH

When a unit takes damage, you calculate the remaining hit points as usual, but then you determine how many of them are slain as a result of the damage by looking at how many individual hit points are decreased from the unit's hit points. For example, if the unit of commoners above took 37 damage, 9 of them is slain (36 as 9 times 4) and one of them is hurt with 3 hit points remaining (the remaining 1 damage).

A unit counts as a creature when determining the initiative and turn order in an encounter. Simply roll its initiative as if it was one creature and place it in the ranking of turns just like you would any other creature or character. You can also count a unit as a Lair Action turn and roll initiative between units to rank them within the Lair Action turn.



UNIT SIZE



Even if a creature is capable of dealing massive amounts of damage, its number of strikes is mostly limited. For example, a 5-people unit of berserkers can deal 45 slashing damage to the 40-people unit of commoners. This would mean the berserkers have slain 11 commoners (44 hit points, equals 11 times 4) and wounded an additional commoner (the remaining 1 damage). Yet, the unit of berserkers are able to make 5 attacks, not 10. Thus, in such a situation you can count 5 commoners are dead, not 11.



AREA OF EFFECTS



The situation is slightly different for damage that is inflicted by area of effects. A fireball blasting on a 20-foot-radius sphere can engulf many soldiers of a unit in flames. In the cases of area of effects, you have to look at the space the unit occupies in order to find out how many of them might be slain by the

massive damage.

For example, runewalker in your group casted a 7th level fireball on the unit of commoners. It dealt 42 fire damage to the unit of commoners. This would eliminate 10 of them (40 hit points, equals 10 times 4) and wound 1 additional (the remaining 2 damage).

Yet, the formation can change how and if the damage dealt to which creatures. Following the example above, the commoners were in a formation of a thin line: They were adjacent to each other side by side with 5-foot spaces. With its 40 feet diameter, the sphere can affect only 8 creatures, not 11 of them. Thus, the runewalker has slain 8 creatures and the unit's hit points is decreased by 32 rather than 42.

RANGED WEAPONS

In melee combat, attacking unit make one attack roll with its weapon representing the whole unit. It deals damage on a successful attack and does not deal damage on a failed one. The failure represents the strikes of creatures were fended off by the defenders.

Yet, it is not feasible to treat a volley of arrows coming from 40 archers the same way. With a failed ranged attack, the possibility of not a single arrow has met the flesh is quite low. In order to overcome this, you can treat volleys of arrows as if they are areas of effect. You can do so in two ways;

You can let the archers make their attack roll and deal half the damage even on a failed hit, or you can completely treat it as an area of effect and require the defenders to make a Dexterity saving throw against a DC equal to **8 + unit's Dexterity modifier + unit's proficiency bonus**. Defenders would take half damage on a successful saving throw

If the number of attacks made by the archers is less than half of the number of defenders, then you can count it as an attack and declare no damage on a failed attack roll.



FORMATIONS



Their captains or commanders can order the soldiers to get into formation. Yet, if your group is not playing purely strategic in terms of units, you can leave the formations loose in your head as a Dungeon Master. You can reason the vagueness of formation as the chaos of battle and only consider them when an event such as the area of effect explained above happens.

If you and your players want to go tactical, there are a number of general formations that are deployed in battles:

Default Formation. The creatures in the unit are adjacent spaces to each other forming a square or a rectangle.

Loose Formation. The creatures in the unit are in spaces with one 5-foot space empty in between the rows and columns of a square or rectangle.

Line Formation. A rectangle formation that is made of only a number of rows and thus it is a very thin rectangle.

Column Formation. Same as line formation but the unit is facing their short line rather than their long line.

Wing Formation. A triangle formation that is aimed to break into enemy lines and confront as much of them as possible. Wing formations tend to convert into default or loose forma-

tion in a prolonged fight. So you can treat this formation as a default or loose formation charge that has 1.5 times the capacity of a default or loose formation's killing blow.

FORMATION AND KILLING BLOWS

Even if there is enough creatures to deal enough killing blows to the enemy unit. Formations may prevent it from being the case. In formation fights, the number of killing blows is limited to the number of creatures at the front of an attacking unit's formation, as well as the number of creatures at the front of the defending unit's formation.

For example, the -now veteran- unit of 40 commoners are in a column formation and only 4 commoners are facing the enemy formation. The commoners attack and deal 80 bludgeoning damage to the enemy commoners in front. This would mean 20 enemy commoners are slain (80 as 20 times 4). Yet, only the 4 men in the front are capable of delivering a killing blow with their single attack on that round. Thus, they only slain 4 of the enemy commoners, and the enemy unit's hit points is decreased by 16 rather than 80.



SIMPLIFYING DICE ROLLS



From the relationship of formation and killing blows explained above, you may have got the hint that the damage of a whole unit may not need to be multiplied with their number. You can simply roll the damage dice for the number of creatures in the formation that are able to deliver a killing blow to the enemy.

Continuing with the example above, rather than rolling 40d4s for the damage output of 40 commoners. You can simply roll 4d4s representing the damage dealt by the front line.



NAVAL BATTLES



Up to this point, all the aspects of units and formations may seem logical to you, but you would be wondering how such an

order would apply to a battle on a ship in the middle of the sea. In the history of the Vikings and the realm of Svilland, it applies the same way.

Commanders and soldiers in Svilland approach to the battle of fleets the same way they approach to the battle of armies. They simply use their ships as individual units, such as a longship of warriors, a longship of archers and so on, and they deploy them as such. They board each others' ships and try to defeat the enemy crew, treating their ships as platforms to fight on the sea. Thus, you can apply the same rules to battles on the sea.

ORDERING YOUR CREW

In battle, orders are predetermined sentences that aim for effectiveness with least number of words possible. Thus, you can use your Bonus Action to give orders to your units.

ALLOCATING YOUR CREW TO WORK

Fighting may be required to win the battle, but the ship has many other tasks for it to function and survive. These tasks can be even dearer than fighting the enemy.

You should allocate your crew members to tasks by taking the Required Crew section in the ship stat blocks into account. For example, if Movement: Oars of a ship requires 12 crew members, allocating 12 members there would let you move your ship in best conditions with oars.

It is a strategic move to eliminate crew members that are working on important tasks. On the other hand, you too may find yourself in a position where some of your crew members who are working on an important task are slain by the enemy and the task is not done properly. In these situations, you can order a crew member who is doing something else (fighting, probably) to go to that task.

On your ship sheet, you and your Dungeon Master can keep track of tasks and crew allocations.

CREW AND SHIPS

In this section, different types of crew members and details of longships are described. You can refer to this section for the stat blocks of both.

Please keep in mind that some of the examples given in The Crew section, such as shieldmaiden and faction elites are not provided here. You can find them in Svilland Campaign Setting.



OTHER CREATURES



Also, you can use creatures from other sources as crew members as well, making use of whichever creature fits your game.



CREW MEMBERS



Here are the crew member types with their descriptions and stat blocks. There are crew members for each challenge rating given in *The Crew* (p.37) section.

FLOTNAR

Flotnars are seafarers. Their profession is sailing and are experienced with workings of a ship. On the other hand, they are not trained for combat, thus perform poorly and nervously in battle.

It is best to have flotnars as operating crew members rather than putting them among the warriors of the ship.

FLOTNAR

Medium humanoid (any race), any alignment

Armor Class 11
Hit Points 4 (1d8)
Speed 30 ft.

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

Skills Acrobatics +3, Athletics +2, Navigator's Tools +2, Perception +2, Vehicles (Water) +2
Senses passive Perception 12
Languages One among Austris, Mithal, or Mithal
Challenge 0 (10 XP)

ACTIONS

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

AESKA

Aeska means youth in Svillander languages and they are young folks recruited for fighting on deck. They are taken among flotnar who want to follow a raider's path, and start to be trained by warriors with more experience.

Although fighters, the aeska are not used to fighting. They are only slightly braver and tougher than flotnar. Most crews use them as reserve fighters, protected by those who are more experienced in battle.

Still, many aeska die during their first or second battle. Those who survive this deadly process, continue their path to become a dreng.

AESKA

Medium humanoid (any race), any alignment

Armor Class 12 (Leather)
Hit Points 9 (2d8)
Speed 30 ft.

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

Skills Acrobatics +3, Athletics +2, Navigator's Tools +2, Perception +3, Vehicles (Water) +2
Senses passive Perception 13
Languages One among Austris, Mithal, or Mithal
Challenge 1/8 (25 XP)

ACTIONS

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

DRENG

Dreng means young warrior or warrior recruit in most Svillander languages. In Westris, however, it means wild blooded. Dreng are eager youth who have passed their initial battles and are not braver in combat. They know they have taken a huge step to become a glorious warrior.

Because of their youth, they fight wildly as Westri suggest. They have seen enough battles to learn not to be scared by them, but they did not see enough slaughters to be sick of them like some older warriors.

DRENG

Medium humanoid (any race), any alignment

Armor Class 12 (Leather)
Hit Points 18 (4d8)
Speed 30 ft.

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

Skills Acrobatics +3, Athletics +5, Navigator's Tools +4, Perception +3, Vehicles (Water) +4
Senses passive Perception 13
Languages One among Austris, Mithal, or Mithal
Challenge 1/4 (50 XP)

Vigilant Attacker. The dreng has advantage on its initiative roll when boarding an opponent ship or when encountering an enemy group of humanoids.

ACTIONS

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

THEGN

Thegn are warriors who have the experience of enough battles as a dreng. They start to lose their eagerness for battle, but they gain the ability to defend themselves better and thus not get killed outright.

In most of the ships, the thegn makes the backbone of a fighting crew. They are the most crowded group on a longship.

THEGN

Medium humanoid (any race), any alignment

Armor Class 13 (Leather)
Hit Points 27 (6d8)
Speed 30 ft.

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

Skills Acrobatics +3, Athletics +6, Navigator's Tools +4, Perception +3, Vehicles (Water) +4
Senses passive Perception 13

Languages One among Austris, Mithal, or Mithal
Challenge 1/2 (100 XP)

Vigilant Attacker. The dreng has advantage on its initiative roll when boarding an opponent ship or when encountering an enemy group of humanoids.

ACTIONS

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

VIKINGR

Vikingar are the tough, seasoned warriors who have spent their youth training and fighting on the deck. Their name means sea raiders, or raiding in Svillander languages. As it suggests, they make excellent warrior crew on the deck and raiders on the shore.

A warrior must prove itself enough to be counted as a vikingr. Although there are many who raid shores on longships, vikingr is a title of proven finesse, bravery, and sometimes cruelty.

Most of the ships that are set to fight and raid have a number of vikingar on their decks. A ship without a vikingr is not quite considered to be a battleship. On the prestigious or experienced longships, their number is considerably higher.

VIKINGR

Medium humanoid (any race), any alignment

Armor Class 15 (Leather and Shield)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

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

Saving Throws Strength +6, Constitution +4

Skills Acrobatics +3, Athletics +9, Navigator's Tools +6, Perception +3, Vehicles (Water) +6

Senses passive Perception 13

Languages One among Austris, Mithal, or Mithal

Challenge 1 (200 XP)

Defense. While wearing armor, the vikingr adds 1 to its AC (included in the AC).

Discouraging Shout (2/day). When the vikingr makes a successful attack to a creature, it can make a discouraging shout and the creatures within 30 feet of it must succeed on a DC 13 Wisdom saving throw or become frightened until the end of their next turn.

Second Wind (1/day). The vikingr can use its bonus action to regain 14 (1d10 + 9) hit points.

ACTIONS

Battle Axe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 7 (1d8 + 3) slashing damage.

Shield Wall. The vikingr forms a shield wall with at least one other creature with the same feature adjacent to it. When it does, both the vikingr and creatures in front attacking it make their attacks with disadvantage. Additionally, it gains half cover against ranged attacks and spells coming from the front of the shield wall.

BERSERKR

Berserkr are veteran vikingar who have shown extraordinary finesse and gained considerable glory in battle. They are the champions among Svillander warriors.

Although named berserkr, they do not possess the powers of Berserkr barbarians. They are still considered to be wearing the skin of bears because of their famous strength and toughness.

BERSERKR

Medium humanoid (any race), any alignment

Armor Class 16 (Studded Leather and Shield)

Hit Points 60 (11d8 + 11)

Speed 30 ft.

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

Saving Throws Strength +6, Constitution +4

Skills Acrobatics +3, Athletics +9, Navigator's Tools +6, Perception +3, Vehicles (Water) +6

Senses passive Perception 13

Languages One among Austris, Mithal, or Mithal

Challenge 2 (450 XP)

Defense. While wearing armor, the berserkr adds 1 to its AC (included in the AC).

Discouraging Shout (2/day). When the berserkr makes a successful attack to a creature, it can make a discouraging shout and the creatures within 30 feet of it must succeed on a DC 13 Wisdom saving throw or become frightened until the end of their next turn.

Second Wind (1/day). The berserkr can use its bonus action to regain 16 (1d10 + 11) hit points.

ACTIONS

Multiattack. The berserkr makes two attacks with its battle axe.

Bastard Sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 7 (1d8 + 3) slashing damage.

Shield Wall. The berserkr forms a shield wall with at least one other creature with the same feature adjacent to it. When it does, both the berserkr and creatures in front attacking it make their attacks with disadvantage. Additionally, it gains half cover against ranged attacks and spells coming from the front of the shield wall.

HUSKARL

Huskarl are warriors devoted to noble houses, jarls and mon-archs. They are often trained under their houses since their youth. Because of this, they are well skilled and armed to fight and protect their masters.

To have huskarl among the ranks of the crew is an indicator of either noble blood or prestige for the ship's chief. Houses order some of their huskarls to serve under their young nobles adventuring to make its name.

On the other hand, houses can also lend or give such warriors to those they seem worthy for their name and cause. Sometimes, even the monarch demands the houses to provide huskarls to prestigious chieftains, to symbolize the kingdom's consent for the services of the chief.

HUSKARL

Medium humanoid (any race), any alignment

Armor Class 16 (Ring Mail and Shield)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+3)	12 (+1)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Strength +6, Constitution +4

Skills Acrobatics +3, Athletics +9, Navigator's Tools +6, Perception +3, Vehicles (Water) +6

Senses passive Perception 13

Languages One among Austris, Mithal, or Mithal

Challenge 3 (700 XP)

Defense. While wearing armor, the huskarl adds 1 to its AC (included in the AC).

Discouraging Shout (2/day). When the huskarl makes a successful attack to a creature, it can make a discouraging shout and the creatures within 30 feet of it must succeed on a DC 13 Wisdom saving throw or become frightened until the end of their next turn.

Second Wind (1/day). The huskarl can use its bonus action to regain 18 (1d10 + 13) hit points.

ACTIONS

Multiattacking. The huskarl makes two attacks with its battle axe.

Bastard Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Shield Bash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Shield Wall. The huskarl forms a shield wall with at least one other creature with the Shield Wall feature adjacent to it. When it does, it makes its attacks with disadvantage but any creature in front of the vikings attacking it also makes its attacks with disadvantage. Additionally, it gains half cover against ranged attacks and spells coming from the front of the shield wall.

Rally Brethren. The huskarl can use its *Second Wind* on an ally within 30 feet of it.

REACTIONS

Rally Brethren. The huskarl can use its *Second Wind* to make a Constitution saving throw in place of an ally.

GOTHI

Gothi are priests and priestesses of gods and goddesses. They channel the power of their deity through prayers and faith. They are people of importance in Svillander societies.

Seafarers and vikings are very superstitious folks. They are very cautious of the omens the gods present while they are voyaging on the seas. Because on Svillander seas, wrath of a god can quickly mean drowning and death.

Having a gothi on the deck can be both necessary and advantageous for a longship's chief. Favors from gods can protect the ship from wrathful storms, and can turn the tides in many battles.

