

The Lore of the Gods, Book Two:

The Asgardians

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Lead Designers

Steven Creech and Kevin Ruesch

Lead Editor

Steven Schend

Creative Director

Jim Butler

Art Director

Todd Morasch

Illustrations

Michael Nickovich

Typesetter

Joshua Gilchrist

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The Norse Gods

The Norse gods are divided into two major groups, the Aesir and Vanir, in addition to the giants who came before them. Some believe the Vanir gods represent an older pantheon of the indigenous people whom the invading Aesir encountered. After a millennia long war, both sides agreed to an exchange of three gods who would live with the other tribe to further peace between them. While the three Vanir who came to live with the Aesir are Njord, Frey and Freya, nothing is known of the three Aesir who went to the Vanir. It is believed that in the end, the Aesir, eventually overcame and assimilated the Vanir.

The cosmology of Norse mythology places the earth, known as Midgard and is a circular disk, in the center of a concentric circle surrounded by sea. Across the sea is the home of the giants, Jotunheim, also known as Utgard. The gods' home lies above Midgard in Asgard, which is connected by the rainbow bridge, Bifrost, which also connects to the World Tree, Yggdrasil. Hel lies below Midgard in Niflheim. After Odin created Midgard, he built Asgard, the home of the gods. There were many halls in Asgard for all the gods, some of which are named below.

Ragnarok

The legends of Ragnarok, also known as The Twilight of the Gods, is a time where the forces of evil, led by the vile Loki, rise up and march against the gods of Asgard; heralding the destruction of the universe. This end of the world will be preceded by three separate ice age winters, known as Fimbulwinters, on Midgard with no summers falling between them. Each of these ice ages will incur progressively greater hardships and conflicts upon mankind.

The first Fimbulwinter shall yield an Axe-age where wars break out and weapons will be wielded and destroyed. The second winter, a Sword-age, will see the conflicts grow worse and fathers shall fight sons in battle. All of Midgard will be at war at this time. The final Fimbulwinter, a Wind-age, sees all morals of man break down. Siblings will partake in incestuous acts. Mothers will abandon their husbands and seduce their own sons while brothers rip at each other's hearts. It will be the beginning of the end.

The wolf Skoll shall devour the sun while his brother Hati consumes the moon plunging the earth into eternal darkness. The stars in the heavens will fall and Midgard will tremble causing mountains and trees to crumble to the ground.

Monsters such as the Fenris Wolf shall break free signaling the beginning of the Wild Hunt. The cock Fjalar will crow to the giants and the golden cock Gullinkambi will crow to the gods. A third will crow to raise the dead led by Nidhogg the dragon. The Fenris Wolf will run loose dragging his jaws upon the earth and the heavens above while his sibling, Jormungand, the Midgard Serpent, will revolt and cause massive tidal waves to flood the shores as he makes his way towards land, spewing his venomous breath. The serpent's thrashing will send waves that free the trapped ship Naglfar in the north. With the giant Hymir as the commander, the ship made from dead men's nails will sail the frost giants towards the battlefield.

Loki, escaping his bonds, will helm a second ship from the south out of the realms of the dead, carrying the sons of Hel. The fire giants, led by Surt, will leave Muspellsheim in the south and ride across the rainbow bridge, Bifrost until it crumbles beneath them. Carrying a huge sword that blazes like the sun, Surt will then scorch the earth in fire. Heimdall will sound Gjallar, his mighty horn, across the nine worlds warning the gods and calling the sons of Odin and heroes from Valhalla to the battlefield. From all corners of the world, gods, giants, dwarves, demons and elves will ride towards the huge plain of Vigrid where the last battle will be fought. The Yggdrasil Tree will tremble from Heimdall's horn and a single man and woman shall take shelter under its leaves as the earth quakes from the sounds of war. Soon after, Odin will ride away on his mount, Sleipner, to seek counsel from the head of Mimir for advice on the best course of action for the impending battle.

Odin will attack Fenris Wolf, but after a long drawn out battle, the cunning creature will catch the All-Father in his jaws and swallow him whole. Odin's son Vidar will avenge the death of his father by stepping on Fenris' bottom jaw and grasping the upper jaw until the wolf is torn asunder.

Thor will battle the Midgard Serpent and succeed in slaying it. However, as the serpent dies, it will release a cloud of poisonous vapors. Thor will take nine steps back only to fall over dead from inhaling the venomous cloud.

Frey will battle Surt, the guardian of Muspellsheim. Surt will cut him down because Frey has given his sword to Skirnir, his messenger. Tyr, the one-handed, will seek out and fight the great hound Garm and they will kill each other. Heimdall and Loki, age-old enemies, will meet for a final time with neither surviving the encounter.

Surt will then fling fire in every direction, igniting the nine worlds with friends and foes perishing in the inferno. Only the Yggdrasil Tree and the two humans beneath it will survive as the sky falls into a pit of flame and the earth sinks into the sea. Some of the gods will miraculously survive while others are reborn.

A new beginning will come after the world's destruction. The earth emerges out of the sea and flourishes vigorously. The sons and daughters of the Aesir and Vanir will survive to meet in council on the plain of Ida where Asgard once was. Odin's sons, Vidar and Vali will meet there along with the sons of Thor who become heirs to their father's hammer, Mjolnir. Balder, the beloved god, and his brother Hod will return from Hel and join the rest, while Hoenir will predict what is to become of the new world. Bor's sons, Vili and Ve, will be sent to the heavens to rule with the rest.

The new ruling gods will congregate and recall past memories of Ragnarok. Treasures once belonging to the Aesir will be found scattered upon the grassy plains and looked upon with amazement. Gimle will once again house the gods in peace and bounty.

Wickedness and misery will no longer exist but good and evil will continue. There will be a region in Hel called Nastrond, the shore of the dead and the dragon Nidhogg will survive and continue to gnaw on the bodies of the deceased.

The man and woman who sheltered themselves under Yggdrasil will be called Lif and Lifthrasir and the will nourish themselves with dew drops and give birth to many children who will repopulate the earth. Man and gods will exist together happily. From the great Ash, new rays of light will come from the skies above as a daughter, born by the sun before the wolf swallowed her, comes into being. This is how it all ends and how it all begins.

About the Avatars

Each of the gods below has an avatar that travels the various Prime Material worlds, influencing and interacting with mortals as it deems necessary. This avatar is not the actual god itself, only a thought flung out into the cosmos that always acts in the best interests of the god itself.

Avatar: This figment of the god is immune to the following effects: poison, sleep, paralysis, stunning, disease, death effects, mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), ability drain, and energy drain. It possesses darkvision to a range of 120 feet and can never be surprised by any mortal not cloaked by some form of shrouding magic (such as

nondetection). If the avatar has the ability to cast spells, it has access to all spells of the appropriate class (some favored spells are listed under each spellcasting avatar's statistics; a double asterisk in the spell indicates that it is a new spell detailed in this product).

Balder (Æsir)

The Dying God; God of light and tears; God of peace, love and beauty

Alignment: Lawful Good

Domain: Good, Knowledge, Law, Sun

Symbol: Sun

Traditional Allies: Nearly all of the Aesir

Traditional Foes: Loki, Undead

Divine Artifact: *Mace of Holy Brilliance*

Favored Weapon: Mace

Favored Class: Cleric

Favored Race: Humans

Benefits: Clerics of Balder gain an inherent +2 bonus to Turning Checks against Undead.

Balder, whose name means "The Glorious," was the son of Odin and Frigg and brother to Thor. Considered to be a very handsome and wise god, he was worshipped as the god of light because his was so great that light shined from within him. He was beloved by all the other gods. One night he had a dream foretelling his death. When he told the rest of the Aesir of this dream, they sought to protect him. Frigg exacted an oath from fire and water, iron and all kinds of metals, stones, earth, trees, ailments, beasts, birds, poison, and serpents, that they would not harm Balder. Because it was so young, only mistletoe wasn't asked not to harm the god. Loki found this out and tricked Balder's blind fraternal twin, Hod, into throwing a dart made of mistletoe at the god. It struck Balder's heart and he died instantly. His wife, Nanna, died of grief and heartache at the news of his death and was burned with him on the funeral boat. Hermod the Bold rode to the Underworld to ask Hel to release Balder so he might live again. Hel agreed on the condition that all living things shed a single tear for him. One giantess named Thokk (who was Loki in disguise) refused and doomed Balder to his death. Legends of Ragnarok declare that Balder will return to life at that time and lead the world into a new age.

Avatar of Balder, Male Human Cleric 20 CR 20;

Size: M **Type** Humanoid; **HD** (20d8)+80; **hp** 240;

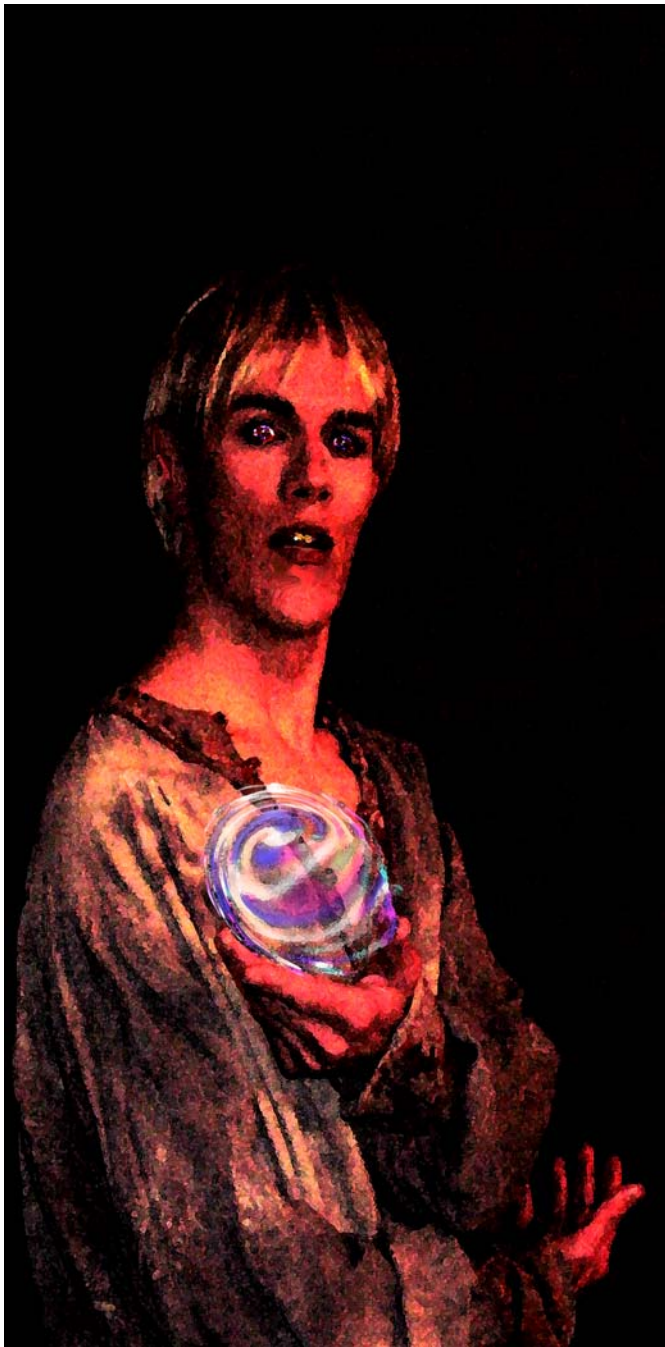
Init +4 (Dex); **Speed** 30'; **AC** 32 (flatfooted 28,

touch 19); **SA:** Spontaneous casting, Turn Undead

12/day; **Vision:** Darkvision 120' **AL:** LG; **Save:** Fort

+16, Ref +10, Will +17; **Abilities:** Str 18, Dex 18,

Con 18, Int 18, Wis, 21, Cha 20



Artifacts that the Avatar May Possess:

Mace of Holy Brilliance

This heavy mace is constructed of oak and ivory and is a +5 Brilliant Energy, Disruption, Ghost Touch, Holy weapon with the following special powers (at 20th level):

- Searing light at will.
- Daylight at will.
- Invisibility purge at will.
- Negative energy protection at will.
- Heal 5/day.
- Holy word 5/day.
- Holy aura 5/day.
- Symbol 5/day.
- Miracle 1/week.
- Can be used to invoke the *sunbeam* power, as if it were a *Sunblade*.

Skills and Feats: Climb +6, Concentration +25, Diplomacy +20, Heal +14, Hide +4, Jump +4, Knowledge (Arcana) +14, Knowledge (Religion) +14, Listen +10, Move Silently +6, Scry +14, Search +11, Spellcraft +24, Spot +10; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Empower Spell, Enlarge Spell, Extend Spell, Extra Turning (1x), Leadership, Shield Proficiency, Silent Spell, Simple Weapon Proficiency, Spell Penetration

Possessions: Celestial Armor +1, Circlet of Blasting (Major), Cloak of Displacement (Major), Mace +5 (Heavy/Disruption), Mace +5 (Heavy/Flaming Burst/Holy), Ring (Fire Elemental Command), Ring +5 (Protection), Shield +5 (Large/Steel/Spell Resistance (SR19)/Fire Resistance), Vestments of Faith

Weapons: Mace +5 (Heavy/Disruption) +24/+19/+14 melee **Dmg:** 1d8+9 **Crit:** 20/x2 **Spec:** Undead hit must make Fort save (DC 14) or be destroyed, or Mace +5 (Heavy/Flaming Burst/Holy) +24/+19/+14 melee **Dmg:** 1d8+9 **Crit:** 20/x2 **Spec:** +1d6 fire damage, on a critical hit deals extra fire damage (+1d10), +2d6 holy damage vs. evil, 1 negative level bestowed to evil wielder

Domains: Knowledge (All knowledge skills are class skills. You cast divinations at +1 caster level.)
Sun (Once per day you can perform a greater turning against undead in place of a regular turning. Undead creatures that are affected are destroyed.)

Spells: Cleric: (6 /7+1 /6+1 /6+1 /6+1 /6+1 /4+1 /4+1 /4+1 /4+1)

0-create water, cure minor wounds, detect magic, detect poison, guidance, inflict minor wounds, light, mending, purify food and drink, read magic, resistance, virtue

1-bane, bless, bless water, cause fear, command, comprehend languages, cure light wounds, curse water, deathwatch, detect chaos, detect evil, detect good, detect law, detect secret doors, detect undead, divine favor, doom, endure elements, entropic shield, inflict light wounds, invisibility to undead, magic stone, magic weapon, obscuring mist, protection from chaos, protection from evil, protection from good, protection from law, random action, remove fear, sanctuary, shield of faith, summon monster I

2-aid, animal messenger, augury, bull's strength, calm emotions, consecrate, cure moderate wounds, darkness, death knell, delay poison, desecrate, detect thoughts, endurance, enthrall, find traps, gentle repose, heat metal, hold person, inflict moderate wounds, lesser restoration, make whole, remove paralysis, resist elements, shatter, shield other, silence, sound Burst, speak with animals, spiritual weapon, summon monster II, undetectable alignment, zone of truth

3-animate dead, bestow curse, blindness/deafness, clairaudience/clairvoyance, contagion, continual flame, create food and water, cure serious wounds, daylight, deeper darkness, dispel magic, glyph of warding, helping hand, inflict serious wounds, invisibility purge, locate object, magic circle against chaos, magic circle against evil, magic circle against good, magic circle against law, magic vestment, meld into stone, negative energy protection, obscure object, prayer, protection from elements, remove blindness/deafness, remove curse, remove disease, searing light, speak with dead, speak with plants, stone shape, summon monster III, water breathing, water walk, wind wall

4-air walk, control water, cure critical wounds, death ward, dimensional anchor, discern lies, dismissal, divination, divine power, fire shield, freedom of movement, giant vermin, greater magic weapon, imbue with spell ability, inflict critical wounds, lesser planar ally, neutralize poison, poison, repel vermin, restoration, sending, spell immunity, status, summon monster IV, tongues

5-atonement, break enchantment, circle of doom, commune, dispel chaos, dispel evil, dispel good, dispel law, ethereal jaunt, flame strike, greater command, hallow, healing circle, insect plague, mark of justice, plane shift, raise dead, righteous might, scrying, slay living, spell resistance, summon monster V, true seeing, unhallow, wall of stone

6-animate objects, anti-life shell, banishment, blade barrier, create undead, etherealness, find the path, fire seeds, forbiddance, geas/quest, greater dispelling, greater glyph of warding, harm, heal, heroes' feast, planar ally, summon monster VI, wind walk, word of recall

7-blasphemy, control weather, destruction, dictum, greater restoration, greater scrying, holy word, legend lore, refuge, regenerate, repulsion, resurrection, summon monster VII, sunbeam, word of chaos

8-anti-magic field, cloak of chaos, create greater undead, discern location, earthquake, fire storm, greater planar ally, holy aura, mass heal, shield of law, summon monster VIII, sunburst, symbol, unholy aura

9-astral projection, energy drain, foresight, gate, implosion, miracle, prismatic sphere, soul bind, storm of vengeance, summon monster IX, true resurrection

Bragi (Æsir)

God of poetry, eloquence and song

Alignment: Neutral

Domain: Balance*, Luck, Music*, Travel

Symbol: Drum, Lyre

Traditional Allies: Nearly all of the Æsir and any warrior who fights on the battlefield

Traditional Foes: Loki

Divine Artifact: *Lyre of Ballads and Remembrance*

Favored Weapon: Light Crossbow

Favored Class: Bard

Favored Race: Elves, Human

Benefits: Bards who worship Bragi gain an inherent +2 bonus to all class skills and a +1 bonus to Charisma checks.

Bragi is the son of Odin and the giantess Gunlod. He is married to Idun, the keeper of the *Golden Apples of Youth*. He is the recorder of warrior's deeds in battle and chief poet to Odin. He is greatly admired for his inspiration and eloquence with words and considered to be very wise by the other gods. Odin refers to him as "one who knowest everything well." Bragi is a level-headed god who has a flair for the dramatic when he recites a poem or tells an epic tale to the other members of the Æsir. He is fated to die at Ragnarok although prophecies do not foretell how it is that he will die.

Avatar of Bragi, Male Human Bard 20 CR 20; **Size:** M Type Humanoid; **HD** (20d6)+80; **hp** 200; **Init** +4 (Dex); **Speed** 30'; **AC** 26 (flatfooted 22, touch 19); **SA:** Bardic music 20/day, Bardic knowledge; **Vision:** Darkvision 120' **AL:** N; **Save:** Fort +10, Ref +16, Will +17; **Abilities:** Str 18, Dex 18, Con 18, Int 18, Wis 20, Cha 21

Weapons: Crossbow +5 (Light/Icy Burst/Distance) +24/+19/+14 160'/P ranged **Dmg:** 1d8+5 **Crit:** 19-20/x2 **Spec:** Range increment doubled, +1d6 cold damage, on a critical hit deals extra cold damage (+1d10), **Dagger** +5 (Brilliant Energy/Distance/Returning) +24/+19/+14 melee +24/+19/+14 20'/P ranged **Dmg:** 1d4+9 **Crit:** 19-20/x2 **Spec:** Range

increment doubled, when thrown will return in time for next round's attack, ignores armor and enhancement bonuses.

Artifacts that the Avatar May Possess

Lyre of Ballads and Remembrance

This beautiful instrument was crafted from a single branch of a yew tree. Its powers can only be used through playing the instrument. The possessor gains sonic resistance 20. The *Lyre of Ballads and Remembrance* has the following powers (at 20th level):

- Modify memory at will.
- Charm person/monster at will.
- Emotion at will.
- Suggestion at will.
- Rary's mnemonic enhancer 5/day.
- Legend lore 5/day.
- Mass charm 5/day.
- Mordenkainen's lucubration 3/day.
- Sympathy 3/day.
- Geas/Quest 3/day.

Skills and Feats: Appraise +9, Balance +14, Bluff +10, Climb +9, Concentration +19, Decipher Script +10, Diplomacy +19, Disguise +10, Escape Artist +9, Gather Information +15, Hide +9, Intuit Direction +10, Jump +9, Knowledge (Arcana) +14, Knowledge (Nobility and Royalty) +14, Knowledge (Religion) +14, Knowledge (The Planes) +15, Listen +15, Move Silently +9, Perform +15, Pick Pocket +11, Scry +9, Search +10, Sense Motive +15, Spellcraft +14, Swim +3, Use Magic Device +10; Armor Proficiency (Light), Armor Proficiency (Medium), Blind-Fight, Combat Casting, Empower Spell, Enlarge Spell, Leadership, Maximize Spell, Shield Proficiency, Simple Weapon Proficiency, Spell Penetration, Still Spell

Possessions: *Boots of Speed*, *Cloak of Displacement* (Major), *Crossbow* +5 (Light/Icy Burst/Distance), *Dagger* +5 (Brilliant Energy/Distance/Returning), *Leather* +5 (Spell Resistance (SR19)/Glamerd/Invulnerability), *Ring (Invisibility)*, *Ring* +5 (Protection)

Spells: Bard: (4 / 6 / 5 / 5 / 5 / 5)

0-detect magic, ghost sound, light, mending, prestidigitiation, read magic

1-cause fear, charm person, cure light wounds, identify, ventriloquism

2-hold person, locate object, misdirection, see invisibility, tongues

3-clairaudience/clairvoyance, dispel magic, haste, remove disease, summon monster iii



4-cure critical wounds, detect scrying, hallucinatory terrain, hold monster, neutralize poison

5-control water, greater dispelling, healing circle, mislead, persistent image

Frey (Vanir)

God of fertility; God of weather

Alignment: Lawful Neutral

Domain: Air, Healing, Law, Weather*

Symbol: Cloud

Traditional Allies: Freya, Njord

Traditional Foes: Loki, Giants

Divine Artifact: *Giant's Bane Greatsword, Folding Longship*

Favored Weapon: Sword

Favored Class: Fighter, Ranger

Favored Race: Elves

Benefits: Fighters and rangers who worship Frey gain an inherent +1 attack bonus against giants.

