

PLAYER'S GUIDE TO THE NORTHLANDS



BY KEN SPENCER



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TABLE OF CONTENTS

NORTHLANDS SAGA PLAYER'S GUIDE	3	CLASS OPTIONS	18
BACKGROUNDS FOR NORTHLANDERS	5	THE NORTHLANDS	26
HEROES OF THE LOST LANDS	11		





NORTHLANDS SAGA PLAYER'S GUIDE

Hail and well met! Welcome to the Northlands, **Frog God Games'** setting for Viking-flavored fantasy. Inside this guide you will find everything a player will want to adventure in the Northlands: new character options, lore, and other bits of hacksilver looted from our enemies. You don't need to use this book to play in the Northlands, nor do you need to limit yourself to the Northlands to use this book. You can forgo these options and play your game in any fantasy with a Viking theme, but we think you will love the Northlands.

The **Player's Guide to the Northlands** is divided into two broad parts: character options and setting lore. The first part

offers new classes and playable peoples of the North, such as the human Nørsk, their giant- and troll-blooded relatives, and their neighbors the elfin Nûk. You can play a bearsarker, as one of the cunning folk, a shieldmaiden, a rune caller, and others. The lore section provides an overview of the Northlands, the better to navigate the Northlands Saga Adventures and tie your character into the story.

Enough talk! The tide is turning, the dragonships are ready to launch, and we shall prove our mind's-worth in the battle-din. Let the ravens drink deeply, for tonight we will feast in victory or Valhalla!

NORTHLANDS' GLOSSARY

Andøvan: An ancient people who once inhabited the Northlands, long extinct, who left behind menhirs, barrows, and circles of standing stones.

Althing: The assembled landholders and other notables of a region who gather for legislative and judicial conference.

Bearsarker: A member of the Bearsarker Cult of warriors dedicated to Wotan.

Bondi: Free people of the Northlands, the common folk, average Svens.

Cunning Folk: Anyone who practices magic but is not a godi or practices fell sorceries.

Dragonship: A longship whose stem head has been replaced with a snarling visage, usually a dragon, as a sign they are sailing for war.

Faering: A small, rowed fishing boat or coastal lugger.

Felag: A group sworn to each other by binding oaths, a common practice among Nørsk adventurers.

Felagi: A member of a felag.

Geld: A debt, usually in some form of wealth (cattle, gold, land)

Godi: One who speaks with the gods.

Godi House: A place of worship.

Hacksilver: The common currency of the Northlands that consists of broken pieces of jewelry, fragments of foreign coins, and hacked pieces of silver. 1 hacksilver (hs) equals 1 gp.

Hall: A home, usually a large one owned by a wealthy landholder, jarl, or even køenig.

Hirdman: A follower of a jarl or other notable sworn to them.

Holmgang: A ritual duel, the battle of breaking shields.

Huscarl: The closest followers of a jarl or other notable, oathbound and often forsaking any other life but that of service.

Jarl: A person who has a number of people sworn to them as hirdmen or huscarls, as well as hundreds of common folk under their protection. The nobility of the Northlands.

Kenning: A poetic expression.

Knarr: A wide-bottomed merchant ship, oared and with a single mast.

Køenig: The ruler of a region in the Northlands, usually hereditary but sometimes elected.

Longship: A narrow ship that serves for exploration, trade, or war, oared with a single sail.

Runic: The written form of Nørsk, has mystical connotations.

Skaldi: A teller of tales, singer of songs, keeper of lore, and witness to heroism.

Skein: A length of thread wound in a loose coil, also a term for a person's life or wyrd.

Spear Maiden: A warrior woman sworn to the service of Wotan.

Thegn: An intermediary noble sworn to a jarl who has others sworn to them, fairly rare in the Northlands but gaining popularity in Storstrøm Vale and other densely settled regions.

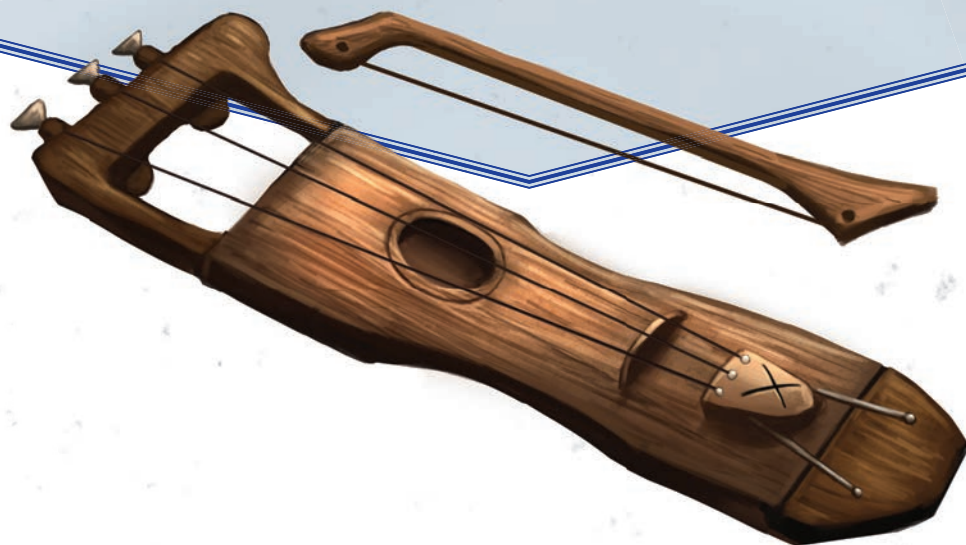
Thing: A democratic gathering of all landholders and other notables in a limited area, makes legislative and judicial decisions by democratic vote.

Thrall: A slave captured in battle, a rare practice long since discontinued in much of the Northlands.

Ulfhander: Members of the Wolf Cult of warriors dedicated to Wotan.

Wergild: A price, usually in hacksilver, paid to compensate victims or their families for injury or death. Payment of the wergild resolves any feuds.

Wyrd: A person's fate as defined by the Norns who measure the skein of their life at birth and cut it at death.





BACKGROUNDS FOR NORTHLANDERS

NØRSK NAMES

The Nørsk use patronymics and matronymics as part of their naming conventions, as well as location-based, occupation-based, and descriptive names. Nørsk have a first name and usually a surname that describes their descent. This takes the form of their most notable parent's first name followed by either -son (male), -sdóttir (female), or -sbūr (non-binary). Informally, some Nørsk have surnames that denote their homeland or current home if they are closely linked to it (at least in the minds of those who call them the Vastaviklander and so forth). Finally, nicknames are common informal means of determining the difference between Sven the One-Eyed and Sven Red Beard. Our heroes should use their patronymics and matronymics in formal occasions (or with strangers) and earn their nicknames in play.

TABLE 1: NØRSK NAMES

1d20	Male Name	Female Name	Nickname (the ...)
1	Agnar	Æstrid	Awkward
2	Arnor	Bera	Bear
3	Bjorn	Dalla	Broad
4	Bruni	Fastvi	Crimpbeard
5	Cnut	Geirhild	Fair
6	Eyjolf	Grima	Goat
7	Frømund	Halla	Godi
8	Geir	Hild	Hewer
9	Guda	Inga	Honest
10	Hallbjorn	Ingrid	Little Bear
11	Ingvar	Kadlin	Old
12	Kjartan	Osk	Red
13	Leif	Raghild	Scarred
14	Nafni	Runa	She Bear
15	Orlyg	Sibbe	Skinny
16	Ozur	Skuld	Skullsplitter
17	Ragnar	Thora	Tall
18	Sigfast	Ulfeid	Touch
19	Sven	Valgerd	Wild
20	Thorgeir	Yrsa	Young

NŪK NAMES

Nūklānder names are compound words composed of two parts joined by a vowel depending on the last letter of the previous component. Consonants are followed by an “i”. Vowels are followed by an “a” unless the previous vowel is an “a”, in which case a “u” is used instead. Nūk has no genders in its language, which causes some confusion when dealing with the Nørsk whose language has gender. Often when talking to outsiders the Nūk use a translation of their name or a shortened form for ease and to avoid misunderstandings. The first component is given within the first year of life to describe the child, with the second received upon reaching adulthood to describe how they matured, or not.

TABLE 2: NŪK NAMES

1d20	First Component	Meaning	Second Component	Meaning
1	Vikkö	Angry	Tiis	Barely
2	Nat	Bitter	Tørst	Certainly
3	Hdä	Blunt	Lauoen	Cleverly
4	Tannö	Bright	Toukœ	Embarrassingly
5	Houm	Busy	Tam	Ferociously
6	Yskar	Caring	Maāli	Fighting
7	Tūn	Curious	Hesāk	Hiding
8	Skönt	Dim-witted	Eløku	Howling
9	Kel	Fast	Pävi	Humming
10	Volch	Grumpy	Nollä	Innocently
11	Tenhä	Happy	Kolmé	Nearly
12	Hyma	Hungry	Kahldz	Rarely
13	Valk	Loud	Yhdz	Remaining
14	Hauk	Mournful	Lüt	Running
15	Lohä	Peaceful	Polut	Selfishly
16	Hauk	Quiet	Khanu	Shinning
17	Hyøl	Sacred	Pirskä	Sometimes
18	Yøltä	Scared	Loamus	Speedily
19	Mientin	Slow	Jalka	Unabashedly
20	Hük	Sweet	Vhastä	Vibrant

GENERAL NORTHLANDER-THEMED CHARACTERISTICS

The following tables can be used for most Northlanders, and even some characters from other cultures.

TABLE 3: TRAITS

1d8	Personality Trait
1	Pugnacious: You like to fight and argue, even to the point where others must force you to back down.
2	Convivial: You get along with everyone and are the first to raise a horn of mead and the last to call it a night.
3	Honorable: Your mind's-worth is impeachable, and you neither lie nor break oaths.
4	Loyal: You stick by those you call friends, by your family, and by those to whom you have sworn oaths.
5	Good family: You come from a good family, one with a fine reputation and a long history.
6	Traditional: You obey the traditions of your people and encourage others to act likewise.
7	Wyrd: It is common knowledge that you have been fated for great things.
8	Generous: If you have wealth, you are a ring-giver; if all you have is a loaf of bread and a jug of mead, you will share that.