GOTHI

Medium humanoid (any race), any alignment

Armor Class 14 (Studded Leather)

Hit Points 31 (7d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	14 (+2)	16 (+3)	12 (+1)

Skills Insight +6, Religion +5

Senses passive Perception 17

Languages any two languages

Challenge 4 (1,100 XP)

Spellcasting. The gothi is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The gothi has the following spells prepared:

Cantrips (at will): *guidance, mending, resistance, sacred flame*

1st level (4 slots): *bolt of watery death**, *cure wounds, protection from evil and good*

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

3rd level (3 slots): *bestow curse, mass healing word, water walk*

4th level (1 slot): *control water*

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

RUNEWALKER

Runewalkers are mystics who cast spells through runes of Odin. They can have the runes scribed on paper, woven through their mind, or carved on their bodies. They can cast powerful spells through their understanding of the runes.

Not many runewalkers agree to come on board. Most of them belong to certain organizations, or have their special agendas that should be taken care of.

Crews and fleets that have runewalkers among their ranks are very prestigious, and they are often told in rumors and tales. Chieftains think twice before engaging with those who have runewalkers on the deck.

RUNEWALKER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 40 (9d8)

Speed 30 ft.

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

Saving Throws Intelligence +8, Wisdom +5

Skills Arcana +8, History +8

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Spellcasting. The runewalker is a 9th-level spell caster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The runewalker has the following spells prepared:

Cantrips (at will): *firebolt, rune of call rain, rune of campfire, rune of sure grip*

1st level (4 slots): *detect magic, mage armor, rune of bonfire, rune of cellar cold*

2nd level (3 slots): *misty step, rune of running, rune of stormsailor*

3rd level (3 slots): *counter spell, fireball, fly*

4th level (1 slot): *black tentacles, greater invisibility, resilient sphere*

5th level (1 slot): *rune of ice spikes*

ACTIONS

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

SHIPS AND BATTLE RATING

Battle rating of the ships take into account that there is the required number of crew members (each lower than CR 1) operating the ship.

Thus, do not add the Battle Rating of crew members that are lower than CR 1 to the Battle Rating until their number exceed the required crew.

On the other hand, battle rating of the ships assume that the ship is fully operational. If crew members are less than the required amount, subtract 1 battle rating from that of the ship for each 2 crew members missing.

CARGO WEIGHT

Ships have three thresholds for cargo weight. The weight depicted as max means the ship can only move at a maximum of 1/4th of its normal speed, half means the ship can move at a maximum of 1/2th of its normal speed, and safe means the ship can move on its normal speed.

Any speed bonuses resulting from the wind or a plentiful number of rowers are added on top of this maximum available speed.



SHIPS



Details of the ships and their stat blocks are described here. You can also find their ship plans next to them. For larger ship plans, please look at the end of this book.

DRAKKAR (DRAGON LONGSHIP)

Gargantuan vehicle (120 ft. by 30 ft.)

Crew Required 26

Crew Maximum 36 (without addons)

Cargo Weight 20 tons max, 10 tons half, 5 tons safe

Travel Pace 5 miles per hour (121 miles per day)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6(-2)	17 (+3)	0	0	0

Damage Vulnerabilities Fire

Damage Resistances Cold, Lightning, Slashing from Non-magical Weapons

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Ship Space 2 Large, 2 Small

Battle Rating 18

Hull: Deck

Armor Class 18

Hit Points 425 (damage threshold 20)

Hull: Bow (Front)

Armor Class 15

Hit Points 500 (damage threshold 25)

Hull: Port Gunnel (Left)

Armor Class 15

Hit Points 350 (damage threshold 20)

Hull: Starboard Gunnel (Right)

Armor Class 15

Hit Points 350 (damage threshold 20)

Hull: Stern (Back)

Armor Class 15

Hit Points 500 (damage threshold 25)

Control: Steering Oars

Crew Required 2

Armor Class 16

Hit Points 50

Move up to the speed of one of its movement components, with one 45-degree turn. If the steering oars are destroyed, the ship's turning radius is halved with oars and it cannot turn with sails.

Movement: Sails

Crew Required 4

Armor Class 12

Hit Points 100; -10 ft. speed per 25 damage taken

Locomotion (water) sails, speed 60 ft.; 30 ft. while sailing into the wind; 100 ft. while sailing with the wind

Movement: Oars

Crew Required 20

Crew Maximum 30

Locomotion (water) oars, speed 20 ft. -5 ft. speed and -5-degree maneuver per 5 of the rowers missing, +5 ft. speed per 5 rowers added above required crew.

Maneuver 30-degree turn with sails, 60-degree turn with sails and oars, 90-degree turn with oars

Combined Movement. Movement of oars and sails are added together when they are both deployed.

ACTIONS

On its turn, the drakkar can take multiple actions. It can make its movement, use its weapons, crew unit(s) can shoot volley(s) and the drakkar can take any or all of the actions listed below, if possible.

Ram. The drakkar crashes directly (with its bow or stern) to another vessel or creature using the steering crew's Dexterity (Water Vehicles) check as its attack roll, it has advantage on the roll when crashing to a vessel, and disadvantage when crashing to a creature that is Huge or smaller. On a successful hit, the crash deals 99 (18d10) bludgeoning damage to the vessel's part or creature that was hit. The drakkar also takes the same damage from the crash unless it has a Ram (see Ship Addons).

GREAT SKEID (GREAT SLIDER)

Gargantuan vehicle (100 ft. by 25 ft.)

Crew Required 21

Crew Maximum 30 (without addons)

Cargo Weight 15 tons max, 10 tons half, 5 tons safe

Travel Pace 6 miles per hour (145 miles per day)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6(-2)	17 (+3)	0	0	0

Damage Vulnerabilities Fire

Damage Resistances Cold, Lightning, Slashing from Non-magical Weapons

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Ship Space 1 Large, 1 Small

Battle Rating 15

Hull: Deck

Armor Class 18

Hit Points 325 (damage threshold 15)

Hull: Bow (Front)

Armor Class 15

Hit Points 400 (damage threshold 20)

Hull: Port Gunnel (Left)

Armor Class 15

Hit Points 250 (damage threshold 15)

Hull: Starboard Gunnel (Right)

Armor Class 15

Hit Points 250 (damage threshold 15)

Hull: Stern (Back)

Armor Class 15

Hit Points 400 (damage threshold 20)

Control: Steering Oars

Crew Required 2

Armor Class 16

Hit Points 50

Move up to the speed of one of its movement components, with one 60-degree turn. If the steering oars are destroyed, the ship's turning radius is halved with oars and it cannot turn with sails.

Movement: Sails

Crew Required 4

Armor Class 12

Hit Points 100; -10 ft. speed per 25 damage taken

Locomotion (water) sails, speed 50 ft.; 25 ft. while sailing into the wind; 80 ft. while sailing with the wind

Movement: Oars

Crew Required 16

Crew Maximum 24

Locomotion (water) oars, speed 20 ft. -5 ft. speed per 4 of the rowers missing, +5ft. speed per 4 crew added above required crew.

Combined Movement. Movement of oars and sails are added together when they are both deployed.

ACTIONS

On its turn, the skeid can take multiple actions. It can make its movement, use its weapons, crew unit(s) can shoot volley(s) and the skeid can take any or all of the actions listed below, if possible.

Ram. The skeid crashes directly (with its bow or stern) to another vessel or creature using the steering crew's Dexterity (Water Vehicles) check as its attack roll, It has advantage on the roll when crashing to a vessel, and disadvantage when crushing to a creature that is Huge or smaller. On a successful hit, the crash deals 88 (16d10) bludgeoning damage to the vessel's part or creature that was hit. The skeid also takes the same damage from the crash unless it has a Ram (see Ship Addons).

SKEID (SLIDER)

Gargantuan vehicle (75 ft. by 15 ft.)

Crew Required 14

Crew Maximum 24 (without addons)

Cargo Weight 10 tons max, 5 tons half, 3 tons safe

Travel Pace 6.6 miles per hour (160 miles per day)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6(-2)	17 (+3)	0	0	0

Damage Vulnerabilities Fire

Damage Resistances Cold, Lightning, Slashing from Non-magical Weapons

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Ship Space 2 Small

Battle Rating 12

Hull: Deck

Armor Class 18

Hit Points 250 (damage threshold 15)

Hull: Bow (Front)

Armor Class 15

Hit Points 300 (damage threshold 20)

Hull: Port Gunnel (Left)

Armor Class 15

Hit Points 200 (damage threshold 15)

Hull: Starboard Gunnel (Right)

Armor Class 15

Hit Points 200 (damage threshold 15)

Hull: Stern (Back)

Armor Class 15

Hit Points 300 (damage threshold 20))

Control: Steering Oars

Crew Required 1

Armor Class 16

Hit Points 50

Move up to the speed of one of its movement components, with one 90-degree turn. If the steering oars are destroyed, the ship's turning radius is halved with oars and it cannot turn with sails. It also has disadvantage on any related rolls or checks.

Movement: Sails

Crew Required 2

Armor Class 12

Hit Points 100; -10 ft. speed per 25 damage taken

Locomotion (water) sails, speed 60 ft.; 30 ft. while sailing into the wind; 100 ft. while sailing with the wind

Movement: Oars

Crew Required 12

Crew Maximum 20

Locomotion (water) oars, speed 20 ft. -5 ft. speed per 3 of the rowers missing, +5ft. speed per 3 crew added above required crew.

Combined Movement. Movement of oars and sails are added together when they are both deployed.

ACTIONS

On its turn, the skeid can take multiple actions. It can make its movement, use its weapons, crew unit(s) can shoot volley(s) and the skeid can take any or all of the actions listed below, if possible.

Ram. The skeid crashes directly (with its bow or stern) to another vessel or creature using the steering crew's Dexterity (Water Vehicles) check as its attack roll, It has advantage on the roll when crashing to a vessel, and disadvantage when crushing to a creature that is Huge or smaller. On a successful hit, the crash deals 77 (14d10) bludgeoning damage to the vessel's part or creature that was hit. The skeid also takes the same damage from the crash unless it has a Ram (see Ship Addons).

SNEKKJA (SMALL LONGSHIP)

Gargantuan vehicle (55 ft. by 15 ft.)

Crew Required 11

Crew Maximum 15 (without addons)

Cargo Weight 8 tons max, 4 tons half, 2 tons safe

Travel Pace 7.8 miles per hour (185 miles per day)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6(-2)	17 (+3)	0	0	0

Damage Vulnerabilities Fire

Damage Resistances Cold, Lightning, Slashing from Non-magical Weapons

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Ship Space 1 Small

Battle Rating 10

Hull: Deck

Armor Class 18

Hit Points 215 (damage threshold 15)

Hull: Bow (Front)

Armor Class 15

Hit Points 250 (damage threshold 20)

Hull: Port Gunnel (Left)

Armor Class 15

Hit Points 175 (damage threshold 15)

Hull: Starboard Gunnel (Right)

Armor Class 15

Hit Points 175 (damage threshold 15)

Hull: Stern (Back)

Armor Class 15

Hit Points 250 (damage threshold 20)

Control: Steering Oars

Crew Required 1

Armor Class 16

Hit Points 50

Move up to the speed of one of its movement components, with one 90-degree turn. If the steering oars are destroyed, the ship's turning radius is halved with oars and it cannot turn with sails.

Movement: Sails

Crew Required 2

Armor Class 12

Hit Points 100; -10 ft. speed per 25 damage taken

Locomotion (water) sails, speed 70 ft.; 35 ft. while sailing into the wind; 110 ft. while sailing with the wind

Movement: Oars

Crew Required 8

Crew Maximum 12

Locomotion (water) oars, speed 20 ft. -5 ft. speed per 2 of the rowers missing, +5ft. speed per 3 crew added above required crew.

Combined Movement. Movement of oars and sails are added together when they are both deployed.

ACTIONS

On its turn, the snekkja can take multiple actions. It can make its movement, use its weapons, crew unit(s) can shoot volley(s) and the snekkja can take any or all of the actions listed below, if possible.

Ram. The snekkja crashes directly (with its bow or stern) to another vessel or creature using the steering crew's Dexterity (Water Vehicles) check as its attack roll, It has advantage on the roll when crashing to a vessel, and disadvantage when crushing to a creature that is Huge or smaller. On a successful hit, the crash deals 66 (12d10) bludgeoning damage to the vessel's part or creature that was hit. The snekkja also takes the same damage from the crash unless it has a Ram (see Ship Addons).

KNARR (DEEP SEA TRADER)

Bulky and clumsy, these ships are made for long voyages in deep seas. They are used for trading, as they have a cargo capacity that overshadows any other ship.

Gargantuan vehicle (50 ft. by 15 ft.)

Crew Required 8

Crew Maximum 10 (without addons)

Cargo Weight 24 tons max, 15 tons half, 8 tons safe

Travel Pace 5 miles per hour (120 miles per day)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	17 (+3)	0	0	0

Damage Vulnerabilities Fire

Damage Resistances Cold, Lightning, Slashing from Non-magical Weapons

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Ship Space 1 Small

Battle Rating 7

Hull: Deck

Armor Class 18

Hit Points 175 (damage threshold 15)

Hull: Bow (Front)

Armor Class 15

Hit Points 175 (damage threshold 15)

Hull: Port Gunnel (Left)

Armor Class 15

Hit Points 150 (damage threshold 15)

Hull: Starboard Gunnel (Right)

Armor Class 15

Hit Points 150 (damage threshold 15)

Hull: Stern (Back)

Armor Class 15

Hit Points 150 (damage threshold 15)

Control: Rudder Helm

Crew Required 1

Armor Class 16

Hit Points 50 (damage threshold 15)

Move up to the speed of one of its movement components, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

Movement: Sails

Crew Required 4

Armor Class 6

Hit Points 100; -10 ft. speed per 25 damage taken

Locomotion (water) sails, speed 45 ft.; 15 ft. while sailing into the wind; 60 ft. while sailing with the wind

Movement: Oars

Crew Required 4

Crew Maximum 6

Locomotion (water) oars, speed 10 ft. -5 ft. speed for each rower missing, +5ft. speed per 1 crew added above required crew.

ACTIONS

On its turn, the knarr can move using its helm. If the longship loses half or more of its crew, it moves at half speed.

Ram. The knarr crashes directly (with its bow or stern) to another vessel or creature using the steering crew's Dexterity (Water Vehicles) check as its attack roll. It has disadvantage when crushing to a creature that is Huge or smaller. On a successful hit, the crash deals 44 (8d10) bludgeoning damage to the vessel's part or creature that was hit. The knarr also takes the same damage from the crash unless it has a Ram (see Ship Addons).

COASTAL KNARR

Bulky and clumsy, these ships are made for long voyages in shallow seas. They are used for trading, as they have a cargo capacity that overshadows any other ship.

Gargantuan vehicle (45 ft. by 10 ft.)

Crew Required 6

Crew Maximum 8 (without addons)

Cargo Weight 20 tons max, 10 tons half, 5 tons safe

Travel Pace 5 miles per hour (120 miles per day)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6(-2)	17 (+3)	0	0	0

Damage Vulnerabilities Fire

Damage Resistances Cold, Lightning, Slashing from Non-magical Weapons

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Ship Space 1 Small

Battle Rating 6

Hull: Deck

Armor Class 18

Hit Points 150 (damage threshold 15)

Hull: Bow (Front)

Armor Class 15

Hit Points 175 (damage threshold 20)

Hull: Port Gunnel (Left)

Armor Class 15

Hit Points 125 (damage threshold 15)

Hull: Starboard Gunnel (Right)

Armor Class 15

Hit Points 125 (damage threshold 15)

Hull: Stern (Back)

Armor Class 15

Hit Points 125 (damage threshold 15)

Control: Rudder Helm

Crew Required 1

Armor Class 16

Hit Points 50 (damage threshold 15)

Move up to the speed of one of its movement components, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

Movement: Sails

Crew Required 1

Armor Class 12

Hit Points 100; -10 ft. speed per 25 damage taken

Locomotion (water) sails, speed 45 ft.; 15 ft. while sailing into the wind; 60 ft. while sailing with the wind

Movement: Oars

Crew Required 4

Crew Maximum 6

Locomotion (water) oars, speed 10 ft. -5 ft. speed for each rower missing, +5ft. speed per 1 crew added above required crew.

ACTIONS

On its turn, the coastal knarr can move using its helm. If the longship loses half or more of its crew, it moves at half speed

Ram. The knarr crashes directly (with its bow or stern) to another vessel or creature using the steering crew's Dexterity (Water Vehicles) check as its attack roll. It has disadvantage when crushing to a creature that is Huge or smaller. On a successful hit, the crash deals 44 (8d10) bludgeoning damage to the vessel's part or creature that was hit. The knarr also takes the same damage from the crash unless it has a Ram (see Ship Addons).