Frey rules over Alfheim, land of the elves. He's a member of the Vanir and son of Njord and brother to Freya. He owns a ship given to him by Loki named Skidbladnir. This vessel is big enough to carry all the gods of Asgard, yet when it is not in use, it can be dismantled and folded into an object so small that it can be kept inside a pocket. He owns a chariot steered by a gold-bristled boar named Gullinbursti whose bristles shed radiant light that facilitates Frey's travel through darkness. This boar was fashioned by two dwarfs named Brokk and Eitri who crafted magical treasures for the gods. Legends say that at Ragnarok, Frey will be killed by the fire giant Surt for lack of a sword.

Avatar of Frey, Male Elf Ranger10 **Fighter**10 **CR** 20; **Size:** M Type Humanoid; **HD** (10d10)+(10d10)+80; **hp** 280; **Init** +5 (Dex); **Speed** 30'; **AC** 27 (flatfooted 22, touch 20); **SA:** Immunity to sleep, save +2 vs. enchantment spells, Automatic Search check if within 5' of secret/concealed door, Favored Enemy (Giant), Favored Enemy (Aberration), Favored Enemy (Magical beast); **Vision:** Darkvision 120' **AL:** LN; **Save:** Fort +18, Ref +11, Will +11; **Abilities:** Str 18, Dex 20, Con 19, Int 18, Wis 20, Cha 18

Weapons: **Dagger +5 (Keen/Wounding/Distance/Returning)** +29/+24/+19/+14 melee +30/+25/+20/+15 20'/P ranged **Dmg:** 1d4+9 **Crit:** 17-20/x2 **Spec:** Range increment doubled, when thrown will return in time for next round's attack, threat range doubled, wounds inflicted bleed for 1 point of damage per round until heal (DC 15) or any cure spell, **Longbow +5 (Composite/Bane (Giants)/Keen/Thundering/Distance)** +30/+25/+20/+15 220'/P ranged **Dmg:** 1d8+5 **Crit:** 19-20/x3 **Spec:** Range increment doubled, +2 better vs. designated foe and does +2d6 bonus damage, threat range doubled, +1d6 sonic damage, on a critical hit deals extra sonic damage (+2d8), **Sword +5 (Long/Icy Burst/Keen/Shocking Burst)** +30/+25/+20/+15 melee **Dmg:** 1d8+11 **Crit:** 15-20/x2 **Spec:** +1d6 cold damage, on a critical hit deals extra cold damage (+1d10), threat range doubled, +1d6 electric damage, on a critical hit deals extra electricity damage (+1d10), **Unarmed Strike** +24/+19/+14/+9 melee **Dmg:** 1d3+4 **Crit:** 20/x2

Magical Artifacts that the Avatar May Possess:

Krugen, The Giant's Bane

Krugen is Frey's mighty greatsword that he uses when fighting giants. It is a +5 Brilliant Energy, Dancing, Intelligent weapon with the following qualities:

- Int 21, Wis 19, Cha 15; AL: LN; Ego 33
- The sword can read all languages and read magic.
- The sword may communicate through telepathy or by speech in the following languages: Celestial, Common, Draconic, Dwarven, Elven or Sylvan.
- Wielder has free use of evasion.
- Locate object in a 120 ft. radius.
- Item can Sense Motive (10 ranks).
- Cure light wounds (1d8+5) on wielder – 1/day.
- Globe of invulnerability at will.
- Haste (wielder only, 10 rounds)
- Special Purpose: Slay Giants
- Special Purpose Power: disintegrate (DC 16)

Skidbladnir, the Folding Longship

Skidbladnir was created by the dwarven brothers Brokk and Sindri, the sons of Ivaldi. A truly wondrous creation, this beautiful, gold-inlaid Viking longship can hold all the gods, their weapons and their steeds for a journey of any duration. *Skidbladnir* has the following powers:

- The owner, with a command word, can cause the ship to fold in upon itself till it is no larger than your fist. Repeating the command word reverses the process.
- The Folding Longship* travels twice the speed of a normal longship under similar conditions and can cut through solid earth as easily as the waves.
- Regardless of weather or magic, *Skidbladnir* always has a favorable wind.
- The ship has fire resistance 30.

Skills and Feats: Animal Empathy +17, Balance +12, Climb +15, Concentration +17, Gather Information +6, Handle Animal +14, Heal +8, Hide +21, Intuit Direction +8, Jump +9, Knowledge (Nature) +9, Listen +17, Move Silently +15, Ride +12, Search +16, Spot +17, Swim +3, Use Rope +9, Wilderness Lore +15; Ambidexterity, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Blind-Fight, Combat Casting, Combat Reflexes, Deflect Arrows, Dodge, Expertise, Improved Critical (Sword (Long)), Martial Weapon Proficiency, Mobility, Point Blank Shot, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Spell Penetration, Spring Attack, Track, Two-Weapon Fighting, Weapon Focus (Sword (Long)), Weapon Specialization (Sword (Long))

Possessions: *Arrows +5 (50/Bane (Giants)/Brilliant Energy), Boots of Speed, Cloak of Displacement (Major), Dagger +5 (Keen/Wounding/Distance/Returning), Gloves of Arrow Snaring, Leather +5 (Spell Resistance (SR19)/Fire Resistance/Invulnerability), Longbow +5 (Composite/Bane (Giants)/Keen/Thundering/Distance), Ring (Air Elemental Command), Ring +5 (Protection), Sword +5 (Long/Icy Burst/Keen/Shocking Burst)*

Spells: Ranger: (0 /3 /2 /1)

1-alarm, animal friendship, delay poison, detect animals or plants, detect snares and pits, entangle, magic fang, pass without trace, read magic, resist elements, speak with animals, summon nature's ally i
2-animal messenger, cure light wounds, detect chaos, detect evil, detect good, detect law, hold animal, protection from elements, sleep, snare, speak with plants, summon nature's ally ii
3-neutralize poison

Freya (Vanir)

Leader of the Valkyries; Goddess of Fertility; Goddess of War; Goddess of Divination and Magic

Alignment:

Lawful Neutral

Domain: Healing,

Law, Magic, War

Symbol: Sword

Traditional

Allies: Frey,

Njord, Valkyries

Traditional Foes: Loki, Giants

Divine Artifact: *Feathered Coat of Journeys*

Favored Weapon: Mace, Longsword

Favored Class: Fighter, Paladin, Ranger, Sorcerer, Wizard

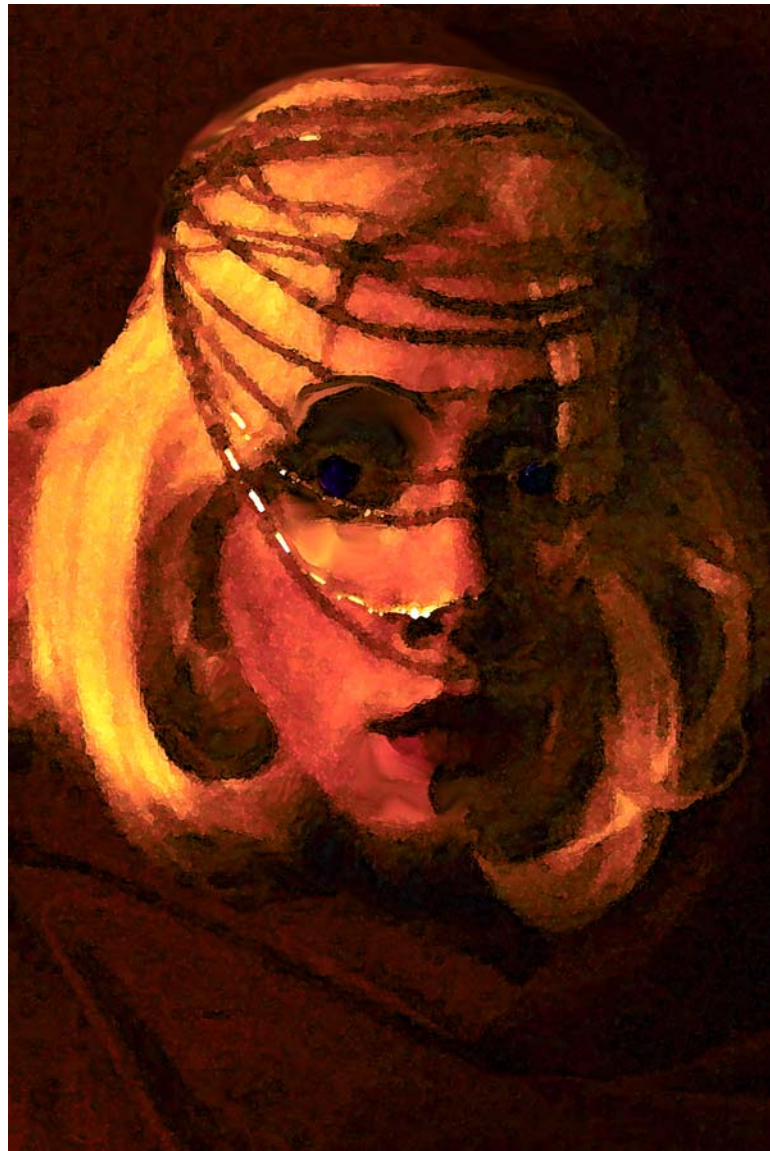
Favored Race: Dwarves, Elves, Humans

Benefits: Favored classes of Freya gain a +1 bonus to any single ability score of the player's choice (remains as long as the character worships Freya).

Freya is the daughter of Njord and sister to Frey. Of all the goddesses in Asgard, she is the most beautiful. She is revered as the "bride of the Vanir" and has a reputation as a flirt. She enjoys love poetry and uses her love lore ability on many gods

and creatures of the underworld. Loki has accused her of having an incestuous relationship with her brother Frey (which is known to be acceptable among the Vanir, but not the Aesir). Her most prized possession is the Necklace of the Brisingrs. She bartered sexual favors in order to obtain it by promising to spend one evening with each of the four dwarfs who crafted it. There are no magical attributes linked with this piece of jewelry, so therefore vanity alone caused her to treasure it. When Odin had Loki take it away from her, Freya started a war in retaliation. She lives in Folkvang (which means

battlefield) and each day chooses half of the slain warriors to split with Odin as she rides through the battlefield in her cat-drawn chariot with her Valkyries by her side. Like Odin, Freya is a leader of souls as well as a sorceress. She is known as the priestess who taught prophecy to the Aesir.



Avatar of Freya, Female Human Sorcerer10

Fighter10 CR 20; Size: M Type Humanoid; **HD** (10d4)+(10d10)+80; **hp** 220; **Init** +4 (Dex); **Speed** 30'; **AC** 28 (flatfooted 24, touch 21); **SA:** Summon Familiar; **Vision:** Darkvision 120' **AL:** LN; **Save:** Fort +14, Ref +10, Will +14; **Abilities:** Str 24, Dex 18, Con 19, Int 18, Wis 18, Cha 20

Weapons: **Dagger +5 (Keen/Wounding/Distance/Returning)** +27/+22/+17 melee +24/+19/+14 20'/P ranged **Dmg:** 1d4+12 **Crit:** 17-20/x2 **Spec:** Range increment doubled, when thrown will return in time for next round's attack, threat range doubled, wounds inflicted bleed for 1 point of damage per round until heal (DC 15) or any cure spell, **Sword +5 (Long/Bane (Giants)/Brilliant Energy/Vorpal)** +28/+23/+18 melee **Dmg:** 1d8+14 **Crit:** 19-20/x2 **Spec:** +2 better vs. designated foe and does +2d6 bonus damage, ignores armor and enhancement bonuses, severs opponents head on critical hit, **Unarmed Strike** +22/+17/+12 melee **Dmg:** 1d3+7 **Crit:** 20/x2

Magical Artifacts that the Avatar May Possess:

Feathered Coat of Journeys

This is a full-length coat that appears sheer but is made up of thousands of feathers of every type imaginable. The *Feathered Coat of Journeys* has the following powers (at 20th level):

- Fly at will.
- Feather Fall, this ability is automatic if the wearer should lose consciousness.
- Pass without Trace at will.
- Freedom of movement at will.
- Tree stride at will.
- Plane Shift at will.
- Protection from Elements 5/day.
- Anti-plant shell 5/day.
- Commune with nature 5/day.
- Death ward 5/day.
- Liveoak 5/day.
- Shambler 5/day.
- The coat softens and absorbs some of the effect of blunt weapons. This provides Damage Reduction 30/- against blunt attacks.
- The coat provides a natural +5 bonus to AC.

Skills and Feats: Alchemy +9, Climb +17, Concentration +19, Handle Animal +15, Hide +11, Jump +18, Knowledge (Arcana) +14, Listen +12, Move Silently +9, Ride +16, Scry +14, Search +9, Spellcraft +19, Spot +9, Swim +8; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Combat Casting,

Dodge, Empower Spell, Expertise, Great Cleave, Martial Weapon Proficiency, Mobility, Power Attack, Shield Proficiency, Silent Spell, Simple Weapon Proficiency, Spring Attack, Still Spell, Weapon Focus (Sword (Long)), Weapon Specialization (Sword (Long)), Whirlwind Attack

Possessions: *Belt of Giant Strength* +4, *Dagger* +5 (Keen/Wounding/Distance/Returning), *Horn of Valhalla (Iron)*, *Leather* +5 (Spell Resistance (SR19)/Fire Resistance/Invulnerability), *Ring (Force Shield)*, *Ring* +5 (Protection), *Rod (Thunder and Lightning)*, *Sword* +5 (Long/Bane (Giants)/Brilliant Energy/Vorpal), *Wand (Fireball/3rd Level Caster)*, *Wand (Lightning Bolt/3rd Level Caster)*, *Wand (Magic Missile/9th Level Caster)*

Spells: Sorcerer: (6 / 8 / 7 / 7 / 6 / 4)

- 0-daze, detect magic, detect poison, light, mending, open/close, prestidigitation, ray of frost, read magic
- 1-alarm, detect secret doors, identify, magic missile, shield
- 2-blur, invisibility, knock, web
- 3-dispel magic, haste, summon monster iii
- 4-improved invisibility, polymorph other
- 5-cone of cold

Heimdall (Æsir)

The Watcher; Guardian of the Rainbow Bridge

Alignment: Lawful Good

Domain: Good, Protection, Strength, Vigilance*

Symbol: Horn, Rainbow

Traditional Allies: Nearly all of the Æsir

Traditional Foes: Frost Giants

Divine Artifact: *Horn of the Watch*

Favored Weapon: Sword

Favored Class: Monk, Paladin

Favored Race: Human

Benefits: Monks and Paladins who worship

Heimdall gain the ability of Darkvision 60'

Heimdall is the guardian of the rainbow bridge, Bifrost. There he watches for the coming of the frost giants at the Ragnarok, at which time he will sound his horn Gjallar. He is innocent and graceful due to his beauty and goodness. It is said that his teeth are made of gold. Heimdall possesses a steed with a golden mane called Goldtuft that provide him with the swiftest transport to and from the bridge. In the Ragnarok legend, he and Loki are said to kill each other. He never sleeps, can see in the dark, and can hear the grass growing in the fields. His dwelling place is Himinbjorg (which means heavenly mountains).

Avatar of Heimdall, Male Human Monk 20 CR 20;
Size: M Type Humanoid; **HD** (20d8)+80; **hp** 240;
Init +5 (Dex); **Speed** 90'; **AC** 37 (flatfooted 32,
touch 29); **SA:** Stunning Attack 20/day, Stunning
Attack DC (25), Evasion, Flurry of Blows, Still
Mind, Purity of Body, Leap of the Clouds, Whole-
ness of Body, Improved Evasion, Diamond Body,
Abundant Step, Diamond Soul, Quivering Palm, Ki
Strike +3, Timeless Body, Tongue of the Sun and
Moon, Slow Fall (any distance), Empty Body,
Perfect Self; **Vision:** Darkvision 120' **AL:** LG; **Save:**
Fort +16, Ref +17, Will +17; **Abilities:** Str 19, Dex
20, Con 18, Int 18, Wis 20, Cha 18

Weapons: Flurry of Blows +18/+18/+15/+12/+9/
+6 melee **Dmg:** 1d20+4 **Crit:** 19-20/x2, **Quarterstaff**
+5/+5 (Disruption/Flaming Burst/Thundering
(Head 1 only); Ghost Touch/Icy Burst/Shocking
Burst/Head 2 only) +25/+20/+15 melee Dmg:
1d6+9 **Crit:** 20/x2 **Spec: (Head 1) - Undead hit**
must make Fort save (DC 14) or be destroyed, +1d6
fire damage, on a critical hit deals extra fire dam-
age (+1d10), +1d6 sonic
damage, on a critical hit
deals extra sonic damage
(+1d8); **(Head 2) - Deals**
normal damage vs. incorpo-
real creatures regardless of
bonus, +1d6 cold damage, on
a critical hit deals extra cold
damage (+1d10), +1d6
electric damage, on a critical
hit deals extra electricity
damage (+1d10), **Unarmed**
Strike +20/+17/+14/+11/
+8 melee **Dmg:** 1d20+4 **Crit:**
19-20/x2

Artifacts that the

Avatar May Possess:

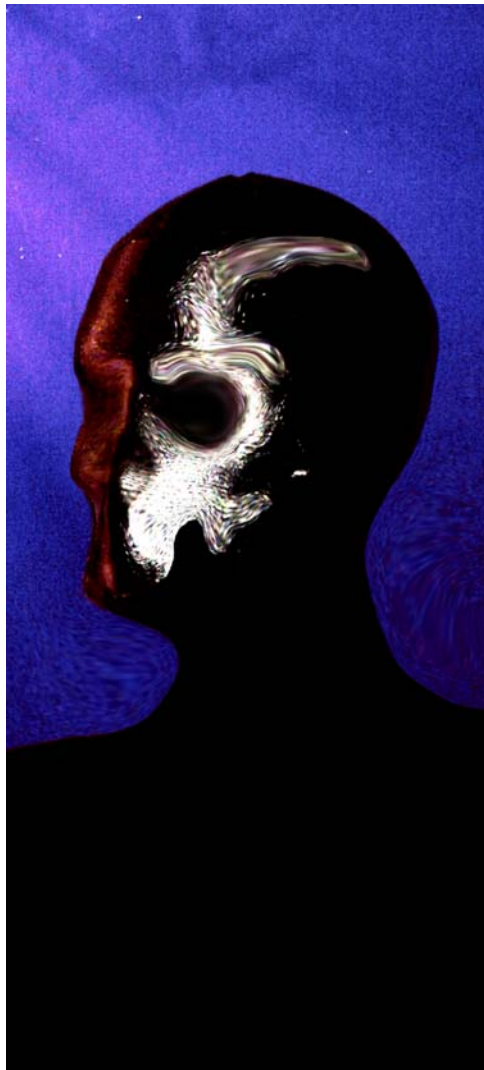
Gjallar, Horn of the Watch
Heimdall's horn, Gjallar, is a
large ram's horn inlaid with
gold and emeralds. Sound-
ing the horn activates all
spell-like powers at 20th
level:

- Alarm at will.
- Expeditious retreat at will.
- Sound burst at will.
- Shatter at will.
- Magic circle against Chaos/
Evil/Good/Law at will.
- Break enchantment 5/day.
- Dismissal 5/day.
- Repulsion 5/day.

- Leomund's secure shelter 2/day.
- Mirage arcana 2/day.
- The possessor gains the Alertness feat
- The possessor gains a +6 bonus in Listen, Sense
Motive and Spot skill checks.

Skills and Feats: Balance +15, Bluff +9, Climb +14,
Concentration +19, Diplomacy +13, Escape Artist
+15, Gather Information +9, Hide +30, Intimidate
+10, Intuit Direction +10, Jump +14, Knowledge
(Arcana) +14, Listen +25, Move Silently +15, Search
+10, Sense Motive +15, Spot +10, Wilderness Lore
+11; Deflect Arrows, Dodge, Exotic Weapon
Proficiency, Expertise, Improved Critical (Unarmed
Strike), Improved Trip, Improved Unarmed Strike,
Martial Weapon Proficiency, Mobility, Spring
Attack, Stunning Fist, Weapon Finesse (Unarmed
Strike), Weapon Focus (Quarterstaff), Whirlwind
Attack

Possessions: Belt (Monk's), Boots of Speed, Bracers of
Armor +8, Cloak of Elvenkind, Flurry of Blows, Quar-
terstaff +5/+5 (Disruption/
Flaming Burst/Thundering;
Ghost Touch/Icy Burst/
Shocking Burst), Ring (Suste-
nance), Ring +5 (Protection),
Rod (Immovable), Staff (Defense)



Hel (Æsir)

Goddess of the Underworld

Alignment: Neutral Evil

Domain: Death, Evil, Magic,
Underworld*

Symbol: Face that is painted
half black and half white

Traditional Allies: Loki,
Fenris, Jormungand, Giants

Traditional Foes: Balder,
Thor, Odin

Divine Artifact: Crown Helm
of Spirits

Favored Weapon: Dagger,
Sword

Favored Class: Assassin,
Barbarian, Blackguard, Rogue

Favored Race: Human

Benefits: Favored classes of
Hel gain the ability to *slay*
living (as a 6th level cleric)
once per day upon a success-
ful melee or sneak attack
(must be declared prior to
attack).

Hel is the daughter of Loki and the giant Angurboda. She is the sister of Fenris Wolf and Jormungand, the Midgard Serpent. Her realm is Niflheim, the Underworld, and her hall is Elvidnir (which means misery). She is described as being half white and half black and rules Niflheim with a ruthlessness that makes her father proud. At Ragnarok, she will give her father a ship filled with her warriors so he may wage war upon the other gods. Her fate at Ragnarok is not mentioned, but it is assumed that she survives and continues to fill her hall with the dead from that war.