TABLE 4: IDEALS

1d6	Ideal
1	Independent: You don't like others telling you what to do or to get mixed up in your business.
2	Family: Your family is the most important thing to you, and you will do anything to protect and support them.
3	Community: You look after your neighbors, and they look after you; we can all work together and rise together.
4	Loyalty: You made an oath to someone, a family head or a jarl, and will fulfill that oath with your life if need be.
5	The Gods: You are dedicated to the gods and wyrd; all you do is done with this in mind.
6	Honor: Mind's-worth is the greatest thing a person can have, and you value yours more than most.

TABLE 5: BONDS

1d6	Bond
1	Community: You feel a strong connection to your community and support it through your hard work.
2	Family: Your greatest love is your family; none may harm them without drawing your wrath.
3	Gods: You are dedicated to the gods, likely one, and try to live to their standards; you encourage others to do likewise.
4	Individual: There is one person on this world that you love more than yourself.
5	Independent: You need no one and feel that your priority is yourself.
6	Oath bound: You are bound by an oath of some kind, perhaps to an individual, a community, a god, or to complete some great deed.

TABLE 6: FLAWS

1d6	Flaw
1	Tricky: You are known as not being dishonest, but certainly not trustworthy.
2	Axe-Bitten: Your love for battle has scared you physically and mentally.
3	Bad Family: You come from a family of poor repute, something you must constantly live down.
4	Wyrd: All know you are fated for a bad end.
5	Hubris: You defy the gods, the laws, and the traditions; why do you think you know better than everyone else?
6	Miserly: You hoard your wealth and do not share, even if all you have is a jug of mead and a loaf of bread; it's yours and nobody else's.



BONDI

Most people in the North are bondi, the vast social class of free farmers, craftsmen, hunters, and fishermen. As a bondi, you own a piece of land, have the right to vote in the Thing, bear arms, and be tried by the Thing or your local jarl, whichever holds the most power. These rights come with certain responsibilities, for you must think of your community in all that you do. Failure to take the community into consideration will likely have social repercussions, and particularly independent or selfish people will find themselves brought before the Thing on a variety of charges. You also need to pay taxes to the local jarl, and if you live in Estenfir, it is expected you will contribute to the projects decided on by the Thing. You may or may not have sworn allegiance to a jarl, this varies from region to region and even jarldom to jarldom. Finally, it is expected you will appear regularly at your local Thing, sober, and vote wisely.

Skill Proficiencies: Animal Handling and survival.

Tools: One set of artisan's tools of your choice.

Vehicles: Water

Equipment: A set of common clothes, a finer set of clothes for visiting the Thing, a hide of land or a faering or a set of tools, 20 gp.

FEATURE: COMMUNITY

You are part of a larger community of farmers, craftsmen, and maybe even nobles. These people have likely known you your entire life, and more than a few are relatives. You can rely on them for aid when in need, but keep in mind this goes both ways.

HIDES OF LAND

Some backgrounds give a hide of land. This is enough land to support a family for a year, provided that it is worked by someone. On your hide is a house, several outbuildings, some livestock, tools, and fields ready to be planted. As an adventurer, you likely do not spend all your time there, indeed you may be gone for months or years. Best to have someone who stays home and keeps the farm running. This might be a relative or spouse, even grown children if you took to adventuring later in life. Whoever does the work, you are the one responsible for the land.

In an average year, a hide of land feeds up to six people. It also produces clothing and tools for the residents, but no more than one set of clothing per season per person and tools for one tool proficiency. In a good year, there might be enough excess to take to market, earning 1d6 x 10 gp. A bad year? Well, people go hungry. Some die. Life is hard in the North.

CHILD OF HEROES

You are descended from heroes, people whose names are sung in saga throughout the North. Your heroic ancestors might be a distant relative, a parent, or an aunt or uncle. Whoever they are, they did great things, and great things are expected from you. When you speak at a Thing, your voice carries greater weight; when you make an oath, others spread word of it; and when you fail, all click their tongues and mutter about how you are not living up to expectations. Being a child of heroes is a boon and a curse; will you forge your own destiny or add to your family's wealth of mind's-worth?

Ability score bonus: You gain +1 to one ability score. This may not raise any score above 20 (see below).

Ability score maximum: Choose one ability score that may be raised above 20 through class features, feats, or other means not normally allowed to raise an ability score above 20.

Equipment: A shield, a shirt of chain, a helm, and a sword — your heirlooms — and 10 gp.

FEATURE: KNOW MY NAME

People know who you are, who your family is, and have high expectations of you. While this soothes your way in social situations, it does present a burden. It is difficult to hide your identity, and once it is known, word spreads fast and far. It also means much is expected of you.

GODI

You are a voice of the gods, a part time priest of the North. The land is not rich and even those who speak with the gods must toil to eat. Many godi have some minor form of magic they can work, but you might be capable of greater things. Being a godi means the community respects you and provides you with a source of income, but it also means others fear you, for you can speak with the gods. What are you saying to them?

Skill Proficiencies: Performance, Religion

Languages: Celestial

Tools: Runic

Equipment: set of runes, vestments, 15 gp.

FEATURE: GOD-TOUCHED

While you are an important part of any community, the fact that you speak with the gods is a little unnerving. People fear and respect you, and few love you. The more signs you show of the gods' favor, the more people are uneasy around you. You have learned to turn this to your advantage, sowing fear in the gods as manifest in your will.

NEW TOOL PROFICIENCIES

Hnefatafl. This game is a popular winter pastime for the wealthy and nobility. Playing it well is a mark of wisdom and intelligence, not to mention a display that you have the time to devote to mastering a game. Resolving a game of hnefatafl is an opposed check.

Runic. You know how to carve runes and read them, as well as understanding their symbiological meaning. Most Norse are illiterate, so only the higher social classes and those educated (godi, skalds, and such) learn this skill. In addition to being a form of communication, you can use the runes as a divination tool and as either an arcane or divine focus.

HEARTHGUARD

You are a sworn shield of a jarl or other political figure. You will give your life in their service, obey their orders, and support their plans. In exchange, you live in their hall, eat their bread, and drink their mead. When it comes time to give out rings, you and your fellow huscarls are first in line. While you may marry, you may not do so freely. While you may own land, your first duty is to your jarl, not your own works.

Weapon Proficiencies: Longsword or axe. If you would have these proficiencies from another source, such as your class, choose one and you may add a bonus of one-half your proficiency bonus to its use.

Armor Proficiencies: shield, chainmail. If you would have these proficiencies from another source, such as your class, choose one and add +1 to the AC bonus it gives.

Equipment: a shield, chainmail, a longsword or axe, common clothes, fine clothes, 20 gp.

FEATURE: JARL'S SUPPORT

You do not need to worry about your day-to-day needs; your jarl keeps you at a comfortable lifestyle year-round. This support of your jarl extends to aid in adventures you undertake on their behalf and if you get in some sort of trouble, they might speak words in the right ears for you. Or not. Your misdeeds reflect poorly on them, and loyalty is a two-way street.

JARL

You are of the Nørsk aristocracy. You might be a jarl in your own right or perhaps (and most likely) a child of a jarl. In either case, you have grown up with relative luxury in a hall with good food, an education, and all the privileges your status affords. Your lands and taxes provide for the upkeep of not just yourself and your family, but a host of servants, relatives, hangers-on, and of course, a cadre of sworn warriors. So why go adventuring? Jarls lead from the front and take care of matters themselves. This is not a feudal system; your bondi might leave you and swear allegiance to another if you prove to be lacking in mind's-worth.

Skill Proficiencies: History, Insight

Tools: Hnefatafl, Runic

Equipment: See below

FEATURE: WEALTH AND POWER

Let's cut to the chase: You are rich or at least have access to great wealth. You have a hall, a hundred hides of land that produce 1d100 x 100 gp a year (this includes taxes paid to you), at least one ship, horses, several sets of clothing, tools, and whatever arms and armor you want. Anytime you need some mundane equipment, it is likely at your hall or can be bought nearby.