SPELLS AND MAGIC ITEMS

CHAPTER IV

Magic in a region is devised to make life easier and it is evolved depending on the needs of the region by the spellcasters and crafters living there. Since the South Sea is a region of internal conflicts, constant raids, sea battles, a life full of action and mystic forces, the magic of the region reflects all of them. While traveling the islands of the South Sea, it is likely possible to encounter vikings who navigate their rune-carved ships, seids who summon creatures from the depths of the seas or gothis commanding air and water in the name of Aegir or Ran.

The purpose of this section of the book is to give you detailed information about the magic used in the South Sea. While reading, you will notice that both the spells and magic items are very useful in terms of surviving life in the South Sea. Also, we tried to provide stories and other narratives in the descriptions of spells and magic items so that they can be a more concrete part of your games. By this way, they can be integrated more concretely into the game. A part of your campaigns may rely on finding a magic item or on the effects of a spell that is not widely known.

SPELLS

Islanders of the South Sea are strong people that can attune to different situations quickly. Throughout their years in the harsh environment of islands, they have developed different runic techniques, worshipped more sea related deities, and explored the mystic aspect of sea spirits so that they can survive in the islands. Because of these reasons, some powers in this section especially focus on travelling, ships, aquatic creatures, and water spirits.

GOTHI SPELLS

2ND LEVEL

Curse of Ran

4TH LEVEL

Ink Wave

6TH LEVEL

Vortex

9TH LEVEL

Conjure Sea Serpent

RANGER SPELLS

2ND LEVEL

Lucky Wind

RUNEWALKER SPELLS

CANTRIPS (0 LEVEL)

Rune of Camp Fire
Rune of Fast Food
Rune of Sure Grip

1ST LEVEL

Rune of Bone Fire
Rune of Cellar Cold

2ND LEVEL

Rune of Limb Cutter
Rune of Running
Rune of Stormsailor

3RD LEVEL

Rune of Protection

5TH LEVEL

Rune of Arm Breaker
Rune of Deadly Shroud
Rune of Firecloak
Rune of Ice Spikes

6TH LEVEL

Rune of Angry Boar
Rune of Fatality
Rune of Living Ice
Rune of Passage
Rune of the Living
Rune of Walking Fire
Rune of Walking Thunder

7TH LEVEL

Rune of Relocation
Rune of Spell Bounce

8TH LEVEL

Rune of Forked Lightning
Rune of Transportation

9TH LEVEL

Rune of Elemental Destruction

SEIDR SPELLS

1ST LEVEL

Dance of the Wind Spirits

3RD LEVEL

Circle of Cold
Ice Runner
Merge with the Ice
Raven's Veil
Swirling Snow

4TH LEVEL

Tempest

5TH LEVEL

Eyes of the Water
Ice Shaper
Soul of the Ice

6TH LEVEL

Embrace of the Ice

7TH LEVEL

Frozen Circle
Prison of Water

9TH LEVEL

Conjure Sea Serpent

SORCERER SPELLS

4TH LEVEL

Pillar of Frost

5TH LEVEL

Storm of Lightning

6TH LEVEL

Entombed

8TH LEVEL

Dark Grave

9TH LEVEL

Glacial Strike
Roar of the Bear King



SPELL DESCRIPTIONS



CIRCLE OF COLD

3rd Level Transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You emanate an aura of 10 feet radius. Any creature entering the radius of the aura or ending its turn there takes 1d4 cold damage.

Additionally, an affected creature must succeed on a Constitution saving throw or its armor and skin becomes more brittle because of the cold, taking -2 penalty to its AC.

CONJURE SEA SERPENT

9th Level Conjuration

Casting Time: 1 round

Range: 90 feet

Components: V, S, M *

Duration: Concentration, up to 1 hour

You call forth a sea serpent, one of the most deadly denizens of the seas. This spell can be used by seidr and gothis of Aegir and Ran. This power is only granted to high ranking gothis and when used, the creature is left to the gothi's control. However, when a seidr reaches to the spirits of the sea and calls for help, it must give a blood sacrifice in return. The sacrifice must be a medium beast or humanoid.

The sea serpent is friendly to you and your companions for the duration. Roll initiative for the sea serpent, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the serpent, it defends itself from hostile creatures but otherwise takes no action.

If your concentration is broken, the sea serpent doesn't disappear. Instead, you lose control of the serpent, instead, it becomes hostile toward you and your companions, and it might attack. An uncontrolled sea serpent can't be dismissed by you, and it disappears 1 hour after you summoned it. The DM has the sea serpent's statistics.

* - a blood sacrifice is required for seidr spellcasters

CURSE OF RAN

3rd Level Necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M *

Duration: Permanent

You make a melee spell attack. On a successful hit, you bestow

a terrible curse to the creature you touch. The target's skin transforms into a wet and slippery surface at the moment you touch, and it dries with time. If the creature does not keep its skin wet and moisturized, it takes 2d6 necrotic damage at the end of every hour. The curse can be removed with a *remove curse* spell within 9 hours. After that, it can only be removed by a *heal*, *miracle*, or a *wish* spell within 9 months.

If it dies because of the damage the curse deals or the curse is still active after 9 months, the creature is lost and its spirit joins the treasures of Ran.

* - seaweed

DANCE OF THE WIND SPIRITS

1st Level Abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M *

Duration: Concentration, up to 1 minute

Spirits of the wind start to dance around you. Your AC increases by 5 as long as you do not inflict damage on any creature. If you deal damage to a creature resulting from an action or an attack, the spell ends.

* - owl feather

DARK GRAVE

8th Level Necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M *

Duration: Concentration, up to 1 minute

You entomb a creature into black ice. Your target makes a Constitution saving throw to shake off the spell's effects. On a failed save, the creature is covered with black ice completely, and takes a level of exhaustion.

For every turn the creature stays entombed, it makes another Constitution saving throw and on a failed save, it gains another level of exhaustion. The black ice can be broken to save the creature. It has 100 hit points and 19 AC. When the black ice is broken or the creature dies within, it disappears.

* - a piece of black ice worth 150 gp

EMBRACE OF THE ICE

6th Level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You call spirits of ice and snow to imbue a creature with their power. An imbued creature is covered with ice blocks and its AC increases by 2; its weapons are enhanced with ice and the creature gains +2 bonus on weapon attack rolls, as well as an

additional 1d6 cold damage on its weapon attacks.

ENTOMBED

6th Level Evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M *

Duration: Concentration, up to 1 minute

You entomb a creature into deadly ice. Your target makes a Constitution saving throw to shake off the spell's effects. On a failed save, it takes 5d6 cold damage.

For every turn the creature stays entombed, it makes another Constitution saving throw and on a failed save, it takes another 5d6 cold damage. The ice can be broken to save the creature. It has 90 hit points and 18 AC. When the ice is broken or the creature dies within, it disappears.

* - a piece of ice

EYES OF WATER

5th Level Divination

Casting Time: 1 minute

Range: Self

Components: V, S, M *

Duration: Instantaneous

By the words you say and dances you make, a spirit rises slowly from the still water. When you present your offer as the final part of the spell, the spirit starts to answer your questions.

You can ask a question about someone who existed near the water, an event happened nearby, or about something related to the water.

Spirit cannot answer questions whose answers it does not know and it only gives answers if the answer lies within the past 1 month.

According to your attitude against the spirit or the spirit's characteristics, it may give direct answers or cryptic messages, on the DM's discretion.

At Higher Levels: The spirit can give remember the events of 1 week older than 1 month for each slot above 5th.

* - a thing morally or spiritually important for you or for one of your allies

FROZEN CIRCLE

7th Level Transmutation

Casting Time: 1 action

Range: Self

Components: V, S,

Duration: Concentration, up to 1 minute

You emanate an aura of 20 feet radius. Any creature entering within the radius of the aura or ending its turn within it takes 1d8 cold damage. Also, creatures which are hidden by both magical or nonmagical ways become visible.

GLACIAL STRIKE

9th Level Evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You choose three targets within range and make separate ranged spell attacks. On a successful hit, massive blocks of ice start to fall from the air. Each target you hit must make a Constitution saving throw. On a failed save, the target takes 10d6 cold and 10d6 bludgeoning damage and is stunned until the end of your next turn. On a successful save, the target takes the damage but is not stunned.

ICE RUNNER

3rd Level Transmutation

Casting Time: Bonus Action

Range: Touch

Components: V, S, DF

Duration: Concentration, up to 1 minute

Creature touched becomes able to move through ice and snow by using its normal speed. If the touched creature ends up in ice when the spell's duration ends, it is pushed out of the ice from the nearest point.

ICE SHAPER

5th Level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M *

Duration: Concentration, up to 1 hour

You transmute a block of ice into another shape of ice. For example; you can use this spell to reshape the ice covering the roof of the dungeon you are delving to close the door behind you. You can shape 20 cubic feet of ice by this way.

At Higher Levels: Amount of ice transmuted increases by 2 cubic feet for each spell slot used higher than 5th.

* - a block of ice

INK WAVE

4th Level Conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, DF

Duration: Instantaneous

You conjure a wave of ink that originates from you. It has a width of 5 feet, it moves 30 feet straight and it can move around corners. The creatures standing on the ink must make a Constitution saving throw. A creature takes 6d8 poison damage on a failed save and becomes poisoned until the end of your next turn, it takes half as much on a successful one.

LUCKY WIND

2nd Level Divination

Casting Time: Reaction
Range: Self
Components: V, S
Duration: Instantaneous

When you fail an attack roll, ability check or a saving throw, you can call upon the winds to carry the luck of the realms to you. You can reroll the failed roll.

VORTEX

6th Level Conjunction

Casting Time: 1 Action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You conjure a deadly vortex that can catch the creatures and batter them for the duration of the spell. The spell creates a vortex with a length of 60 feet and a radius of 15 feet. The creatures in the area must make a Dexterity (Acrobatics) or a Strength (Athletics) check (whichever they choose) against your spell save DC to escape from it.

On a failed check, they become grappled. They can try to get out of the vortex each turn, and a creature which ends its turn in the vortex takes 6d6 bludgeoning damage.

At Higher Levels: If you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d6 for each slot level above 6th.

MERGE WITH THE ICE

3rd Level Transmutation

Casting Time: 1 action
Range: Self
Components: V, S, DF
Duration: Concentration, up to 1 hour

You place yourself in an ice block that can contain you and your possessions physically. While inside, you cannot be harmed by hostile creatures or any harmful effects unless the ice is broken. You cannot interact with outside but you can cast spells on yourself. If the ice block is broken, you take 1d8 damage. The ice can be broken, and it has 45 hit points and 12 AC.

PILLAR OF FROST

4th Level Conjunction

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Permanent

You designate a point and from this point rises a pillar of frost with 10 feet radius and 40 feet height. Creatures standing on the area must make a Dexterity saving throw to step out of the

area.

On a failed save, the creatures stay on top of the pillar. Staying still on the pillar requires a DC 10 Dexterity (Acrobatics) check, however, making actions, attack, or moving while on top needs a DC 15 Acrobatics check.

If a creature is stuck between the pillar and another floor, it takes 8d6 points of bludgeoning damage and falls prone.

If a creature falls off the pillar, it takes 4d6 damage bludgeoning damage.

The pillar stays until it is melted or broken. It has 60 hit points and 14 AC.

PRISON OF WATER

7th Level Abjuration

Casting Time: 10 Minutes
Range: 30 feet
Components: V, S, M *
Duration: Until Dispelled

A spirit of still water imprisons the target of the spell. Target must be in the water during the casting time. When you finish the casting, the spirit of the water takes your target and the chains you have offered, wraps the target with the chains and hides it in the water.

The target becomes incapacitated and unconscious. It can breathe underwater and does not die of cold, hunger and deprivation of sleep since its bodily functions stop.

Normal eyes cannot see the prisoner in the water unless the spirit wills it so. A *true sight* spell, however, reveals the prisoner within the water. The prisoner cannot be interacted in any ways before it is seen.

The spell ends when the effect is dispelled or the chains are broken.

* - a metal chain that worths at least 1000 gp

RAVEN'S VEIL

3rd Level Abjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S, M *
Duration: Instantaneous

Ravens start to fly around the creature you choose, granting half cover to the creature. The creature can choose to resist the effect of the spell by making a Dexterity saving throw.

At Higher Levels: When you cast this spell using a 4th level spell slot, the creature gains three-quarters cover, and when a 5th level or higher spell slot is used, it gains total cover.

* - raven feather

ROAR OF THE BEAR KING

9th Level Evocation

Casting Time: 1 Minutes
Range: 1 mile
Components: V, S

Duration: Concentration, up to 1 minute

You create a frightening roar of The Bear King which places the purest fear in your enemies' hearts. Any enemy that can hear you within the range must succeed on a Wisdom saving throw or it becomes frightened for the duration of your concentration.

RUNE OF ANGRY BOAR

6th Level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch a creature and draw runes of endurance. During the time the spell is in effect, the creature does not fall unconscious if its hit points drop to 0, instead, it remains on 1 hit point.

The creature can choose to resist the effect of the spell by making a Constitution saving throw.

RUNE OF ARM BREAKER

5th Level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch a creature. On its next successful attack with a melee weapon, its attack aims at the arm of the target. The target must make a Constitution saving throw or the attacked arm is broken.

RUNE OF BONE FIRE

1st Level Abjuration

Casting Time: 1 action

Range: Touch

Components: V

Duration: Concentration, up to 1 hour

You can protect a creature or an object you touch against cold weather and it gains resistance against cold damage.

RUNE OF CAMPFIRE

Abjuration Cantrip

Casting Time: 1 action

Range: Self

Components: V

Duration: 1 hour

You reflect your body's warmth to outside. Living creatures within 10 feet of you are heated just as they are standing near a campfire.

RUNE OF CELLAR COLD

1st Level Abjuration

Casting Time: 1 action

Range: Touch

Components: V

Duration: Concentration, up to 1 minute

You can keep the temperature of a creature or an object you touch constant even in increasing temperatures and it gains resistance against fire damage.

RUNE OF DEADLY SHROUD

5th Level Necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You surround a creature or an object you touch with a foul and greenish cloud of death. Any creature who attacks the target with a melee weapon or a melee spell attack must succeed on a Constitution saving throw or it becomes poisoned until the end of its next turn. While poisoned, the creature cannot regain hit points.

RUNE OF ELEMENTAL DESTRUCTION

9th Level Evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You choose one of the elements; cold, fire or lightning. An elemental rune appears and starts to glow above your head. It gets brighter and brighter with every passing turn, as it stores more and more energy.

The rune stores 3d6 damage of the chosen type on each round. You can use this stored energy to add damage to any spell that deals the chosen type of damage.

You can use these damage dice by part or as a whole. When the entire stored damage is used up, the spell ends.

If you do not use this extra damage within 1 minute, the rune explodes and you take 30d6 damage of the chosen type. This damage you take cannot be lowered by any resistance or immunity.

RUNE OF FAST FOOT

Transmutation Cantrip

Casting Time: Bonus Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minute

Your speed increases by 10 feet.

RUNE OF FATALITY

6th Level Transmutation

Casting Time: 1 Action
Range: Self
Components: V, S
Duration: 1 minute

You cover yourself with the runes of most deadly warriors. You deal full damage when you critically hit with a melee weapon attack, ranged weapon attack or with a spell attack.

RUNE OF FIRECLOAK

5th Level Evocation

Casting Time: 1 Action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 Minute

You surround a creature or an object you touch with flames. Any creature who attacks the target with a melee weapon or a melee spell attack must succeed on a Dexterity saving throw or it takes 2d6 fire damage. Flames do not harm surrounding creatures or objects.

RUNE OF FORKED LIGHTNING

8th Level Evocation

Casting Time: 1 Action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You choose up to 5 targets who are all within 60 feet of you. You make a single ranged spell attack. You deal 12d8 lightning damage to each target that your attack was successful.