Avatar of Hel, Female Human Rogue10

Assassin10 CR 20; **Size:** M Type Humanoid; **HD** (10d6)+(10d6)+80; **hp** 200; **Init** +9 (+5 Dex, +4 Improved Initiative); **Speed** 30'; **AC** 27 (flatfooted 27, touch 20); **SA:** Sneak Attack +10d6, Evasion, Improved Evasion, Death Attack, Poison Use, +5 save vs. poison, Uncanny Dodge (Dex bonus to AC), Uncanny Dodge (can't be flanked), Uncanny Dodge (+4 against traps); **Vision:** Darkvision 120'; **AL:** NE; **Save:** Fort +10, Ref +19, Will +11; **Abilities:** Str 22, Dex 21, Con 18, Int 18, Wis 20, Cha 18

Weapons: Crossbow +5 (**Hand/Flaming Burst/Speed/Unholy/Distance**) +24/+19/+14 60'/P ranged **Dmg:** 1d4+5 **Crit:** 19-20/x2 **Spec:** Range increment doubled, +1d6 fire damage, on a critical hit deals extra fire damage (+1d10), grants 1 extra attack each round at highest bonus, +2d6 unholy damage vs. good, 1 negative level bestowed to good wielder, **Dagger +2 (Assassin's)** +22/+17/+12 melee **Dmg:** 1d4+8 **Crit:** 19-20/x2, **Sword +5 (Short/Brilliant Energy/Keen/Speed/Unholy/Wounding)** +26/+21/+16 melee **Dmg:** 1d6+11 **Crit:** 17-20/x2 **Spec:** Ignores armor and enhancement bonuses, threat range doubled, grants 1 extra attack each round at highest bonus, +2d6 unholy damage vs. good, 1 negative level bestowed to good wielder, wounds inflicted bleed for 1 point of damage per round until heal (DC 15) or any cure spell, **Sword +5 (Short/Ghost Touch/Icy Burst/Shocking Burst/Speed)** +26/+21/+16 melee **Dmg:** 1d6+11 **Crit:** 19-20/x2 **Spec:** Deals normal damage vs. incorporeal creatures regardless of bonus, +1d6 cold damage, on a critical hit deals extra cold damage (+1d10), +1d6 electric damage, on a critical hit deals extra electricity damage (+1d10), grants 1 extra attack each round at highest bonus

Artifacts that the Avatar May Possess

Crown-Helm of Spirits

This helm is constructed of adamantine and obsidian and has the following powers (at 20th level):

- Trap the soul*; a ray of red light strikes at the target. Target must make a Reflex save (DC 28) or be affected by the spell. The *Crown-Helm* can hold any number of souls.
- Weird* 5/day.
- Repulsion* at will.
- Enervation* at will.
- Create greater undead* 5/day.
- Soul bind* 5/day.
- Energy drain* 5/day.
- Allows the wearer's melee attacks to hit incorporeal targets as if Ghost Touched.

Skills and Feats: Appraise +9, Balance +22, Bluff +9, Climb +21, Concentration +9, Decipher Script +14, Diplomacy +13, Disable Device +14, Disguise +14, Escape Artist +10, Forgery +9, Gather Information +14, Hide +25, Innuendo +10, Intimidate +11, Intuit Direction +10, Jump +13, Knowledge (Arcana) +9, Knowledge (Religion) +9, Listen +15, Move Silently +15, Open Lock +14, Perform +9, Pick Pocket +12, Read Lips +9, Search +14, Sense Motive +10, Spot +15, Swim +6, Tumble +12, Use Magic Device +14, Use Rope +10, Wilderness Lore +10; Armor Proficiency (Light), Blind-Fight, Deflect Arrows, Dodge, Exotic Weapon Proficiency, Expertise, Improved Initiative, Martial Weapon Proficiency, Mobility, Spring Attack, Weapon Focus (Sword (Short)), Whirlwind Attack

Possessions: Belt of Giant Strength +4, Boots of Speed, Cloak of Displacement (Major), Crossbow +5 (Hand/Flaming Burst/Speed/Unholy/Distance), Dagger +2 (Assassin's), Gloves of Arrow Snaring, Leather +5 (Spell Resistance (SR19)/Glamered/Invulnerability/Shadow), Ring (Invisibility), Ring +5 (Protection), Sword +5 (Short/Brilliant Energy/Keen/Speed/Unholy/Wounding), Sword +5 (Short/Ghost Touch/Icy Burst/Shocking Burst/Speed), Wand (Darkness), Wand (Lightning Bolt/3rd Level Caster), Wand (Magic Missile/9th Level Caster)

Spells: **Assassin:** (0 /3 /3 /3 /2)

- 1-detect poison, ghost sound, obscuring mist
- 2-alter self, pass without trace, undetectable alignment
- 3-deeper darkness, misdirection, nondetection
- 4-dimension door, poison

Loki (Æsir)

The Trickster; Father of Lies; God of Mischief and Trickery; God of Fire

Alignment: Chaotic Evil

Domain: Chaos, Destruction, Evil, Fire, Magic, Trickery

Symbol: Mask

Traditional Allies: Giants, Fenris, Jormungand

Traditional Foes: Odin

Divine Artifact: *Mask of Deception*

Favored Weapon: Shortsword

Favored Class: Rogue

Favored Race: Halfling, Human

Benefits: Rogues who follow Loki gain the ability to *alter self* once per day.

Loki is a giant who became a member of the Aesir when Odin made him a blood brother. He is a mischief-maker and often referred to as the Father of Lies. Loki is a shape-shifter, and his form is always changing so that he can perform his mischief. After causing the death of Balder, Loki was punished and bound with chains deep beneath the earth for being a conspirator in Balder's slaying. Loki's wife Sigyn (not the mother of his offspring) devotes her life to sheltering him by holding a bowl below the serpents that drip venom on Loki's face.

It is said that every time Sigyn goes to empty the dish, the venom causes Loki to go into spasms, causing the earth to quake. According to legend, he will be freed at the time of Ragnarok and die fighting Heimdall as they kill each other.

Loki is indeed the most evil among the residents of Asgard. He is called "Foe of the Gods, Forger of Evil, Cheat of the gods, and Contriver of Balder's Death". He is an ambiguous character, for he provides others with advice in one occasion and then tries to defy and hinder them in the next. His plan to destroy the gods of Asgard and the universe is no secret for it is foretold that his hideous children will be active in the coming of Ragnarok. He had three offspring by a giantess named Angurboda: the wolf Fenris, the Midgard serpent Jormungand, and Hel, who reigns over the realm of the dead.

Avatar of Loki, Male Human Rogue10

Shadow Dancer10 CR 20; Size: M Type Humanoid; **HD** (10d6)+(10d8)+80; **hp** 169; **Init** +9 (+5 Dex, +4 Improved Initiative); **Speed** 30'; **AC** 27 (flatfooted 27, touch 20); **SA:** Sneak Attack +5d6, Evasion (2), Hide in plain sight, Darkvision, Shadow Illusion, Summon Shadow (3), Defensive Roll, Slippery Mind, Improved Evasion, Shadow Jump (160 ft.), Uncanny Dodge (Dex bonus to AC), Uncanny Dodge (can't be flanked), Uncanny Dodge (+4 against traps), Crippling Strike; **Vision:** Darkvision 120'; **AL:** CE; **Save:** Fort +10, Ref +19, Will +10; **Abilities:** Str 20, Dex 21, Con 18, Int 18, Wis 18, Cha 18

Weapons: Sword +5 (Short/Brilliant Energy/Flaming Burst/Keen/Unholy) +24/+19/+14 melee **Dmg:** 1d6+10 **Crit:** 17-20/x2 **Spec:** Ignores armor and enhancement



bonuses, +1d6 fire damage, on a critical hit deals extra fire damage (+1d10), threat range doubled, +2d6 unholy damage vs. good, 1 negative level bestowed to good wielder, **Unarmed Strike** +15/+10/+5 melee **Dmg:** 1d3+5 **Crit:** 20/x2

Artifacts that the Avatar May Possess:

Mask of Deception

The mask is made of oak and brass, however when placed over the face it floats an inch away and moves with the wearer. When so placed the mask becomes invisible and intangible. The mask can be removed at will. The Mask Of Deception has the following powers (at 20th level):

- Steal identity** 1/day.
- Misdirection at will.
- Suggestion at will.
- Modify memory at will.
- Mislead at will.
- Mass suggestion 5/day.
- Alter self at will.
- Seeming 5/day.
- Non-detection continuously.
- Veil 5/day.
- Shape change 1/day.

Skills and Feats: Balance +17, Bluff +14, Climb +15, Decipher Script +14, Diplomacy +18, Disable Device +16, Disguise +9, Escape Artist +15, Forgery +8, Gather Information +14, Hide +35, Innuendo +14, Intimidate +16, Intuit Direction +9, Jump +17, Listen +14, Move Silently +35, Open Lock +15, Perform +9, Pick Pocket +13, Read Lips +14, Search +14, Sense Motive +14, Spot +24, Tumble +12, Use Magic Device +14, Use Rope +10; Armor Proficiency (Light), Blind-Fight, Combat Reflexes, Dodge, Exotic Weapon Proficiency, Expertise, Improved Initiative, Martial Weapon Proficiency, Mobility, Spring Attack, Whirlwind Attack

Possessions: Amulet of Proof against Detection and Location, Leather +5 (Spell Resistance (SR19)/Invulnerability/Shadow/Silent Moves), Ring (Mind Shielding), Ring +5 (Protection), Sword +5 (Short/Brilliant Energy/Flaming Burst/Keen/Unholy), Wand (Darkness), Wand (Hold Person), Wand (Silence), Wand (Web)

Njord (Vanir)

God of the wind and sea; God of chariots; The Giving God

Alignment: Neutral

Domain: Air, Balance*, Healing, Sea*, Travel

Symbol: Chariot, Ocean

Traditional Allies: Frey, Freya

Traditional Foes: Aquatic monsters and races that actively seek to upset the balance and order of the sea.

Divine Artifact: *Sandals of the Voyager*

Favored Weapon: Javelin

Favored Class: Cleric, Monk

Favored Race: Half-Orc, Human

Benefits: Favored classes who actively worship Njord gain *water breathing* (12th level) as a spell-like ability 3/day

A member of the Vanir, he was sent with his son (Frey) and daughter (Freya) to the Aesir as a hostage after the war between the two races of deities and is said to return to the Vanir at Ragnarok. After becoming a member of the Aesir, Odin made Njord a priest of sacrificial offerings. His home was called Noatun (which means harbor) and his wife was the giantess Skadi who married him because he had beautiful feet. She later left him because they could not agree on whose dwelling in which they should live.

Avatar of Njord, Male Half-Orc Cleric 20 CR 20;
Size: M Type Humanoid; **HD** (20d8)+80; **hp** 240;
Init +4 (Dex); **Speed** 30'; **AC** 27 (flatfooted 23, touch 19); **SA:** Orc Blood, Spontaneous casting, Turn Undead 10/day; **Vision:** Darkvision 120'; **AL:** N; **Save:** Fort +16, Ref +10, Will +17; **Abilities:** Str 27, Dex 18, Con 18, Int 17, Wis 21, Cha 16

Weapons: Javelin +5 (**Brilliant Energy/Keen/Wounding/Distance**) +24/+19/+14 60'/P ranged **Dmg:** 1d6+13 **Crit:** 19-20/x2 **Spec:** Range increment doubled, ignores armor and enhancement bonuses, threat range doubled, wounds inflicted bleed for 1 point of damage per round until heal (DC 15) or any cure spell, **Mace** +5 (**Heavy/Disruption/Icy Burst**) +28/+23/+18 melee **Dmg:** 1d8+13 **Crit:** 20/x2 **Spec:** Undead hit must make Fort save (DC 14) or be destroyed, +1d6 cold damage, on a critical hit deals extra cold damage (+1d10), **Unarmed Strike** +23/+18/+13 melee **Dmg:** 1d3+8 **Crit:** 20/x2

Artifacts that the Avatar May Possess

Sandals of the Voyager

These are an ordinary-looking pair of leather, roman-style sandals. After slipping them on however, the wearer feels (but does not actually) as if she is floating an inch above the ground. While worn the possessor may tread upon any surface as if on solid ground. The wearer may negate this ability at will. The *Sandals of the Voyager* have the following powers (at 20th level):

- The possessor is immune to the effects of high winds.
- The possessor is always sure-footed and gains an inherent +10 bonus to Balance and Tumble checks.
- Expeditious retreat at will.
- Jump at will.
- Freedom of movement at will.
- Blur at will.
- Endurance at will.
- Cat's grace at will.
- Pass without trace at will.
- Whispering wind at will.
- Find the path 5/day.
- Dimension door 5/day.
- Teleport without error 2/day.

Skills and Feats: Climb +13, Concentration +24, Heal +15, Hide +21, Knowledge (Arcana) +21, Knowledge (Religion) +21, Listen +7, Scry +18, Spellcraft +18; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Empower Spell, Enlarge Spell, Extra Turning (1x), Maximize Spell, Point Blank Shot, Shield Proficiency, Silent Spell, Simple Weapon Proficiency

Possessions: Belt of Giant Strength +6, Bracers of Armor +8, Javelin +5 (Brilliant Energy/Keen/Wounding/Distance), Mace +5 (Heavy/Disruption/Icy Burst), Ring (Air Elemental Command), Ring +5 (Protection), Robe of Blending, Vestments of Faith

Domains: Air (Turn or Destroy earth creatures as a good cleric turns undead. Rebuke or command air creatures as an evil cleric rebukes undead. 3 + CHA modifier attempts per day.) Travel (For a total of 1 round per your cleric level per day you can act normally regardless of magical effects that impede movement. Wilderness Lore is a class skill.)

Spells: Cleric: (6 /7+1 /6+1 /6+1 /6+1 /6+1 /4+1 /4+1 /4+1 /4+1)

0-create water, cure minor wounds, detect magic, detect poison, guidance, inflict minor wounds, light, mending, purify food and drink, read magic, resistance, virtue

1-bane, bless, bless water, cause fear, command, comprehend languages, cure light wounds, curse water, deathwatch, detect chaos, detect evil, detect good, detect law, detect undead, divine favor, doom, endure elements, entropic shield, expeditious retreat, inflict light wounds, invisibility to undead, magic stone, magic weapon, obscuring mist, protection from chaos, protection from evil, protection from good, protection from law, random action, remove fear, sanctuary, shield of faith, summon monster i

2-aid, animal messenger, augury, bull's strength, calm emotions, consecrate, cure moderate wounds, darkness,

death knell, delay poison, desecrate, endurance, enthrall, find traps, gentle repose, hold person, inflict moderate wounds, lesser restoration, locate object, make whole, remove paralysis, resist elements, shatter, shield other, silence, sound burst, speak with animals, spiritual weapon, summon monster ii, undetectable alignment, wind wall, zone of truth

3-animate dead, bestow curse, blindness/deafness, contagion, continual flame, create food and water, cure serious wounds, daylight, deeper darkness, dispel magic, fly, gaseous form, glyph of warding, helping hand, inflict serious wounds, invisibility purge, locate object, magic circle against chaos, magic circle against evil, magic circle against good, magic circle against law, magic vestment, meld into stone, negative energy protection, obscure object, prayer, protection from elements, remove blindness/deafness, remove curse, remove disease, searing light, speak with dead, speak with plants, stone shape, summon monster iii, water breathing, water walk, wind wall

4-air walk, control water, cure critical wounds, death ward, dimension door, dimensional anchor, discern lies, dismissal, divination, divine power, freedom of movement, giant vermin, greater magic weapon, imbue with spell ability, inflict critical wounds, lesser planar ally, neutralize poison, poison, repel vermin, restoration, sending, spell immunity, status, summon monster iv, tongues

5-atonement, break enchantment, circle of doom, commune, control winds, dispel chaos, dispel evil, dispel good, dispel law, ethereal jaunt, flame strike, greater command, hallow, healing circle, insect plague, mark of justice, plane shift, raise dead, righteous might, scrying, slay living, spell resistance, summon monster v, teleport, true seeing, unhallow, wall of stone

6-animate objects, anti-life shell, banishment, blade barrier, chain lightning, create undead, etherealness, find the path, forbiddance, geas/quest, greater dispelling, greater glyph of warding, harm, heal, heroes' feast, planar ally, summon monster vi, wind walk, word of recall

7-blasphemy, control weather, destruction, dictum, greater restoration, greater scrying, holy word, refuge, regenerate, repulsion, resurrection, summon monster vii, teleport without error, word of chaos

8-anti-magic field, cloak of chaos, create greater undead, discern location, earthquake, fire storm, greater planar ally, holy aura, mass heal, phase door, shield of law, summon monster viii, symbol, unholy aura, whirlwind

9-astral projection, elemental swarm, energy drain, gate, implosion, miracle, soul bind, storm of vengeance, summon monster ix, true resurrection

Odin (Æsir)

All-Father; God of War and Death; God of Wisdom; God of Poetry

Alignment: Lawful Good

Domain: Good, Healing, Heaven*, Knowledge, Law, Magic, Strength, War

Symbol: Spear, Eye

Traditional Allies: Thor, Frigga,

Traditional Foes: Fenris (Wolf), Loki

Divine Artifact: *Longspear of Wrath, Longbow of Battle*

Favored Weapon: Longbow, Spear, Sword

Favored Class: Fighter, Paladin

Favored Race: Human

Benefits: Favored classes of Odin gain a +1 bonus to both Intelligence and Wisdom attribute scores (remains as long as character worships Odin).

Odin is leader of the Aesir. He is the god of warriors and kings, not the common man. His halls were called Gladsheim Valaskjalf and Valhalla. Odin's high seat, Hlidskjalf, was in Valaskjalf. It was from this throne that he could see over the entire world. Valhalla is where he gathered his portion of the slain warriors, Einheriar (Einherjar), whom the Valkyries had chosen. Those warriors who have died honorably in battle become his adopted sons. He often appears on the battlefield clothed in a cloak leading their fallen souls to Valhalla. He is often depicted as a wise old man and a wanderer. For that reason, he has many names that reflect his appearance as a traveler: Hooded One, Wanderer, Broad Hat, Greybeard, and Staffbearer. Odin possesses a golden ring called Draupnir. Dwarfs, along with the spear Gungnir, crafted this ring.

Draupnir drops eight identical rings every ninth evening. Odin holds guardianship of a magical eight-legged horse named Sleipnir. This gray steed can journey on both land and sea and carry Odin to the land of the dead and back to his dwelling place in Asgard. The bodies of dead warriors are often transported on Sleipnir back to Odin's hall in Valhalla. Odin also has two ravens that serve him as messengers and extend his vision. Their names are Hugin and Munin (Thought and Memory). These birds sit upon Odin's shoulders. They fly into the battlefield in search of information and return to Odin to whisper it in his ears. These birds serve an important function, because they report on warriors that fall in combat and are suitable to live in Valhalla and feast until the coming of Ragnarok. Odin is the god of inspiration, magic and poetry. He gained great wisdom when he hanged himself on the world tree, also referred to as the gallows.

This, however, was a spiritual death in which he sacrificed himself to himself. Odin hung on the Yggdrasil tree for nine days and nights and was pierced by a spear. He fasted during this whole ordeal. He also pawned one of his eyes for a drink of the Spring of Mimir. Through this offering, Odin received supreme wisdom. Odin is said to have reached the world beyond the realms of death through his spiritual hanging. By this means he gained knowledge of the runes and learned to master their magic. This power allows him to bring the dead back. Odin preserved the



head of Mimir (slain by the Vanir) with herbs to continue consulting him. Odin also has a reputation for using deceitful magic. In art he is frequently portrayed with a missing eye as he undergoes the torment of hanging. During Ragnarok, Odin is fated to die in the jaws of Fenris Wolf.

Avatar of Odin, Male Human Paladin 20 CR 20;
Size: M Type Humanoid; **HD** (20d10)+80; **hp** 280;
Init +4 (Dex); **Speed** 20'; **AC** 36 (flatfooted 35, touch 16); **SA:** Detect Evil, Divine Grace, Divine Health, Lay on Hands 160 hp/day, Aura of Courage, Smite Evil 1/day, Remove Disease 6/week, Turn Undead 15/day, Special Mount; **Vision:** Darkvision 120'; **AL:** LG; **Save:** Fort +24, Ref +18, Will +19; **Abilities:** Str 25, Dex 18, Con 18, Int 18, Wis 20, Cha 26

Weapons: Longbow +5 (Composite/Keen/Shocking Burst/Thundering/Distance) +29/+24/+19/+14 220'/P ranged **Dmg:** 1d8+5 **Crit:** 19-20/x3
Spec: Range increment doubled, threat range doubled, +1d6 electric damage, on a critical hit deals extra electricity damage (+2d10), +1d6 sonic damage, on a critical hit deals extra sonic damage (+2d8), **Mace** +5 (Heavy/Disruption/Icy Burst) +32/+27/+22/+17 melee **Dmg:** 1d8+12 **Crit:** 20/x2
Spec: Undead hit must make Fort save (DC 14) or be destroyed, +1d6 cold damage, on a critical hit deals extra cold damage (+1d10), **Sword** +5 (Long/Brilliant Energy/Holy/Keen/Lawful) +32/+27/+22/+17 melee **Dmg:** 1d8+12 **Crit:** 17-20/x2 **Spec:** Ignores armor and enhancement bonuses, +2d6 holy damage vs. evil, 1 negative level bestowed to evil wielder, threat range doubled, +2d6 lawful damage vs. chaos, 1 negative level bestowed to chaotic wielder

Artifacts that the Avatar May Possess:

Longbow of Battle

This is an over-sized longbow crafted from an unknown wood. Legend says Odin himself crafted the bow from a branch of the world tree, Yggdrasil. It is a +5 Distance, Holy, Lawful weapon. The *Longbow of Battle* has the following powers (at 20th level):

-*Hail of Arrows*; if the wielder so chooses, any arrow notched (magical or mundane) is instantly consumed as soon as it is released. In its stead appear (10) +3 arrows, which can hit any target within a 10ft. radius of the target area. The wielder may choose which targets and the number of arrows each target receives. The wielder must still roll to hit each target as normal.

-*Protection from arrows* at will.

-*Flame arrow* at will.

Gungnir, Longspear of Wrath

The dwarves, to honor the All-Father, crafted the longspear, Gungnir. Its shaft is made of oak and it has an unusually broad head. It is a +5 Ghost Touch, Keen, Returning weapon. The *Longspear of Wrath* has the following powers (at 20th level):

-No range limit: as long as the wielder can see his target, he can hit it.

-*True strike* at will.

-*Flaming sphere* at will.

-*Lightning bolt* at will.

-*Ice storm* at will.

-*Dismissal* 5/day.

-*Prismatic spray* 5/day.