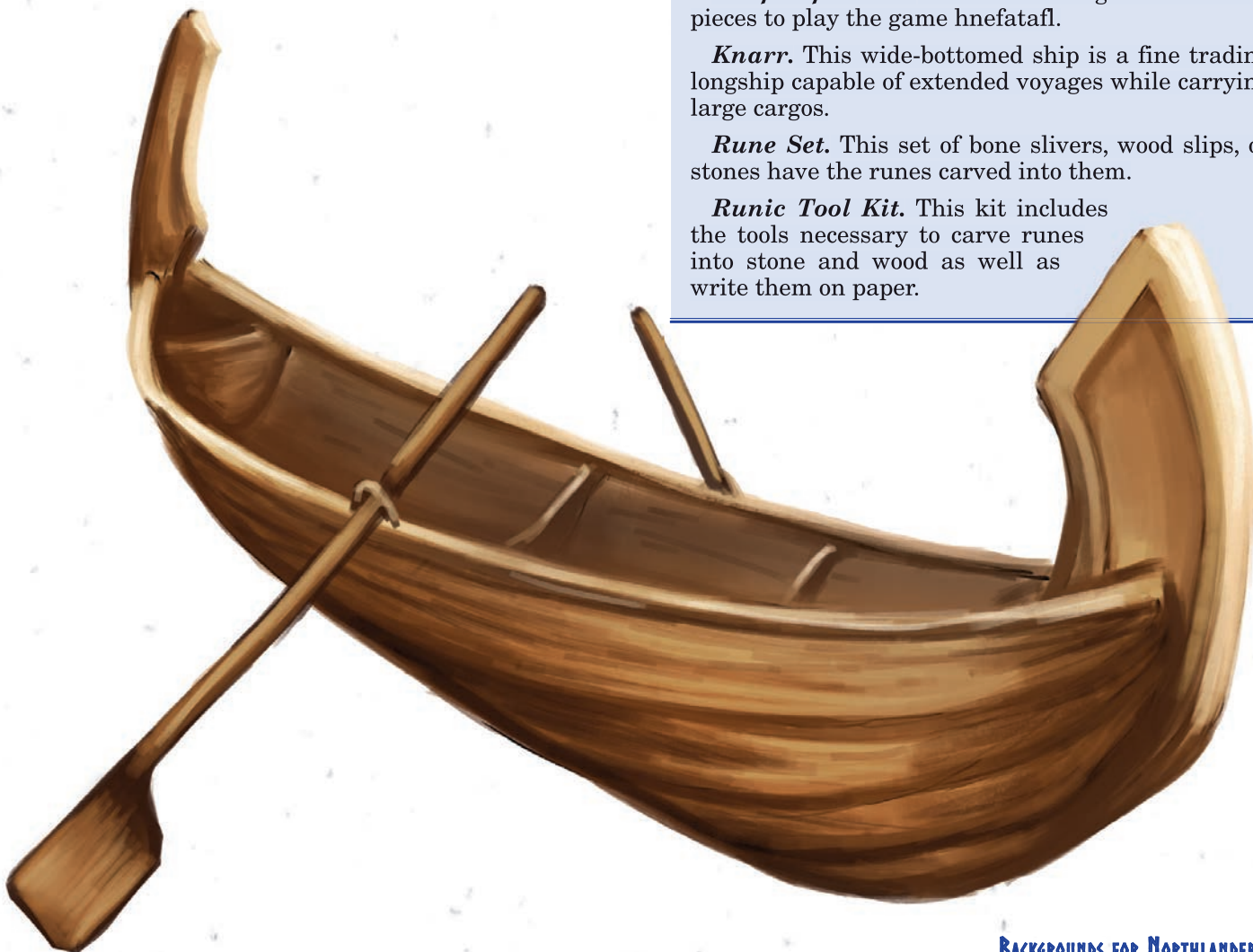


TABLE 7: NEW EQUIPMENT

Item	Price	Weight	Notes
Drakkar	10,000 gp	—	Speed 3 mph, Crew 40, Passengers 15, Cargo 10 tons
Faering	500 gp	—	Speed 2 mph, Crew 2, Passengers 4, Cargo 1 ton
Hide of Land	15,000 gp	—	See below
Hnefatafl Board	15 gp	2 lbs.	—
Rune Set	10 gp	2 lbs.	—
Runic Tool Kit	15 gp	3 lbs.	—

Drakkar. This is the classic longship with a dragon-headed prow. It is used mostly for raiding and long voyages.

Faering. This open rowboat is the workhorse of the North. While not meant for long voyages or even overnight trips out of sight of land, it is a fine vessel for coastal fishing and trading. A sail can be put up when the wind is right.

Hide of Land. This is enough land to support a family for a year if properly tended and worked.

Hnefatafl Board. This includes a game board and pieces to play the game hnefatafl.

Knarr. This wide-bottomed ship is a fine trading longship capable of extended voyages while carrying large cargos.

Rune Set. This set of bone slivers, wood slips, or stones have the runes carved into them.

Runic Tool Kit. This kit includes the tools necessary to carve runes into stone and wood as well as write them on paper.

SKALD

You are a teller of tales, a singer of songs, and a composer of poetry. Skalds are not the foppish troubadours of the decadent Southlands, but rugged travelers more than capable of standing in the shield wall. They are often the composers of their own pieces, although every skald knows more than a few old songs that are favorites at every house and hall. Many jarls employ skalds as messengers and advisors; Northlanders value knowledge and lore as much as they do courage and strength.

Skill Proficiencies: History, Performance

Tools: Runic, one of the following musical instruments: flute, panpipes, skalmejen, tagelharpa

Equipment: musical instrument, fine clothing suitable of a jarl's hall, 15 gp.

FEATURE: WELCOMED

Skalds, at least good ones, are always welcome at jarls' halls and the homes of bóndi. As long as you are polite, well-groomed (at least of your current condition), and willing to perform, you can expect a hot meal and a warm place to sleep. Don't overstay this welcome, but keep in mind that when all eyes turn your way expecting a tale and a song, you have their attention ...

CLOTHING

Northlander clothing shows a great deal of variety. Being traders and raiders who reach all corners of the Sinnar and Úthaf Oceans, they bring back such divergent influences as those of the Foerdewaith kingdoms and the Caliphate of Libynos. Typically, clothing is made from linen or wool, cotton is a rarity in the North, as well as animal hides of various kinds. Layers are important as the weather is often cool if not cold, and many live or work near large bodies of water.

Common Clothing: undertunic and shirt or underdress, knee-length overtunic or dress, apron, cloak, and wooden or leather shoes

Fine Clothing: As above, but of finer weaves with embroidered edges or embordered decorative panels, fur cape, leather shoes or boots, and metal jewelry

Traveler's Clothing: As common clothing, but of harder construction and thicker materials, leather boots

WANDERER

Many who wander the North seek their fate, looking for adventure, and hope for an opportunity to commit some great deed. These wanderers are common sights at the gathering of the Things, being hosted for a night or two in a jarl's hall and lining up to join any expedition being fitted out. You are one such, a vagabond, but one with some respect, for the Northlanders know that young people must often go forth to seek their fortunes or their destinies.

Skill Proficiencies: Insight or Perception, Survival

Tool Proficiencies: Vehicles (water), one set of artisan's tools of your choice

Equipment: traveling clothes, backpack, shield, spear, 10 gp.

FEATURE: WYRD

You let fate determine your course. Your wyrd, your destiny, lies before you, somewhere out there. If you travel far enough, if you seek out your wyrd, maybe you will find it. Find it before it finds you.



HEROES OF THE LOST LANDS

PEOPLES OF THE NORTHLANDS

The Northlands, a region of the Lost Lands, is home to several unique cultures. The Nørsk, a human culture, are by far the dominant culture. In most parts of the world, Northlander and Nørsk are considered synonyms. However, the Northlands are home to another people: the elf-like Nùklanders.

NØRSK

The Nørsk are a human culture that has spread across the Northlands, settling in the lands once held by the long-dead Andøvan. While there is some variation, they are a tall folk with fair hair and skin, although darker tones are not uncommon. As a whole, they worship a common pantheon of gods, some of whom can also be found in the Foerdewaith and Helvaenic pantheons, speak Nørsk as their primary language, and follow the same life ways.

The most notable feature of the Nørsk is their discomfort with higher levels of authority. While they do have a class of nobility, the jarls, individuals choose rather or not to accept a jarl's authority. There are a few kings, called kœnigs in the North, but these are largely figurehead positions whose powers are greatly limited. Most Nørsk feel more closely aligned with their local democratic body, known as a Thing, where all adults may speak. The decisions of a Thing are determined through open vote, even the judicial rulings for civil and criminal trials. However, the Thing, or even the greater Althings of each region, have no power to enforce their rulings. They exist merely to encourage or condemn.

While they have godi who serve the gods as priests, and most Nørsk carefully show respect for their deities, they lack an organized faith. Most godi are local religious leaders and even then, part-time leaders at best. Day-to-day religious affairs are left up to the individual, and only community-focused rituals are practiced in common. Their gods seem to prefer this arrangement and in turn keep a hands-off policy.

These loose governmental and religious institutions are held together by a strong sense of honor and integrity. The Nørsk place great value on personal honor and honesty. Courage in the face of danger, generosity, hard work, and truth telling are their highest virtues. To be a coward, miserly, lazy, or dishonest casts doubt upon a person's honor, and thus the degree they are to be trusted. Why would you sell or buy from one who cannot be trusted? Why would you obey a jarl who has no honor?

Nørsk are humans with the following adjustments replacing the normal human rules.

Ability Score Increase. You add 2 to one ability score of your choice and 1 to another ability score of your choice.

Age. Nørsk have the normal lifespans of humans.

Alignment. Despite their reputation as being wild and crazed barbarians, most Northlanders are very aware of the written and unwritten laws of their culture and obey them, making them Lawful or at least Neutral. Like most humans, Nørsk have no predilection for being good or evil.

Size. You are medium-sized.

Speed. Your speed is 30 ft.

Death speech. If you are forced to make a death save, as a free action you may choose to instead make a death speech. When you do so, you continue to make death saves as normal and die after you fail three, but you ignore all successes. After making a poetic speech concerning your death, your foe, the beauty of the day, or some other topic, you may continue to act as normal despite the fact that you are dying. You have advantage on attack rolls and any hit you land has the effects of a critical hit. Your death may not be averted in any way, magic will not heal you, medicine will not cure you, and even the gods must abide by your wyrd.

Nørsk Weapon Training. You are proficient with spears and shields.

Region. Six regions and two cities are in the Northlands; your character is from one of them. Choose their home region from the list below and apply the bonuses granted.

Languages. You speak Nørsk, a language of harsh consonants and rolled vowels. The written form of Nørsk is called Runic, and it is considered a separate proficiency than Nørsk and must be gained through a background, class, or feat.

ESTENFIRDERS

You are from the far northern frontier of Estenfird. This land is newly colonized by the Nørsk and is even wilder than the rest of the Northlands. The people here are free of the clan conflicts that plague the rest of the Northlands, and any person who can carve out a holding and attract followers can become a jarl. Many live without any jarls or other nobility, relying on the Althing of Estenfird to be their only government. Most of all, Estenfirders learn to be self-reliant, as their communities are too small for even the huscarls to not know a useful trade.

Wild and Untamed Land. You are proficient with the Survival skill and one set of artisan's tools of your choice.

GATLANDER

Gatlanders are arch traditionalists; they use the ancient names of the gods, disdain the power of Things, and hold to an older and more fearsome style of life. Their land is poor and rocky, the mountains are filled with monsters and threatened by volcanoes, and every jarl is practically a king on their own. Where such Southlander things as cities, crossbows, and riding to war on horseback have spread into the Northlands, the people of Gatland cleave to the small villages, axes, and ships of their forefathers. Many make their living off the sea as fishers, traders, and raiders, mostly all three depending on the season.

The Old Ways. You are proficient in Athletics and with Vehicles (water).

HORDALANDER

Hordaland is a rich peninsula that juts out into the North Sea. It is well-organized and generally peaceful, though dangers do come from the Barrow Lands and Forest of Woe. The central location of Hordaland in the Northlands has allowed it to become a center of trade, and Halfstead, one of the two cities in the Northlands, can be found there. The people are generally content, well-fed, and mostly farmers or tradesman, though the jarls of Hordaland have gained a reputation as explorers who have sailed as far as Ultland in the Far North or the distant Cymru Islands.