RUNE OF ICY PLATES

5th Level Evocation

Casting Time: 1 Action
Range: Touch
Components: V, S
Duration: 1 Minute

You surround a creature or an object you touch with cold aura. Any creature who attacks the target with a melee weapon or a melee spell attack must succeed on a Constitution saving throw or its speed is halved and it can't take reactions until the end of its next turn.

RUNE OF LIMB CUTTER

2nd Level Transmutation

Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

Your weapon and spell attacks score a critical hit on a roll of

19 or 20.

At Higher Levels: Duration: Your weapon and spell attacks score a critical hit on a roll of 18-20 when a 7th or higher level spell slot is used.

RUNE OF LIVING ICE

6th Level Conjuration

Casting Time: 1 Action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You create a dynamic snow around 20 feet radius of the target you touch. The spell has the following features:

- The target becomes immune to cold damage.
- The area becomes difficult terrain for creatures hostile both to you and to the target.
- Any spellcaster entering this area must succeed on a DC 10 Constitution saving throw to keep concentrating on spells.

RUNE OF PASSAGE

6th Level Transmutation

Casting Time: 1 Action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 Minute

You can open a passage of 30 feet length and 5 feet radius through crafted doors, walls and windows.

RUNE OF PROTECTION

3rd Level Abjuration

Casting Time: 1 minute
Range: Touch
Components: V, S, M *
Duration: 1 hour

This is an expensive protection rune which can be enhanced with more runic knowledge. It is generally used by rich ship owners and it has different types of usage which can be obtained by little twists made while carving the rune on a place or a creature.

While casting this spell, you select one of the benefits below:

Protection Against Elements. The target creature or object gains resistance against cold, fire or lightning damage.

Protection Against Spells. The target creature or object gains advantage on its saving throws made against spells.

Protection Against Weapons. The target creature or object gains resistance against bludgeoning, piercing and slashing damage from nonmagical attacks.

* - a special ink that is worth at least 250 gp

RUNE OF RELOCATION

7th Level Conjuraton

Casting Time: 1 Action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You change your places with another creature. If the target is not willing, it can make an Intelligence saving throw to resist the effect. You cannot change places with a creature which will not be able to fit into your current place.

RUNE OF RUNNING

2nd Level Transmutation

Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

As you enhance yourself with the runes of speed, your speed increases by 20 feet.

RUNE OF SPELL BOUNCE

7th Level Abjuration

Casting Time: 1 Action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minutes

When a creature you touch is targeted by a spell of 6th level or lower, the spell is reflected back to its caster.

When a spell is reflected, the concentration and effect of this spell ends. You can choose not to reflect the spell as a reaction.

RUNE OF STORMSAILOR

2nd Level Abjuration

Casting Time: 1 round
Range: Touch (1 ship)
Components: V, S, M (A chalk worth at least 10 gp, which is consumed by the spell)
Duration: Concentration, up to 10 minutes

You draw a rune on a ship which makes it easier to operate. Navigation or carpentry tool checks are made with advantage.

RUNE OF SURE GRIP

Transmutation Cantrip

Casting Time: 1 Action
Range: Self
Components: V, S
Duration: 1 minutes

You draw the runes of war on your hands. As the runes glow, your grip on your weapon tightens. You cannot be disarmed for the duration of the spell.

RUNE OF TRANSPORTATION

8th Level Conjuraton

Casting Time: 1 Action
Range: 10 feet
Components: V, S
Duration: Instantaneous

You teleport up to 8 creatures to a marked location without error. To mark a location, you must leave an item which you should have carried for at least 8 hours, or a body part of yours to the location. The item or body part must still be there at the moment of you cast this spell.

You can also travel between planes with this spell.

RUNE OF WALKING FIRE

6th Level Transmutation

Casting Time: 1 Action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

The creature touched gains immunity to fire damage and it leaves fire in its wake. Objects and creatures within 5 feet of the target takes 1d6 fire damage.

The fire ignites flammable objects that aren't being worn or carried.

RUNE OF WALKING THUNDER

6th Level Transmutation

Casting Time: 1 Action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

For the duration of the spell or until your concentration ends, the creature touch gains immunity to thunder and lightning damage, and a fly speed of 60 feet.

SOUL OF THE ICE

5th Level Transmutation

Casting Time: 1 Action
Range: 30 feet
Components: V, S, M *
Duration: Concentration, up to 10 minutes or up to 1 hour

You choose a creature within 30 feet and affect its spirit with a frozen ember. The creature can make a Charisma saving throw or it gains immunity to cold damage and vulnerability to fire damage. If the creature is willing, the duration of the spell is 1 hour. Otherwise, it is 10 minutes.

* - a frozen ember

STORM OF LIGHTNING

5th Level Evocation

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You call upon the forces of storms and create three bolts of lightning, each of which can strike a target that you can see within 60 feet of you. A target must make a Dexterity saving throw. It takes 5d10 lightning damage on a failed save, or half as much damage on a successful one.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each slot above 5th.

SWIRLING SNOW

3rd Level Conjuration

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

Snow swirls around you and creates a thick layer of snowy cold air obscuring sight. You gain half cover against the creatures who are 5 feet away from you, three-quarters cover against the ones standing at a distance further away.

Area affecting spells dealing fire damage can dispel the effects of Swirling Snow only for the area they effect. If you

move, the effect of the spell moves with you and keeps you at the center of it.

TEMPEST

4th Level Evocation

Casting Time: 1 Action

Range: 100 feet

Components: V, S

Duration: Instantaneous

You cause a storm of ice and snow. They fall from the sky with a crushing force and cover an area of 40 feet radius. Initial storm deals 4d6 cold and 4d6 bludgeoning damage to both buildings and creatures in the area.

Creatures in the area can make a Dexterity saving throw to not get buried under the snow. On a failed save, they are buried under the snow and they get disadvantage on their attack rolls and ability checks as long as they are under the snow. Getting out of the snow requires 1 full round. Only medium creatures can be buried under the snow.

Ice and snow brought by this spell remains until melted. Instant melting of the snow causes a flood, which requires an Strength (Athletics) check to not get caught. The DC of the Athletics check is equal to your spell save DC. The strength of the flood and its direction is at the Dungeon Master's discretion.

At Higher Levels: Large creatures can be buried when 5th or higher, huge creatures can be buried when 8th or higher spell slot is used.

MAGIC ITEMS

Islanders of the South Sea are strong people that can attune to different situations quickly. Throughout their years in the harsh environment of islands, they have developed different runic techniques, worshipped more sea related deities, and explored the mystic aspect of sea spirits so that they can survive in the islands. Because of these reasons, some powers in this section especially focus on travelling, ships, aquatic creatures, and water spirits.



ARMORS



ARMOR OF LEYNA

Armor (leather or studded leather), rare (requires attunement)

Normally, armor causes sound even while doing stealthy moves however the way this armor is made makes it silent. *Armor Of Leyna* is generally preferred by bandits and assassins. While wearing this item, you gain the following benefits:

- You have a +1 bonus to AC.
- You have advantage to your Dexterity(Stealth) rolls.

ARMOR OF MISCHIEF

Armor (light or medium hide), very rare (requires attunement)

While wearing this armor, you always feel like something weird is about to happen. When a creature hits you critically, the creature rolls a d20. Then apply the following results:

- If the creature rolls a 1, it becomes paralyzed for 4 turns.
- If the creature rolls 2-10, it is poisoned for 4 turns and takes 1d10 poison damage.
- If the creature rolls 11-15, it is pushed 20 feet back and takes 1d10 force damage.
- If the creature rolls 16-20, nothing happens.

OAK CHESTPLATE

Armor (plated leather), varies (requires attunement)

Oak Chestplate can be easily worn inside clothes without being realized by others. Even if the damage threshold of the thinner ones is not very high, it could be used by anyone. While town chiefs are preferring thinner ones, thicker ones are generally preferred by rangers who wander in Islands.

- *Thin Oak Chestplate (uncommon):* While wearing this armor, you have resistance to slashing damage from nonmagical weapons and poison damage.
- *Thick Oak Chestplate (rare):* While wearing this armor, you have resistance to bludgeoning and slashing damage from nonmagical weapons and poison damage.

SEA SERPENT SCALE ARMOR

Armor (lamellae), very rare (requires attunement)

Sea Serpent's Armor can be found in shore markets or in big cities as it is made from powerful sea creatures' skin. This armor can protect you from both cold or dry weather. It also boosts swimming abilities. While wearing this item, you gain the following benefits:

- You have resistance to cold damage.
- You can breathe underwater.
- You have advantage on Dexterity saving throws you make while in the sea.
- You gain swim speed equal to your normal speed.

SHIELD OF BRODNA

Armor (round shield), uncommon (requires attunement)

This shield is designed to break or crush things like wooden structures. It is usually used to break barricades in battles. While wearing this item, you gain the following benefits:

- You can easily crush non-magical wooden objects.
- You can stab the top of Shield of Brodna to a wooden or a softer surface as an action. In this case, you can use it to gain half-cover.

SKELETAL SHIELD

Armor (round shield), very rare (requires attunement)

This shield is made from the bones of animals and humanoids. To keep the bones intact, furs and skins of some bigger creatures are used. People may be irritated if you carry this shield around them. While wearing this item, you gain the following benefits:

- You can choose to counter a spell targeting you as a reaction. After you use this ability, Skeletal Shield loses all its powers until the next dawn.
- You have disadvantage on your Charisma(Persuasion) rolls.
- You have resistance to necrotic damage.



RINGS



RING OF FEIGR

Ring, legendary (requires attunement)

This ring is shaped like an ouroboros decorated with diamonds. It represents Jormungandr, The World Serpent. Even some say that it is a piece of Serpent's teeth. While wearing this ring, you gain the following benefits:

- You have resistance to radiant damage.
- If you die while wearing the ring, the ouroboros starts to eat its own tail until it completely devours itself and ripping your finger off. As a result, Ring of Feigr is destroyed and you are brought back to life as if you have finished a long rest.

Curse. By resurrecting you, the ring bestows The Curse of The Serpent upon you. You can't be resurrected again in anyway. You are now vulnerable against the necrotic damage but immune to frightened effects as you saw death and returned from it. *Remove curse* spell does not lift this curse.

RING OF HEIGHTEN SENSES

Ring, rare (requires attunement)

This ring is designed to help people who can't see or hear well. However, hunters also use it in night hunts. *Ring Of Heighten Senses* recalibrates your senses and makes you realize your surroundings.

- You have +4 bonus to your Wisdom(Perception) checks.
- You can roll a d20 once per long rest. If you roll a 16 or above you gain Darkvision for an hour.

RING OF MUNKR

Ring, uncommon

They say it is cheating to wear a *Ring of Munkr* in a fist fight because it makes your fist just like a metal right before you punch someone with your ring wearing hand. While wearing this ring, you gain the following benefit:

- You have +2 bonus on your damage rolls you make with an unarmed strike.



STAVES



STAFF OF THE WEST

Staff, uncommon (requires attunement by a sorcerer)

This is a staff made by sorcerers for other sorcerers. While wielding this item, you gain the following benefits:

- You have +1 bonus to AC.
- You can cast a 1st level spell from your spell list without expending a spell slot once per day.

STAFF OF THE SEAS

Staff, legendary (requires attunement)

This staff is used by a raid leader who was also a magician. Her crew always admired her because she can manipulate the waves in order to save them in dire situations. However, the sea is a deadly place even if you can control it. Now the staff is somewhere in the South Sea and it is rumored that it still lays within the arms of the captain. While wielding this staff, you gain the following benefits:

- The staff has three charges. By expanding a charge, you can cast one of the *eyes of water*, *prison of water*, *tempest*, or *vortex* spells. The staff regains 1 charge at each dawn or it regains all the expanded charges if you are on the seas at dawn.

WANDS

WAND OF STORMCALLER

Wand, very rare (requires attunement)

This wand has 7 charges. While holding it, you can use an action to spend 2 of its charges to cast the *storm of lightning* spell. Also you can use any spells that deals thunder and/or lightning damage, up to the 5th level (excluding cantrips) by spending charges equals the level of the spell you want to cast. The wand regains 1d6 + 1 expended charges daily at dawn.

If you expend the wand's last charge, roll a d20. If you roll 3 or lower, the wand becomes a *lightning bolt* and shoots off from your hand in the direction you are facing. It uses your spellcasting ability, deals damage as the spell indicates and the wand is destroyed afterwards.

WEAPONS

ASHEN RAZOR

Weapon (dagger), uncommon (requires attunement)

This is a dagger that was forged in ashes and blessed for hunts and generally is used by rangers of the South Sea.

- When there is a creature within 50 feet of you whose type is the same as the last creature you killed, *Ashen Razor* radiates dim light in 5 feet radius. If that creature is your favored enemy, *Ashen Razor* radiates bright light in a 10 feet radius and you deal an additional 1d4 piercing damage with the dagger.

BLADE THAT SENSES THE DANGER

Weapon (any sword), rare (requires attunement)

Once owned by a great thief, now the sword is a great treasure for thieves. This blade is crafted to alert you against any threat. When a creature within 30 feet of you becomes hostile against you, the blade vibrates. Also, you can't be surprised as long as you are wielding this weapon.

BLINDER

Weapon (dagger), rare (requires attunement)

Blinder is a dagger that has a little but sharp tip which suits an eye socket perfectly. A group of Balder's followers uses this weapon to make people who are ignorant to their beliefs blind.

- You have a +1 bonus to attack and damage rolls made this magic weapon.
- As a bonus action, you can choose to manifest the *Blinder*. If you do so, the dagger shines and every creature adjacent to you makes a DC 15 Constitution saving throw. On a failed save, a creature becomes blinded for 1d4 turns.

SKELETAL BOW

Weapon (yew longbow or longbow), varies (requires attunement)

Skeletal Bows have very variants and all of them deal bonus damage to creatures whose type's bone was used while crafting the bow. For example, a wolf bone shortbow is more effective on wolves.

- *Bone Longbow (uncommon)* deals an additional 1d6 necrotic damage to the creatures specified above.
- *Bone Yew Longbow (rare)* deals an additional 2d6 necrotic damage to the creatures specified above

Additionally, you gain advantage on your ranged weapon attacks made with this weapon against that creature.

BONE SLAYER

Weapon (mace), rare (requires attunement)

First of these maces were crafted by a necromancer and the core of the mace contains bone dust produced from the ones who died in the hands of the necromancer.

- The weapon attacks you make with this weapon deals an additional 2d4 necrotic damage.
- You can charge the mace as an action. Your next attack made with the mace within 1 minute deals an additional 5 necrotic damage.

HYRED' WAR AXE, GODSLAYER

Weapon (svillander axe), legendary (requires attunement)

Hyred was a woman who lost her daughter at a young age, and she rebelled against the gods and goddesses of Svilland due to her loss. It is said that she crafted a weapon, *Godslayer*, to get her daughter back from them. While wielding this weapon, you gain the following benefits:

- You ignore all damage resistances of alles, gothis, and gods (although it is not known that the last one is real or a speculation).
- When a hostile alle or a hostile gothi casts a spell within 100 feet of you, you gain +4 bonus on your attack and damage rolls you make with this weapon until the end of your next turn.

KRAKEN'S NEEDLE

Weapon (pike), very rare (requires attunement)

Kraken's Needle is a special half-jotunn made pike. It is longer than a normal spear and the back of the pike is wrapped with cloth and rope to make it easily useful in wet areas. It can also be attached to a ship by the hole at the back of the spear even after it is stuck into a creature.

While wielding this weapon, you gain the following benefits:

- You have resistance to lightning damage.
- You have advantage on your attack rolls against any creature who lives in water.
- You can cast *feather fall* spell twice and find the path spell once. You regain any expended uses when you finish a long rest.

SHADOW SLICER

Weapon (whip), rare (requires attunement)

Shadow Slicer is a shadowy looking pitch black whip. The weapon reflects no shadow on the ground and it is rumored that *Shadow Slicer* harms more at night.

- You deal an additional 1d4 slashing damage with the attacks you make with this weapon during nights.
- You deal an additional 2 slashing damage to good aligned creatures with the attacks you make with this weapon.
- If a good aligned creature tries to wield this item, it must make a DC 18 Constitution saving throw or it takes 1d6 necrotic damage at each turn it keeps holding the whip.