Skills and Feats: Balance +3, Climb +6, Concentration +24, Diplomacy +18, Handle Animal +14, Heal +10, Hide +3, Jump +6, Knowledge (Religion) +24, Listen +10, Move Silently +3, Ride +16, Search +9, Spot +10, Wilderness Lore +10; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Dodge, Expertise, Extra Turning (1x), Martial Weapon Proficiency, Mobility, Point Blank Shot, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Spring Attack, Whirlwind Attack

Possessions: Belt of Giant Strength +6, Boots of Speed, Cloak of Charisma +6, Full Plate +5 (Spell Resistance (SR19)/Invulnerability/Lightning Resistance), Helm of Teleportation, Longbow +5 (Composite/Keen/Shocking Burst/Thundering/Distance), Mace +5 (Heavy/Disruption/Icy Burst), Quiver of Ehlonna, Ring (Regeneration), Ring +5 (Protection), Shield +5 (Large/Steel/Animated/Fire Resistance), Sword +5 (Long/Brilliant Energy/Holy/Keen/Lawful)

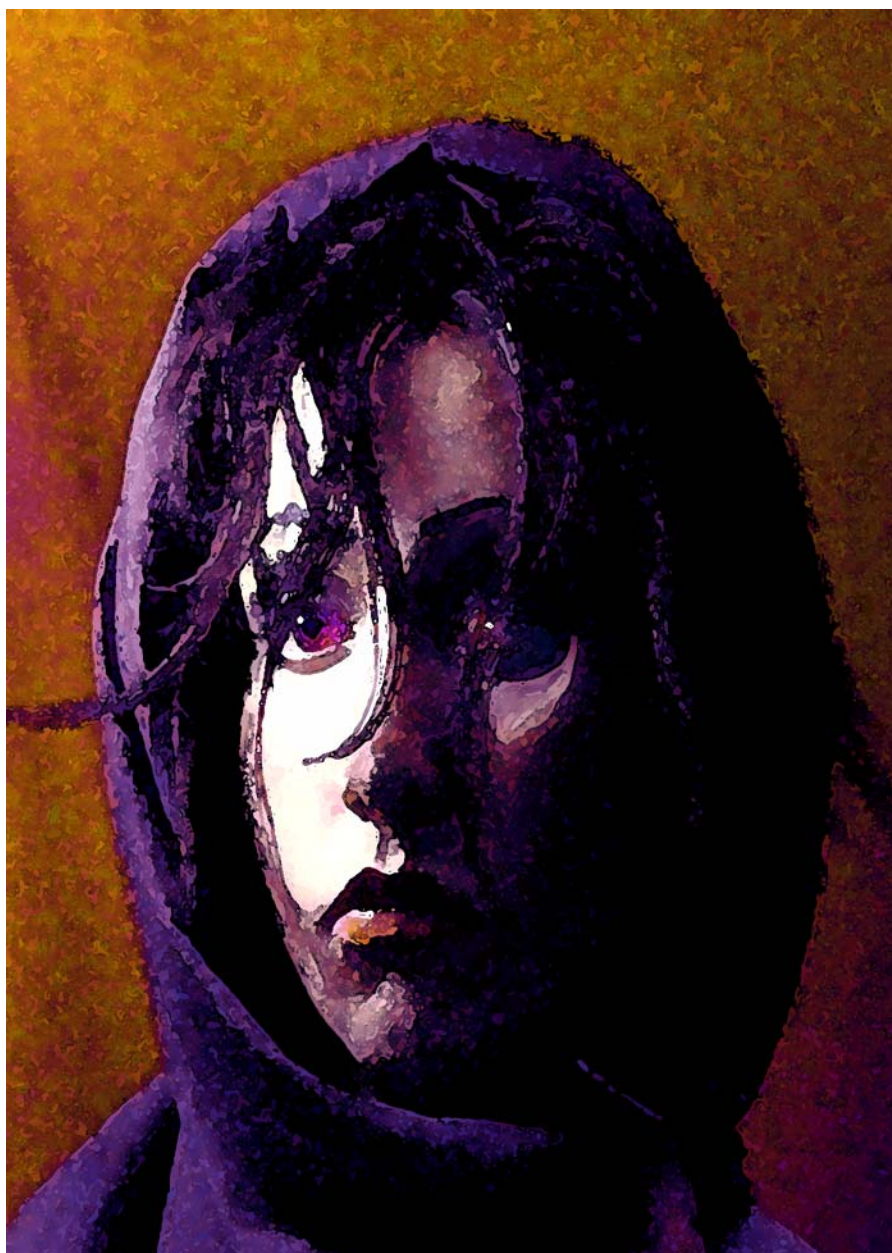
Spells: Paladin: (0 / 5 / 4 / 4 / 4)

1-bless, bless water, bless weapon, create water, cure light wounds, detect poison, detect undead, divine favor, endure elements, magic weapon, protection from evil, read magic, resistance, virtue

2-delay poison, remove paralysis, resist elements, shield other, undetectable alignment

3-cure moderate wounds, discern lies, dispel magic, greater magic weapon, heal mount, magic circle against evil, prayer, remove blindness/deafness

4-cure serious wounds, death ward, dispel evil, freedom of movement, holy sword, neutralize poison



Sif is the wife of Thor. Her ebony hair represented fields of grain. One night, Loki cut and stole her hair as she slept as a practical joke. However, he was caught and then had to replace it. He went to the dwarves and had them craft a new head of hair from her from pure spun gold.

Avatar of Sif, Female
Human Monk 20 CR 20;
Size: M Type Humanoid;
HD (20d8)+80; **hp** 238; **Init** +9 (+5 Dex, +4 Improved Initiative); **Speed** 90'; **AC** 36 (flatfooted 31, touch 28); **SA:** Stunning Attack 20/day, Stunning Attack DC (24), Evasion, Flurry of Blows, Still Mind, Purity of Body, Leap of the Clouds, Wholeness of Body, Improved Evasion, Diamond Body, Abundant Step, Diamond Soul, Quivering Palm, Ki Strike +3, Timeless Body, Tongue of the Sun and Moon, Slow Fall (any distance), Empty Body, Perfect Self; **Vision:** Darkvision 120'; **AL:** LN; **Save:** Fort +16, Ref +17, Will +16; **Abilities:** Str 26, Dex 20, Con 18, Wis 19, Cha 18

Weapons: Flurry of Blows
 +21/+21/+18/+15/+12/+9

Sif (Æsir)

Goddess of household and family ties; Goddess of crops

Alignment: Lawful Neutral

Domain: Healing, Law, Plant, Protection, Strength

Symbol: House, Hearth with a fire

Traditional Allies: Thor

Traditional Foes: Loki

Divine Artifact: *Shield of Security*

Favored Weapon: Staff, Shortsword

Favored Class: Monk, Paladin

Favored Race: Halfling, Human

Benefits: Favored classes of Sif gain a +2 bonus to all saving throws.

melee **Dmg:** 1d20+8 **Crit:** 20/x2, **Quarterstaff** +5/+5 (**Disruption/Flaming Burst/Shocking Burst/Speed (Head 1); Ghost Touch/Icy Burst/Speed/Thundering (Head 2)**) +28/+23/+18 melee **Dmg:** 1d6+13 **Crit:** 20/x2 **Spec:** Undead hit must make Fort save (DC 14) or be destroyed, +1d6 fire damage, on a critical hit deals extra fire damage (+1d10), +1d6 electric damage, on a critical hit deals extra electricity damage (+1d10), grants 1 extra attack each round at highest bonus, deals normal damage vs. incorporeal creatures regardless of bonus, +1d6 cold damage, on a critical hit deals extra cold damage (+1d10), +1d6 sonic damage, on a critical hit deals extra sonic damage (+1d8), **Unarmed Strike** +23/+20/+17/+14/+11 melee **Dmg:** 1d20+8 **Crit:** 20/x2

Artifacts that the Avatar May Possess

Shield of Security

This is a medium-sized wooden shield with cast iron fittings. However it is very lightweight and does not impede spell casting what so ever. It is a +5 Animated, Arrow Deflecting, Fortification shield. The *Shield of Security* has the following powers (at 20th level):

- Deathwatch* at will.
- Magic circle from chaos/evil/ good/law* at will.
- Sanctuary* at will.
- Consecrate* at will.
- Glyph of warding* at will.
- Create food and water* at will.
- Status* at will.
- Hallow* 5/day.
- Hero's feast* 2/day
- Greater glyph of warding* 5/day.
- Repulsion* 5/day.

Skills and Feats: Balance +27, Climb +18, Concentration +24, Diplomacy +14, Escape Artist +15, Hide +25, Jump +20, Listen +24, Move Silently +25, Search +14, Spot +15, Swim +12, Tumble +17, Wilderness Lore +9; Blind-Fight, Deflect Arrows, Dodge, Exotic Weapon Proficiency, Expertise, Improved Disarm, Improved Initiative, Improved Trip, Improved Unarmed Strike, Martial Weapon Proficiency, Mobility, Spring Attack, Stunning Fist, Whirlwind Attack

Possessions: *Belt of Giant Strength* +6, *Boots of Levitation*, *Bracers of Armor* +8, *Cloak of Etherealness*, *Quarterstaff* +5/+5 (Disruption/Flaming Burst/Shocking Burst/Speed; Ghost Touch/Icy Burst/Speed/Thundering), *Ring (Freedom of Movement)*, *Ring* +5 (Protection), *Rod (Security)*

Thor (Æsir)

God of lightning and thunder

Alignment: Chaotic Good

Domain: Chaos, Good, Storm*, Strength

Symbol: Hammer shaped amulet

Traditional Allies: Sif

Traditional Foes: Giants, Loki

Divine Artifact: *Hammer of Storms*

Favored Weapon: Hammer

Favored Class: Cleric, Fighter, Paladin

Favored Race: Human



Benefits: Favored classes who worship Thor gain an inherent +2 attack bonus against giants when using a hammer as the primary weapon.

Thor is the son of Odin and a member of the Aesir. He is the god of thunder and the main enemy of the giants and would smash their heads with his mighty hammer Mjolnir. To wield this awesome weapon he needs iron gloves and a belt of strength. Mjolnir will return to Thor's hand after being thrown and is symbolic of lightning. Thor has the power to conjure storms, and control the wind and rain. He is a mighty god with an immense appetite. He has fiery red hair, a huge red beard, and a hot temper that is often vented on giants, the main enemies of the gods. During Balder's funeral, an unfortunate dwarf found himself to be the recipient of Thor's fabled temper when he tripped over one of the Thunder God's feet. In a burst of rage over the dwarf's carelessness, Thor kicked the dwarf onto Balder's funeral boat as it burned. He is also foremost of the gods to the common man and is widely worshipped. Thor rides around middle-earth in his wagon drawn by two goats, whose names are Gap-tooth and Tooth-gnasher. His abode is Thruthheim (which means Land of Strength) and his hall, Bilskirnir. He is married to Sif. Thor rules over the region called Prudvangar, "the Paddock of Power", where his lightning castle Bilskirnir is situated. Thor is said to meet his death in the coils of the Midgard serpent in the final battle of Ragnarok.

Avatar of Thor, Male Human Cleric10

Fighter10 CR 20; **Size:** M Type Humanoid; **HD** (10d8)+(10d10)+80; **hp** 260; **Init** +4 (Dex); **Speed** 30'; **AC** 27 (flatfooted 23, touch 19); **SA:** Spontaneous casting, Turn Undead 10/day; **Vision:** Darkvision 120'; **AL:** CG; **Save:** Fort +18, Ref +10, Will +15; **Abilities:** Str 26, Dex 18, Con 18, Int 18, Wis 20, Cha 25

Weapons: Warhammer +5 (Bane (Giants)/Disruption/Holy/Shocking Burst/Thundering/Throwing/Distance) +31/+26/+21/+16 melee +27/+22/+17/+12 20'/B ranged **Dmg:** 1d8+15 **Crit:** 19-20/x3
Spec: Can be thrown with a range increment of 10 ft by those proficient in its use, range increment doubled, +2 better vs. designated foe and does +2d6 bonus damage, undead hit must make Fort save (DC 14) or be destroyed, +2d6 holy damage vs. evil, 1 negative level bestowed to evil wielder, +1d6 electric damage, on a critical hit deals extra electricity damage (+2d10), +1d6 sonic damage, on a critical hit deals extra sonic damage (+2d8),
Unarmed Strike +25/+20/+15/+10 melee **Dmg:** 1d3+8 **Crit:** 20/x2

Artifacts that the Avatar May Possess

Mjolnir, Hammer of Storms

This powerful weapon is an over-sized, adamantine warhammer inscribed with silver runes. It is a +5 Bane (giants), Mighty Cleaving, Returning (see below), Shocking Burst, Thundering weapon. Only those who are worthy and honorable may lift this mighty hammer. It requires 22 Strength to wield it and has the following powers (at 20th level):

- Call lightning at will.
- Control winds at will.
- Control weather at will.
- Chain lightning 5/day.
- Wind walk 5/day.
- Whirlwind 5/day.
- Storm of vengeance 1/week.
- The wielder may throw the *Hammer of Storms* to a maximum range of 180ft. with no range penalties.
- If a critical hit is scored against a giant (when thrown only), the giant must make a Fort save (DC 28) or die. If the save is made the giant is still subject to normal critical damage.

Skills and Feats: Climb +14, Concentration +14, Handle Animal +12, Hide +9, Intimidate +12, Jump +23, Knowledge (Arcana) +14, Knowledge (Religion) +15, Listen +12, Move Silently +9, Ride +11, Scry +14, Search +9, Sense Motive +10, Spellcraft +14, Spot +10, Swim +11; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Dodge, Expertise, Great Cleave, Improved Critical (Warhammer), Leadership, Martial Weapon Proficiency, Mobility, Point Blank Shot, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Spring Attack, Sunder, Weapon Focus (Warhammer), Weapon Specialization (Warhammer), Whirlwind Attack

Possessions: Amulet of Undead Turning, Belt of Giant Strength +6, Boots of Striding and Springing, Bracers of Armor +8, Cloak of Charisma +6, Ring (Elemental Resistance Major), Ring +5 (Protection), Warhammer +5 (Bane (Giants)/Disruption/Holy/Shocking Burst/Thundering/throwing/Distance)

Domains: Strength (You can perform a feat of strength, as a supernatural ability, with a bonus to Strength equal to your level. It lasts 1 round, once per day.) **Good** (You cast good spells at +1 caster level.)

Spells: Cleric: (6 /6+1 /5+1 /4+1 /4+1 /3+1)
0-create water, cure minor wounds, detect magic, detect poison, guidance, inflict minor wounds, light, mending, purify food and drink, read magic, resistance, virtue

1-bane, bless, bless water, cause fear, command, comprehend languages, cure light wounds, curse water, deathwatch, detect chaos, detect evil, detect good, detect law, detect undead, divine favor, doom, endure elements, entropic shield, inflict light wounds, invisibility to undead, magic stone, magic weapon, obscuring mist, protection from chaos, protection from evil, protection from good, protection from law, random action, remove fear, sanctuary, shield of faith, summon monster i

2-aid, animal messenger, augury, bull's strength, calm emotions, consecrate, cure moderate wounds, darkness, death knell, delay poison, desecrate, endurance, enthrall, find traps, gentle repose, hold person, inflict moderate wounds, lesser restoration, make whole, remove paralysis, resist elements, shatter, shield other, silence, sound burst, speak with animals, spiritual weapon, summon monster ii, undetectable alignment, zone of truth

3-animate dead, bestow curse, blindness/deafness, contagion, continual flame, create food and water, cure serious wounds, daylight, deeper darkness, dispel magic, glyph of warding, helping hand, inflict serious wounds, invisibility purge, locate object, magic circle against chaos, magic circle against evil, magic circle against good, magic circle against law, magic vestment, meld into stone, negative energy protection, obscure object, prayer, protection from elements, remove blindness/deafness, remove curse, remove disease, searing light, speak with dead, speak with plants, stone shape, summon monster iii, water breathing, water walk, wind wall

4-air walk, control water, cure critical wounds, death ward, dimensional anchor, discern lies, dismissal, divination, divine power, freedom of movement, giant vermin, greater magic weapon, holy smite, imbue with spell ability, inflict critical wounds, lesser planar ally, neutralize poison, poison, repel vermin, restoration, sending, spell immunity, status, summon monster iv, tongues

5-atonement, break enchantment, circle of doom, commune, dispel chaos, dispel evil, dispel good, dispel law, ethereal jaunt, flame strike, greater command, hallow, healing circle, insect plague, mark of justice, plane shift, raise dead, righteous might, scrying, slay living, spell resistance, summon monster v, true seeing, unhallow, wall of stone

Tyr (Æsir)

The One-Handed; God of War; The Shining One; Patron God of the Sword; God of Duty

Alignment: Lawful Neutral

Domain: Air, Law, Protection, War

Symbol: Image of a right hand over a wolf's head

Traditional Allies: Odin, Thor

Traditional Foes: Fenris (Wolf), Hel

Divine Artifact: Gauntlet of War

Favored Weapon: Longsword

Favored Class: Fighter

Favored Race: Human

Benefits: Fighters who worship Tyr gain Ambidexterity as a bonus feat.

Warriors worship Tyr for he is said to grant victory and protection in times of battle. He is also worshipped as the patron who establishes law and order in the community. Tyr is the boldest and most courageous of the gods. In Asgard he rules over the sky guarding the heavens from the much-despised Fenris wolf. Odin asked the dwarfs to craft an unbreakable chain to bind the wolf. Fenris refused to have this chain put on him unless a god put a hand between his jaws to assure him that the fetters were harmless. Tyr was the only god who was willing to put his hand in the mouth of Fenris so the other gods could bind it. The wolf bit off his right hand when he discovered the gods' trickery. For his sacrifice Tyr is revered as the peacemaking god. He will fight against the hound of Hel, Garm, during the last battle of Ragnarok, killing each other.

Avatar of Tyr, Male Human Fighter 20 CR 20; **Size:** M Type Humanoid; **HD** (20d10)+80; **hp** 200; **Init** +5 (Dex); **Speed** 20'; **AC** 27 (flatfooted 25, touch 17); **Vision:** Darkvision 120'; **AL:** LN; **Save:** Fort +16, Ref +11, Will +10; **Abilities:** Str 24, Dex 20, Con 19, Int 18, Wis 18, Cha 18

Weapons: **Mace +5 (Heavy/Disruption/Icy Burst)** +32/+27/+22/+17 melee **Dmg:** 1d8+12 **Crit:** 20/x2 **Spec:** Undead hit must make Fort save (DC 14) or be destroyed, +1d6 cold damage, on a critical hit deals extra cold damage (+1d10), **Sword +5 (Long/Vorpal/Wounding/Adamantine)** +33/+28/+23/+18 melee **Dmg:** 1d8+14 **Crit:** 17-20/x2 **Spec:** Severs opponents head on critical hit, wounds inflicted bleed for 1 point of damage per round until heal (DC 15) or any cure spell, **Unarmed Strike** +27/+22/+17/+12 melee **Dmg:** 1d3+7 **Crit:** 20/x2

Artifacts that the Avatar May Possess:

Gauntlet of War

This is a left-handed gauntlet of steel inlaid with golden runes. The gauntlet itself is immune to the effects of rust, corrosion, electricity or magnetism. The wearer automatically gains the Ambidexterity feat. The *Gauntlet of War* has the following powers (at 20th level):

-*Bless weapon* at will.

-*Divine favor* at will.

-*Cure moderate wounds* at will.

-*Prayer* at will.

-*Freedom of movement* at will.

- Holy sword 5/day.
- Wall of fire 5/day.
- Holy Aura 5/day.
- Repulsion 5/day.
- Fire storm 5/day.
- Storm of vengeance 1/week.
- The possessor is immune to *fear* related magical effects.

Skills and Feats: Climb +19, Handle Animal +14, Hide +11, Jump +18, Listen +14, Move Silently +11, Ride +12, Search +14, Spot +14, Swim +1, Wilderness Lore +9; Ambidexterity, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Blind-Fight, Cleave, Combat Reflexes, Deflect Arrows, Dodge, Expertise, Great Cleave, Improved Bull Rush, Improved Critical (Sword (Long)), Improved Trip, Improved Unarmed Strike, Leadership, Martial Weapon Proficiency, Mobility, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Spring Attack, Sunder, Weapon Focus (Sword (Long)), Weapon Specialization (Sword (Long)), Whirlwind Attack

Possessions: Belt of Giant Strength +4, Chainmail +5 (Spell Resistance (SR19)/Fire Resistance/Invulnerability), Cloak of Displacement (Major), Mace +5 (Heavy/Disruption/Icy Burst), Ring +5 (Protection), Sword +5 (Long/Vorpal/Wounding/Adamantine)

Ull (Æsir)

God of Archery; God of the Hunt; God of Skiers and Snowshoes; God of Winter

Alignment: Neutral

Domain: Animal, Balance*, Winter*

Symbol: Bow, Snowshoe, Stag Antler

Traditional Allies: Animals, Odin, Sif, Thor

Traditional Foes: Aberrations, Loki, Magical Beasts

Divine Artifact: Bow made of Stag's Antler

Favored Weapon: Bow

Favored Class: Fighter, Ranger

Favored Race: Elves, Humans

Benefits: Favored classes of Ull gain an inherent +1 attack bonus when using a bow (any type) in ranged combat.

Ull is the son of Sif and the stepson of Thor. He is the god of winter and is worshipped by men who live in the cold northern reaches. His weapon is a longbow made out of a Yew tree and he lives in Ydal (Yew Dales). He has been known to carry a mighty shield, which possesses runes that will change it into a boat to carry him across the seas. He is called upon for help in duels and the skalds frequently use "Ull's ship" to mean shield. Legends

say that Ull will perish in the final battle of Ragnarok although it is not known how.