Craftsmen and Farmers. You are proficient with Animal Handling and one set of artisan's tools of your choice.

HROLFLANDER

The Hrolf are rivals of the Gats, with both clans dominating politics throughout the Northlands (save for the free-living people of Estenfird). The Hrolf have taken on the strange ways of the Southlanders, adopting such things as warhorses, crossbows, and absolute monarchies. The Hrolfs have become rich but are often reviled as greedy, overly eager to adopt foreign ideas, and untrustworthy. The common image of a Hrolf is of a wealthy jarl clad in silks and sitting on a large Southlander horse. The people tend to ape these mannerisms, though increasingly thralls work the land and free people are limited to craftsman and household warriors.

Southlander Ways. You can speak, read, and write one Southlander language and gain proficiency in the Deception skill.

STADLANDER

There are two cities in the Northlands, Halfstead and Trondheim. Neither is very large nor would they be considered a city in the rich Southlands. The inhabitants of these cities are the closest thing to an urban population the Northlands have and are used to strange sights such as non-humans, foreigners, and magic. They also tend to be better educated than most Nørsk, with a high literacy rate.

City Folk. You are proficient in Runic and can speak, read, and write one foreign language.

HACKSILVER

None of the nations of the Northlands — if you can call a loose collection of freesteaders, jarls, and tribes nations — mint coins. Any coinage found is from foreign sources acquired either through trade or raid. These have varying values that nearly always must be agreed upon by parties making an economic exchange. Adding to this, most portable wealth is tied up in jewelry, usually silver or gold armbands, bracelets, and necklaces. These might be hacked up to make smaller denominations and are a locally produced means of exchange.

All this wealth, foreign coins, pieces of jewelry, scraps, and bits of hacked-up jewelry are commonly referred to as hacksilver. A unit of hacksilver (hs) can be anything from a few coins to a handful of scrap jewelry. In the Northlands' adventures, we use hacksilver as the common currency, with one unit of hacksilver equal to 1 gold piece. It can be broken down into 1/10th hs for silver pieces or 1/100th hs for copper pieces. Hacksilver is not as compact as gold piece coinage, and 10 hs weighs one pound.

VALER

Storstrøm Vale is the heart of the Northlands, the oldest region and the most densely settled. The people are prosperous and tend to focus on their local politics. Things are powerful, but so are jarls. Godi houses are common, and the Valers have a reputation as being faithful folk. The population is booming despite the Vale being confined by mountains on three sides. This has led to many Valers colonizing Estenfird or leaving to seek their fortunes elsewhere.

Heart of the Northlands. You are proficient with the History and Religion skills.

VASTAVIKLANDER

The harshest and most unforgiving of the six regions of the Northlands, Vastavikland has poor soil, few forests, and a rugged coastline cut by fjords and backed by the mighty Olf Mountains. The people are raiders first and foremost, the soil yields only a paltry produce and the waters are poor in fish. Holmgang duels are the common way to settle disputes and even the succession of jarls and kœnigs. Every spring, hundreds of longships set sail from Vastavikland. Those that come back bring much-needed supplies; those that don't reduce the number of mouths to be fed during the long winter.

Harsh Lands Breed Tough People. You are proficient with Intimidation. Also, you have advantage on death saves, for Vastaviklanders do not die easy.

NŪKLANDERS

While some scholars say that the Nûk are a type of elf, the Nûk deny this. To them, they are simply the Nûk, a word that means “the Reindeer People.” They have short, thin bodies with delicate features, hair ranging from snow white to deep green, purple pupilless eyes, and skin often tanned by a life outdoors. Their long ears, longer than that of any Southlands’ elf, as well as their slightly overlong canines, help mark them as non-human. To many outsiders, the Nûk resemble some sort of forest spirit, a misconception they are happy to allow.

Nûklanders dwell in the Far North beyond the borders of Estenfird, a wild region where the Taiga forest gives way to the open tundra. They are a nomadic people who live in small bands of a hundred or more with no direct leadership. Indeed, the Nûk are even more independent minded than their Nørsk neighbors and will not countenance being told what to do. However, they show great respect to the words of elders and heroes, for accomplishment and success are highly valued.

Herding reindeer, goats, and at times other livestock is the main economic activity of the Nûk, and is often supplemented by fishing, foraging, and hunting. The wilderness is their home and from it they draw all they need. Trade with the Nørsk brings in metal goods, woven cloth, and exotic luxuries (at least to the Nûk). Raiding is unheard of, as the Nûk have no interest in theft or murder. The Nørsk learned generations ago that to enter Nûkland unannounced is to court death. While there may not be any jarl or kœnig to call the Nûk to war, when invaded or to support their allies to the south, the Nûk rally hordes of bow-armed warriors mounted on swift war reindeer.

Ability Score Increase. Your Dexterity score increases by 2 and your Constitution score increases by 1.

Age. *Nûk do not seem to die from old age*, and the eldest among them claims to have seen over a thousand winters. However, after a few centuries, the youthful exuberance of the Nûk gives way to a withered visage that looks upon the world with wearied and cynical eyes.

Alignment. The Nûk prefer their freedom but have a strong sense of communal good as well as individual justice. They tend to be both chaotic and good in alignment.

Size. You are small sized.

Speed. Your speed is 40 feet, and you are not hampered by difficult terrain caused by snow or ice.

Balance. You can balance on any object that you can get at least one foot on, treating it as if it were solid ground. Even floating objects such as ice floes or logs bobbing in a stream can be crossed without fear.

Darkvision. You can see in dim light within 60 feet as if it were bright light, and darkness as if it were bright light. You



can't discern color in darkness, only shades of gray.

Keen senses. You have proficiency in Perception.

Hunter. You have proficiency in Survival and Stealth.

Used to the cold. You are resistant to cold damage.

Languages. You speak Nûklander and Nørsk. There is a no written form of Nûklander.

GIANTBORN

Giantborn are the products of humans and giants, and as such are a rarity. In the Northlands, the two peoples are often at war or dwell far apart. Legends say that in the distant past after the Andøvan died and the Nørsk migrated into the North, interactions between humans and giants were more common. Since that antediluvian era, the two peoples have grown separate and, in most cases, treat each other with enmity.

Yet new giantborn are birthed every year. Their numbers are few, and today they are more often the result of forgotten giant bloodlines within human families. How these human- and giant-descended offspring are treated depends largely on the parents and the community. In the best of cases, the giantborn are raised alongside their human kin and find a place within society. Sadly, far too many Nørsk communities refuse to accept giantborn, leaving the infants exposed in the wilderness to allow

nature to take its course. Yet some of these exposed infants are rescued by cunning folk, fey, or even their giant kin.

Giantborn grow fast and grow large. Their bodies show the influence of their giant relatives in more than size; often they have the skin and hair colorations of giants, even the facial features. Their great size makes giantborn difficult to keep fed and clothed; indeed, many parents who accept their giantborn offspring find that as their children grow to adulthood, it becomes nearly impossible to maintain them. A life of adventure becomes the best option for these unfortunates who have eaten their families out of hearth and home.

Ability Score Increase. Your Strength score increases by 4 and your Constitution score increases by 2. However, both your Wisdom and Charisma scores decrease by 2.

Age. Giantborn mature quickly but do not live as long as their giant or human kin. You reached adult sized by 13 years but can only expect to see 50 years or less.

Alignment. Most giant-blooded are wild and poorly tempered, making them chaotic. Some are evil, though this is usually from the abuse they experience. Others are good as a result of careful and patient upbringing.

Size. You are large sized.

Speed. You take long strides and have a move of 40 feet.

Always hungry. You require twice as much food and drink as a normal human does.

Big hands. You can wield a two-handed melee weapon in one hand. If you manage to get someone to craft a weapon sized for your stature, it inflicts +1d6 damage, and if it has the two-handed property, you must use two hands to wield it. Such a weapon costs twice as much.

Just too big. Any equipment, especially armor and shields, that is sized for you costs twice as much. If given armor by a class or background, you instead get its normal-sized price in hacksilver.

Giant lineage. You must choose a lineage of giants from which you are descended: cloud, fire, frost, hill, stone, or storm.

Languages. You speak Nørsk. You also speak one other language, either the language of the people who raised you or Giant.

CLOUD GIANT LINEAGE

Rarest of the giantborn, those of cloud giant lineage tend to be calmer and more intelligent than their fellow giantborn. They are also the tallest, reaching lofty heights of nearly 10 to 12 feet tall. Their giant ancestry grants them a small command of the natural world in the form of the ability to summon a cloud of fog.

Giant Magic. You can cast the *fog cloud* cantrip once and regain use of it following a long rest.



FIRE GIANT LINEAGE

Bold, brash, and often having a sulfurous odor about them, giantborn descended from a fire giant lineage make excellent smiths and other workers in hot places. They seem to not feel heat, at least not heat generated in the North, and can walk through fires with little or no injury. Their tempers tend to be shorter than other giantborn, and those of the fire giant lineage tend to become enraged at the slightest provocation.

Fire Resistance. You are resistant to fire damage.

FROST GIANT LINEAGE

By far the most common lineage from which giantborn in the North are descended, these blue-skinned half-humans are more often to be left exposed at birth. The frost giants are known to be foes of the Nørsk gods, and many assume that giantborn descended from this lineage will one day turn traitor.

Frost Resistance. You are resistant to cold damage.



HILL GIANT LINEAGE

The shortest of the giantborn lineages, the hill giants tend to rarely stand tall, instead hunching slightly to allow their long arms to drag the ground. They have the crudest features and tend to be the dimmest thinking of the giantborn, but also the shortest. At a mere eight to nine feet tall, they have an easier time fitting into Nørsk society.

Long Reach. You have a reach of 10 feet.

STONE GIANT LINEAGE

Hairless, craggy featured, and slate gray in color like their giant relatives, the giantborn of the stone giant lineage are tall, strong, and not very common. They tend to look more like smaller versions of stone giants than humans and can easily be mistaken as a true giant. They also exhibit the stone giant's dour, pragmatic expression even when their faces are at rest.

Stone Camouflage. You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

STORM GIANT LINEAGE

Of all the giantborn lineages, storm giant descendants are the most accepted. Their giant relatives have long been at peace with the Nørsk and the gods, tend to be wild haired and tempered, but goodhearted nonetheless. Indeed, the Nørsk see much of themselves in the mercurial storm giants.