SKOLD AXE

Weapon (svillander axe), very rare (requires attunement)

This axe once used by a warlord to protect his village against evil creatures. The warlord died for his people so they organised a worthy funeral ceremony for their beloved leader. The axe of the warlord was standing beside him during this ceremony. Days after the ceremony, people came to the grave of the warlord. *Skold Axe* was stolen and there was a note left behind.

"Someone has to keep fighting."

While wielding this item, you gain the following benefits:

- You can use protection from evil and good spell once per long rest.
- You have +3 bonus to your initiative.
- Your Charisma score increases by 1, to a maximum of 21.

SKULL KRUSHER

Weapon (mace), uncommon (requires attunement)

The head of the mace resembles an oval-shaped skull.

- When you hit critically with this weapon, the weapon tries aiming head and deals an additional 1d6 bludgeoning damage.

SPEAR OF RUPTURE

Weapon (spear), very rare (requires attunement)

The spear is used by hunters to hunt down special animals without revealing themselves. While wielding this item, you gain the following benefits:

- You have a +2 bonus to attack and damage rolls made with this weapon.
- You have +5 bonus to damage rolls against living beasts made with this weapon.
- The spear returns to your hand after you make a ranged weapon attack with it.

THE SOULKEEPER SICKLE

Weapon (sickle), rare (requires attunement)

People believe that when a life is taken with *The Soulkeeper Sickle*, gods will offer redemption for the creature's soul. Of

course every god offers a different kind of redemption in their own perspective.

- *The Soulkeeper Sickle* deals radiant damage instead of slashing damage.
- If you are about to fall from your deities' path, you can thrust this weapon to your chest and roll a d100. If you roll 90 or higher, you are granted another chance. If you roll 89 or lower, you are killed and taken by your deity.

TWIN RAZORS OF THE WIND (DUAL WIELD)

Weapon (any swords), very rare (requires attunement)

A weapon master has watched the wind through all of her life and forged the *Twin Razors of the Wind* to fight like the wind. These dual swords must be 100 feet within each other to activate its powers or else they are just Sword +1. While wielding these swords, you gain the following benefits:

- You can cast Haste spell once per day.
- When you deal a critical damage to a creature with *Twin Razors of the Wind*, sword casts Gust of Wind spell.

WINDCARRIER

Weapon (any sword), uncommon (requires attunement)

This sword can push your opponent back with a strong blast of wind. It has a silver hilt shaped like wings. While wielding this item, you gain the following benefits:

- When you deal damage with this weapon, roll a d20. If you roll 19 or 20 and the target is Large or smaller, the target is pushed back 10 feet with a blast of wind.
- You point the sword towards a target within 15 feet of you and a blast of wind is shot from the tip of the sword. The target must make a DC 18 Dexterity saving throw or it is pushed 20 feet back. You can use this ability twice and any expended uses are regained at dawn.



WONDROUS ITEMS



ARMWRAPS OF THE SLAVE

Wondrous item, very rare (requires attunement)

While wearing this item, you gain the following benefits:

- You have advantage on the attack rolls of your unarmed strikes.
- When you make a Strength check you make against a grapple or restrain, you have advantage on your roll.

Curse. This item is cursed. When you try to unequip this item, armwraps become tighter and deals 1d6 bludgeoning damage. When you try to remove it 5 times, it becomes so tight that you can't feel your hands. At 6th time, *Armwraps of the Slave* break your bones and tears off your hands. This curse can only be removed by *remove curse* spell.

BLACK ICE WRISTBAND

Wondrous item, legendary (requires attunement)

Black Ice Wristband is a metal wristband with a small black ice socket on it. The socket is generally in a hidden place. Just like the chestplate, it reflects effects.

- You have resistance to cold damage.
- *Black Ice Wristband* has 6 charges and by expending the same amount of charges as the level of the spell targeted you, you can reflect it back to its caster.

BOOTS OF NAUHITZ

Wondrous item, rare (requires attunement)

These boots are the perfect tools to hide in shadows or stalk your prey in silence. They are made from a black leather and dark furs.

- You have +2 bonus on your Stealth checks.
- *Boots of Nauhitz* have 3 charges. By expending one, you can prevent every sound you will make for 1 minute or if you are in a dark place, the creatures within 60 feet of you automatically fail their Perception checks they make to notice you. *Boots of Nauhitz* regains all of its charges next dawn.

BOWL OF NIFLHEIM

Wondrous item, uncommon (requires attunement)

This glass bowl contains a magical fog. When you open the bowl, this fog covers the area.

- *Fog cloud* is cast when it is opened and the fog moves with the bowl. You can use this ability once and the bowl is refilled at dawn.

CALL WEAPON AMULET

Wondrous item, uncommon (requires attunement)

As a bonus action, you touch the amulet by expending 1 charge and a random simple weapon appears on your other hand. If you drop the weapon from your hand, it disappears. *Call Weapon Amulet* has 3 charges and regains all of its charges when you finish a long rest.

To determine the random weapon, you can roll a 1d4.

1. A swardstav
2. A saex
3. A mace
4. An axe

CASTER FUR COAT

Wondrous item, very rare (requires attunement by a spellcaster)

This robe is decorated with blessed leathers and furs taken from animals. If you are a spellcaster, you have +2 bonus to AC while wearing this armor.

Additionally, you can regain a spell slot of 6th level or lower by reducing the bonus AC the robe is providing by 1. The bonus AC remains as decreased until the next dawn.

Caster Fur Coat regains +1 AC at every dawn (max +2).

DAG'S HORSESHOE BOOTS

Wondrous item, rare

Dag The Wanderer was one of the most well-known traders in Svilland and the South Sea. When he passed away, people learned that he had placed some horseshoes under his boots. After this, other traders started to craft and sell horseshoe placed boots having carved runes on it. While wearing this item, you gain the following benefits:

- If you try to barter with someone, you have advantage on your rolls.
- Your speed is 40 feet.
- These boots leave a horseshoe shaped pattern in the ground.

GLOVE OF DRAUGRS

Wondrous item, uncommon (requires attunement)

Glove of Draugrs is made from thick leather and fur to prevent cold. However, the wearer suffers from internal cold damage as it feels like dead inside, especially while fighting against draugrs.

- You have resistance to cold damage.

Curse. This item is cursed. When you kill an undead creature while wearing this item, you become cursed with the *curse of revenge*. *Curse of revenge* deals 2d6 necrotic damage to you every time you kill an undead creature. Even if you take off this item, the curse is not lifted. A *remove curse* spell removes the curse.

HANDWRAPS OF LIGHT FINGERS

Wondrous item, uncommon

Handwraps of Light Fingers are used by Light Fingers in the town of Dockyard. They are a small crime organisation that makes money on small robberies and petty crimes.

- You have advantage on Dexterity (Sleight of Hand) checks.

NECKLACE OF DIVERSION

Wondrous item, uncommon (requires attunement)

It hides any type of armor that you are wearing and creatures see you as if you are wearing a basic piece of clothing. This causes creatures to attack you with disadvantage on the first attack they make.

POUCH OF AEGIR'S WEALTH

Wondrous item, very rare

A pouch that creates gold from thin air. When you put 100 gold pieces in the pouch, 1 more gold piece appears in the pouch each dawn. If you put 1000 gold pieces, you will get 10 more gold pieces each dawn and so on.

SKELETAL HELMET

Wondrous item, uncommon (requires attunement)

Skeletal Helmet is a helmet that is made from a skull strengthened with iron and covered with leather and fur. It can be made from deer, goat, bear, horse, wolf, skulls. In addition, some people use human skull instead of animals'. Users of such armor are not welcomed in many places in Svilland.

- You have +1 bonus to your AC.
- If the helmet is made from a human skull, it becomes a rare item. While wearing it, you gain immunity to frightened.

SKELETAL WAISTBAND

Wondrous item, rare (requires attunement)

Skeletal Waistband is made from rib cages strengthened with iron. Using this kind of equipment in daily life is usually a taboo in Svilland.

- You have resistance to necrotic damage.
- If you die wearing this item, you can't be raised as an undead.

THE FLUTY PIPE

Wondrous item, uncommon (requires attunement)

The Fluty Pipe is generally used by bards. The smoke of the pipe can be shaped according to the story the bard is telling. It amazes the listeners and they feel the emotions told in the story.

- You have +2 bonus to your Perform checks.
- Listeners can feel the emotions of the story.

WYRMSCALE EYE PATCH

Wondrous item, very rare (requires attunement)

It is an eyepatch made from wyrms' eyelids and because of this reason, it is quite expensive. As long as you are wearing this item, your sight is slightly restored even if you are blind or have only one eye. There are three types of these eyepatches:

- *Ormr Eye Patch:* You have resistance to fire damage. You can sense the presence of giants within 100 feet of you.
- *Nadr Eye Patch:* You have resistance to poison damage. You can sense the presence of undeads within 100 feet of you.
- *Linnormr Eye Patch:* You have resistance to lightning damage. You can sense the presence of beasts within 100 feet of you.

Although you can sense the direction, you cannot sense their numbers or other qualities.



MONSTERS



BÛHEFNAR (WYLD HORROR)

Once sentinels of the forests and friends of Vanir, these creatures lost everything when the Aesir conquered Svilland. They searched and prayed endlessly to find a way to get their revenge, and Hel answered.

Bûhefnar are human shaped monsters but their body is covered with dark vines instead of skin. They have long arms that sometimes touch the ground. Their head is an animal skull and generally it is a goat skull. They can stab themselves with totems and leave them in their body.

Bûhefnars make havens in deep forests or caves with vegetation and wildlife. When one sets up its haven, it starts circling around the territory at night to mark it. Then, a bûhefnar starts hunting, often humanoids. Bûhefnars use their hunt for food or some forms of primal Vanir rituals.

Although their numbers are few, these creatures are significantly powerful. Usually when one marks a territory, folks even bring it sacrifices so that it leaves the rest of them alone for a while. There are even some cults formed to worship the Bûhefnar as sorts of demigods.

BUHEFNAR

Large fey, neutral evil

Armor Class 18 (Natural Armor)

Hit Points 241 (21d10 + 126)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	22 (+6)	14 (+6)	18 (+4)	14 (+2)

Saving Throws Strength +12, Constitution +12, Wisdom +10

Skills Arcana +8, Nature +8, Religion +8, Survival +10

Damage Resistances lightning; bludgeoning, piercing, slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Austris (Common), Hellic, Vanaris

Challenge 17 (18,000 XP)

Divine Intervention of Hel (1/week). The bûhefnar can use cleric class feature, *divine intervention*. If it does so, Hel intervenes automatically.

Magic Attacks. The bûhefnar's natural weapons are magical.

Magic Resistance. The bûhefnar has advantage on saving throws against spells, spell-like abilities, and other magical effects.

Regeneration. The bûhefnar regains 10 hit points at the start of its every turn.

Totem Walk. The bûhefnar can leave its mark on a carved totem and can teleport between totems with its movement, given they are not far away from each other for more than 250 feet.

Innate Spellcasting. The bûhefnar's spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spells). It can innately cast the following spells:

At will: *druidcraft*, *misty step*

5/day each: *dispel magic*, *entangle*, *faerie fire*, *hold person*, *plant*

growth, *ray of enfeeblement*, *vampiric touch*

4/day each: *blight*, *cloudkill*, *confusion*, *ice storm*

3/day each: *antilife shell*, *contagion*, *tree stride*

2/day each: *conjure fey*, *wall of thorns*

1/day each: *storm of vengeance*

ACTIONS

Multiattack. The bûhefnar makes three claw attacks.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 +6) slashing damage.

Swarming Vines. Creatures on a 30 feet line must make a DC 18 Dexterity saving throw. On a failed save, vines entwine the creature, deal 45 (10d8) bludgeoning damage and the creature becomes restrained. On a successful save, it takes half damage and does not become restrained.

Restrained creatures take 18 (4d8) bludgeoning damage for each turn they remain restrained. They can try to break free by succeeding on a DC 19 Strength saving throw at the start of each one of their turns.

LEGENDARY ACTIONS

The bûhefnar can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The bûhefnar regains spent legendary actions at the start of its turn.

Move. The bûhefnar takes an additional movement.

Summon Hel Beast (Costs 2 Actions). The bûhefnar summons a hel beast dire wolf (CR 2) in an unoccupied space within 30 feet of it. Hel Beast initiates its turn right after the bûhefnar's turn.

Miasma Horror Effect (Costs 3 Actions). The bûhefnar blows a breath of brownish fog that affects an area of 20 feet sphere. Any creature in the area must succeed on a DC 19 Constitution saving throws or nightmarish visions surround it, inflict 33 (6d10) psychic damage and making it frightened until the end of its next turn.

DRAUGR OF DEPTHS

Swallowed by the sea after their boats were wrecked in battle, these creatures wander in the depths mindlessly. Existing only to serve their lady, Ran.

Draugr of depths do not move together with other draugr. Scholars think this is because they belong to Ran rather than Hel. The dead taken on the waters are the property of the sea's dark lady.

Still, their presence is perhaps even more frightening than that of the other draugrs. Being taken away into the vast, black, abyssal depths of the sea may be a death than is even more dreadful than being taken to Helheim.



DRAUGR OF DEPTHS

Medium undead, neutral evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities poison

Condition Immunities charmed, exhausted poisoned

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1 (200 XP)

Chant of Vikingr. While idle, the draugr of depths chants songs of vikingr that is audible within the sea (Perception check DC 10) in an area of 200 feet and sounds like a grumbling (Perception check DC 13) on the surface in an area of 100 feet. Any creature that hears the chant must succeed on a DC 15 Wisdom saving throw or start moving towards the source of the chant.

Mossy Bones. The draugr of depths has advantage on Dexterity (Stealth) checks made while underwater, and any creature that tries to grapple it has disadvantage on its grapple checks.

Undeath Fortitude. If damage reduces the draugr to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the draugr drops to 1 hit point instead.

ACTIONS

Multiattack. The draugr of depths makes two attacks, one with its bite and one with its claws.

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

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage

Shriek of the Depths (Recharge 5-6). The draugr of depths puts out an unbearable shriek of pain and denial left from its memories of being drowned in the vast blackness. It chooses a creature within 10 feet of it as an action. Target creature must succeed on a DC 13 Wisdom saving throw. On a failed save, it becomes stunned until the end of its next turn by the dread of the depths and drowning, taking 11 (2d10) psychic damage. On a successful save, a creature takes half as much damage and is not stunned.



FOSSEGRIM



Fossegrim is a water fey, looking like a humanoid and playing a special fiddle; the Hardanger. It is an exceptional musician who creates magical effects with its music. It invites Svillanders with its songs to the river it resides, and messes around with them.

Song of Blood. Folks believe that fossegrims can grant inspiration to bards. If a bard comes for the aid of fossegrim, the creature tells the bard to play its Hardanger. If the bard starts playing, the bard finds it very difficult to let go and must succeed on a DC 15 Wisdom saving throw or play it for 1 hour. At the end of the hour, the bard's hands are bruised and hit points maximum decreased by 1d6 for one week. In return, the bard can use three additional bardic inspirations within the week, but cannot expend 2 of these additional inspirations in a single day.



FOSSEGRIM

Medium fey, any chaotic alignment

Armor Class 16 (Natural Armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	18 (+4)	11 (+0)	14 (+2)	18 (+4)

Saving Throws Wisdom +6, Charisma +8

Skills Intimidation +8, Perception +6, Persuasion +8

Condition Immunities charmed, frightened

Senses blindsight 30 ft., darkvision 60ft., passive Perception 16

Languages Austris (common), Vanaris

Challenge 12 (8,400 XP)

Innate Spellcasting. The fossegrim's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spells). It can innately cast the following spells, requiring no material:

At Will: *charm person, command, friends, vicious mockery*
3/day each: *dissonant whispers, hideous laughter, hold person, shatter, sleep*

1/day each: *compulsion, control water, dominate person, greater invisibility*

ACTIONS

Distorted Sounds. The fossegrim plays distorted notes with its fiddle. Any hostile creature that is within 30 feet of it must succeed on a DC 16 Wisdom saving throw or take 33 (6d10) psychic damage.