Avatar of Ull, Male Elf Fighter10 Ranger10 CR 20;
Size: M Type Humanoid; **HD** (10d10)+(10d10)+60;
hp 260; **Init** +5 (Dex); **Speed** 30'; **AC** 27 (flatfooted 22, touch 20); **SA:** Immunity to sleep, save +2 vs. enchantment spells, Automatic Search check if within 5' of secret/concealed door, Favored Enemy (Aberration), Favored Enemy (Magical beast), Favored Enemy (Giant); **Vision:** Darkvision 120'
AL: TN; **Save:** Fort +17, Ref +11, Will +11; **Abilities:** Str 24, Dex 21, Con 16, Int 18, Wis 20, Cha 18

Weapons: Longbow +5 (Composite/Icy Burst/Keen/Speed/Wounding/Distance) +31/+26/+21/+16 275'/P ranged **Dmg:** 1d8+7 **Crit:** 18-20/x3
Spec: Range increment doubled, +1d6 cold damage, on a critical hit deals extra cold damage (+2d10), threat range doubled, grants 1 extra attack each round at highest bonus, wounds inflicted bleed for 1 point of damage per round until heal (DC 15) or any cure spell, **Sword +5 (Long/Bane (Aberrations)/Icy Burst/Keen/Speed)** +32/+27/+22/+17 melee **Dmg:** 1d8+12 **Crit:** 17-20/x2 **Spec:** +2 better vs. designated foe and does +2d6 bonus damage, +1d6 cold damage, on a critical hit deals extra cold damage (+1d10), threat range doubled, grants 1 extra attack each round at highest bonus, **Unarmed Strike** +27/+22/+17/+12 melee **Dmg:** 1d3+7 **Crit:** 20/x2

Artifacts that the Avatar May Possess

Ull's Longbow of the Northwind

This fantastic longbow was crafted from the antlers of a giant Asgardian stag and encrusted with blue crystals. It is a +5 Distance, Icy Burst, Speed weapon. The *Longbow of the Northwind* has the following powers (at 20th level):

-Chill touch at will.

-Whispering wind at will.

-Gust of wind at will.

-Ice storm 5/day.

-Wall of ice 5/day.

-Otiluke's freezing sphere 5/day.

-The possessor is immune to cold damage and the effects of high winds.

-The possessor can move at her normal rate unimpeded through heavy snow or over ice.

Skills and Feats: Animal Empathy +14, Balance +11, Climb +22, Concentration +13, Handle Animal +19, Hide +25, Intuit Direction +8, Jump +17, Listen +17, Move Silently +25, Ride +22, Search +16, Spot +17, Swim +8, Wilderness Lore +15; Ambidexterity, Armor Proficiency (Heavy), Armor

Proficiency (Light), Armor Proficiency (Medium), Cleave, Deflect Arrows, Dodge, Expertise, Far Shot, Improved Critical (Longbow (Composite)), Martial Weapon Proficiency, Mobility, Point Blank Shot, Power Attack, Precise Shot, Rapid Shot, Shield Proficiency, Simple Weapon Proficiency, Spring Attack, Track, Two-Weapon Fighting, Weapon Focus (Longbow (Composite)), Weapon Specialization (Longbow (Composite))

Possessions: *Belt of Giant Strength +4, Boots of the Winterlands, Gloves of Arrow Snaring, Leather +5 (Spell Resistance (SR19)/Invulnerability/Shadow/Silent Moves), Longbow +5 (Composite/Icy Burst/Keen/Speed/Wounding/Distance), Ring (Warmth), Ring +5 (Protection), Sword +5 (Long/Bane (Aberrations)/Icy Burst/Keen/Speed)*

Spells: Ranger: (0 /3 /2)

1-alarm, animal friendship, delay poison, detect animals or plants, detect snares and pits, entangle, magic fang, pass without trace, read magic, resist elements, speak with animals, summon nature's ally i

2-animal messenger, cure light wounds, detect chaos, detect evil, detect good, detect law, hold animal, protection from elements, sleep, snare, speak with plants, summon nature's ally ii

*New Domain; **New Spell

Domains

Here are the new domains that the Norse gods claim as their own.

Balance Domain

Deities: Ull, Njord, Braggi

Granted Power: Once/day you can cast Protection vs. Law, Chaos, Good and Evil each, as a free action.

Balance Domain Spell:

1. **Weighing the Balance**.** Determine how far removed from True Neutral subject is.
2. **Calm Emotions.** Calms 1d6 subjects/level, negating emotion effects.
3. **Prayer.** Allies gain +1 on most rolls, and enemies suffer -1.
4. **Arcane Malison**.** Diminishes arcane spells and enhances divine spells within an area.
5. **Divine Arbitration**.** Make a fair and unbiased judgment to solve a conflict.
6. **Shared Fate**.** Links two targets. What happens to one happens to both.
7. **Reclaim**.** Allows nature to take back an area at an accelerated rate.
8. **Equalization**.** Shifts most radical aspect of subject's alignment toward Neutral.
9. **Antipathy.** Object or location affected by spell repels certain creatures.

Heaven Domain

Deities: Odin

Granted Power: +1 inherent bonus to AC, attack and damage against fiendish Outsiders.

Heaven Domain Spells:

1. **Bless.** Allies gain +1 attack and +1 on saves vs. fear.
2. **Virility**.** Boosts Con. and Str. scores by +1/ 2 levels. (+10 max.)
3. **Daylight.** 60ft. radius of bright light.
4. **Holy Sword.** Weapon becomes +5, double damage against evil.
5. **Commune.** Deity answers one yes/no question/level.
6. **Heavenly Blessing**.** Grants subject a random celestial ability.
7. **Holy Word.** Kills, paralyzes, weakens or dazes non-good subjects.
8. **Holy Aura.** +4 AC, +4 resistance and SR 25 vs. evil spells.
9. **Purge of Might**.** Holy blast destroys or damages all evil in a 100ft. radius.

Music Domain

Deities: Braggi

Granted Power: 3/day you can use song or music to counter magical effects that are sound/sonic dependent. The source of the effect you wish to counter must be within 30ft. This is a standard action.

Music Domain spells:

1. **Phantom Musician**.** Allows one instrument to float and play by itself.
2. **Clan Song**.** Allows restful sleep and morale bonus the following day.
3. **Sculpt Sound.** Creates new sounds or changes existing ones.
4. **Calming the Beast**.** Defuses rages and frenzies.
5. **Tongues.** Speak any language.
6. **Sirine's Song**.** Powerful charm effect, directional.
7. **Piper's Call**.** Music summons and charms one type of creature.
8. **Otto's Irresistible Dance.** Forces subject to dance.
9. **Wail of the Banshee.** Kills one creature/level.

Sea Domain

Deities: Njord

Granted Power: You receive a +2 inherent bonus to Intuit Direction, Knowledge (Oceanography), Profession (Sailor), Use Rope and Wilderness Lore (Seas and Oceans only) checks.

Sea Domain Spells:

1. **Dolphin Companion**.** Summons a normal dolphin to aid you.
2. **Kelp Snare**.** Causes seaweed to grow and entangle foes.
3. **Sea Legs**.** You gain better footing on deck and are immune to nausea.
4. **Control Water.** Raise, lower or part bodies of water.
5. **Tsunami**.** Creates a giant wave directed by you.
6. **Saltspray**.** Cone of salt mist showers your foes.
7. **Vessel Barding**.** Temporarily raises ships AC.
8. **Dead Calm**.** Restricts air movement around a target.
9. **Releasing the Kraken**.** Summons a kraken to perform a service.

Storm Domain

Deities: Thor

Granted Powers: You are immune to all deafening effects and you gain a +2 on all saves against electrical attacks.

Storm domain spells:

1. **Endure Elements.** Ignores 5 damage/round from one energy type.
2. **Whispering Wind.** Sends a short message one mile/level
3. **Thunderstrike**.** One victim is struck by electrical and sonic damage.
4. **Air Walk.** Subject treads on air as if solid (climb at 45-degree angle).
5. **Rolling Thunder**.** Creates a wave of sonic force.
6. **Chain Lightning.** 1d6 damage/level; secondary bolts.
7. **Control Weather.** Changes weather in local area.
8. **Maelstrom**.** Creates a massive tempest.
9. **Elemental Swarm.** (Air only) Summons 2d4 Large, 1d4 Huge elementals.

Underworld Domain

Deities: Hel

Granted Power: +1 inherent bonus to AC, attack and damage against celestial Outsiders.

Underworld Domain Spells:

1. **Bane.** Enemies suffer -1 attack and -1 on saves vs. fear.
2. **Mawkish Affliction**.** Reduces Con. by 1d6+1 point/2 levels.
3. **Deeper Darkness.** Object sheds absolute darkness in 60ft. radius.
4. **Corrupt Weapon**.** Weapon becomes +5, double damage against good.
5. **Wasting**.** Causes one of targets limbs to shrivel and become useless.
6. **Dark Gift**.** Grants subject a random fiendish ability.
7. **Blasphemy.** Kills, paralyzes, weakens or dazes non-evil subjects.
8. **Unholy Aura.** +4 AC, +4 resistance and SR 25 vs. good spells.
9. **Purge of Darkness**.** Unholy blast destroys or damages all good in a 100ft. radius.

Vigilance Domain

Deities: Heimdall

Granted Powers: You gain a +4 competence bonus to Concentration, Sense Motive, Spot, Listen and Search checks.

Vigilance domain spells:

1. **Alarm.** Wards an area for 2 hours/level.
2. **Inkling**.** Gives you a hint of impending danger.
3. **Glyph of Warding.** Inscription harms those who pass it.
4. **Detect Scrying.** Alerts you of magical eavesdropping.
5. **True Seeing.** See all things as they really are.
6. **Forbiddance.** Denies area to creatures of another alignment.
7. **Eyes on the World**.** You can "keep an eye on" multiple areas/objects.
8. **Symbol.** Triggered runes have an array of effects.
9. **Everlasting Guardian**.** Summons an Outsider to guard area/object for a long time.

Weather Domain

Deities: Frey

Granted Power: Receives a +2 innate bonus to all Bluff, Diplomacy, Intimidate and Sense Motive checks when dealing with Air and Avian creatures and to Wilderness Lore checks dealing with weather related information.

Weather Domain Spells:

1. **Obscuring Mist.** Fog surrounds you.
2. **Northwind**.** Blasts foes with frosty air.
3. **Thunderstrike**.** One victim is struck by electrical and sonic damage.
4. **Air Walk.** Subject walks on air as if solid ground.
5. **Thin Air**.** Causes fatigue, exhaustion and unconsciousness in targets.
6. **Wind Shear**.** Batters the area with very high winds.
7. **Control Weather.** Changes weather in the local area.
8. **Eye of the Storm**.** Protects area from weather related effects.
9. **Storm of Vengeance.** Storm rains acid, lightning, and hail.

Winter Domain

Deities: Ull

Granted Powers: You gain cold resistance 5. This is an inherent power and stackable with all others.

Winter domain spells:

1. **Obscuring Mist.** Fog surrounds you.
2. **Resist Elements.** Ignores 12 damage/round from one energy type.
3. **Northwind**.** Blasts foes with frosty air.
4. **Sleet Storm.** Hampers vision and movement.
5. **Ice Storm.** Hail deals 5d6 damage in a cylinder 40 ft. across.

- 6. Icetomb**.** Freezes targets, keeps them in suspended animation.
- 7. Control Weather.** Changes weather in local area.
- 8. Summon Polar Worm**** Summons a Frost Worm/Remorhaz to fight for you.
- 9. Glacial Slide**.** Creates a slow moving but devastating wall of ice.
- **New Spell

Heroes

Every mythology has its heroes, and Norse mythology has its as well.

Beowulf

Male Aasimar Fighter20 CR 21; **Size:** M Type Humanoid; **HD** (20d10)+80; **hp** 192; **Init** +8 (+4 Dex, +4 Improved Initiative); **Speed** 30'; **AC** 14 (flatfooted 10, touch 14); **SA:** 1/day - Light (Sp); **Vision:** Normal **AL:** NG; **Save:** Fort +16, Ref +10, Will +8; **Abilities:** Str 20, Dex 19, Con 19, Int 14, Wis 14, Cha 14

Weapons: Battleaxe +3 (Icy Burst/Keen/Wounding) +29/+24/+19/+14 melee **Dmg:** 1d8+10 **Crit:** 19-20/x3 **Spec:** +1d6 cold damage, on a critical hit deals extra cold damage (+2d10), threat range doubled, wounds inflicted bleed for 1 point of damage per round until heal (DC 15) or any cure spell, **Sword +4 (Great/Keen/Vorpal)** +30/+25/+20/+15 0'/S **Dmg:** 2d6+11 **Crit:** 15-20/x2 **Spec:** Threat range doubled, severs opponents head on critical hit

Skills and Feats: Climb +15, Handle Animal +7, Heal +8, Hide +9, Jump +10, Listen +9, Move Silently +9, Ride +11, Search +7, Spot +9, Swim +10; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Blind-Fight, Cleave, Deflect Arrows, Dodge, Expertise, Great Cleave, Improved Critical (Sword (Great)), Improved Initiative, Improved Unarmed Strike, Martial Weapon Proficiency, Mobility, Power Attack, Shield Profi-

ciency, Simple Weapon Proficiency, Spring Attack, Sunder, Weapon Focus (Battleaxe, Sword (Great)), Weapon Specialization (Sword (Great), Battleaxe), Whirlwind Attack

Possessions: Battleaxe +3 (Icy Burst/Keen/Wounding), Boots of the Winterlands, Leather +4 (Ghost Touch/Invulnerability/Shadow), Sword +4 (Great/Keen/Vorpal)

Sigurd

Male Human Fighter16 CR 16; **Size:** M Type Humanoid; **HD** (16d10)+48; **hp** 175; **Init** +7 (+3 Dex, +4 Improved Initiative); **Speed** 20'; **AC** 21 (flatfooted 19, touch 12); **Vision:** Normal; **AL:** LG; **Save:** Fort +13, Ref +8, Will +6; **Abilities:** Str 19, Dex 16, Con 17, Int 13, Wis 12, Cha 13

Weapons: Dagger +3 (Shocking Burst) +23/+18/+13/+8 melee +22/+17/+12/+7 10'/P ranged **Dmg:** 1d4+7 **Crit:** 19-20/x2 **Spec:** +1d6 electric damage, on a critical hit deals extra electricity damage (+1d10), **Sword +4 (Great/Bane (Dragons)/Icy Burst/Keen)** +25/+20/+15/+10 melee **Dmg:** 2d6+10 **Crit:** 15-20/x2 **Spec:** +2 better vs. designated foe and does +2d6 bonus damage, +1d6 cold damage, on a critical hit deals extra cold damage (+1d10), threat range doubled

Skills and Feats: Climb +10, Handle Animal +9, Hide +13, Jump +10, Listen +6, Move Silently +3, Ride +13, Search +5, Spot +4; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Blind-Fight, Cleave, Deflect Arrows, Dodge, Expertise, Great Cleave, Improved Critical (Sword (Great)), Improved Initiative, Improved Unarmed Strike, Martial Weapon Proficiency, Mobility, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Spring Attack, Sunder, Weapon Focus (Sword (Great)), Weapon Specialization (Sword (Great)), Whirlwind Attack

Possessions: Chainmail +4 (Fire Resistance), Cloak of Elvenkind, Dagger +3 (Shocking Burst), Sword +4 (Great/Bane (Dragons)/Icy Burst/Keen)



Monsters and Lesser Powers

Fafnir the Terror

Gargantuan Dragon [Fire]

Hit Dice: 37d12 +370 (764hp)

Speed: 40ft., fly 200ft. (clumsy)

AC: 42 (-4 size, +36 natural)

Attack Bonus: +48

Saves: Fort +30, Ref +20, Will +27

Breath Weapon (DC): 22d10 (38)

Fear Aura (DC): 35

Spell Resistance (SR): 30

Special Qualities: Fire Subtype, *locate object*, Spell-like abilities, Rock Catching, Damage Reduction 20/+3

Abilities: Str 41, Dex 10, Con 31, Int 24, Wis 25, Cha 24

Skills: Jump +11, Climb +11

Feats: Power Attack, Hover, Snatch

Climate/Terrain: Nastrond

Organization: Unique

Challenge Rating: 48

Treasure: Quadruple standard

Alignment: Chaotic Evil

Fafnir was once a greedy giant who coveted treasure. After stealing the cursed treasure of the dwarf Andarvi, he was slowly shapechanged into a dragon. His obsession with acquiring treasure and guarding his hoard has driven him deep underground where the waters from a mystical pool has mutated him further so he no longer needs sustenance or air to exist. Legends claim that Sigurd will infiltrate his lair and slay him to acquire the fabled Ring of the Nibelung.

Combat

Over the long years Fafnir has learned the ways of dragons. Although he retains a few of the skills he knew as a giant, he has now mastered the art of draconic combat and has combined both giant and dragon cunning into creating a number of truly devious traps and threats within his lair.

Breath Weapon (Su): Fafnir has one type of breath weapon, a cone of fire.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Locate Object (Sp): Fafnir can use this ability as the spell, 11/day.

Spell-like Abilities: 3/day- *suggestion*; 1/day- *eyebite* and *discern location*.

Rock Catching (Ex): Fafnir has retained the ability to catch rocks as a giant. Once per round, if Fafnir

would normally be hit by a rock, he must make a successful Reflex save to catch it as a free action.

Fenris Wolf

Huge Outsider

Hit Dice: 20d10 + 245 (396 hp)

Initiative: +8 (+4 Dex, Improved Initiative)

Speed: 60ft.

AC: 28 (-2 size, +4 Dex, +16 natural)

Attacks: Bite +28/+22/+18melee

Damage: Bite 2d10+12

Face/Reach: 10ft. by 20ft./ 10ft.

Special Attacks: Improved Grab, Swallow Whole, Trip

Special Qualities: SR 28, Damage Reduction 20/+3, Immunities, Resistances

Saves: Fort +24, Ref +12, Will +13

Abilities: Str 34, Dex 19, Con 24, Int 14, Wis 10, Cha 10

Skills: Hide +15, Listen +8, Move Silently +21, Spot +25

Feats: Improved Critical (Bite), Improved Initiative, Power Attack

Climate/Terrain: Asgard

Organization: Unique

Challenge Rating: 28

Treasure: None

Alignment: Chaotic Evil

A truly monstrous creature, the Fenris Wolf resembles a huge dire wolf with a spark of intelligence and maliciousness behind his yellow eyes. He lives in Asgard due to a law that proclaims that any offspring of the gods (in this case Loki's) may dwell there unmolested by any god. Unfortunately, such a dangerous creature could not be allowed to roam free. The gods crafted the strongest iron chain known and attached it to Fenris. He easily broke this first chain, Laeding, so the gods then crafted a second chain, Dromi. This chain was twice as strong as the first, but Fenris had grown in strength since he had broken Laeding and knew he would have to expose himself to danger in order to become famous. He allowed the gods to put the fetter upon him and then struggled and shook until the chain flew apart.

After this attempt, the gods decided to send Skirnir to the dwarves to have them to craft bindings that would be able to hold Fenris. So the dwarves fashioned a silken bond named Glepnir out of six

things: the sound of a cat's footfalls, the beard of a maiden, the roots of a mountain, the dreams of a bear, the breath of a fish and the spittle of a bird. The gods then brought this silken bond before Fenris and bade him attempt to break it. The gods tried to convince Fenris to allow them to bind him with this silken bond, telling him that if he weren't able to break free, then they would have no reason to fear him. Wary of treachery and aware that there was likely some magic in the silken bond, Fenris said he would agree only if one of the gods consented to place his hand in his mouth. Tyr stepped forward and placed his right hand between the wolf's jaws while the gods fastened Gleipnir to Fenris and he attempted to break free. As he struggled to free himself, the bond only got tighter. When he realized he could not break free, he closed his jaw and severed Tyr's right hand. When the gods realized he was truly bound they attached Gleipnir to a heavy chain called Gelgia and then ran it through a hole in a large rock called Gioll. Fenris opened his mouth extraordinarily wide and attempted to bite the gods while they were securing the chain. The gods then placed a sword in his jaw, its hilt in his lower jaw and its point in his upper. Fenris howls terribly, and the saliva running from his mouth forms a river. He remains chained there until Ragnarok.

Combat

The Fenris wolf is extremely quick and agile in battle, which allows him to make multiple bite attacks on up to three different opponents in the same round. He fears no god and thinks all mortals are puny at best. He loves to fight but is leery of spellcasters, so he will usually attempt to swallow them whole at the first opportunity.

Immunities (Ex): The Fenris wolf is immune to Charm, Fear and Electrical attacks.

Resistances (Ex): The Fenris wolf has Fire, Cold and Acid resistance 20. He also receives a +4 inherent bonus to all saves against poison.



Improved Grab (Ex): To use this ability the Fenris wolf must hit with its bite attack. It can then get a hold of its victim (which does normal damage) and attempt to swallow it whole. This is a full round action.

Swallow Whole (Ex): After the Fenris wolf has successfully performed an Improved Grab; he may then attempt to swallow his victim whole at the end of that round. To do this he must make a successful grapple check. Once inside the victim takes 2d8+16 points of crushing damage and 2d10 points of acid damage every round. A swallowed creature may attempt to cut his way out with either claws or Small or Tiny slashing weapons to deal 45 points of damage to the wolf's stomach (AC25). The side muscles tighten and close off the opening, forcing each creature to make its own exit. The Fenris wolf's stomach can hold as much as four medium-sized creatures, eight small-sized creatures or sixteen tiny or smaller creatures.

Trip (Ex): The Fenris wolf may attempt to trip an opponent that he hits with his bite attack as a free action, once per round. He does so without making a touch attack and without provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip him. He cannot attempt a trip and an improved grab in the same round.

Garm (Guardian of Hel-Gate)

Large Outsider

Hit Dice: 15d8+ 103 (193 hp)

Speed: 50ft.

AC: 23 (-1 size, +2 Dex, +12 natural)

Attacks: bite +28/+20 melee

Damage: bite 2d10+10

Face/Reach: 5ft. by 10ft./ 10ft.

Special Attacks: Vorpall bite, Energy drain, Rend

Special Qualities: SR 24, frightful presence, Damage Reduction 20/+3, Immunities, Resistances, Spell-like abilities

Saves: Fort +24, Ref +8, Will +13

Abilities: Str 32, Dex 11, Con 30, Int 8, Wis14, Cha 12

Skills: Hide +15, Move Silently +19, Spot +23, Listen +14

Feats: Improved Critical (bite), Power Attack

Climate/Terrain: The portal of Hel-Gate

Organization: Unique

Challenge Rating: 24

Treasure: Triple standard

Alignment: Lawful Evil

Garm resembles a large black dire wolf with a disproportionately large head. He is responsible for guarding the Hel-gate, the portal to the land of the dead, so that no living being may enter or leave. Legend says that this terrifying beast has killed mortal and god alike while defending its post. Only Hel and her father, Loki, may pass by Garm without harm.

Combat

Garm uses his acute senses to keep track of all trespassers and will always position himself to guard and block all invaders from the Hel-gate.