Lightning Resistance. You are resistant to lightning damage.

TROLLBORN

Whereas giantborn are the result of giant bloodlines within human families or the rare giant and human paring, trollborn are a curse. Trolls and humans cannot interbreed, and indeed those called trollborn are not actual half-trolls, but instead the result of a curse laid upon a child in the womb. Aglcwif, dark fey, and others are known to curse the children of those who offend them. Sometimes this curse is placed well before a child is conceived, with the curse lingering in the parent's wyrd until it takes full effect.

The trollborn curse can take effect in many ways. In some cases, the child appears unaffected until they reach puberty; in others, they are born bearing the marks of the trollborn curse. The exact effects of the curse can vary, but most follow one of a few set patterns. There are the mystically inclined galdramør, the mischievous lygari, the misshapen but powerful skrimslis, and the bestial úlfur.

Trollborn suffer more discrimination than the giantborn in Nørsk society. Many fear the curse they were born under can be spread, and tales speak of trollborn who go mad or betray their

communities. Many parents accept the curse their child must suffer and attempt to make their lives as happy as possible; only evil aligned people would leave a child to die in the forest or on an ice field.

Ability Score Increase. Your Constitution score increases by +1.

Age. Trollborn tend to have longer lives than humans, and you can expect to see 150 years of life.

Alignment. Trollborn have no innate tendency toward a specific alignment, and like most Nørsk, they are taught to live honest, lawful lives.

Size. Trollborn are often slightly larger than most humans but can fall anywhere within human norms for height and weight. You are Medium-sized.

Speed. You walk at 30 feet.

Cursed. You suffer under the trollborn curse. This curse altered your wyrd before you were even born. The Norns, weavers of fate, do not like to have their skeins toyed with, and the trollborn curse is just such an insult. As a result, they gifted you with a thread to improve your chances in life. When you roll a 1 on an ability check, attack roll, or saving throw, you may reroll the die but must take the new result.

Nature of Curse. You must choose how the trollborn curse affects you, becoming a galdramør, lygari, skrimslis, or úlfur.

Nørsk Weapon Training. You are proficient with spears and shields.

Languages. You speak Nørsk and one other language based on the nature of your curse.

GALDRAMØR

Galdramør rarely show physical manifestations of their curse. Instead, it is the world around them that displays the telltale signs of the presence of a trollborn in the community. Milk curdles, eggs are broken open to show leathery scaly monstrosities, cats are drawn to them, and it rains when they are sad. Yet with each trollborn curse there is a gift, and the galdramør are naturally gifted in the mystical arts. This is something that makes many Nørsk uncomfortable, and they are known to speak with beings that are not there, receive portents of the future, and see the unseeable.

Ability Score Increase. Your intelligence score increases by +2.

Mystic Aptitude. You know one cantrip chosen from the wizard list. Your spellcasting ability score for this cantrip is Intelligence.



LYGARI

The lygari show their curse in myriad ways. Some have oddly colored eyes, unusually shiny hair, vivid birthmarks, and even extra nipples or digits. Often the marks of their curse make them oddly alluring, almost as if they had a fey aspect. Lygari seem to have a natural grace and beauty about them, as well as an affinity for the magics of the wild fey who dwell in forests, glens, at crossroads, and in the wild places.

Ability Score Increase. Your Charisma scores increases by +2.

Mystic Aptitude. You know one cantrip chosen from the warlock list. Your spellcasting ability score for this cantrip is Charisma.

SKRÍMSLI

With their twisted bodies and crude features, the skrímsli appear to be born with little hope for a long life. Weak and sickly as children, they rapidly grow to be powerfully muscled and hardy folk capable of lifting a cart with one hand or tossing oxen by the tail. They do not grow any more attractive; their skin becomes warty as they reach adulthood, and their muscles grow to proportions no human has ever known. Skrímsli have long arms

that end in gnarled hands sporting thick, hard nails — the better to grab foes and gain a grip on heavy loads. Sadly, they do not grow overly tall, reaching five feet at most, although that is five feet of solid muscle and gristle.

Ability Score Increase. Your Strength scores increases by +2.

Long Reach. You have a reach of 10 feet.

ÚLFUR

Bestial, feral, and warped into crude approximations of man and beast, the úlfur are born with bodies covered in fur, eyes with slit pupils, and faces that look more like short muzzles than that of a human. As they grow, they do not lose these animalistic features, instead growing claws and fangs, thick ox-like skin, and pointed ears like that of a wolf. Many are seen as barely human, but communities with wisdom and good hearts learn that the úlfur make great hunters and warriors, a boon when living on the edge of the wilderness.

Ability Score Increase. Your Dexterity scores increases by +2.

Hunter. You are proficient with the Stealth and Survival skills.

Keen Senses. You are proficient with the Perception skill.

CLASS OPTIONS

The following options allow players to create characters suited to the Northlands. These class archetypes tie into the setting, but you do not need to use them. However, for the full Northlands' flavor, which is Viking-flavored fantasy, keep a few things in mind:

- Magic is highly suspect in the North. It is best to use a background such as godi or skald to make magic-using character fit in. The Northlanders respect magic in certain forms, particularly those that align with their beliefs. While godi might seem like they must be clerics or druids, there is no religious hierarchy in the North. Anyone who exhibits magical ability and a willingness to attend to their responsibilities as a godi can be one.
- The cunning folk sorcerer bloodline below is one of the main ways that the Northlanders accept magic use. There is no reason why your warlock or wizard, or even a druid, cannot be one of the cunning folk, they just don't have the mechanical benefits of the class archetype.

ANDØVAN KINGS (WARLOCK PATRON)

The long-dead Andøvan kings once ruled the Northlands, and they might again should they stir from their burial mounds. From time to time, the more aggressive or active of them can be contacted by those seeking magical power. Cloaked to disguise their identity from their fellow Northlanders, skulking about barrow fields and stone rings, you have sought the secrets of contacting these ancient corpses to make a deal, offering your service to their cause in exchange for arcane might. They ask little, but when they call you must answer, for the Andøvan kings have the patience of the dead and an unrestrained fury.

TABLE 8: ANDØVAN KINGS' EXPANDED SPELLS

Spell Level	Spells
1st	<i>command, false life</i>
2nd	<i>gentle repose, find traps</i>
3rd	<i>animate dead, speak with dead</i>
4th	<i>death ward, faithful hound</i>
5th	<i>geas, raise dead</i>

REBUKE UNDEAD

At 1st level, your patron bestows on you the power to rebuke undead. As an action, you shout the name of your patron. Each undead creature that can hear you within 30 feet must make a Wisdom saving throw, with a DC equal to your Warlock spell save DC. Creatures that fail the save are rebuked for one minute or until they take damage.

Rebuked undead may not approach any closer to you without your permission. They may not target you with any effects or attacks. They treat you with respect. If intelligent, you may negotiate with them.

SHADOW WALK

Starting at 6th level, you can step into the land of the dead for a brief amount of time and exit into the mortal realm somewhere nearby. As an action, you disappear from the mortal realm and can remain in the land of the dead for a number of rounds equal to your Charisma modifier (minimum one round). When you exit, you may reappear in the mortal realm anywhere within 120 feet of where you left it.

ARMOR OF UNDEATH

Beginning at 10th level, your patron teaches you the secrets of life and death and how to cheat death. You gain resistance to necrotic damage and may sacrifice a spell slot to gain resistance to one damage type of your choice for one minute.

BANISH TO THE SHADOWS

Starting at 14th level, you may send a living creature into the land of the dead to be tormented by its denizens. As an action, you may target a living creature you can see and that can see you within 30 feet. That creature must make a saving throw against your warlock spell save DC or be transported from the mortal realm to the land of the dead. They reappear at the end of the next turn where they were before, or within five feet if that space is occupied. The experience is horrific, and the target suffers 10d10 psychic damage.

BEARSARKER (BARBARIAN PRIMAL PATH)

While the gods do not normally interfere in the lives of mortals, save for the most heroic, there are those touched by the gods and granted power through them. Some are not merely granted powers but are transformed by such contact. The bearsarkers are such mortals, a cult dedicated to the worship of Wotan and the glory of the spear-din.

The Bearsarker Cult is a sacred order of men and women who dedicate their lives to Wotan. There are many reasons they choose to do so, but the most common is that they feel an intense desire to enter a savage fury and commit rampant acts of slaughter. This urge to rage is even greater during battle, and the Cult of Wotan was formed to control this drive and to have a place in society. Through esoteric arts, ritual drunkenness, and great personal sacrifice, the bearsarkers tame their inner fires and learn to become whirling spirits of death and destruction when the time for such action is called for. Most do not live long, especially when one considers that their rituals are fairly violent and often result in

severe injury and maiming. It is not unusual to find a bearsarker who has plucked out one of his own eyes to gain wisdom or who has spent time meditating while hung on a tree of woe.

Members of the cult undergo extensive training to learn to control their rage, as well as training in religion and the esoteric arts. Although inwardly highly meditative and thoughtful people, the bearsarkers' outward appearance gives others pause considering the reputation of the cult for great savagery barely contained as well as incredible feats of stamina and strength. As their religious dictates, bearsarkers do not bathe except for rare ritual purification purposes. They clad themselves only in a loincloth and bear robe, and they never cut their hair or beards. This shaggy, unkempt, and wild appearance is the means by which the cult is known and seeing a bearsarker on the other side of a battlefield has been known to turn the morale of even the hardest of warriors. And despite, or because of, their sacred status, bearsarkers are afforded a great deal of leeway in their actions and behavior.

Bearsarkers must be good or neutral aligned, must maintain the unkempt appearance of their faith, worship Wotan above all other gods, remain honorable, forsake marriage, children, and wealth, and live to serve the Northlander people as a whole. Some bearsarker cults have formed around other aspects of the All-Father and exist in lands far removed from the Northlands and serve those aspects and people instead of Wotan.

BATTLE INTOXICATION

Beginning at 3rd level, during a short rest you may consume sacred herbs, engage in ritual drinking, and eat certain mushrooms. At the end of the short rest, you regain a number of expended rages equal to your Wisdom modifier.