Beautiful Song. The fossegrim plays beautiful notes with its fiddle. Any creature within 30 feet of it must succeed on a DC 16 Wisdom saving throw or it is charmed by the fossegrim for 1 minute. An affected creature can break free from the condition by succeeding on a Wisdom saving throw at the start of its consecutive turns, or when the fossegrim or one of its companions harm it.

LEGENDARY ACTIONS

The fossegrim can take 1 legendary action, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The fossegrim regains spent legendary actions at the start of its turn.

Song of Fear. The fossegrim plays a frightening tune with its fiddle. A target creature within 30 feet of it must succeed on a DC 16 Wisdom saving throw or it becomes frightened for 1 minute. The affected creature can break free from the condition by making a Wisdom saving throw at the start of its consecutive turns.

Song of Fury. The fossegrim plays an aggressive tune with its fiddle. A target creature within 30 feet of it must succeed on a DC 16 Wisdom saving throw or it becomes furious and must target the closest creature (except Fossegrim) for its attack or spells on its turn.

Song of Serenity. The fossegrim plays a calming tune with its fiddle. A target creature within 30 feet of it must succeed on a DC 16 Wisdom saving throw or it cannot take any actions until the end of its next turn.

FORNILL

FORNILL

Small humanoid (fornill), chaotic neutral

Armor Class 13 (Hide Scraps)

Hit Points 13 (3d6 + 3)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	9 (-1)	10 (+0)	8 (-1)

Saving Throws Dexterity +4

Skills Deception +1, Perception +2, Stealth +4

Condition Immunities frightened

Senses darkvision 120 ft., passive Perception 12

Languages Austris (common), Fornill

Challenge 1/4 (50 XP)

Ambusher. The fornill has advantage on attack rolls against any creature that is surprised.

Earthy Visage. The fornill has advantage on Dexterity (Stealth) checks when standing still near a brownish cave or rocky wall.

Easily Charmed. The fornill make their saving throws against being charmed with disadvantage.

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

ACTIONS

Crude Knife. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1 + 2) piercing damage and the target creature must succeed on a DC 13 Constitution saving throw or take 3 (1d6) poison damage.

Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Overwhelm. When more than one fornill is fighting with a creature in melee range, they can communely attempt a grapple with Advantage. If they succeed, two of them can grapple a Medium creature at the same time, this number increases by 2 for each size larger than Medium.

Fornills are a little folk that live all around Sviland. Although they often don't mean any harm or evil, they tend to raid hamlets for food and treasure. They love hoarding treasures (or at least this is what they call various pieces of junk and gold alike) and dwell in their caves. When threatened, they attack in packs.

Fornills are small humanoids, but they have very distorted faces and bodies. Their skin colors are rocklike grey or brown and because of this they can hide very well. They generally wear rabbit skin coats and clothing made out of leaves. Fornills make their home under the tree roots or rocks and live as a pack (or a gang as they call themselves) containing a maximum of 6 fornill.





FORNILL GANGMASTER



Every Fornill pack has a Gangmaster that leads them. The largest Fornill in the pack usually becomes the Gangmaster. To imply that this fornill is their gangmaster, the gang makes a necklace or a crown out of their hoarded junk for it.

FORNILL GANGMASTER

Small humanoid (fornill), chaotic neutral

Armor Class 14 (Leather)

Hit Points 27 (5d6 + 10)

Speed 25 ft.

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

Saving Throws Dexterity +5

Skills Deception +2, Perception +2, Stealth +5

Condition Immunities frightened

Senses darkvision 120 ft., passive Perception 12

Languages Austris (common), Fornill

Challenge 1 (200 XP)

Ambusher. The fornill has advantage on attack rolls against any creature that is surprised.

Earthy Visage. The fornill has advantage on Dexterity (Stealth) checks when standing still near a brownish cave or rocky wall.

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

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and the target creature must succeed on a DC 13 Constitution saving throw or take 3 (1d6) poison damage.

Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Rally (Recharge 5-6). The fornill gangmaster can rally its gang. Each fornill within 60 feet of it gains an additional 10 feet movement for that round and has advantage on its next saving throw.

Overwhelm. When more than one fornill is fighting with a creature in melee range, they can communely attempt a grapple with Advantage. If they succeed, two of them can grapple a Medium creature at the same time, this number increases by 2 for each size larger than Medium.

HEIMBUA

Heimbua is a swarm of corpse worms, roaches, or spiders that are perverted by Helheim. They look like they are frozen and rotten, but still viciously alive. Because of heimbua, many folklore view bugs and worms as bad omens. Folks believe any bunch of these creatures can be Hel's spies crawling in Svilland, searching to find new sacrifice that will be brought to the goddess of death.



HEIMBUA

Medium swarm of Tiny fiends, unaligned

Armor Class 12 (Natural Armor)

Hit Points 22 (5d8)

Speed 20 ft., Climb 20 ft., Fly 30 ft. (Roaches only)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 8

Languages —

Challenge 2 (450 XP)

Pullulate from Corpses. When a heimbua kills a creature, it lays its eggs into it. In 1d10 days, a new swarm of heimbua comes out of the corpse.

Swarm. The heimbua can occupy another creature's space and vice versa, and the heimbua can move through any opening large enough for a Tiny insect. The heimbua can't regain hit points or gain temporary hit points.

Swarm Type. The heimbua can be a swarm of roaches, spiders or corpse worms. Their actions and traits differ according to their type.

(Corpse Worms) Death's Stench. The heimbua of corpse worms carry a vapor that occupies their space. If a creature comes into the swarm's space or if the swarm goes to the creature's space, the creature must succeed on a DC 13 Wisdom saving throw or become frightened from the swarm, corpses or any undead creatures that are around for 1 minute. A creature that succeeds on its saving throw is immune to this effect for 24 hours.

(Spiders) Tiny Webs. The heimbua of spiders keep weaving tiny webs around them. Any creature that is attacked by the swarm must succeed on a DC 12 Strength saving throw or has disadvantage on any of its Dexterity checks or attacks for 1 minute.

ACTIONS

(Corpse Worms) Acidic Touch. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's place. *Hit:* 10 (4d4) acid damage, or 5 (2d4) acid damage if the swarm has half of its hit points or fewer.

(Roaches) Bite. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's place. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

(Roaches) Crawl into Skin. The heimbua of roaches attempt to crawl into a creature's skin by making a melee weapon attack. If successful, the creature counts as grappled by the swarm and takes 10 (4d4) piercing damage at the start of heimbua's turns as long as it remains grappled, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

In order to escape the grapple, the creature must open slashes on its skin by a sharp object or weapon while making its escape check. Doing so deals 5 (2d4) slashing damage.

(Spiders) Poisonous Bite. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's place. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

The target must also make a DC 12 Constitution saving throw, taking 10 (4d4) poison damage on a failed save, or half as much on a successful one. The poison damage is halved if the swarm has half of its hit points or fewer.



LINNORMR (SEA WYRM)

Linnormr is a wyrm that lives in the deep seas of Svilland. It is said that linnormr feeds on the corpses of the dead taken by Ran. Still, linnormr is not an evil creature, although it is chaotic in its decisions, it tends not to annihilate those who fight worthy to Aegir and the gods.

A linnormr has a skin that looks like that of a fish, which glitters faintly under moon or sunlight. Its color is in a spectrum of blue and green, just like the seas. It looks like a colossal snake with fins and needles around its head and back.

Linnormr like to swim in the deep waters. Any ships voyag-

ing in such seas may be watched by a linnormr delving in the deep. Because of this, many sailors pray and make sacrifices to Aegir and Ran so that these wyrms leave them alone and safe.

No one is sure where the lairs of linnormar are in the seas. Only some wanderers and brave folks tell stories about how they found these creatures' lairs deep within the sea surface, or in half-submerged caves at the rocky sea shores. However, none of these claims were confirmed, or perhaps no one lived long enough to tell.

LINNORMR (SEA WYRM)

Huge dragon, chaotic neutral

Armor Class 19 (Natural Armor)

Hit Points 250 (20d12 + 120)

Speed 40 ft., climb 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	23 (+6)	12 (+1)	14 (+2)	12 (+1)

Saving Throws Strength +11, Constitution +11

Skills Perception +7, Stealth +6

Damage Immunities lightning, necrotic, poison

Condition Immunities frightened, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17

Languages Austris, Draconic, Vanaris

Challenge 16 (15,000 XP)

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

Sea Serpent. The linnormr has advantage on its attack rolls against creatures that are in the water.

ACTIONS

Multiattack. The linnormr makes three attacks; one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 11 (2d10) necrotic damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage plus 11 (2d10) necrotic damage.

Crash. The linnormr makes a melee weapon attack on a ship and crashes to it, dealing 50 (8d10 + 6) bludgeoning damage. Any crew member on the ship must succeed on a DC 19 Strength saving throws or be knocked prone. If the saving throw is failed by 5 or more, the creature must also succeed on

a DC 16 Dexterity saving throw or is thrown into the sea.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15-foot line, multiple targets. *Hit:* 15 (2d8 + 6) bludgeoning damage and the creature must succeed on a DC 18 Strength saving throw or is pulled into the sea.

Lightning Breath (Recharge 6). The linnormr exhales lightning in a 60-foot line. Each creature in that area must make a DC 18 Dexterity saving throw. A creature takes 70 (20d6) lightning damage on a failed save, or half as much on a successful one. If struck on the water, *lightning breath* affects a line that has the same length but 10-foot width. A creature that is in the water has disadvantage on its Dexterity saving throws.

Withering Breath (Recharge 6). The linnormr exhales a black smoke in a 30-foot cone. Each creature in that area must make a DC 18 Constitution saving throw. A creature takes 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

If the saving throw fails by 5 or more, the creature is also afflicted by Withering Disease; the creature makes its Constitution saving throws, Constitution related ability checks and death saves with disadvantage. Withering disease does not contaminate other creatures.

LEGENDARY ACTIONS

The linnormr can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The linnormr regains spent legendary actions at the start of its turn.

Attack. The linnormr makes an additional bite or tail attack.

Hide. The linnormr moves up to 10 feet (20 feet if swimming) to make a Dexterity (Stealth) check to hide by diving underwater or blending into the fog.

Crash (Costs 2 actions). The linnormr makes a crash attack.



RIFT MONSTER



Rift monster is a mysterious creature of Aegir that is seen by folks from time to time, but never truly understood. It has an eerie shape filled with corals and sea sponges. Various bugs of the sea crawl on and within its rocky skin. It has glowing eyes of yellow without pupils, or at least they are thought to be its eyes.

Rift monsters can hide perfectly and they are nearly impossible to separate from a rift of corals if it is standing still. Usually, this is the reason for most of the rift monster attacks. If not provoked, these creatures tend to leave folks alone, wandering by themselves and not acting like a threat.

RIFT MONSTER

Medium monstrosity, unaligned

Armor Class 17 (Natural Armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	6 (-2)	10 (+0)	4 (-3)

Saving Throws Strength +6, Constitution +7

Skills Athletics +6, Perception +3, Stealth +4

Damage Vulnerabilities lightning; bludgeoning

Damage Resistances fire, poison, psychic; bludgeoning, piercing, slashing from nonmagical weapons

Damage Immunities cold

Condition Immunities blinded, deafened, frightened, poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13

Languages —

Challenge 8 (3,900 XP)

Adaptive Breathing. The rift monster can breathe both underwater and on the ground.

Coral Visage. The rift monster has advantage on Dexterity (Stealth) checks to hide when at least half of it is submerged in a body of water.

False Appearance. When the rift monster remains motionless while at least half of it is submerged in, it is indistinguishable from a rock with corals.

Needs Water. The rift monster must submerge into a body of water at least once every hour. If it fails to do so, its corals start to dry, gaining resistance to lightning damage but vulnerability to fire damage.

Slashing Corals. A creature that is grappled by the rift monster takes 3 (1d6) slashing damage from the corals on the monster's body at the start of each of its turns it remains grappled.

ACTIONS

Multiattack. The rift monster makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 +3) piercing and 9 (2d6 +3) bludgeoning damage.

Spray Poison (Recharge 5-6). As a bonus action, the rift monster sprays a cloud of poison from its sponges. Any creature within 10 feet of the rift monster must make a Constitution saving throw, taking 24 (7d6) poison damage and becoming poisoned on a failed save, or half as much on a successful one.

Spray Ink (Recharge 5-6). The rift monster sprays a black goo from its sponges. If it does so within water, it clouds a 30-foot cube. It is impossible to see within this area unless by magical means.

If the rift monster uses this action on surface, an area of 20-foot square becomes difficult terrain and a creature passing over that area falls prone if it fails a DC 16 Dexterity saving throw.

SPARASK (MAD TROLD)

Sparasks were once trolldfolk who roamed the wilds. Now they went insane by tortures committed by evil cults so that no tales can be drawn from their minds. These creatures protect important, hidden places.

At first glance they may look like normal trolldfolk but anyone can see the mental scars made by torturers after some time. There is a saying in the Svilland that goes like this: “Face a Sparask like a rock, get crushed like a rock.”

When they perceive someone as a threat - which can be literally anyone or anything, they immediately get into a state of psychosis and rage. They attack viciously and usually keep on the carnage even if their opponent falls, not believing that the threat is over. A clash between a sparask and a group of warriors is a hysterical one. Yells of pain from both sides can be heard loudly, with the physical pain caused to the warriors and the mental agony of the mad creature.



SPARASK (MAD TROLD)

Large giant (trolldfolk), any chaotic alignment

Armor Class 16 (Medium Hide)

Hit Points 115 (11d10 + 55)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	21 (+5)	7 (-2)	12 (+1)	9 (-1)

Saving Throws Strength +9, Constitution +8

Skills Intimidation +2, Perception +4, Survival +4

Damage Vulnerabilities fire, psychic, radiant

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 14

Languages Austris (common), Giant

Challenge 7 (2,900 XP)

Petrified by Light. When the sparask fails its saving throw against a spell or an innate spell that deals radiant damage, or when a spell attack that deals radiant damage makes a critical hit, the sparask is petrified for one round. It is also petrified if it is slain by radiant damage.

Regeneration. The sparask regains 10 hit points at the start of its every turn. If the sparask takes fire or radiant damage, this trait doesn't function at the start of the sparask's next turn. The sparask dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The sparask makes three attacks with its tree root club.

Tree Root Club. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

REACTIONS

Maddening Howl (Recharge 6). If the sparask takes damage from a melee attack, it howls to the attacker. The creature has to succeed on a DC 15 Wisdom saving throw or it takes 14 (4d6) psychic damage and is frightened until the end of its next turn, it takes half as much damage and is not frightened on a successful one.



SEA SERPENT



SEA SERPENT

Huge elemental, chaotic evil

Armor Class 18 (square plates)

Hit Points 152 (16d12+48)

Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	14 (+2)	14 (+2)	10 (+0)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft.

Languages Vanaris

Challenge 9 (5,000 XP)

Magic Weapons. The sea serpent's attacks are magical.

Reform. The sea serpent can be seen as a serpent in the seas but to walk on land, it can reform as a humanoid made of water as an action.

Water Creature. The sea serpent is invisible while in water.

ACTIONS

Multiattack. The sea serpent makes three bite or saex attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 7 (1d6 + 4) piercing damage plus 3 (1d6) cold damage.

Cold of The Depths (Recharge 6). The sea serpent uses Multiattack. If the sea serpent can successfully hit a creature two times in a round with its attack options, the target must make a DC 16 Constitution saving throw or it becomes stunned until the end of its next turn by the cold of the deep oceans.

Saex. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 7 (1d6 + 4) piercing damage plus 3 (1d6) cold damage.

Sea serpents are one of the deadly creatures of the deep oceans. They are elementals wearing moss covered plates and wielding weapons. These armor and weapons are rumored to be taken from the ones who died in the seas.

They can be encountered roaming freely or guarding a treasure room of Aegir or Ran. They are called serpents because they can act in silence and without notice while in the water. Also, by the powers bestowed by Ran or correct spells, they can be called to aid. Thanks to their invisibility in the waters, they can be one of the deadliest encounters if they catch their enemies in the right position.