Frightful Presence (Ex): The mere sight of Garm will panic most foes. All creatures within 100ft. of Garm must make a Will save (DC 25) or be affected. Creatures with 6 HD or less will become panicked for 4d8 rounds and those with 7 HD or more become shaken for 4d8 rounds. Those who succeed their Will save are immune to Garm's frightful presence for one day.

Immunities (Ex): Garm is immune to Petrification, poison, Charm or hold attacks.

Resistances (Ex): Garm has fire, cold, electrical and acid resistance 20.

Spell-like Abilities (Sp): Garm has the following spell-like abilities working continuously: *true seeing, dimensional anchor, displacement and spell turning* (one spell of any level/ round). These abilities are as if cast by a sorcerer of 20th level.

Vorpall Bite (Ex): Garm can bite off the head of an opponent when he scores a critical hit. The victim must make a Reflex save (DC 28) to avoid losing his head, however he still takes critical damage from the bite.

Energy Drain (Su): For each successful bite by Garm the victim must make a Fortitude save (DC 24) or temporarily lose 1d8 points of Constitution.

Rend (Ex): If Garm succeeds with two consecutive bite attacks on one target he can then immediately latch on to that opponent and viciously shake the victim's body for an additional 4d6+10 points of damage.

Goldtuft (Heimdall's Steed)

Large Outsider

Hit Dice: 8d10 + 40 (100hp)

Initiative: +4 (Dex)

Speed: 100 ft.

AC: 21 (-1 Size, +4 Dex, +8 Natural)

Attacks: 4 hooves +10 melee OR 2 hooves +10 melee; rear kick +15 melee

Damage: hoof 1d6 +7; rear kick 2d10 + 7

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Trample 1d8 + 7

Special Qualities: Scent, Damage Reduction 20/+1, SR 20, Immunities, Resistances, Spell-like Abilities, Plane Shift, Travel

Saves: Fort +8, Ref +8, Will +6

Abilities: Str 25, Dex 18, Con 20, Int 12, Wis 14, Cha 13

Skills: Listen +10, Spot +10, Balance +14, Intuit Direction +8, Swim +16

Feats: Improved Critical (hoof), Power Attack

Climate/Terrain: Asgard

Organization: Unique

Challenge Rating: 13

Treasure: None

Alignment: Always Neutral

Advancement: None

Goldtuft is Heimdall's steed with a long gold colored mane and is built much like a very large warhorse. Goldtuft serves Heimdall by carrying him to any destination as quickly as possible in order for him to conduct important business or to

warn others of impending danger. Heimdall has been known to send Goldtuft to rescue faithful followers from situations of impending doom on rare occasions.

Immunities (Ex): Goldtuft is immune to poison and petrification attacks.

Plane Shift (Sp): Goldtuft has the ability to *plane shift* at will. This ability is as if cast by a 20th level sorcerer.

Resistances (Ex): Goldtuft has cold, fire and sonic resistance 10.

Spell-like Abilities (Sp): Goldtuft can use the following spell-like powers at will; *pass without trace, freedom of movement, dimensional anchor, water breathing*. These powers are as if cast by a 16th level sorcerer.

Trample (Ex): As a standard action, Gullinbursti can trample Medium or smaller creatures for 1d8 + 7 points of damage. Opponents who do not make attacks of opportunity against the boar can attempt a Reflex save (DC 28) to halve the damage.

Travel (Su): Goldtuft has the innate ability to transverse any medium, including the air. He can travel at his maximum speed whether on the ground, in the air or through the water.

Grendel

Large Magical Beast

Hit Dice: 16d12+ 95 (259hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30ft., swim 60ft.

AC: 24 (-1 size, +15 natural)

Attacks: 2 Claws +8 melee

Damage: Claws 1d6+8

Face/Reach: 5ft. by 5ft./ 10ft.

Special Attacks: Improved Grab, Rend

Special Qualities: Alternate Form, Dampen Radiance, Aversion to Daylight, Darkvision 120'

Saves: Fort +14, Ref +9, Will +4

Abilities: Str 26, Dex 14, Con 24, Int 10, Wis 12, Cha 10

Skills: Hide +12, Spot +6, Listen +8

Climate/Terrain: Lakes and rivers

Organization: Solitary or mated pair

Challenge Rating: 22

Treasure: Standard

Alignment: Chaotic Evil

Advancement: 11-12 HD (Large) for female.

Grendels are horrific beasts standing 9ft. tall with short dark gray or black fur covering their densely

muscle frames. They have a vaguely human-like head with small, useless horns protruding from their foreheads. A grendel's arms are elongated, almost dragging the ground as they walk, allowing them a greater reach on combat. Grendels favor the flesh of humans and elves, especially the young, and choose to attack under the cover of darkness and the night.

Combat

Grendels are highly territorial and will use guerilla tactics to cause terror in the locals in order to drive them away. This usually involves attacking a single opponent and rending them in full view of others before dragging them away to be eaten later.

Alternate Form (Su): A Grendel is usually encountered in humanoid form, however when they become submerged, they take on a more serpentine form, which allows them to swim and breathe water. This shift in form is automatic and involuntary, but otherwise it doesn't affect the statistics above.

Dampen Radiance (Su): All light sources within 50ft. (magical or mundane) are reduced to one half of their normal illumination. In addition, the surrounding temperature drops ten degrees giving a chill to the air. This is an automatic and uncontrollable ability inherent to all Grendels.

Aversion to Daylight (Ex): Grendels loathe the daylight and receive -4 morale penalty to all attack rolls while exposed.

Improved Grab (Ex): To use this ability, the Grendel must successfully hit an opponent with both claw attacks.

Rend (Ex): The round after a Grendel successfully uses its Improved Grab ability it will automatically rend its prey for an additional 4d6+ 16 points of damage.

Gullinbursti (Frey's Boar)

Huge Construct (adamantine)

Hit Dice: 60d10 (600hp)

Initiative: +4 (Dex)

Speed: 30 ft.

AC: 30 (-2 Size, +4 Dex, +28 Natural)

Attacks: Gore +60/+45 melee

Damage: Gore 2d6 + 17

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Charge 4d8 + 17, Trample 2d6 + 17

Special Qualities: Burst of light, construct, damage reduction 30/+5, magic immunity

Saves: Fort +36, Ref +18, Will +18

Abilities: Str 45, Dex 18, Con —, Int —, Wis 14, Cha 1

Skills: Climb +18, Jump +12, Listen +7, Move Silently +6, Spot +8, Wilderness Lore +6
Feats: Alertness, Cleave, Great Cleave, Power Attack, Sunder

Climate/Terrain: Asgard
Organization: Unique
Challenge Rating: 70
Treasure: None
Alignment: Always Neutral
Advancement: None

Created by dwarves who fashion magical treasures for the gods, Gullinbursti is a golden bristled boar built to pull Frey's chariot. His body is crafted from adamantine and his eyes from rubies.

Burst of Light (Sp): 5/day – The bristles on Gullinbursti's back may call forth a radiant burst of light in a 150 ft. radius (as the spell *sunbeam* cast at 15th level).

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Magic Immunity (Ex): Immune to all spells and spell-like abilities, and supernatural effects except as follows: An electricity effect slows it (as the *slow* spell) for 3 rounds with no saving throw. A fire effect (such as a fireball) breaks any slow effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal.

Combat

Trample (Ex): As a standard action, Gullinbursti can trample Medium or smaller creatures for 2d6 + 17 points of damage. Opponents who do not make attacks of opportunity against the boar can attempt a Reflex save (DC 28) to halve the damage.

Charge (Ex): Gullinbursti may charge an opponent, lowering his head to use his mighty tusks. In addition to the normal benefits and hazards of a charge, this allows him to make a single gore attack that deals 4d8 + 17 points of damage.

Jormungand (the Midgard Serpent)

Colossal Magical Beast (Aquatic)

Hit Dice: 50d12 +265 (724hp)

Initiative: -4 (Dex)

Speed: swim 20ft.

AC: 48 (-8 size, +46 natural)

Attacks: Bite +46

Damage: See text.

Face/Reach: 30ft. by 70ft./ 15ft.

Special Attacks: Swallow Whole, Poison

Special Qualities: Immunities, Resistances, Damage Reduction 30/+4, Regeneration, SR 40

Saves: Fort +25, Ref +12, Will +21

Abilities: Str 41, Dex 10, Con 31, Int 21, Wis 18, Cha 10

Feats: Blind-Fighting, Improved Critical (bite), Iron Will

Climate/Terrain: Oceans and seas

Organization: Unique

Challenge Rating: 60

Treasure: None

Alignment: Chaotic Evil

Jormungand is the offspring of the god Loki and the giantess Angurboda. He is said to be so large that he can circle the earth with his body and grab his tail with his mouth. Odin banished him to the sea when he saw how large the serpent would grow and realized the potential danger the gods could face. When Thor was a youth, he disguised himself and went fishing with the giant Hymir. Thor rowed the boat a long way from shore and set about fishing with the giant. He then readied a strong line and large hook upon which he used an oxen head for bait and threw it into the sea. The Midgard Serpent snapped at the ox-head, the hook setting into the roof of its mouth. It jerked so hard that both Thor's fists knocked against the gunwale. But then Thor grew angry and, exerting all his divine strength, dug in his heels so hard that both legs went through the boat until he was digging his heels in on the sea bottom. He drew the serpent up on board and stared straight at it. The serpent glared back and belched poisonous vapors. The giant Hymir turned pale with fear when he saw the serpent and the sea trembling. At the very moment that Thor gripped his hammer and raised it aloft, the giant fumbled for his bait knife and cut Thor's line off at the gunwale. As the serpent sank back into the sea Thor flung his hammer after it only to have it glance off the waves as the serpent dove deep. A furious Thor clenched his fist and hit Hymir so hard that he fell overboard headfirst while Thor waded ashore.

Ragnarok prophecy states that both Jormungand and Thor will fight in the final battle and although Thor slays the serpent, the venomous poison takes its toll on Thor and he also dies. Jormungand has a cult following of worshippers, the Society of the Dark Serpent, that secretly work so that the Midgard Serpent is not killed as legends dictate.

Combat

Jormungand fears nothing and rightly so. And therefore uses little strategy in combat. He will attack an opponent at random unless he feels there is reason to be weary of an individual's magic power. Opponents of Huge-size or larger struck by

the Midgard Serpent's bite suffer 10d12 +15 damage and are subject to the creature's venom. Opponents smaller than Huge-size that are struck by Jormungand are automatically swallowed whole. See below for details.

Immunities (Ex): Jormungand is immune to poison, fire, cold, gaze attacks and Petrification attacks.

Resistances (Ex): Jormungand has acid, electricity and sonic resistance 30.

Regeneration (Ex): After three rounds of combat Jormungand begins regenerating 15 hit points/round.

Swallow Whole (Ex): Any creature of Large-size or smaller is automatically swallowed whole by a successful attack. Once inside the victim takes 6d8+16 points of crushing damage and 5d10 points of acid damage every round. A swallowed creature may attempt to cut his way out with either claws or Small or Tiny slashing weapons to deal 65 points of damage to the serpent's stomach (AC25). The side muscles tighten and close off the opening, forcing each creature to make its own exit. Jormungand's stomach can hold as much as eight large-sized creatures, sixteen medium-sized creatures, thirty-two small-sized creatures or sixty-four tiny or smaller creatures.

Poison (Ex): Bite, Fortitude save (DC 25); initial and secondary 1d8 temporary Constitution damage.

Mountain Giant

Huge Giant

Hit Dice: 18d8+114 (210 hp)

Initiative: +2 (Dex)

Speed: 40 ft.

AC: 25 (-2 Size, +2 Dex, +4, Hide, +11 Natural)

Attacks: Gargantuan greatsword or Gargantuan greatclub +24/+19/+14 melee; rock +13/+8/+3 ranged

Damage: Gargantuan greatsword 4d6+20, Gargantuan greatclub 3d6+20

Face/Reach: 10 ft. by 10 ft./15 ft.

Special Attacks: Rock Throwing

Special Qualities: Rock Catching

Saves: Fort +17, Ref +8, Will +9

Abilities: Str 38, Dex 14, Con 22, Int 15, Wis 15, Cha 15

Skills: Climb +18, Jump +12, Listen +7, Move

Silently +6, Spot +8, Wilderness Lore +6

Feats: Alertness, Cleave, Great Cleave, Power Attack, Sunder

Climate/Terrain: Any mountains

Organization: Solitary, gang or family (2-5), band (6-9 plus 35% noncombatants), hunting/raiding/

trading party (6-9 plus 1 elder), or tribe (21-30 plus 35% noncombatants plus 1-3 elders)

Challenge Rating: 13

Treasure: Standard

Alignment: Usually Neutral

Advancement: By character class

Mountain giants are a semi-reclusive race found only in the highest and deepest mountains. They are smarter and tougher than most giants and use their abilities to avoid contact with others. Their muscular and chiseled skin is dark with gray tones patterned so they blend into their surroundings. With lean faces and full beards, they appear quite menacing to those unaccustomed with their race. They do prefer to wear tough, thick animal hides as a measure of practicality due to the harshness of their environment. Mountain giants do share a kinship with stone giants and have good trade relations with them. The average adult male mountain giant stands 19-20 ft. tall and weigh approximately 9,000-11,000 lbs. Females are only slightly shorter and lighter. Mountains giants can live to be 500 years old and speak Giant and Common.

Combat

Mountain giants typically either carry gargantuan greatswords or massive clubs for protection against the few creatures that can actually challenge them. In addition they have the following abilities:

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus to attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to 5 range increments. The size of the range increment varies with the giant's variety. A Huge giant can hurl rocks of 60 to 80 pounds (Medium-size objects).

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium-size, or Large rocks (or projectiles of similar shape). Once per round, if Fafnir would normally be hit by a rock, he must make a successful Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium-size one, and 25 for a Large one. (If the projectile has a magical bonus to attack, the DC increases by that amount.) The giant must be ready for and aware of the attack.

Nidhogg (the Dark Dragon of Niflheim)

Gargantuan Outsider Dragon

Hit Dice: 40d20 +340 (998hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 40ft., fly 240ft. (poor), swim 30ft.

AC: 46 (-4 size, +2 Dex, +38 natural)

Attack Bonus: +45

Saves: Fort +30, Ref +24, Will +28

Breath Weapon (DC): 24d8 (37)

Fear Aura (DC): 37

Spell Resistance (SR): 35

Abilities: Str 35, Dex 15, Con 27, Int 24, Wis 23, Cha 24

Feats: Power Attack, Improved Initiative, Flyby Attack, Hover, Snatch

Special Qualities: Spell-like Abilities, Damage Reduction 20/+3, Resistances, Immunities, Undead Control, Spells

Climate/Terrain: Niflheim

Organization: Unique creature

Challenge Rating: 45

Treasure: None

Alignment: Chaotic Evil

Living by the root of Yggdrasil, the World Tree, in a pit of serpents, Nidhogg feeds on the bodies of the dead at Hvergelmir (the bubbling cauldron), the spring in Niflheim that acts as the source of the rivers of the world. When not feeding upon the dead he gnaws at the root of Yggdrasil and taunts the majestic eagle that sits in its limbs. He is a vile and malicious dragon, deep black in color, who enjoys feeding on the corpses of mortals he kills. When Ragnarok comes, he will raise the armies of the dead that surround him and use them to attack the gods and all else he desires.

Combat

Nidhogg loves to hunt and track his prey through the vast wastes of Niflheim. He is weary and wise when he finds gods trespassing in his realm.

Tracking and assessing his foes, then attacking through stealth. However, he is far bolder when he encounters mortals invading the lands of the dead.

Resistances (Ex): Nidhogg has fire, electric resistance 20.

Breath Weapon (Su): Nidhogg has one type of breath weapon, a cone of fire.

Immunities (Ex): Nidhogg is immune to cold, sonic and acid damage.

Spell-like Abilities: At will- *true seeing, freedom of movement*; 3/day- *displacement, dimensional anchor*.

Undead Control (Su): Nidhogg has absolute control over all undead that have fewer HD than he, within 100 yards.

Spells (Sp): Nidhogg can cast spells as a 20th level wizard (necromancer). Spells/day 4/4/4/4/4/4/4/4/4/4

Odin's Ravens: Huginn (Thought) and Muninn (Memory)

Small-sized Outsiders

Hit Dice: 5d8 +15 (45hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

AC: 19 (+1 size, +2 Dex, +6 natural)

Attacks: Claws +4 melee

Damage: Claws 1d3+2

Face/Reach: 5ft. by 5ft./ 5ft.

Special Attacks: See text.

Special Qualities: Linked Minds, Plane Shift, Spell-like abilities, Immunities, Resistances, Damage Reduction 10/+2, SR 25, Speech

Saves: Fort +2, Ref +4, Will +2

Abilities: Str 3, Dex 15, Con 10, Int 11, Wis 15, Cha 14

Skills: Listen +12, Spot +10, Hide +8

Feats: Weapon Finesse (claws), Flyby Attack

Climate/Terrain: Any

Organization: Paired always

Challenge Rating: 8

Treasure: None

Alignment: Neutral

Huginn and Muninn appear as large ravens with silvery-gray eyes. Legend says that every morning Odin sends the ravens to wander the worlds of the living and the dead. In the evening they return to whisper the secrets they have discovered in Odin's ear. On rare occasions Odin will send the birds as a warning or to deliver a specific message to his chosen allies, gods and mortals alike.

Combat

Odin's ravens are, for the most part, non-combat-ive. They are his watchers. However they will defend themselves and the All-Father when necessary. Each raven has its own personal abilities, listed below.

Huginn:

Mindblast (Sp): This attack is a cone 60ft. in length. Anyone caught within must make a Will save (DC 19) or be stunned for 3d6 rounds.

Spell-like Abilities (Sp): Huginn can use one of these powers each round, at will; *suggestion, detect thoughts, hold person, hold monster* and *feblemind*. These powers are as if cast by a 20th level sorcerer.

Muninn:

Past Pain (Sp): This attack is an invisible cone 60ft. in length. All within must make a Will save (DC17) or suffer once again their most painful experience. This will cause the victim to fall to the ground and blackout for 3d6 rounds.

Spell-like Abilities (Sp): Muninn can use one of these powers each round, at will; *sleep, confusion, mind fog, modify memory, Rary's mnemonic enhancer* and *Mordenkainen's lucubration*. These powers are as if cast by a 20th level sorcerer.

Powers common to both:

Linked Minds (Ex): If Huginn and Muninn are within 300ft. of each other; they are in constant telepathic communication. As long as one isn't caught flat-footed, neither is the other and neither one can be flanked. The ravens share this ability with Odin if he is also within 300ft.

Speech (Ex): The ravens are capable of speech and can converse with any creature that has a language.

Plane Shift (Sp): Both ravens have the ability to *plane shift* at will. This ability is as if cast by a 20th level sorcerer.

Immunities (Ex): The ravens are immune to petrification, poison, electrical, sonic and mind-affecting attacks.

Resistances (Ex): The ravens have cold and fire resistance 20.

Sleipner (Odin's Steed)

Large Outsider

Hit Dice: 8d10 +45 (106 hp)

Initiative: +4 (Dex)

Speed: 150ft.

AC: 23 (-1 size, +4 Dex, +10 natural)

Attacks: 4 hooves +10 melee OR 2 hooves +10 melee; rear kick +15 melee

Damage: hoof 1d6 +10; rear kick 2d10 +15

Face/Reach: 5ft. by 15ft./5ft.

Special Attacks: Trample 1d8 +10

Special Qualities: Scent, Damage Reduction 20/+1, SR 20, Immunities, Resistances, Spell-like Abilities, Plane Shift, Travel

Saves: Fort +10, Ref +9, Will +7

Abilities: Str 30, Dex 19, Con 19, Int 9, Wis 16, Cha 16

Skills: Listen +10, Spot +10, Balance +14, Intuit Direction +8, Swim +16

Feats: Improved Critical (hoof), Power Attack

Climate/Terrain: Any

Organization: Unique

Challenge Rating: 15

Treasure: None

Alignment: Always Neutral

Sleipner is a large, eight-legged warhorse with dark brown eyes, a snow-white mane and a gray coat with the shank section of his legs showing white. He will not let anyone but the All-Father ride him unless Odin commands otherwise. Legends say that Sleipner can pull almost any weight and that he moves with such agility that only one being can attack his rider each round.

Combat

Sleipner is the ultimate warhorse, using his hoof and rear kick attacks in perfect unison with Odin's weapons and spells. After centuries of working with the All-Father, Sleipner will always adjust his position and tactics to maximize both his and Odin's threat capability.

Immunities (Ex): Sleipner is immune to poison, petrification and electrical attacks.

Plane Shift (Sp): Sleipner has the ability to *plane shift* at will. This ability is as if cast by a 20th level sorcerer.

Resistances (Ex): Sleipner has cold, fire and sonic resistance 20.

Spell-like Abilities (Sp): Sleipner can use the following spell-like powers at will; *pass without trace, freedom of movement, dimensional anchor, water breathing*. These powers are as if cast by a 16th level sorcerer.

Travel (Su): Sleipner has the innate ability to transverse any medium, including the air. He can travel at his maximum speed whether on the ground, in the air or through the water.

Trample (Ex): As a standard action, Sleipner can trample Small or smaller creatures for 1d8 +10 points of damage. Opponents who do not make attacks of opportunity against the horse can attempt a Reflex save (DC 18) to halve the damage.

Odin's Wolves: Freke and Gere

Large Outsiders

Hit Dice: 8d10 +45 (103 hp)

Initiative: +2 (Dex)

Speed: 80ft.

AC: 22 (-1 size, +2 Dex, +11 natural)

Attacks: Bite +10 melee

Damage: Bite 1d8+10

Face/Reach: 5ft. by 10ft./5ft.

Special Attacks: Trip, Bark

Special Qualities: Damage Reduction 20/+3, SR 25, Linked Minds, Immunities, Resistances, Plane Shift

Saves: Fort +10, Ref +9, Will +8

Abilities: Str 25, Dex 19, Con 17, Int 9, Wis 14, Cha 14

Skills: Hide +17, Listen +10, Move Silently +10, Spot +9, Wilderness Lore +8

Feats: Improved Critical (bite), Power Attack

Climate/Terrain: Any

Organization: Always paired

Challenge Rating: 10

Treasure: None

Alignment: Always Neutral

Freke and Gere appear as large, black dire wolves with graying muzzles and golden-yellow eyes. Usually they are at Odin's side, however sometimes the All-Father will send them out into the worlds of men to appear to those who worship him as an omen. Freke and Gere do not speak, however, their demeanor can easily determine whether the omen is taken as good or bad.