Also at 3rd level, you gain proficiency in the Religion skill.

SHIELD BREAKER

Beginning at 6th level, you may make a special attack that reduces a target's ability to defend itself. You break shields, shatter armor, wound limbs, and slash foreheads to let the blood roll into your foe's eyes. When you hit with this attack, you forgo doing any damage to the target. Instead, the target's armor class is reduced by an amount equal to your Wisdom modifier until the end of its next turn.

FEARED AND LOVED

Starting at 10th level, you may rely on your status as a bearsarker to get you through social situations. You add your proficiency bonus twice to Charisma (Intimidation) and Charisma (Persuasion) checks.

SHIELDWALL BREAKER

Beginning at 14th level, when you hit a Large or smaller creature with a melee attack, the target must make a Strength saving throw with a DC equal to 8 + your Strength modifier + your proficiency bonus or be pushed back five feet, plus an additional five feet per point of your proficiency bonus.

CIRCLE OF THE SPIRITS (DRUIDIC CIRCLE)

While Nørsk druids are much like their cousins in the Southlands as far as abilities, the druids of the Nûklanders focus more on the spirits of nature than on stones or moons. Many of their druids are skilled at seeing the world beyond ours, the hidden world where every blade of grass and every animal, even people and their hallowed dead, cast a ghostly reflection. Druids who follow the Circle of the Spirits can tap into this other world and even communicate with its residents. The most powerful can cross the invisible boundary between the seen and unseen.

SPIRIT COMPANION

Beginning at 2nd level when you choose this circle, you may summon forth a spirit of nature. The nature spirit inhabits a prepared object, usually your druidic focus, but can also inhabit your body. If the spirit companion inhabits an object, you must have the object on your person or in your hand in order to gain the benefits of the spirit companion, but you can pass the object to another person so that they can temporarily (for your Wisdom modifier in minutes) gain the abilities of the spirit companion. If the spirit companion inhabits your body, you have advantage on death saves. However, the spirit companion imposes certain weakness on you.

Your spirit companion allows you to communicate with animals of its species (used broadly, for example, the wolf spirit grants these abilities with all canines) as with the *Speak with Animals* spell, and if you cast *Animal Friendship* on a creature of your spirit companion's species, it has disadvantage on the saving throw against the spell. Additionally, if you assume a form using wild shape of your spirit companion's species, treat your druid level as if it were 8 for purposes of determining the limitations of your wild shape form. Each spirit companion grants additional other features.

BEAR

The bear is ferocious and mighty but at times lethargic. Bear spirits grant advantage on Strength (Athletics) checks, and you add your Wisdom modifier in addition to your Dexterity or Strength modifier to damage caused by attacks. If the bear inhabits your body, you spend 10 hours to take a long rest.

EAGLE

The eagle is a perceptive hunter, soaring on outspread wings over mountain and forest, but is vain and overly proud. The eagle spirit grants you advantage on Dexterity (Acrobatics) checks and a fly speed equal to your normal movement speed for a number of minutes equal to your Wisdom modifier. These minutes must be used in one-minute increments, and you regain lost minutes following a long rest. If the eagle inhabits your body, you must spend at least an hour a day preening and grooming yourself.

ELK

Noble in bearing and lordly in demeanor, the majestic elf is a swift and agile foe, but is prone to haughtiness and cannot abide liars. The spirit of the elk grants you advantage on Charisma (Persuasion) checks, and your speed increases by 10 feet. If the elk inhabits your body, you have disadvantage on Dexterity (Stealth) checks, Charisma (Deception) checks, and when using disguise kits.

FOX

A cunning trickster, the fox spirit is fast and sneaky but overly fond of tricks and games. Fox spirits grant you advantage on Charisma (Deception) checks, and you leave no tracks behind you in a natural environment. Should you allow the fox to inhabit your body, its inherent trickiness does not allow you to take the Help action.

OWL

Wise, perceptive, and knowledgeable, the owl sees all but is famed for keeping its secrets to itself. Owl spirits grant advantage on Intelligence (Nature) checks, and you gain darkvision 60 feet, and if you already have darkvision, then your darkvision increases by 30 feet. If you let the owl into your body, you may not take a long rest during the night.

WOLF

A social animal, the wolf is happiest when working with others, though sometimes this reliance on the pack leaves the lone hunter without support. The wolf grants advantage on Dexterity (Stealth) checks, and you may use a bonus action to take the Help action. When the wolf dwells within, you suffer disadvantage on all checks made without an ally within sight.

TOTEMIC ENHANCEMENT

At 6th level, the bond between you and your spirit companion increases, granting you new abilities.

BEAR

The ferocity of the bear fills you and grants you protection from mundane threats. You may expend a use of your wild shape to gain resistance to bludgeoning, piercing, and slashing damage for a number of minutes equal to the value of your Wisdom modifier.

EAGLE

The eagle swoops, strikes, and flies away. You may use a bonus action to take the Disengage action.

ELK

The elk instills awe in all that behold it. You may expend a use of wild shape to cast *charm person* or *charm monster* on any living creature.

FOX

Wily, the fox is never where you expect it to be. You may expend a use of wild shape to cast the *dimension door* spell.

OWL

Silent as the moonlight, the owl drifts through the forest. You may expend a use of wild shape to cast the *silence* spell.

WOLF

No wolf hunts alone, and neither should you. As long as you have an ally within five feet of a target, you and all allies have advantage on melee attack rolls against the target and the target has disadvantage on any saving throws from effects generated by you or your allies.

ALLIED COMPANION

Beginning at 10th level, you attract a second spirit companion, an ally of the one you already have. It may not inhabit the same object as the other; they each need their own home. You gain the benefits of the spirit companion feature for the new spirit companion.

TOTEMIC BOND

At 14th level, your bond with your spirit companions increases. They no longer need to inhabit an object or your body, and you gain the benefits of the totemic enhancement feature for both spirit companions.



CUNNING FOLK (SORCEROUS ORIGIN)

Sorcerers are not well regarded in the Northlands, as indeed are all practitioners of arcane magic. Sorcerers get singled out for special persecution because their powers seem to erupt spontaneously and can appear in any person, anywhere. Furthermore, as there is not an established means of training young sorcerers, they often cause havoc and death with their newfound and barely controlled abilities.

The cunning woman, however, is one type of sorcerer common and popular among the Northlanders. This bloodline is strong, and families that have one cunning woman in their midst often have several. Indeed, it is not unheard of for every woman in a bloodline to express sorcerous powers. What makes cunning woman so well thought of is that their powers are generally not of the destructive kind but instead provide a source of healing magic that is very rare in the Northlands. Young cunning woman receive training and a place in society that is honored and respected, something that other sorcerers in the Northlands can only dream of.

Cunning woman, and they are always woman, are skilled healers with mundane and magical skills. They often live on the edge of a settlement, not because they have been banished but due to the fact that their herbal remedies require extensive gardens and access to uncultivated lands. Those in need of the services of a cunning woman are welcome as long as they are polite, and payment is most often based on the means of their patients as opposed to the cost of the medicine or spells. There is a marked downside to being a cunning woman, and traditionally they do not marry. To perpetuate their bloodline, they still must build some form of sexual relationship with men, often long-term partnering that outwardly has all the hallmarks of marriage. Largely, this is because folk wisdom says that cunning women are poison to their mates and cause them to die early.

Many godi have a somewhat adversarial relationship with the local cunning woman. As most godi are only part-time priests, they do not always receive spells from the gods, and thus may or may not be able to help when called (assuming they aren't busy doing something else as their fulltime job). This means that most people go to the cunning women for their routine medical needs, and especially in emergencies, thus cutting out the godi (who expect some form of donation or offering).

HEALER

Beginning at 1st level when you choose this origin, you add *cure wounds* to your spells known. As you increase in level, you gain additional bonus spells known as shown on the table below:

TABLE 9: CUNNING WOMAN BONUS SPELLS

Level	Bonus Spell Known
3rd	<i>prayer of healing</i>
5th	<i>lesser restoration</i>
9th	<i>greater restoration</i>
11th	<i>heal</i>
13th	<i>regenerate</i>
17th	<i>mass heal</i>

Also at 1st level, you gain proficiency in the medicine and survival skills, as well as Runic.

EVIL EYE

Beginning at 6th level, you gain the ability to channel your magical power into a deadly attack. You look at a target and foretell their doom. Make a magical attack, and if you hit, the target suffers 1d8 psychic damage. You may spend sorcery points to increase this damage by +1d8 per sorcery point spent.

BLESSED BY THE NORNS

At 14th level, as a bonus action you may declare the result of a single roll. This may be a roll that you are making or one that anyone within 30 feet of you is making. Pick up the die (or dice for a damage roll) and set it down to whatever number you want. Other class features, racial traits, spells, or anything else cannot change this; it is the wyrd of the target. You may do this once and regain use of it following a long rest.

ULTIMATE CUNNING

At 18th level, you begin to surpass the bounds of mortals. As an action, you may spend 5 sorcery points to cast any spell of a level you can cast even if you do not have access to the spell list it is found on.

Also at 18th level, when you die you are reborn as a child of a blood relative. You do not have the cunning woman bloodline and may live a normal life as a reward for a lifetime of service.

HORSE NOMAD (RANGER ARCHETYPE)

The Nûk are famed as the reindeer riders of the North. Their finest warriors ride specially bred war reindeer to battle, but even their hunters are known to scout for game and threats to the herd from the back of a shaggy-furred reindeer. While it would be a misnomer to call them horse nomads – most Nûk would eat a horse if they found one – they practice similar techniques and tactics to the horse-mounted warriors of the Sea of Grass and the plains of Libynos.

HORSEMANSHIP

At 3rd level when you choose this archetype, you gain proficiency with Animal Handling and smith's tools.

Additionally, mounting or dismounting only costs you five feet of movement. You have advantage on saves to avoid falling off a mount. If you do fall off, you land on your feet unless you are incapacitated or fall more than 10 feet.

FANCY RIDING

At 7th level, choose two of the following riding tricks. You gain an additional riding trick at 10th, 15th, and 18th levels.

BLINDING CHARGE

When mounted, you may move at double your mount's speed and make an attack as a single action.