MOTHER OF DEPTHS



The shores of the South Sea are sites of darkness and melancholy. There are monsters that haunt the living folk. One of such is the mother of depths, a mysterious woman figure that is undead and preys on those which it encounters on the shores.

Most often located on the shores and open seas, these creatures are burning with a brutal fury. The mother of depths wanders around the shores and wants to take her revenge. Their long, black, and ragged clothes flow with the breeze or waves of the sea, which shows the hints of their rotten body through its rips and tears.

Mothers of the depths are ancient creatures of the sea and no one is sure of their origins. Some say that they are corrupted Ran alles while some others say they were ordinary young ladies who drowned in the sea



MOTHER OF DEPTHS

Medium undead, lawful evil

Armor Class 16 (Natural Armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	18 (+4)	10 (+0)	15 (+2)	8 (-1)

Saving Throws Dexterity +7, Charisma +3

Skills Athletics +6, Intimidation +3, Stealth +7

Damage Immunities cold, necrotic, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages understands Austris (common) and Sunnarstr but cannot speak

Challenge 5 (5,000 XP)

Foul Regeneration. If the mother is wholly submerged in the water, it regains 5 hit points at the start of each one of its turns. This regeneration does not apply if it is dropped to 0 hit points before the start of its turn.

Poison of Depths. The mother's blood is poisonous. When the mother takes damage, any creature within 5 feet of the mother must succeed on a DC 16 Constitution saving throw or take 3 (1d6) poison damage.

Last Breaths. The mother of depths magically creates the feeling of its last breaths before drowning under the water. Any creature that comes within 100 feet of the mother is affected by this unless it succeeds on a DC 13 Charisma saving throw.

An affected creature can breathe but it cannot speak, this also means that it cannot cast spells with verbal components. Also, the feeling reduces the creatures' speed by 10 feet.

ACTIONS

Multiattack. The mother makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage and the target must succeed on a DC 16 Strength saving throw or be pulled towards the mother 10 ft.

Net of Ran. *Ranged Weapon Attack:* +7 to hit, range 20 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 10 (4d4) slashing damage and the target must succeed on a DC 16 Dexterity saving throw or is *restrained*.

A restrained creature takes 13 (2d12) necrotic damage at the start of each one of the mother's turns until it breaks free. It can break free by ripping the net (DC 16 Strength (Athletics) check), escaping from the net (DC 16 Dexterity (Acrobatics) check), or tearing the net by dealing 15 slashing damage to it. The mother can carry a restrained creature with a speed of 10 feet.



ICE-HEARTED



The ice-hearted were once the people of the South Sea, but they became nightmares. They are the unfortunate victims of Blackened Blood. They have no memory of being a person, they neither speak nor understand any language.

The ice-hearted are infesting the settlements, roads, and wildlife along with the disease. They are often encountered as crowded packs, most of them are half-naked, with ragged and torn clothing.

One of them may not be seen as a threat, but a crowd of them is seldom something where the living can survive.

ICE-HEARTED

Medium undead, chaotic evil

Armor Class 12

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+3)	14 (+2)	3 (-4)	5 (-3)	5 (-3)

Damage Immunities cold, necrotic, poison

Condition Immunities exhaustion, poisoned

Senses blindsight 30 ft. (if within a fog), passive Perception

7

Languages —

Challenge 1 (200 XP)

Crowded Lynch. If an ice-hearted grapples a creature, other ice-hearted can make a claw attack against the creature as a reaction.

Misty Protection. If ice-hearted is in the fog, the fog magically thickens and adds 2 to the ice-hearted's AC until the beginning of the creature's next turn.

Savage Charge. If the ice-hearted moves at least 20 feet towards a target and hits it with a claw attack on the same turn, the creature takes an extra 5 (2d4) piercing damage.

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target.
Hit: 7 (2d4 + 2) slashing damage.

Bite. If the ice-hearted grapples a creature, it can make a bite attack to it. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 6 (1d8 + 2) slashing damage and the target must succeed on a DC 13 Constitution saving throw or take 5 (1d10) necrotic damage.





RAUS GUARD



Raus Guards are well-trained soldiers of Raus Square in the South Sea. Most of them are trained in Henningar, Brunn Ey. However, their main duty is defending their city against various threats. They wear light armor with a badge of Raus Square on attached on their chest.

Even though these guards are trained on the island of Brunn Ey and their main responsibility is to protect the city, they are also assigned to protect all islands of Raus Square. Hence, one can encounter a Raus Guard anywhere in the

region.

Many believe that Ran is the “Mother of Depths” for this reason any mother is sacred to them. Consequently, no men can be a Raus Guard unless their mother (aunt or grandmother if she passed away) gives permission to do so however a woman can freely begin her training without permission.

Guards are heavily trained physically, mentally, and spiritually. They can recognize and prepare basic potions and poisons. Also, they must worship and sacrifice to Ran.



RAUS GUARD

Medium humanoid (any), any alignment

Armor Class 15 (Studded Leather, 16 with Raus Wall)

Hit Points 52 (8d8 + 16)

Speed 30 ft., swim 30 ft.

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

Saving Throws Strength +5, Dexterity +5

Skills Athletics +5, Perception +4, Medicine +2, Intimidation +3

Senses passive Perception 12

Languages Austris (Common), Sunnarstr

Challenge 3 (700 XP)

Decoctions and Oils. The Raus Guard’s axe is coated with poison, and it carries a set of potions and poisons in case of any need.

Raus Wall. The Raus Guard are trained to hold the line with their Raus axes. If two or more Raus Guard stand adjacent (within 5 feet) to each other, each Raus Guard adds 1 to its AC.

Shore Training. The Raus Guard ignores difficult terrain while on a shore.

ACTIONS

Raus Axe. *Melee Weapon Attack:* +5 to hit, reach 5ft, one target. *Hit:* 8 (1d10 + 3) slashing damage and the target must succeed on a DC 13 Constitution saving throw or takes 7 (2d6) poison damage. If the target takes 10 or more poison damage, it must also succeed on a DC 13 Constitution saving throw or is poisoned.

Health Decoction (1/day). The raus guard drinks a decoction and regains 5 (2d4) hit points.

THE FOG

Gargantuan elemental, neutral evil

Armor Class 24 (Magical Armor)

Hit Points 585 (30d20+270)

Speed fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	25 (+7)	28 (+9)	21 (+5)	26 (+8)	28 (+9)

Saving Throws Constitution +17, Wisdom +16, Charisma +17

Skills Arcana +13, Nature +13, Insight +16, Perception +16

Damage Immunities cold, poison, lightning; piercing, slashing bludgeoning

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, stunned

Senses truesight 100 ft., darkvision 150 ft., passive Perception 24

Languages Austris (Common), Mithal, Primordial, Sunnarstr, Vestris

Challenge 25 (75,000 XP)

Floating. The Fog ignores all movement restrictions.

Nourished by Fear. Each creature within 50 ft. of The Fog are dealt 27 (5d10) psychic damage automatically each turn if there is a frightened creature within 150 ft. of The Fog.

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

Realization of the Truth. When the creatures realize “The Fog” is not just fog, they are shocked by the terror of the truth. They must succeed on a DC 15 Wisdom saving throw or frightened.

ACTIONS

Multiattack. The Fog makes two Frostbite attacks.

Frostbite. *Melee Spell Attack:* +17 to hit, reach 50ft., one target. *Hit:* 31 (4d10+9) piercing damage plus 17 (5d6) cold damage. The Fog can form ice teeth and attack the creatures with these teeth.

Temperature Drops (Recharge 6). The Fog can get inside the bodies of creatures from their noses or mouths, after that it reduces its temperature to the extreme limits. The creatures who have less than 100 hit points die immediately from cold damage or take 103 (23d8) cold damage.

Icy Tingles (Recharge 5-6). The creatures within The Fog start to feel a cold feeling. Within seconds, the water vapour interpenetrate into the skins of the creatures and freeze, and the creatures feel an extreme pain all over their body. They must make a DC 20 Constitution saving throw, taking 90 (20d8) cold damage on a failed save, or half as much damage on a successful one.

Dissolve. The Fog can dissolve in the sky and make it harder

to see. The creatures must succeed on DC20 Wisdom saving throw, or they gain disadvantage on their attack rolls. The Fog can choose to turn back into its normal form as an action.

Diseased Aura (Recharge 5-6). At the start of each turn, each creature within 50 ft of it must succeed on a DC 20 Constitution saving throw. On a failed save, a creature takes 70 (20d6) poison damage and becomes poisoned. On a successful save, the creature still takes 70 (20d6) poison damage but is not poisoned.

Immediate Sickness (Recharge 5-6). Targeted creature must succeed on a DC 20 Constitution Saving Throw or turn into Ice-hearted at the beginning of its next turn.

Regeneration. The Fog regains 30 hit points at the start of its turn.

LEGENDARY ACTIONS

The fog can take three legendary actions all of which are listed under the two different action lists. At the start of each day, The Fog must choose one of the action lists, Blackened Blood Actions or Battle Actions. Once the Fog chooses among these two options, it can not change to the other option on that day. Only one legendary action can be used at a time and only at the end of another creature's turn.

1. Blackened Blood Actions

The Fog is the cause of the disease Blackened Blood, it is wandering around shores to shores and carry the pestilence along with itself.

Hive mind (Cost 2 Actions). The Fog can control and connect all the creatures who breathe in the fog. It can read their minds, perceive through their senses without any sign. The creatures must succeed on a DC 25 Wisdom saving throw to understand the effect.

Expand. The Fog can expand up to 1500 feet on both land and sea and can remain on that size up to 1d6 hours.

2. Battle Actions

Surrounds (Cost 2 Actions). The Fog surrounds the enemies inside the fog up to five creatures. Underwater suffocating rules are applied if the creatures cannot succeed on a DC 25 Constitution saving throw.

Disease's Embrace (Cost 3 Actions). All the sick creatures whose affected from Blackened Blood within the 120 ft. area must succeed on a DC 20 Constitution saving throw or become an Ice-hearted and start obeying The Fog.

Darkness Within. The Fog changes its color to coal black for 1 minute. From the distance, it looks like a giant, black cloud. Even the creatures with *darkvision* lost their ability to see within The Fog. However, *truesight* works normally.

FRIENDS AND FOES



MALLAZ THE STRONGHEART



Mallaz the Strongheart is a powerful and well-known soldier of both Howling Land and the whole South Sea. Responsible for daily administration and soldiers, he lives in Hamundalr. He is kind, fair, respected by most of the folks and is a devoted follower of Tyr. He has a strong physical build, has braided, long brown hair and beard and carries the characteristics of a leader.

MALLAZ THE STRONGHEART

Large humanoid (Farmadr), lawful good

Armor Class 17 (lamellae)

Hit Points 180 (20d8+90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	15 (+2)	15 (+2)	17 (+3)

Saving Throws Strength +8, Dexterity +7, Constitution +8

Skills Athletics +8, Acrobatics +7, Animal Handling +6, Perception +6, Insight +6, Intimidation +7

Condition Immunities frightened

Senses passive Perception 16

Languages Sunnarstr, Austris

Challenge 12 (8,400 XP)

Strongheart. Mallaz is brave by heart. He embraces death and danger, cannot be frightened and hard to dissuade from its quest. Moreover, he has advantage on saving throws against being charmed.

Warcry. Mallaz has a deep, godly voice that can either empower its allies or frighten its enemies. At the beginning of each encounter, he shouts. Either his companions gain advantage

or his enemies has disadvantage on their ability checks, attack rolls, and saving throws for 1 hour.

Spellcasting. Mallaz is a 9th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Mallaz has the following alle spells prepared:

1st level (4 slots): *bles*, *cure wounds*, *shield of faith*

2nd level (3 slots): *branding smite*, *weapon of lightning*, *zone of truth*

3rd level (3 slots): *daylight*, *revivify*

ACTIONS

Multiattack. Mallaz makes two melee attacks with a melee weapon.

Maul of South (maul +2). *Melee weapon attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) slashing damage plus 7 (2d6) lightning damage.

Runemight (1/day). Mallaz casts *Runemight*.



GLARIN



Glarin is responsible for the education of soldiers and shipbuilders in Howling Land. At the age of 29, Glarin is a cold and calculating commander of the soldiers. Also, he is a good friend of Mallaz the Strongheart and one of the most influential people of Brek island.

He is a tall and strong-looking soldier with shaved black hair, fair skin, and a scarred face. He knows how to use pretty much all the weapons but battle axes are his favorite. Even some say that he has a collection of magical battle axes.

GLARIN

Medium humanoid (Farmadr), neutral good

Armor Class 15 (medium hide)

Hit Points 112 (15d8+45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	13 (+1)	15 (+2)	16 (+3)

Saving Throws Strength +7, Dexterity +6, Constitution +7, Charisma +7

Skills Athletics +7, Acrobatics +6, Deception +7, Intimidation +7, Perception +6

Senses passive Perception 16

Languages Sunnarstr

Challenge 9 (5,000 XP)

Duty Call (Recharge after a long rest). Glarin is a powerful commander and respected by his soldiers. He can call all the creatures within 200 feet to come and join the fight.

If there are no living creatures in the area, spirits, ghosts, and draugrs of the dead soldiers who died for the land may answer the call. In this situation, 2d4 creatures answer the call.

For The Howling Land (1/day). Glarin feels a very powerful connection between himself and the island. By using this bond, Glarin can regain 4d8 hit points as a bonus action.

ACTIONS

Multiattack. Glarin makes two melee attacks with his Howling Axe.

Howling Axe (battle axe). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if used with two hands.



RED BREA



Red Brea is the wise ruler of Kopanas island for more than 20 years. She is both feared and respected by the folks because of her strict and merciless rule.

She is a beautiful woman who looks younger than her age. Her tall and strong figure is threatening. She is not arrogant and wants to listen to all people who want to speak with her, but, once she decides on a thing, she is as hard as the flow of time to change.

Lastly, some say that she is called Red because of her red hair, but some others say that it is because of the blood of her enemies she has sacrificed to Ran.

RED BREA

Medium humanoid (Austri), neutral evil

Armor Class 18 (square plates)

Hit Points 136 (16d8+64)

Speed 30 ft. Swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	14 (+2)	19 (+4)	15 (+2)	18 (+4)	14 (+2)

Saving Throws Strength +8, Constitution +8, Wisdom +8

Skills Arcana +6, Intimidate +6, Perception +8, Religion +6

Senses passive Perception 18

Languages Sunnarstr, Austris

Challenge 9 (5,000 XP)

Ran's Mercy (3/day). Red Brea regains 22 (5d8) hit points at the start of each of her turns if she is 50 feet near the sea.

Ran's Weapons. Red Brea's melee weapon attacks deal an additional 1d6 necrotic damage (this damage is already calculated in Red Brea's attacks).

Spellcasting. Red Brea is a 16th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). Red Brea has the following cleric spells prepared:

Cantrips (at will): light, mending, sacred flame, spare the dying, thaumaturgy

1st level (4 slots): *bane*, *bolt of watery death**, *charm person**, *com-*

mand, *create or destroy water*, *cure wounds*, *inflict wounds*

2nd level (3 slots): *hold person*, *see invisibility**, *web**

3rd level (3 slots): *bestow curse*, *dispel magic*, *sending*, *spirit guardians*, *water breathing**, *water walk**

4th level (3 slots): *control water*, *death ward*, *guardian of faith*, *hallucinatory terrain**, *polymorph**

5th level (3 slots): *dominate person**, *insect plague*, *hold monster**

6th level (1 slot): *harm*, *heal*, *planar ally*

7th level (1 slot): *divine word*

8th level (1 slot): *control weather*, *holy aura*

*These spells are Red Brea's domain spells and she has them prepared all the time.

ACTIONS

Multiattack. Red Brea makes two melee weapon attacks.

Mace of Waters (magical mace). *Melee weapon attack:* +9 to hit, reach 5ft., one target. *Hit:* 8 (1d6+5) bludgeoning damage plus 3 (1d6) necrotic damage. If Red Brea uses this weapon while in a lake, river or seas, she deals 17 (3d6+7) bludgeoning damage plus 3 (1d6) necrotic damage.