Combat

Freke and Gere use their link to the greatest advantage, covering each other's backs and coordinating their attacks. Generally they will use their bark to disrupt spellcasters and use their trip ability to leave warriors prone.

Immunities (Ex):

Freke and Gere are immune to Charm, Fear and Electrical attacks.

Resistances (Ex): Freke and Gere have Fire, Cold and Acid resistance 20. They also receive a +4 inherent bonus to all saves against poison.

Trip (Ex): Each wolf may attempt to trip an opponent that he hits with his bite attack as a free action, once per round. He does so without making a touch attack and without provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip him.

Plane Shift (Sp): Both wolves have the ability to *plane shift* at will. This ability is as if cast by a 20th level sorcerer.

Bark (Su): Each wolf can bark creating a cone of sonic energy 60ft. long, once every 5 rounds. This effect is the same as a *shout* spell cast by a 16th level sorcerer. Neither Freke, nor Gere are subject to the barks effects.

Linked Minds (Ex): If Freke and Gere are within 300ft. of each other; they are in constant telepathic communication. As long as one isn't caught flat-footed, neither is the other and neither one can be flanked. The wolves share this ability with Odin if he is also within 300ft.



Organizations

Society of the Dark Serpent

The Society of the Dark Serpent is a secret organization that worships Jormungand, the Midgard Serpent, and seeks to quicken the coming of Ragnarok. Unlike most other doomsday cults who merely predict the end of the world, this society actively promotes it through the methodical and systematic murder of people who worship other deities (especially those who follow Thor).

Most gods gain their powers through the number of worshippers they have. By killing their followers, the Dark Serpents hope to weaken those gods and increase the odds of Jormungand defeating them. Prophecy says in the final battle of Ragnarok, Jormungand and Thor do battle with the Midgard Serpent being slain but ultimately emerging victorious by killing Thor with his poison. Members of this organization strongly believe that their efforts are tantamount to ensuring Jormungand's victory by weakening Thor and the other gods. It is the Dark Serpents' intent to change the prophecy so Jormungand is not slain.

The organization is very large and organized with a presence in every town or city worth noting. Yet for its size, the internal structure is made up of small cells of less than 10 followers. Leading each of these cells is a Doombringer that issues orders, directives, and often determines who the next victim will be. Typically, it is the Doombringer that carries out the actual murder, but that is not always the case. In cells where more than one Doombringer is present, the highest rank leads. The others who make up the remainder of the cell comes from all social classes ranging from lowly peasant to affluent noble.

The majority of unexplained deaths, disappearances, and unsolved murders in nearly every city may be attributed to the Dark Serpents. They excel in techniques used by assassins including the use of poisons and venoms. While some city watches and investigators are aware of the presence of this cult, there has been little success in gaining information about it. Every agent sent undercover has

either been found dead of unknown causes or simply never heard from again.

The level of secrecy employed is one of the reasons why so little is known about the Dark Serpents outside of their organization. Each member has made a death oath to keep all knowledge about the society secret from anyone, including his own family. Violating this oath results not only in his death, but the death of every immediate family member. A second reason behind the lack of knowledge is the fierce, almost fanatical, devotion every member shares towards the common goal and Jormungand. They truly believe that Ragnarok is coming and they must do whatever they can to ensure their god is victorious, thus ushering in a new age of darkness.

The Society of the Dark Serpent at its heart does have a supreme council that presides over all that goes on within its ranks. Chairing the council is a single leader who oversees all orders and rules of the society and pronounces judgment on those who would bring the society down. The identities of the leader and his council are perhaps one of the greatest secrets in the organization with only a small handful privileged to know their identities. While the ultimate goal of this cult is the elimination of all who do not follow Jormungand, it also realizes that it must exercise patience and caution at all times. Too many deaths in a short period of time within the borders of a single city arouses too much distrust and suspicion, often with the result of people sticking their noses in where they do not belong. For this reason, most cells operate as "sleepers". They commit no excessive activities until ordered to do so, and then only for a brief period of no more than a single month. Once the orders are fulfilled, the cell goes back to "sleep" until sufficient time has passed and suspicion is low until to become active again and strike.

Prestige Classes

Asgardian Berserker (AB)

The berserker of myth is a formidable fighting force capable of cutting huge swaths through opponents on the battlefield. When they enter the frenzied state of battlelust, they do not stop killing until no enemies are left standing. Legends speak of entire armies of Asgardian berserkers waging war against the giants of Jotunheim and winning. This battlelust does come with a price, however. For every round a berserker is immersed in the frenzy, there is a 5% chance that he loses his focus and can no longer separate friend from foe, attacking all within his reach. In addition, once the battlelust subsides, he collapses from complete exhaustion. Asgardian berserkers are typically barbarians or fighters.

To qualify to become an Asgardian Berserker, a character must meet the following requirements:

Alignment: Any chaotic.

Base Attack Bonus: +9 or better.

Feats: Blind-Fight, Weapon Focus (any bludgeoning or slashing weapon).

Base Fortitude Save: +6 or better.

Hit Dice: d10

Class Skills

Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Ride (Dex), Swim (Str), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier

Class Features

Weapons and Armor Proficiency: The Asgardian Berserker is proficient with all simple and martial weapons, all types of armor and shields (armor penalties applicable to the appropriate skills).

Battlelust (Ex): During combat, an Asgardian berserker may invoke his battlelust ability to enhance his fighting prowess for a brief time. A berserker in battlelust becomes a highly focused killing machine against anyone or anything he perceives as an enemy. In this state he doesn't just defeat his foes; he obliterates them.

While in the throes of battlelust, the focus upon his enemies is so intense that he is often unaware of surrounding events unless they directly affect him, like someone stepping up to engage him in battle for instance. He may maintain this state for a maximum duration of two rounds per level of Asgardian Berserker or discontinue it at any time prior to that. At the end of the battlelust the berserker becomes so exhausted his Constitution is reduced to 1 and he collapses to the ground unable to perform any action for 2 rounds. Recovery of the lost Constitution points occurs at the rate of 2 points/hour per Asgardian Berserker level provided the character is maintains a state of total rest. If he does not remain in rest, he can no longer regain those lost points until he returns to his former state of rest again. Once he resumes resting, all remaining points are restored at the proper rate. An Asgardian Berserker gains the following bonuses and abilities while he is in battlelust:

- +10 bonus to all Concentration skill checks.
- the character's base speed increases by 10 ft. regardless of encumbrance.
- +4 temporary bonus to Strength (affects all Strength related modifiers).
- +4 temporary bonus to Constitution (affects all Constitution related modifiers including hit points and Fortitude saves).
- +2 temporary bonus to Dexterity (affects all Dexterity related modifiers including Armor Class and Reflex saves).
- all attacks are at the highest attack bonus.
- damage reduction 5/- per level of Asgardian

Asgardian Berserker (AB)

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+1	+2	+0	+0	Power Attack, Battlelust – 2/day
2	+2	+3	+0	+0	Cleave
3	+3	+3	+1	+1	Sunder, Battlelust – 3/day
4	+4	+4	+1	+1	Great Cleave
5	+5	+4	+1	+1	Battlelust – 4/day

Asgardian Hunter of Giants

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+1	+2	+0	+0	Track, Favored Giant Bonus
2	+2	+3	+0	+0	Bonus Feat
3	+3	+3	+1	+1	Thor's Speed
4	+4	+4	+1	+1	Favored Giant Bonus
5	+5	+4	+1	+1	Bonus Feat
6	+6	+5	+2	+2	Thor's Strength
7	+7	+5	+2	+2	Favored Giant Bonus
8	+8	+6	+2	+2	Bonus Feat
9	+9	+6	+3	+3	Favored Giant Bonus
10	+10	+7	+3	+3	Thor's Fury

Berserker.

Entering battlelust is an instantaneous free action and requires only that the berserker already be engaged in melee combat beforehand.

Asgardian Hunter of Giants (AH)

An Asgardian Hunter specializes in the tracking and extermination of all giants. He has studied them extensively and knows their habits, tendencies, combat abilities and weaknesses. An Asgardian Hunter possesses an intense dislike of giants that borders on pure hatred. His mission in life is the execution and elimination of all giants that cross his path. A character selecting this prestige class may choose to focus his knowledge and abilities against a single giant subtype, thereby acquiring greater bonuses as he advances in levels or he may diversify his knowledge among many different giant subtypes. Typically, an Asgardian Hunter is also a follower of Thor, who often wages war upon the giants.

To qualify to become an Asgardian Hunter of Giants, a character must meet the following requirements:

Alignment: Any non-evil

Base Attack Bonus: +5 or better

Base Saving Throws: +2 or better

Skills: 2 ranks in Knowledge (monsters)* that specializes in giants

**New Skill*

Hit Dice: d10

Class Skills

The Asgardian Hunter of Giants' class skills (and the key ability) are Climb (Str), Concentration (Con), Craft (Int), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (monsters) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier

Class Features

Weapon and Armor Proficiency: The Asgardian Hunter of Giants is proficient with all simple and martial weapons, all types of armor and shields (armor penalties applicable to the appropriate skills).

Track: An Asgardian Hunter gains Track as a bonus feat.

Favored Giant Bonus: This ability closely resembles the ranger's favored enemy ability but is directed entirely towards the different subtypes of giants (Cyclops, Fire, Frost, Hill, Jotunheim, Storm, etc.). At 1st, 4th, 7th and 9th levels, the character may select a different kind of giant or become better specialized against one that has already been selected (i.e. increase the bonus against the specific giant).

The character gains a +1 attack and +1 damage bonus against the favored giant subtype when he is engaged in combat with that giant. In addition, a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore skill checks is gained when used against giants. These bonuses are stackable with any other appropriate bonuses the character may have such as the racial bonus of a dwarf or the favored enemy bonus of a ranger.

Thor's Speed (Ex): At third level, an Asgardian Hunter's agility increases whenever he is engaged in combat with a giant. He gains a temporary +1 deflection bonus to his Armor Class and a temporary +1 bonus to his Reflex save for the duration of the combat only. These bonuses are stackable with existing bonuses.

Thor's Strength (Ex): At sixth level, a +1 temporary Strength bonus is granted when engaged in melee combat with a giant. This increase lasts for 1d6

rounds after the combat ends and is stackable with any existing bonuses.

Thor's Fury (Su): At tenth level, the Asgardian Hunter's experience and understanding on the combat abilities of giants manifests itself in the ability to recognize vital weak areas on a giant and focus his attacks there. The character gains one extra attack at his highest attack bonus per round. In addition, he gains the feat Improved Critical for the weapon he is using against the giant, while the weapon itself strikes as though it possesses the magical quality of Keen. These abilities only apply while engaged in combat with the giant and do not extend beyond 30 ft. for ranged weapons.

Doombringer (DmB):

The Doombringer is the means by which Jormungand secretly strikes out at the gods he hates. As a member of the Society of the Dark Serpent, a Doombringer efficiently and stealthily eliminates any follower of other deities, which weakens those gods. Doombringers often come from assassin, cleric, rogue and shadowdancer backgrounds.

To qualify to become a Doombringer, a character must meet the following requirements:

Alignment: Any non-good.

Base Attack Bonus: +5 or better.

Base Saving Throws: +2 or better.

Escape Artist: 3 ranks.

Hide: 5 ranks.

Move Silently: 3 ranks.

Hit Dice: d6

Class Skills

Alchemy (Int), Balance (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Open Locks (Dex), Profession (Wis), Scry (Int), Search (Int), Sense Motive (Wis), Spot (Wis), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier

Doombringer

Class Features

Weapon and Armor Proficiency: The Doombringer is proficient in simple weapons and light armor only.

Immunity to Natural Poisons (Ex): At first level, a Doombringer acquires immunity to all natural poisons. Only poisons or venoms that are magical in nature can affect her.

Tainted Blood (Su): At second level, the blood of a Doombringer becomes a venomous neurotoxin. Anyone who comes in contact with the poison must make a Fortitude save (DC 18) or take 2d6 temporary Constitution damage followed by a second save or die. A Doombringer may use her blood as a means of eliminating non-believers in many different and ingenious ways. She may rub her blood upon a weapon such as a dagger, dart or shortsword to poison it or she may use less violent means by biting her lip and then kissing a person during a romantic encounter. Either example immediately forces a Fortitude save upon the person affected. The poison does have a limited duration of toxicity once exposed to air of 5 rounds after which it dissipates leaving no trace.

Acid, Electricity and Sonic Resistance (Ex): At third level, a Doombringer gains acid, electricity and sonic resistance 5.

Gaze of the Serpent (Sp): A fourth level Doombringer is able to use the power of their gaze to hypnotize a person (as the spell *hypnotism*) at will. Three times per day she may also use her gaze to suggest a course of action (as the spell *suggestion*).

Serpent Flexibility (Ex): At fifth level, a Doombringer's joints, bones and muscles become somewhat elastic and flexible. By spending a full round in concentration, she may cause her body to become malleable and flexible, performing actions it normally could not do such as squeezing through a hole up to one-third smaller than her body,

Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+1	+0	+2	+0	Immunity to Normal Poisons
2	+1	+0	+3	+0	Tainted Blood
3	+2	+1	+3	+1	Acid, Electricity and Sonic Resistance 5
4	+3	+1	+4	+1	Gaze of the Serpent
5	+3	+1	+4	+1	Serpent Flexibility

Sisterhood of the Valkyrie

Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+1	+2	+0	+0	Aid of the Valkyrie
2	+2	+3	+0	+0	Valkyrie Summoning, Bonus Feat
3	+3	+3	+1	+1	Sword of the Valkyrie
4	+4	+4	+1	+1	Bonus Feat
5	+5	+4	+1	+1	Strength of the Valkyrie
6	+6	+5	+2	+2	Bonus Feat
7	+7	+5	+2	+2	Valkyrie Shield
8	+8	+6	+2	+2	Valkyrie Insight, Bonus Feat
9	+9	+6	+2	+2	Fury of the Valkyrie
10	+10	+7	+3	+3	Journey of the Valkyrie

extending her reach by six inches, contorting her body to escape her bonds, and so forth. During this period, the Doombringer must maintain her concentration during the entire round it takes to complete the action. Doombringers gain a +10 bonus to Escape Artist skill checks when using this ability.

Sisterhood of the Valkyrie (Va)

These female warriors represent the chosen of Freya. Their duty is to guide the souls of the bravest fallen warriors to the halls of Folkvang and Valhalla. On the battlefield, their fighting prowess is truly formidable and matched by only the greatest of mortal fighters. Valkyries are women of strong convictions, emotions and motivations. They are passionate in nearly everything they do. They drink hard, fight without fear or worry, make love to others with wild abandon, and forge long lasting bonds of friendship with those they trust and respect. To have a Valkyrie as a true friend is one of the greatest gifts a character could ask. To earn the ire of a Valkyrie is akin to sealing your own death. If a Valkyrie feels she has been wronged, she will stop at nothing to avenge that wrong, no matter the cost.

To qualify as a member of the Sisterhood of the Valkyrie, a character must meet the following criteria:

Gender: The character must be female.

Alignment: The character must be either Chaotic Good or Lawful Good.

Base Attack Bonus: +7 or better

Base Saving Throws: +3 or better

Feats: Mounted Combat

Skills: 3 ranks in Knowledge (war)*

Hit Dice: d10

Class Skills

The Valkyrie's class skills (and the key ability) are Balance (Dex), Climb (Str), Concentration (Con), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Knowledge (war) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Spellcraft (Int), and Swim (Str)

Skill Points at Each Level: 4 + Int modifier

Valkyrie Level	Bonus Hit Dice	Natural Armor	Int. Adjust.	Str. Adjust.	Special
3-5	+2	+2	+1	+1	Empathic Link
6-8	+3	+4	+2	+2	Improved Evasion
9	+4	+6	+3	+3	Share Spells
10	+5	+8	+4	+4	Celestial Qualities

Class Features

Weapons and Armor Proficiency: The Valkyrie is proficient with all simple and martial weapons, all types of armor and shields (armor penalties applicable to the appropriate skills).

Aid of the Valkyrie (Sp): As a Valkyrie begins her quest for Sisterhood, she is given the ability to aid others she deems worthy. Three times per day she may *Create Food and Water*, *Cure Critical Wounds* and cast *Protection from Evil*, while once per day she may *Summon Monster III* (as cast by a sorcerer equal to her level).

Valkyrie Summoning (Su): At second level, a Valkyrie may summon a winged creature to serve as both loyal companion and faithful mount. This closely mirrors the ability of a paladin to call his steed. A Valkyrie's mount is an exceptional member of its species and gains the following characteristics:

Bonus Hit Dice: These are extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the mount's base attack and base save bonuses.

Natural Armor: The number listed here is an improvement to the mount's AC. It represents the preternatural toughness of a Valkyrie's mount.

Empathic Link (Su): The Valkyrie and her mount share a telepathic link that remains active for up to one mile in distance. The link is strictly for communication purposes and does not enable the Valkyrie to see through her mount's eyes.

Improved Evasion (Ex): If the mount is subjected to an attack that normally allows a Reflex save for half damage, a successful save means the mount takes no damage, while the mount only takes half damage on a failed save.

Share Spells: At the Valkyrie's option, she may have any spell cast on herself also affect her mount. The mount must be within 5 feet. If the spell has a

duration other than instantaneous, the spell stops affecting the mount if it moves farther than 5 feet away and will not affect the mount again even if the mount returns to the Valkyrie before the duration expires. Additionally, the Valkyrie may cast a spell with a target of "You" on the mount (as a touch range spell) instead of on herself. The Valkyrie and the mount can share spells even if the spells normally do not affect creatures of the mount's type.

Celestial Qualities: At this level, the mount's creature type changes to "Celestial" and the Celestial template from Core Rulebook III is applied to its base statistics.

The type of mount summoned may be determined by the GM or rolled on the following table:

Sword of the Valkyrie (Ex): At third level, a Valkyrie feels a "calling" and must embark on a quest to locate her sword of power. A Valkyrie's sword is an intelligent holy, lawful sword that carries a +3 bonus with 3 primary abilities and 2 extraordinary powers (GM should determine these powers).

Strength of the Valkyrie (Sp): At fifth level, a Valkyrie has the ability to augment her warrior abilities by casting *Righteous Might* and *Spell Resistance* three times per day.

Valkyrie Shield (Sp): At seventh level, a Valkyrie's defensive abilities become even more formidable with her ability to cast *Holy Aura* and *Blade Barrier* twice per day.

Valkyrie Insight (Ex): At eighth level, a Valkyrie becomes gifted with True Seeing (as the spell) and can identify any warrior who has the potential to join the legions of warriors in Folkvang and Valhalla. She is also granted the ability to *commune* with Freya three times per day.

Fury of the Valkyrie (Sp): At ninth level, a Valkyrie has nearly completed her quest to fully join the ranks of the Sisterhood. Three times per day, she may summon the power to *Holy Smite* her

<u>Percentile Dice Roll</u>	<u>Type of Mount Summoned</u>
01-09	Dragonne
10-20	Giant Eagle
21-31	Giant Owl
32-42	Griffon
43-53	Hippogriff
54-60	Lammasu
61-65	Metallic Dragon (Brass, Bronze, Copper, Gold, or Silver)
66-76	Pegasus
77-87	Roc
88-94	Spider Eater
95-00	Wyvern

enemies as well as call forth a *Flame Strike* once per day.

Journey of the Valkyrie (Su): At tenth level, a Valkyrie's journey is complete and she may now join her Sisters in the halls of Folkvang and Valhalla and escort any warrior's soul to its rightful place. At this level, she becomes a magical creature whose type is changed to Outsider. She then gains all of the abilities, immunities and limitations associated with Outsiders. Additionally, the Valkyrie may now *Plane Shift* at will. Furthermore, the Valkyrie's winged companion achieves Celestial status and has the Celestial template applied to its statistics (see the MM).

Skills

Knowledge (monsters) (Int; Trained only) – A character with this skill has spent time learning the behaviors, ecology, habits and lore of a single particular kind of monster (i.e. displacer beasts or frost giants). This skill is useful in determining where a monster would most likely be located, predicting common behaviors or reactions, knowing the monster's preferred diet, determining the monster's gender, understanding its desires, and so forth. This may be considered a **Class Skill** for Rangers, Sorcerers, and Wizards.

Check: Players may not Take Ten under this skill.

Retry: None. Players who are unsuccessful fail to recognize a vital component or strategic move during the course of the battle and must deal with the consequences of that failure.

Special: Players with Wilderness Lore or the feat Track gain a +1 synergy bonus to this skill check.

Knowledge (war) (Int; Trained only) – A character with this skill understands strategies and tactics used on a large-scale battlefield. Troop movements and positioning have significance to a character with this knowledge. Characters who command soldiers and footman often possess this knowledge. Examples that would require a skill check would be: the proper placement of troops to take advantage of the terrain, recognition of a flanking maneuver by a segment of the enemy's army, pinpointing a weakness in the opposition's forces, and evaluation of your own force's battle weariness and ability to withstand a siege.

This may be considered a **Class Skill** for Clerics, Fighters, Paladins and Rangers.

Check: Players may not Take Ten under this skill.

Retry: None. Players who are unsuccessful fail to recognize a vital component or strategic move

during the course of the battle and must deal with the consequences of that failure.

Special: Players with the Leadership feat gain a +1 synergy bonus to this skill check.

Spells

Arcane Malison

Abjuration

Level: Clr 4

Components: V, S, M

Casting Time: 1 action

Range: Medium (100ft. + 10ft./level)

Area: 30ft. radius

Duration: 1 round/level (10 max.)

Saving Throw: Will negates

Spell Resistance: Yes

This spell creates an area where arcane spells and spell-like abilities are diminished. All arcane spells cast from within or into the area are affected. Targets of these spells receive a +2 bonus to their saving throws OR receive a save against any arcane spell that they would not normally be entitled to. Conversely, any divine spell or spell-like effect cast from within or into the area gains a +2 bonus to their DC.