NOMAD DODGE

If you are attacked while mounted, you may use your reaction to slide around to the side of your horse and ride hanging off of one flank for a moment. This causes the attack to suffer disadvantage. You may use Nomad Dodge a number of times each combat round equal to your Dexterity modifier.

JUMPING

The distance and height your mount may jump is doubled.

MOUNT ATTACK

Your mount may make one attack as if it were acting independently.

PICK UP

When mounted, you may move your mount's full speed and pick an item off the ground.

STABLE PLATFORM

When mounted, your ranged attacks gain +2 to hit.

TERRIFYING CHARGE

At 11th level, if you are mounted, you can charge at a foe with such suddenness and fury that they shake in their boots. On your turn, if you travel at least 40 feet before taking an attack action, you can choose to use Terrifying Charge. When you do so, designate a target. That target and any of its allies within five feet must make a Wisdom saving throw with a DC equal to 8 + your Strength modifier + your proficiency bonus or gain the frightened condition for 1d6 rounds. You may use this feature once, and it recharges following a short rest.

MASS OF HORSE FLESH

Beginning at 15th level, you can interpose your mount in such a way to prevent or deflect attacks against you and it. If you are mounted, you do not suffer disadvantage when attacking with a ranged weapon in melee. Furthermore, you do not provoke an attack of opportunity when moving away from a foe while mounted.

HUSCARL (FIGHTER ARCHETYPE)

Huscarls are the elite warriors of the Northlands. Their privileged place in their jarl's hall gives them the time to train for war, not to mention enough food and drink to stay in prime physical condition. When a jarl goes to war, they call upon their huscarls to form a bodyguard but also to fight in the shieldwall alongside the fyrd warriors (the local militia). This steadies the farmers and crafts folk who make up much of the fyrd and gives the shieldwall more offensive power.

LEADER OF WARRIORS

At 3rd level when you choose this archetype you gain the ability to better lead your allies in battle. You gain a number of Motivation dice equal to your Charisma modifier (minimum 1). Motivation dice begin as d6s but increases to d8s at 10th level and to d10s at 15th level. You may expend a Motivation die to perform one of the following, effecting an ally within 30 feet of you that can hear you. Expended Motivation dice are recovered following a long rest.

- As a reaction, you can give an ally a Motivation die that they roll and add to their saving throw. You can do this after finding out that they have failed but before learning the consequences.
- As an action, you can give an ally a Motivation die that they roll and add to an Ability Score check. You can do this after finding out that they have failed but before learning the consequences.
- As an action, you can give an ally a Motivation die that they roll and add to their speed until the end of their next turn.
- As a bonus action, you may expend a Motivation die to increase the AC and attack bonuses granted by a shieldwall you are in by +1 until the end of your next turn.

SHIELD EXPERTISE

Beginning at 7th level, your skill with a shield increases. As a bonus action, you may make an attack with your shield or push a target. To push a target, you must be within five feet of the target. The target must make a Strength saving throw with a DC equal to 8 + your Strength modifier + your proficiency bonus or be moved backward five feet.

ADVISOR

At 10th level, your long service to a jarl has taught you more than just warfare. You have learned to give good advice on a variety of topics. You gain proficiency in one of the following skills: History, Insight, Investigation, Persuasion, or Nature.

ROARING VOICE

At 15th level, you can now affect allies with your Motivation die who are up to 60 feet away.

SHIELDWALL CHAMPION

At 18th level, when you spend a Motivation die to affect an ally, you may affect two allies instead of just one.



BATTLE FORMATIONS

The Nørsk regularly use battle formations, even in small skirmishes, to increase the fighting power of their small numbers. As the warriors who can turn out to fight invaders and monsters are more often than not only part-time warriors, battle formations also help to even the odds for the spear-toting farmer and the shield-bearing crafts folk.

FORMING OR JOINING A BATTLE FORMATION

A creature must meet the formation's requirements to form one and then use their action to call for the formation. Anyone can join the formation as part of their movement, but they must meet the formation requirements to do so. Once in the formation, all members act on the initiative count of the creature who formed it.

FORMATIONS

Hundreds of different battle formations are in use across the Lost Lands, but these three are the ones used by the people of the Northlands, mostly the Nørsk. The Nùklanders learned these formations from their neighbors, and while they rarely use them, they can certainly form or join one if they so desire. Each battle formation has a listed requirement to join, a minimum number of people to form, and bonus or penalties it grants.

⚔ SCHILTRON

Minimum Requirements: Spear, Shield

Minimum Members: 8

Offensive Benefits: Double damage against charging foes, spears gain reach

Defensive Benefits: +2 AC, advantage on Strength, Constitution, and Wisdom saving throws.

Penalties: Cannot move, disadvantage on Dexterity saving throws

The schiltron is a circular stationary formation for when you are surrounded by foes who are much more mobile than you. Members join with their shields raised and spears pointing out. Each rank is composed of concentric circles, each slightly larger than the original. Up to four people can huddle in the innermost space and gain the defensive benefits of the schiltron but not the offensive benefits.

⚔ SHIELDWALL

Minimum Requirements: Spear, Shield

Minimum Members: 5

Offensive Benefits: advantage on attack rolls, spears

gain reach

Defensive Benefits: +1 AC, advantage on Strength, Constitution, and Wisdom saving throws.

Penalties: Speed reduced by 50%, disadvantage on Dexterity saving throws.

The most basic of Northlands' battle formations, the shieldwall is just that, a wall of shield-armed warriors closely packed in one or more ranks. This allows each member to defend themselves and the people next to or behind them with their shields while presenting their foes with up to hundreds of spear points. The main disadvantage is mobility; shieldwalls are clumsy and move slowly.

SVINFYLKING

Minimum Requirements: melee weapon

Minimum Members: 6

Offensive Benefits: advantage on attack rolls, may reroll any damage dice once and must use the second roll

Defensive Benefits: none

Penalties: -1 AC; formation breaks once it contacts an enemy

The svinfylking, or boar's snout, is an offensive formation used to charge forward to pierce an enemy's shieldwall or other battle line. It is a triangular-shaped formation with one person at the point and the rest arrayed in ever-longer ranks behind. The formation remains in place until it contacts the enemy. Any attack roll made by anyone in the formation breaks it up at the end of the round, and it has to reform afterward.

OATH OF THE SPEAR MAIDEN (PALADIN OATH)

Warrior women are not unknown in the Northlands, and certain regions such as Gatland, Estenfird, and Vastavikland produce a large number of them. Some of these warrior women spend only part of their youth as fulltime warriors and many an outlander is surprised to find that Halla, mother of five, is a demon with a sword. Then there are the shieldmaidens, sworn by mighty oaths to Wotan and Donar to stand between the many threats of the Northlands and the people they serve. They are living weapons that spend their days and nights honing themselves for battle, and woe be to any who face them across a shieldwall. To follow the road of a spear maiden is a hard choice to make, but once made, few ever go back on their oaths.

TENETS OF THE SHIELDMAIDEN

Though the exact words spoken by shieldmaidens vary, the following are the major tenets they follow.

Courage. Your place is at the front of the shieldwall, in the face of horrid beasts, and in the dark places of the world.

Duty. You serve the people of the Northlands, not any one jarl or kœning, not any clan, nor to any spouse or children of your flesh.

Teach the young, heal the sick, and bring the fury of the gods to those who threaten the innocent.

Fidelity. Your first loyalty is to your oath, the gods, and your people. Yours is not the path of hearth and home, yours is the roar of the spear-din and the crashing of the shieldwalls.

Honesty. Your mind's-worth is your life; do not betray yourself by lying or cheating.

Honor. Integrity is the highest of virtues; do not disappoint those you have sworn to by acting in a discourteous manner, bragging, or belittling others.

OATH SPELLS

You gain oath spells at the paladin levels listed.

TABLE 10: OATH OF THE SHIELDMAIDEN OATH SPELLS

Paladin Level	Spells
3rd	<i>heroism, thunderwave</i>
5th	<i>magic weapon, see invisibility</i>
9th	<i>lightning bolt, remove curse</i>
13th	<i>banishment, locate creature</i>
17th	<i>geas, scrying</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the two following channel divinity options:

Wotan's Eye. As an action, you may imbue yourself and up to your Charisma modifier in creatures with the ability to see through darkness and deception. Affected creatures gain darkvision 60 feet, advantage on Wisdom (Insight) and Wisdom (Perception) checks, and others cannot gain advantage on attack rolls against them. The effects of this channel divinity last a number of minutes equal to your Wisdom modifier. You only have one functional eye while this channel divinity is in effect.

Donar's Fury. As an action, you call down the thunder and lightning on your foes. A 15-foot-diameter burst of thunder and lightning appears within 100 feet of you. All creatures caught in this burst must make a Dexterity save or suffer 2d8 thunder and lightning damage, gain the deafened condition until the end of their next turn, and be knocked prone (half damage on a successful save). The damage increases to 3d8 at 10th level, and 4d8 at 15th level.

AURA OF COURAGE

Starting at 7th level, you and all creatures within 10 feet of you can't be frightened while you are conscious.

At 18th level, this aura increases to 30 feet.

BLESSINGS OF THE GODS

At 15th level, a raven is sent from Wotan to serve as your

companion. This works as the *find familiar* spell, but you may not dismiss it to gain a different familiar; it is always a raven.

Also at 15th level, Donar blesses you. Whenever you inflict lightning or thunder damage, you add your Charisma modifier to the damage.

NIMBUS OF THE STORM

At 20th level, as an action you can emanate an aura of lighting. For one minute, lighting crackles around you, shedding bright light for 30 feet, and dim light for 30 feet beyond that. Enemies who start their turn within 10 feet of you suffer 10 lightning damage. Furthermore, while the aura is active, you gain your Charisma modifier in temporary hit points at the start of your turn. You can use this feature once and regain use of it following a long rest.

RUNE CALLER (ARCANE TRADITION)

The Runes, granted by the gods as the symbols for the words that formed the universe, are the foundational blocks on which reality is constructed. Rune callers learn this secret alphabet, though they lack the divine voices to fully make use of them. With these secret syllables, the rune caller can alter the universe, sometimes with little more than an uttered word or a drawn symbol. The runes do more than just simply manipulate matter and energy; they are also intrinsically linked to the fate of the universe, from beginning to end, and all that dwells within it.