TORUNN



Torunn is the ruler of Dreyugr, she is the oldest in the four and respected by other rulers of Raus Square.

Torunn has very long white hair but a relatively younger outlook. Rumors claim that she charms young sailors and bathes in their blood to preserve her health and youth. She has deep blue eyes. She likes to wear regal robes and use precious accessories.

She depends on her magic in combat and fights with the minions of Ran alongside her.

TORUNN

Medium humanoid (Farmadr), chaotic evil

Armor Class 18 (square plates)

Hit Points 150 (20d8+60)

Speed 150 (20d8+60)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	15 (+2)	20 (+5)	18 (+4)

Saving Throws Constitution +7, Wisdom +9, Charisma +8

Skills Animal Handling +9, Insight +9, Perception +9, Religion +6

Senses passive Perception 18

Languages Sunnarstr

Challenge 10 (5,900 XP)

Call of The Depths. Torunn can target one more target with her domain spells.

Ran's Mercy (3/day). Torunn regains 22 (5d8) hit points at the start of each of her turns if she is 50 feet near the sea.

Ran's Touch. If enemies which are within 50 feet of Torunn are also in the sea, they must succeed on a DC 15 Constitution saving throw or become paralyzed until the end of their next turn.

Spellcasting. Torunn is a 20th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). Torunn has the following cleric spells prepared:

Cantrips (at will): light, mending, sacred flame, spare the dying, thaumaturgy

1st level (4 slots): *bane, bolt of watery death**, *cage of water**, *command, create or destroy water, cure wounds, inflict wounds*

2nd level (3 slots): *curse of ran**, *gust of wind**, *hold person*

3rd level (3 slots): *bestow curse, dispel magic, sending, spirit guardians, water breathing**, *water walk**

4th level (3 slots): *control water**, *death ward, guardian of faith, ink wave**

5th level (3 slots): *eyes of water**, *insect plague, geyser**

6th level (2 slots): *heal, planar ally, vortex*

7th level (2 slots): *divine word*

8th level (1 slot): *control weather, holy aura*

9th level (1 slot): *conjure sea serpent*

*These spells are Torunn's domain spells and she has them prepared all the time.

**Torunn can choose to change the damage type of a spell to cold damage.

ACTIONS

Trident. *Melee weapon attack:* +8 to hit, reach 5ft., one target.

Hit: 7 (1d6+4) piercing damage or (1d8+4) piercing damage if used with two hands.

REACTIONS

Ink Shield (5/day). When Torunn takes damage, she can halve the damage by creating an inky shield as a reaction.



SIBBE THE ASHBORN



Sibbe is the ruler of Lonnjola. She is old, wild and quick to anger. Legends have it that years ago, Sibbe was captured by Tyr's Judges in Svilland and executed by fire because she sacrificed a small town one by one to Ran. Flames consumed Sibbe, burnt her flesh but couldn't kill her. She murdered the judges violently in a painful frenzy and survived. She still carries the scars on her seared skin.

SIBBE THE ASHBORN

Medium humanoid (frost half-jotunn), chaotic evil

Armor Class 19 (bear fur)

Hit Points 127 (14d8+64)

Speed 30 ft. Swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	10 (+0)	16 (+3)	15 (+2)

Saving Throws Strength +8, Constitution +7

Skills Animal Handling +6, Athletics +8, Intimidation +5, Perception +6

Senses Darkvision 60 ft., passive Perception 16

Languages Sunnarstr, Austris

Challenge 8(3,900 XP)

Ran's Mercy (3/day). Sibbe regains 22 (5d8) hit points at the start of each of her turns if she is 50 feet near the sea

Spellcasting. Sibbe is a 10th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). Sibbe has the following cleric spells prepared:
Cantrips (at will): *light, mending, sacred flame, spare the dying,*

thaumaturgy

1st level (4 slots): *bane, bolt of watery death*, cage of water*, command, create or destroy water, cure wounds, inflict wounds*

2nd level (3 slots): *curse of ran*, gust of wind*, hold person*

3rd level (3 slots): *bestow curse, dispel magic, sending, spirit guardians, water breathing*, water walk**

4th level (3 slots): *control water*, death ward, guardian of faith, ink wave**

5th level (3 slots): *eyes of water*, insect plague, geyser**

**These spells are Sibbe's domain spells and she has them prepared all the time.*

ACTIONS

Multiattack. Sibbe can make three melee weapon attacks.

Svillander Axe +3. *Melee weapon attack:* +11 to hit, reach 5ft., one target. *Hit:* 13 (1d10+8) slashing damage.



Aud is the ruler of Brunn Ey. Although she is the youngest of The Four, she is seen as the most powerful one among them. She is a zealot about her queen, Ran, and practices hard about Ran's teachings. She lives in Eyvall but visits and examines Henningar often.

She has short, braided, black hair. She has rugged and sunburned skin. Aud does not care about risks in her actions and thinks that Ran will protect her regardless of how dire the situation is. She easily holds grudges, especially against the enemies of Ran.

Aud has studied both arcane and divine teachings. So, she relies on her wide spell choices on combats.

AUD

Medium humanoid (Vestri), lawful evil

Armor Class 15 (mage armor)

Hit Points 180 (24d8+72)

Speed 30 ft. Swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	16 (+3)	20 (+5)	18 (+4)	10 (+0)

Saving Throws Intelligence +8, Wisdom +8

Skills Arcana +6, Religion +6

Senses passive Perception 18

Languages Sunnarstr, Austris, Vestris

Challenge 11 (7,200 XP)

Ran's Mercy (3/day). Red Brea regains 22 (5d8) hit points at the start of each of her turns if she is 50 feet near the sea.

Spellcasting. Aud is a 12th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). Aud has the following cleric spells prepared:

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

1st level (4 slots): *bane, bolt of watery death, command, create or destroy water, cure wounds, inflict wounds*

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

3rd level (3 slots): *bestow curse, dispel magic, sending, spirit guardians*

4th level (3 slots): *control water, death ward, divination, guardian*

of faith

5th level (2 slots): *insect plague*

6th level (1 slot): *heal, planar ally*

6th level (1 slot): *heal, planar ally*

Aud is also a 12th-level spellcaster of another class. Her spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Aud has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation, shocking grasp*

1st level (3 slots): *detect magic, hideous laughter, mage armor, magic missile*

2nd level (2 slots): *detect thoughts, invisibility, misty step*

3rd level (2 slots): *counterspell, fireball, fly, lightning bolt*

4th level (2 slots): *banishment, fire shield, phantasmal killer, stone-skin*

5th level (1 slot): *cone of cold*

6th level (1 slot): *chain lightning*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

Ode is the ruler of Bjornua and leader of Bearford cult which is devoted to a Second Age King of Svilland: Bear King. She rules the region with the fallen king's teachings.

Ode is a tall, young and strong woman with long brown hair and hazel eyes. She is both a powerful sorcerer and a capable warrior. She likes to wear different animal furs (except bear fur) and she always carries a bear claw that she took from an old and ill mother bear once Ode nursed in the woods.

ODE

Medium humanoid (Farmadr), lawful neutral

Armor Class 20 (square plates +2)

Hit Points 150 (20d8+60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	16 (+3)	16 (+3)	15 (+2)	18 (+4)

Saving Throws Constitution +7, Charisma +8

Skills Deception +8, Intimidation +8, Perception +6, Persuasion +8

Senses passive Perception 16

Languages Sunnarstr, Austris

Challenge 10 (5,900 XP)

Spellcasting. Ode is a 10th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). Ode has the following sorcerer spells prepared:

Cantrips (at will): fire bolt, light, mage hand, poison spray, ray of frost, shocking grasp

1st level (4 slots): *oppression of sol*, *ride like lightning*, *sword of*

kaun

2nd level (3 slots): *darkness*, *hold person*, *misty step*, *scorching ray*

3rd level (3 slots): *word of surtr*, *smoke of lava*

4th level (3 slots): *pillar of frost*

5th level (2 slots): *storm of lightning*

ACTIONS

Multiattack. Ode makes three melee attacks with magical Bearclaw.

Bearclaw. It is a sharpened and reinforced bear claw. *Melee weapon attack:* +6 to hit, reach 5ft., one target. *Hit:* 21 (3d12+2) slashing damage.

REACTIONS

Might of Bear. If Ode gets flanked, she can roar to push them away. The creatures within 5 feet of Ode take 5 (1d10) force damage and are pushed away if they fail a DC 20 Strength saving throw.

ASGRIM, PROTECTOR OF THE SOUTH

Asgrim is the ultimate protector of the South and ruler of Vergala. As a veteran warrior and a charismatic leader, he had experienced much pain to become the person who he is now.

He started his life in a big dvergr family living in the mountains north of Svilland. However, on a dire winter night, they were attacked by a frost jotunn tribe. They fought well but many of his family died and he got lost in the mountains. After weeks of surviving in the mountains, he was found by frost jotnar again. In his last stand, he cried the names of his ancestors and charged directly to his death. However, his war cry caused an avalanche and drifted him away into a secret cave in the mountains. When he got awake, he realized that he is in a secret tomb whose walls are covered with runic writings telling the story of twin battle axes. Since that day, Asgrim has never left using these axes.

During his adventures to hunt frost jotnar, he has fought

alongside many half jotnar and dvergr. So, he is keen to trust those folks in battle.

Later, he started to search his relatives and found out that most of them had been established in the South Sea, especially in Vergala. However, he was not happy since he realized that these relatives forgot what happened to their families and did not chase vengeance upon jotnar. Instead, they started to rule Vergala. He decided that they were not worthy to rule, only his cousin and childhood friend Arnketil understood Asgrim and at the end, they have killed their relatives. Then, Asgrim promised to protect the people of Vergala and the South against all threats, especially jotnar.

Asgrim is a middle-aged dvergr with a long black beard and bold hair. He is always ready for battle and does not hesitate to step on the laws to do the thing he sees right.

ASGRIM, PROTECTOR OF THE SOUTH

Medium humanoid (dvergr), chaotic good

Armor Class 18 (square plates)

Hit Points 120 (16d8+48)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	9 (-1)	11 (+0)	18 (+4)

Saving Throws Strength +8, Constitution +7

Skills Athletics +8, Intimidation +7

Senses Darkvision 60 ft., passive Perception 10

Languages Common, Dwarvish

Challenge 8 (3,900 XP)

Runic Sense. Asgrim can sense the runes within 30 feet of him.

Black Ice Immunity. Asgrim is immune to the effects of black ice unless he is damaged by a weapon made of it.

Jotunn Hatred. Asgrim's hatred of jotunns is so tense that, while fighting against them, he gains advantage on Strength

and Constitution saving throws as well as on any Strength and Constitution related checks. Also, during a combat, when Asgrim kills a jotunn or a half jotunn, his damage with melee weapon attacks increases by 2. These bonuses stack but they are lost when combat ends.

ACTIONS

Multiattack. Asgrim makes two melee attacks with his battle-axes.

Siblings (2 Battleaxes). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8(1d8+4) slashing damage plus 4(1d8) lightning damage. Brother and Sister are twin battle axes whose inside rests a brother and a sister dvergr. These siblings' clan was destroyed during a jotunn attack and they ran away by making a promise of vengeance. They fought against jotunns throughout their lives and they wanted to keep this war even after death. So, their souls were put in twin battle axes. When a jotunn is hit with both of the axes in a round, the giant must make a DC 15 Constitution saving throw or it dies.



KADALL THE BARD KING



Kadall the Bard King, the ultimate power figure of the South Sea, lives in Boarharbor Town. He is the leader of the South Sea Council, which meets twice every year and decides the fate of the region. Other rulers of the region always owe their allegiances to him, otherwise, they know that they will probably have to face serious problems as the other islands will stop trading with them or even wage war.

Kadall is an old and handsome man. He is an old adventurer, sailor and was a famous bard. He is a just man who lives with law. Thanks to his bardic abilities, he can use his voice well.

KADALL THE BARD KING

Medium humanoid (Farmadr), lawful neutral

Armor Class 18 (lamellae)

Hit Points 221 (26d8 + 104)

Speed 30 ft.

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

Saving Throws Dexterity +8, Charisma +10

Skills Arcana +13, Athletics +9, History +13, Insight +8, Intimidation +10, Performance +15, Persuasion +10

Senses passive Perception 12

Languages Sunnarstr, Austris, Kun, Mithal, Vestris

Challenge 15 (13,000 XP)

Bardic Inspiration (5/Day). Kadall can inspire an ally within 60 feet of him as a bonus action. He provides 1d12 bonus on the ally's chosen one ability check, attack roll, or saving throw within the next 10 minutes.

Jack of All Trades. Kadall adds 2 to the skill checks he is not proficient with.

Song of Rest. Kadall can sing to his allies and make them gain an extra 1d10 hit points after a short rest.

Warband Warrior. According to the number of comrades that are present nearby Kadall, he adds 2 (1-2 comrades), 3 (3-4 comrades), 4 (5-6 comrades), or 5 (7-8 comrades) to his AC. Comrades are close friends or family; followers, retinue or summoned creatures are not counted as comrades.

Spellcasting. Kadall is an 18th-level spellcaster. His spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell

attacks). He has the following Bard spells prepared:

Cantrips (At Will): *light, mage hand, minor illusion, prestidigitation*

1st level (4 slots): *identify, detect magic, healing word, song of home*

2nd level (3 slots): *heat metal, invisibility*

3rd level (3 slots): *tongues, weaken blade*

4th level (3 slots): *dimension door, war chant*

5th level (3 slots): *legend lore, raise dead, voice of despair*

6th level (1 slot): *true seeing*

7th level (1 slot): *arcane sword, teleport*

8th level (1 slot): *feblemind*

9th level (1 slot): *song of the end*

ACTIONS

Multiattack. Kadall makes three melee weapon attacks.

Council Leader's Longsword (+3 magical). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage or 12 (1d10+7) slashing damage if used with two hands plus 14 (4d6) force damage.

Countercharm. Kadall makes a performance until the end of his next turn, granting allies within 30 feet of him advantage on saving throws against being frightened or charmed. The creatures must be able to hear him.

SEA ENCOUNTERS

The seas are untamed. They are the denizens of Aegir, of Ran, and of many minions that lurk beneath. They are the denizens of glory or ruthless annihilation. The seas are gentle with plunder, for enough blood spilled on its bubbling waves. In this section, you can find many encounters that adventuring sailors may come across. Some of them are strange, and some others are deadly, determined only by the sailor's luck.

d20 Sea Encounter

d20 Sea Encounter

1 You sail past dozens or hundreds of dead fish. Is it Ran's doing? Or could it be Hel?

2 The wind and waves carry start carrying the ship towards reefs, DCs are increased by 5.

3 You bump into a full-fledged naval battle, one side may or may not be an ally of yours.

4 You bump into half-sunk remains of a merchant ship, some of its cargo may be floating.

5 You hear a murmur of sea chants coming from the underwater (Perception DC 13).

6 An incredibly stable sea with no wind and seaweed all over the surface, sails are useless.

7 The surface of water starts freezing part by part with icy traces like veins.

8 A heavy fog sits onto the area, foggy silhouettes start to appear from time to time.

9 Hundreds of ravens fly in the sky, many of them start landing on your ship.

10 A Svilland weather condition occurs (see Weather Conditions in Svilland Campaign Setting)

11 You bump into a chase, several ships are trying to catch another ship.

12 You spot the black silhouette of a creature lurking under the sea.

13 You see a number of ships on the horizon, it seems to be a merchant convoy.

14 You see a number of ships on the horizon, it seems to be a battle fleet.

15 A Svilland weather condition occurs (see Weather Conditions in Svilland Campaign Setting)

16 You find a group of rats or bugs in the food, there is something up with these rats.

17 You pass a ship in the water, a crowd of satisfied soldiers celebrating a victory, unaware of the bulky headless pirate climbing up the side of the ship.

18 When you wake up, you wake up in the middle of a storm.

19 Your ship is stuck with giant tentacles and is unable to move. A giant Kraken head emerges and tells you it wants to talk.

20 You have found a mysterious treasure map among sunken ship fragments. (Perception DC 15)

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SVILLAND

CAMPAIGN SETTING

SOUTHSEA REGION MAP