CAST THE BONES

Beginning at 2nd level when you choose this tradition, you can use your rune collection to determine someone's wyrd. This takes an hour-long ritual and requires a rune collection. When you do so, you gain a number of wyrd dice equal to your Intelligence modifier. These dice are d6s and can be added or subtracted from any attack roll or ability check made by a target you can see. You can use this feature once and regain use of it following a long rest. Spent wyrd dice can be regained only by performing the ritual again.

Furthermore, your rune collection serves as an arcane focus.

CARVEN SYMBOLS

Beginning at 6th level, you may carve a spell you have prepared into stone, wood, or bone. This takes one hour to do and costs a spell slot equal to the level of the spell you are carving. If the spell has spell components with a cost, they must be provided when the rune is carved and are consumed in the carving. The spell remains bound into the carved rune, and you can cast it later as a bonus action, requiring no spell components. This destroys the object the rune was carved into. However, you can still only cast a single spell on your turn. You may have a number of spells carved into runes equal to your Intelligence modifier.

Also at 6th level, your wyrd die increases to a d8.

RUNIC POWER

Beginning at 10th level, for any spell you cast using your runic collection as an arcane focus, you add your Intelligence modifier to the damage.

Also at 10th level, your wyrd die increases to d10.

SECRETS OF THE RUNES

At 14th level, your extensive knowledge of the runes reveals the true secrets of the runes. You must perform a ritual that lasts for 72 hours, during which you are hung from a tree by your arms and one eye is plucked out. At the end of this ritual, you gain an understanding of the nine worlds, the wyrd of the gods, and the secrets of the runes. You no longer need your rune collection for any features from this class. Your spellbook is now carved into your soul; you can perform a ritual and see someone's wyrd, and even carve runes into the air for later use. You now have advantage on Charisma (Intimidation) checks due to the terrifying visage of a one-eyed master of the runes.

Also at 14th level, you may add your wyrd die to any damage roll you make when casting a spell.

RUNE CALLER SPELLBOOKS

Rune callers do not keep a spellbook as other wizards do. Instead, they have a collection of runes that serve the same function. While far sturdier and more portable, a rune collection must still be complete for a rune caller to be able to use it. Each rune, the shape and feel of the physical object, and the way they are ordered serve as mnemonics to help memorize spells. Missing even one rune from the collection throws the entire process into question, just as a wizard without access to their spellbook has trouble preparing spells.

Copying a spell into a rune collection

This functions as a normal spellbook save it does not cost money and takes twice as long. The rune caller must decipher the spell to be copied and develop a mnemonic using their runes.

Replacing the rune collection

It is very easy to replace a rune collection; all you need is something (stone, wood, or bone) to carve the runes into, carving tools, and eight hours. You can thus replace all the spells in your former rune collection. The difficulty lies in recalling the mnemonics as they rely on tactile sensations and visual clues. You can only place spells you have prepared into the new rune collection.

The rune collection's appearance

A rune collection is generally a bag or other container filled with the carved objects bearing the 24 runes of Runic. These runes are generally carved on stone, wood, or bone, but maybe cast into metal or made of some exotic material. Most rune callers fiddle with their runes while casting or hold them up for all to see.



THE NORTHLANDS

The Northlands are not a single nation, but a region composed of nine lands with a shared history and culture. The heart of the Northlands is the North Sea, a body of water pinched off from the larger Great Ocean Ûthaf and the Sinnar Ocean by the Straits of Half. To the north is the arctic tundra of the Far North, to the southwest the vast plains of the Sea of Grass, and to the southeast the rich Kingdom of Brunthia. Across the Sinnar Ocean lies the distant Caliphate on the continent of Libynos. To the far south are the many nations of the rest of the continent of Akados, collectively referred to in the North as the Southlands.

HISTORY

Long ago, the Northlands were home to the Andøvan people, a human culture now long extinct. Their ruins, great megalithic structures in the shape of rings of standing stones, burial mounds, and odd paved areas, dot the landscape. Then came the people who now live in the North, the three human cultures of the Camiliards, Nørsk, and Seagestrelanders, as well as the elfin Nûklanders. The Nørsk drifted in from the southwest over the Andøvan Mountains into what is now Storstrøm Vale. They were followed by the Camiliards who claim descent from an ancient human empire and

settled along the Sinnar coast. The Seagestrelanders came across the Sea of Grass at the end of the time of the Andøvans and settled along the plains of the central North Sea coast. None, even the Nûklanders, know when they came to the North or where from; their own lore says that they sprung from the earth and began to follow the reindeer herds when the world was born.

Yet legends speak of earlier civilizations in the North, some from even before the Andøvan people lived here. Lore keepers and tale-tellers speak of such beings as Althunak and Shibauroth, demon lords whose empires once spanned the entirety of the North. Althunak has been unheard of in centuries; only those with the deepest knowledge of the past recall him. Shibauroth and his beast cults are all too common, especially in Estenfird, and are a growing threat.

GEOGRAPHY

There are nine lands of the Northlands, each with its own history and culture but all linked by culture, trade, and war. The North Sea joins them and provides a means for trade, travel, and war, for the great Whale-Road is the true heart of the North. Your adventures in the Northlands Saga will take you to many of these lands.

DUCHY OF MONROVIA

The most northern duchy of the Kingdom of Brunthia, Monrovia has long been a target for Nørsk raiders. In recent years, they have allied with the Hrolf clan of Hrolfland to secure their northern borders. This has led to an increase in Southlander influence among the Hrolf clan, including the adoption of the Southlander custom of feudalism.

ESTENFIRD

This long peninsula runs from the taiga and tundra of Nûkland south to form one of the two headlands of the Straits of Half. It is the wild frontier of the North, only recently having been settled by the Nørsk and the Nûk. It is a rugged land of tall mountains, deep forests, and powerful rivers. Estenfird has no central government, but local Things and the Althing of Estenfird provide a minimum of governance. This suits the Estenfirders who in general dislike kœnigs and anything more hierarchal than a local jarl, and sometimes not even that.

GATLAND

The arch-conservative Gat clan dominates the mountains and fjords of the Børnholm Peninsula. Each settlement is ruled by a local jarl and the Thing is often subservient to this noble. The Old Mountains of the interior are far too rugged and dangerous for travel, making the sea the only option. Upon this whale-road, the jarls of Gatland trade and raid, spending most of the summer months away in distant lands before coming home with loot, goods, and food for the long winter.

GREAT OCEAN ÛTHAF

Enveloping the northern hemisphere of the world and connecting with the Sinnar Ocean and the Great Mother Oceanus, the Great Ocean Ûthaf allows the Northlanders to sail to any point along the coasts of continents of Akados and Libynos. Greatest of the whale-roads, Ûthaf is a dangerous sea to sail with few islands, strange currents, and many deadly monsters.

HROLFLAND

Bordering the Kingdom of Brunthia and the Southlands beyond, Hrolfland is dominated by the Hrolf clan. Southlander ways are common here, with trade guilds, serfdom, and feudal lords dominating all. The Things and Althings have been disbanded or suppressed. The land is rich with several river valleys and broad coastal plains that allow for large farms that are worked more and more by serfs and not free folk.

NÛKLAND

Lying to the north of Estenfird and stretching an unknown and unknowable distance into the Far North is the homeland of the nomadic reindeer-herding Nûk. In the southern reaches of Nûkland lies the taiga forest of conifers and scattered stands of birch. These fade out into the open tundra that makes up the majority of Nûkland. No settlements are here, and few live here other than the Nûk. Few are welcome aside from trusted Nørsk traders and allies.

SEA OF GRASS

To the south of Seagestreland is a vast steppe land that stretches to the south all the way to the Southlands. The Dnipro River runs from Seagestreland through the Sea of Grass and allows for longships to travel through to the Southlands and the Sinnar Ocean. This trade route is new and although longer than sailing the Great Ocean Ûthaf around the Mulstabhin Passage into the Sinnar Ocean, the route through the Sea of Grass is unpatrolled by imperial navies and tax collectors.

SEAGESTRELAND

Between Hordaland and Vastavikland is a narrow gulf of the North Sea. Along the southern shores of this gulf is the forested region of Seagestreland. The peoples here are not like the Nørsk, they live in small, walled villages, worship strange forest gods, and rarely venture far from their homeland. Seagestreland is a regular trading destination for the Nørsk, where they exchange metal and cloth goods for amber, furs, and lumber. However, Seagestreland lies near Vastavikland and Gatland, making it a prime target for raiders. Before the end of slavery in the North, many Seagestrelanders were taken by these raiders, and a large portion of the free folk in Estenfird, Gatland, and Vastavikland can claim some Seagestrelander ancestry.

STORSTRØM VALE

The Vale is the center of the Northlands, at least as far as the Nørsk are concerned. This region was the one first settled by the Nørsk tribes as they drifted north, and its cultural and historical place is nearly sacred. It is a rich land of low moving rivers running through cultivated lands, broad coastal plains, and peaceful villages. The throne of the kœnig of the Vale has lain vacant for some time, leaving the local jarls and Things to govern the land.

THE FAR NORTH

Beyond Nûkland lies the mysterious Far North. Some say that the remains of an ancient civilization, possibly even older than the Andøvan, lies there. Others speak of an endless tundra that stretches far across the north pole and down the other side of the world. The Nørsk often venture into the Far North along its eastern shores to hunt seals and walruses but have never traveled far into the interior. If the Nûk have, they tell little, but even they do not drive their herds more than a few hundred miles onto the tundra.

VASTAVIKLAND

Vastavikland is barely habitable. The Seyditford Peninsula is almost all mountain, with thin soil along the coastal plains and in the many fjords. Giants, trolls, and other monsters abound and threaten to drive the Vastaviklander into the sea. Even the sea provides little, for the fishing is generally poor. The Vastaviklanders are seen as savage by the other Northlanders, but survival in this barren land requires one to do whatever it takes, and this often includes raiding across the North and lands beyond.

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TEST YOUR WYRD IN THE NORTHLANDS!

The Player's Guide to the Northlands provides all you need to create characters tied to Frog God Games' Viking-themed Northlands setting. You'll find cultural lore, new equipment, and options to create heroes suited to the harsh lands of the North.