Calming the Beast

Enchantment (Compulsion)

[Mind-Affecting]

Level: Clr 4, Brd 4

Components: V, S, M

Casting Time: 1 action

Range: Medium (100ft. + 10ft./level)

Target: 1 creature

Duration: 1 round/ level

Saving Throw: Will negates

Spell Resistance: Yes

The target of this spell feels a powerful calming and soothing sensation that reduces adrenalin and suppresses aggressive behavior. This can negate a barbarian's rage ability or simply calm down an enraged dragon. In either case, the victim will lose a full round of action as they "come down" from their emotional state. The target must make a Will save to ignore the spell's effect, however due to the potency of the spell the target receives a -2 penalty.

Clan Song

Enchantment (Compulsion)

[Mind-Affecting]

Level: Clr 2, Brd 2

Components: V

Casting Time: 5 minutes

Range: Close (25 ft. +5 ft./level)

Area: Centered on you

Duration: 24 hours

Saving Throw: Will negates

Spell Resistance: Yes

This spell is usually cast just before bedtime as the clan sits around a fire, singing and telling tales. All who hear the *clan song* will sleep soundly that night, however this does not affect an individual's ability to awaken should a threat come in the middle of the night. The next morning they will raise refreshed and alert. They receive a +1 morale bonus to saving throws, skill checks, ability checks and attack rolls for the duration of the spell. If the spell is cast at some other time than just before bedtime and those affected do not rest, the targets do not receive the +1 benefit and the spell is wasted.

Corrupt Weapon

Evocation

Level: Clr 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Weapon touched

Duration: 1 round /level

Saving Throw: None

Spell Resistance: No

Casting this spell allows the cleric to channel unholy energies into her weapon, giving it tremendous power for smiting good. The weapon acts as a +5 magical weapon and deals double damage upon striking good aligned opponents. The weapon also emits a *protection against good* spell. The bonuses provided by this spell will not stack with other spells or permanent magical powers of the weapon and will supersede these effects for the length of the spell's duration.

Dark Gift

Transmutation

Level: Clr 6

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One creature

Duration: 1 round + 1 round/ level

Saving Throw: Fort. negates

Spell Resistance: Yes

Drawing upon the dark powers of the Underworld, the recipient of this spell is slightly transformed, growing a set of small horns or antlers or a barbed tail. She also gains a fiendish ability or trait. The player should roll a d6 on the following table.

Fiendish powers:

1. Immunities (Ex): Immune to all fire and poison.
2. Resistances (Ex): Cold and Acid Resistance 20.
3. See through Darkness (Su): Can see in total darkness as if in daylight, even magical darkness.
4. Fear Aura (Su): As a free action, the recipient can create an aura of fear with a 5ft. radius. This is identical to a *fear* spell cast by a 12th level sorcerer (DC17).
5. Regeneration (Ex): Wounds are regenerated, but recipient still takes normal damage from holy or blessed weapons of at least +2 enchantment.
6. Summon Fiends (Sp): Recipient can gate in 1d10 2 HD evil Outsiders or 1d4 6 HD evil Outsiders once.

Dead Calm

Transmutation

Level: Clr 8, Drd 8, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: Long (400ft. +40ft./level)

Area: 50ft. radius circle, centered on an object

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You create an area where there is no air movement, natural or otherwise. The area is still and calm with no air currents. This will drive away any air elementals and most avian creatures from the area. This spell does not affect any other forms of weather or effects of weather from outside the spell's area (i.e. rain/snow can still fall, lightning can still strike, etc.). A common tactic is for the caster to use this spell to leave an enemy ship dead in the water by casting it on their center mast.

Divine Arbitration

Divination

Level: Clr 5

Components: V, S, M

Casting Time: 1 action

Range: Close (25ft. + 5ft. /level)

Target: Two individuals and you

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

When two sides of an argument just cannot see eye to eye, the cleric can use *divine arbitration* as a fair and unbiased way to resolve the conflict. Both parties must agree to trust the outcome of the spell and fully cooperate in its casting. As the spell is cast, all three minds (the caster's and the participants) are briefly joined on a subconscious level and all three can see and understand the motivations and points of view of the others in regards to the conflict only. At the spell's completion, the resolution to the argument (if there is one) will be known by all participants. All participants will sense only information directly involved in the conflict. This spell can in no way be used to pilfer secrets from a participant's mind.

Dolphin Companion

Enchantment (Charm)

[Mind-Affecting]

Level: Clr 1, Drd 1, Rgr 1

Components: V, S, M

Casting Time: 1 action

Range: Long (400ft. +40ft. /level)

Target: one dolphin

Duration: 1 hour + 10 minutes/ level

Saving Throw: None

Spell Resistance: No

This spell calls a normal dolphin to your side and acts as your animal companion. The creature will understand and obey you, as would a well-trained dog. Commands such as "stay," "guard," "fetch," "attack," or "protect" can be used as well as having the dolphin aid you in swimming quickly or to great depths. Although summoned, the animal serves out of friendship and loyalty and will not take any abuse or be commanded to do something that is obviously suicidal. This breaks the enchantment and the dolphin will immediately leave the area. Depending on the caster's actions, the dolphin may even choose to remain in proximity with the caster after the spell's duration is up, though no longer acting as an animal companion.

Equalization

Enchantment (Compulsion)

[Mind-Affecting]

Level: Clr 8, Drd 8

Components: V, S, M

Casting Time: 1 action

Range: Close (25ft. + 5ft. / level)

Target: 1 creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

This spell attempts to bring radically aligned individuals toward a more balanced view of themselves and the world around them. The target creature must make a Will save or the most radical aspect of its alignment will shift toward neutral. (Example: if the target's alignment is Lawful Evil and he acts more lawful than evil then the lawful aspect will shift making him Neutral Evil.) If the target already has a neutral component to its alignment then the shift will make the new alignment Neutral or "true neutral".

Everlasting Guardian

Conjuration (Summoning)

Level: Clr 9, Sor/Wiz 9

Components: V, S, M, and XP

Casting Time: 10 minutes

Range: Close (25ft. + 5ft./level)

Area: Any defined area, object or structure

Duration: 1 year/ level

Saving Throw: None

Spell Resistance: No

You can summon and bind an outsider to a definable area, object or structure (for example, a valley, sword, or tower, respectively). The outsider summoned is determined by the 8th level list found under the *summon monster* spell in the Player's Handbook, under the following restrictions:

-Cleric: outsider must be the same alignment as the cleric's patron deity.

-Wizard/Sorcerer: outsider's alignment may be up to one step removed from the caster's alignment.

The outsider can be ordered to guard and care for its charge in any manner you see fit, however once the guidelines are set they cannot be changed.

XP Cost: 2,000 xp

Eye of the Storm

Abjuration

Level: Clr 8, Drd 8, Sor/Wiz 8

Components: V, S, M

Casting Time: 1 action

Range: Touch

Area: 25ft. radius

Duration: 10 rounds + 1 round/ level

Saving Throw: Will negates

Spell Resistance: Yes

The *eye of the storm* creates a zone that nullifies all weather related effects in the area of effect centered upon the target touched. This can be a person or an object. Within the *eye*, all effects such as lightning, sleet, hail, wind, rain, snow and ice cease to function. Inside the area of effect there are only calm and mild temperatures and still air. This does not prevent spells such as *wall of ice*, *shocking grasp* or *flame strike*. It also does not alter the basic temperature of the air, only reducing the chilling effects of wind or precipitation within the area of effect.

Eyes on the World

Divination

Level: Clr 7, Sor/Wiz 7

Components: V, S, M

Casting Time: 5 minutes

Range: Long (400ft. + 40ft./level)

Target: 1 area/object/creature /2 levels

Duration: 1 hour/ level

Saving Throw: Will negates (creature only)

Spell Resistance: Yes

This spell allows you to instantly know when an area has been breached or when an object or creature has been threatened. During the casting you must be in the area warded and touch any objects or creatures to be warded. If multiple areas are to be warded, then you must have a clear mental picture of each area. The exact circumstances of what is considered as "breached" or "threatened" may be defined during the spell casting or may simply be left up to the DM. You will receive a mental alarm and know which target was triggered. This alarm is unobtrusive and does not distract the caster in any way.

Glacial Slide

Evocation [Cold]

Level: Clr 9, Drd 9

Components: V, S, M

Casting Time: 1 full round

Range: Long (400ft. +40ft./ level)

Effect: A plane of ice, up to 30ft. square/ level

Duration: 10 minutes/level

Saving Throw: Special (see text)

Spell Resistance: No

You create an artificial glacier that slowly moves in any direction you choose, however once set in motion the glacier must run its course. The ice moves at a rate of 1ft./ minute and will slowly crush any natural or man-made structure in its path. Only magical structures receive a Fortitude save to resist being crushed by the glacier. If the structure succeeds it's save then either the ice flows around it or it is pushed along with the ice, depending on the structure's size and nature.

Heavenly Blessing

Transmutation

Level: Clr 6

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 creature

Duration: 1 round + 1 round/ level

Saving Throw: Fort. negates

Spell Resistance: Yes

Drawing upon the powers of the higher planes, the recipient of this spell is slightly transformed, gaining golden or silvery eyes, golden tinted skin or silvery hair. She also gains a celestial ability or trait. The player should roll a d6 on the following table.

Celestial powers:

1. Menace (Su): A look of righteousness surrounds the recipient in a 20ft. radius. All those in it must make a Will save (DC 16) or suffer a -2 morale penalty to attacks, AC and saves until they successfully attack.
2. Magic Circle against Evil (Su): Same as the spell as if cast by a 12th level sorcerer.
3. Immunities (Ex): Immune to Electrical and Petrification attacks.
4. Resistances (Ex): Cold and Acid Resistance 20 and +4 innate bonus against poisons.
5. Keen Vision (Ex): Low-light vision and darkvision 60ft.
6. Teleport (Su): Can *teleport without error* at will. Only self and up to 50 pounds of objects.

Icetomb

Evocation/Transmutation

[Cold]

Level: Clr 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Close (25ft. + 5ft./ level)

Area: 1 creature

Duration: Special (see text)

Saving Throw: Reflex negates

Spell Resistance: Yes

In all appearance, this spell looks like a *cone of cold* spell. However only the first creature struck by the cone (and failing their save) is affected. The victim is covered in a thick layer of ice and enters a state of *temporal stasis*, as the spell. This effect lasts until the ice melts naturally or takes 20 points of heat/fire damage, at which point the ice shatters and the victim is reanimated. Once released the victim is groggy and "stunned" for 1d4 rounds.

Inkling

Divination

Level: Clr 2, Pal 2

Components: V, S

Casting Time: 1 action

Range: Touch

Area: 10ft. radius

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

This spell is placed upon a single guard or sentinel. Once cast the recipient must stay within 10ft. of where the spell was cast. The spell ends if he should leave this area, after the spell has been triggered or the spell's duration expires. The spell grants the recipient a "sixth sense" in regards to danger around him. He will instantly "know" if an intruder is nearby and in what general direction (within a quarter circle). This prevents the guard from being caught flat-footed or flanked and prevents sneak attacks.

Kelp Snare

Transmutation

Level: Clr 2

Components: V, S, M

Casting Time: 1 action

Range: Medium (100ft. + 10ft. / level)

Area: Plants within 15ft. radius of center point.

Duration: 1 minute/ level

Saving Throw: Reflex (see text)

Spell Resistance: No

When cast underwater, this spell causes the surrounding plant life to animate and entangle all creatures within range. However, when cast on the surface, seaweed and kelp magically sprout and grow from the surface, entangling those within range. Any creature within range must make a Reflex save in order not to get entangled. If the save is successful the creature is not entangled but still may only move at half speed through the area. Those creatures that become entangled suffer a -2 penalty to attack rolls and -4 penalty to effective Dexterity and cannot move. Such creatures attempting to cast spells must make a Concentration check (DC15) or lose the spell. And those entangled may attempt to break free by using a full round action and either make a Strength check or an Escape Artist check (DC20).

Maelstrom

Conjuration (Summoning)

Level: Clr 8, Drd 8, Sor/Wiz 8

Components: V, S, M

Casting Time: 1 full round

Range: Long (400ft. + 40ft./level)

Effect: 300ft. diameter storm cloud

Duration: 10 minutes

Saving Throw: See text

Spell Resistance: No

This spell creates a churning, black mass of clouds. Brilliant flashes of lightning dance across its surface and the deafening roar of thunder can be heard for miles. All creatures beneath this massive storm are subject to the following:

-Each creature must make a Fortitude save or be deafened for 1d4x10 minutes.

-Driving rain cuts visibility down to just 15ft. This affects darkvision as well.

-A bolt of lightning strikes a random target each round. (10d10 damage, Reflex save for half). If the caster concentrates, she may choose the target. This is a full round action. For this purpose the caster need not make a concentration check.

-All creatures of 4 HD or less must make a Fortitude save or be *dazed*, as the spell.

The pure chaos of this storm causes spellcasters to make a concentration check (DC 15) in order to cast spells.

Mawkish Affliction

Necromancy

Level: Clr 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Close (25ft. +5ft./2 levels)

Target: 1 creature

Duration: 1 minute/ level

Saving Throw: Fort. negates

Spell Resistance: Yes

This spell causes the victim to suffer a -1d6 point penalty to Constitution with an additional -1 point/ level (-5 maximum). However, the victim's Constitution score may not be reduced below 1 by this spell.

Northwind

Evocation

Level: Clr 2, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Close (25ft. +5ft. / level)

Duration: 1 round

Effect: Jet of frosty air (cone 15 ft. at terminus)

Saving Throw: Fort. ½ damage

Spell Resistance: Yes

The *northwind* spell causes a thin cone of ice-crystal filled air to blast out from the caster's outstretched hand. All creatures within the effect must make a Fort save or take 2d4 points of cold damage. Also creatures caught in the area of effect are only allowed one partial action for the remainder of the round as they fight against the force of the blast.

Phantom Musician

Conjuration (Creation)

Level: Clr1, Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: one musical instrument

Duration: 1 hour/ level

Saving Throw: None

Spell Resistance: No

This spell causes a musical instrument to hover above the ground and allows it to animate and play. The instrument can play any song, melody or tune the caster knows and the she can change the tune played at will as long as she is within 100ft. of the instrument. The instrument can play continuously, repeating the same tune or it can be programmed to play up to 5 tunes in any order desired.

Piper's Call

Enchantment (Charm)

[Mind-Affecting]

Level: Clr 7

Components: V, S, M

Casting Time: 10 minutes

Range: Medium (100ft. + 10ft. / level)

Effect: Calls and charms creatures

Duration: 1 hour/ level or until completed

Saving Throw: Will negates

Spell Resistance: Yes

The caster must either sing or play music as she casts *piper's call*. All creatures of a particular type chosen at the time of casting must make a Will save or be drawn toward the caster (Use the ranger's favored enemy list for examples). Once during the duration of the spell but no earlier than 10 minutes from starting the spell, the caster can then use a *suggestion* (no save) on all creatures that answered her call. Those creatures of the type chosen for the spell that resisted (by successful saves) are still aware of the attempted summoning and may come to investigate anyway.

Purge of Darkness

Evocation

[Evil]

Level: Clr 9

Components: V, S, DF

Casting Time: 1 full round

Range: Long (400ft. +40ft. / level)

Area: 100ft. radius blast

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

The cleric calls down a black bolt of energy from the sky to mark the center point of the spell. When the bolt strikes, a ring of cloying darkness expands out to a radius of 100ft. All good creatures caught within the area of effect must make a Fort. save or take 10d10 + 10 points of damage. Those who save still take half damage. All Good-based magic items must make a Will save or be disjoined as if struck by a *Mordenkainen's disjunction* spell. *Divine Focus:* cleric's unholy symbol, which is consumed.

Purge of Might

Evocation

[Good]

Level: Clr 9

Components: V, S, DF

Casting Time: 1 full round

Range: Long (400ft. + 40ft. / level)

Area: 100ft. radius blast

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

The cleric calls down a golden bolt of energy from the sky to mark the center point of the spell. When the bolt strikes, a ring of shimmering light expands out to a range of 100ft. All evil creatures caught within the area of effect must make a Fort. save or take 10d10 +10 points of damage. Those who save still take half damage. All Evil-based magic items must make a Will save or be disjoined as if struck by a *Mordenkainen's disjunction* spell.

Divine Focus: cleric's holy symbol, which is consumed.

Reclaim

Transmutation

Level: Clr 7, Drd 7

Components: V, S, M

Casting Time: 10 minutes

Range: Long (400ft. +40ft./level)

Area: 1-mile radius

Duration: Permanent

Saving Throw: None

Spell Resistance: No

War, civilization or just arcane experiments "gone bad" can have a terrible effect on the land. *Reclaim* allows nature to take back the land and give it a little push in the right direction. When casting is complete the area begins to revitalize. Grasses, flowers and small bushes sprout and grow at an accelerated rate as well as a number of small trees (1d10/ level). Water becomes clear and unnatural pollutants are absorbed into the earth.

Releasing the Kraken

Conjuration (Calling)

Level: Clr 9, Drd 9

Components: V, S, M

Casting Time: 1 full round

Range: Long (400ft. +40ft. / level)

Effect: Summons a kraken

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This powerful spell summons a kraken (see the MM) to you and allows you to speak with it. You may order the beast to perform one task; however you must first barter a price. The kraken may want treasure or (more likely) food. Sometimes, if you're lucky, the task can become the payment. For example, if you wish it to destroy a pirate vessel, it can have all persons on board or perhaps all treasure on board as its payment. However, the payment should fit the task required. Once the task is completed, the kraken will immediately leave the area and will harbor no ill feelings toward the caster unless she was abusive during the bartering negotiations.

Rolling Thunder

Evocation

Level: Clr 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Close (25ft. +5ft./level)

Area: 20ft. radius burst centered on you OR cone extending to range limit

Duration: Instantaneous

Saving Throw: Will partial

Spell Resistance: Yes

By clapping your hands (somatic component) you create a wave of sonic force that causes all creatures within the area of effect to take 3d6 points of damage and make a Will save or be stunned for 1d4 rounds. Note: Deaf creatures still take damage but are immune to the stunning effect. And of course, a *silence* spell will negate the spell's effect.

Saltspray

Evocation

Level: Clr 6, Drd 6

Components: V, S, M

Casting Time: 1 action

Range: Close (25ft. +5 ft. / level)

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Saltspray creates a cone of intensely salty seawater, originating from your hand and extending outward. The spray does 1d6 points of damage per caster level (15d6 maximum). Fire-based and plant-based creatures receive a -3 penalty to save against this spell and take an additional +1 point of damage per die of effect.

Sea Legs

Enchantment

Level: Clr 3, Drd 3, Rgr 2, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 creature/level

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You and those you touch at the time of casting gain a natural skill for life onboard a ship. You are surefooted even on rough seas and suffer no penalty to performing tasks under such conditions. In addition, you become immune to nausea. This immunity functions even against magical effects.

Shared Fate

Necromancy

Level: Clr 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Close (25ft. +5ft. / level)

Target: two individuals

Duration: 10 minutes/ level

Saving Throw: Will negates

Spell Resistance: Yes

With treachery a constant threat, *shared fate* allows a meeting between two rivals to be as safe as possible. This spell links two individuals in such a way that any harm that comes to one is immediately shared by the other. Wounds, poisons and spell effects are shared and affect both participants regardless of the source. If one participant dies while still linked, the other participant must make a Fortitude save against this spell or perish as well.

Sirine's Song

Enchantment (Compulsion)

[Mind-Affecting]

Level: Clr 6, Brd 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: Medium (100ft. +10ft. / level)

Area: Cone

Duration: 1 round/ level

Saving Throw: Will negates

Spell Resistance: Yes

The caster must sing or play music and concentrate in the direction she wishes the spell to affect, though its effects fall within a conical area similar to a *color spray* or *cone of cold* spell. All within the

area must make a Will save or become mesmerized by the music and be drawn to it. Those drawn in are completely oblivious of their surroundings or to any dangers nearby. Once a creature reaches the caster, it will stand still in a trance until the music stops, even if the spells duration has expired. Those creatures entranced can be easily awakened.

Summon Polar Worm

Conjuration (Summoning)

Level: Clr 8, Drd 8

Components: V, S, M

Casting Time: 1 full round

Range: Close (25ft. +5ft./level)

Effect: 1 summoned creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You summon either a Remorhaz or a Frost Worm to attack your enemies. The creature appears where you like within the spells range on your turn. It will fight to the best of its ability until death or the spell expires, at which time it disappears. If you can communicate with it you may direct it to perform other tasks as well.

Thin Air

Transmutation

Level: Clr 5, Drd 5

Components: V, S, M

Range: Medium (100ft. +10ft./level)

Area: 10 cubic ft./level

Duration: 1 round/level

Saving Throw: Fort negates

Spell Resistance: No

You create an area where the air thins, making it harder to breathe. Creatures must make a Fortitude save for every round they remain within the spells effect. For each failed save the victim suffers an ill effect on the table below.

# of failed saves	Effect (condition)
1	Victim becomes fatigued. Cannot run or charge, suffers -2 to Str and Dex.
2	Victim becomes exhausted. Can only move at half normal rate, suffers -6 to Str and Dex.
3	Victim becomes unconscious. Knocked out and helpless.

In addition, *thin air* affects fires (they burn only half as bright and all fire-based spells only do half normal damage) and fire-based creatures are weakened (they suffer a -2 morale penalty to all rolls).

Thunderstrike

Evocation

[Electricity, Sonic]

Level: Clr 3, Drd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Medium (100ft. +10ft./ level)

Area: 5ft. radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

The caster commands a powerful jolt of energy to erupt at the point of origin. All within 5ft. must make a Reflex save or suffer 4d6 points of electrical damage and 4d6 points of sonic damage. The blast is very quick and does not pose a threat of igniting nearby combustibles; however it will ignite any combustibles at the exact point of origin.

Tsunami

Transmutation

[Water]

Level: Clr 5, Drd 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Long (400ft. +40ft./ level)

Area: 10ft. cube/ level

Duration: 1 round/ 2 levels

Saving Throw: Reflex half

Spell Resistance: No

You can create, from any body of water large enough, a massive animated wave that will travel in any direction you wish. The wave can smash into structures, topple small sailing vessels, or pummel creatures. When used against a target, the wave causes 1d4 points of damage per caster level. However, for every 10ft of dry land the wave crosses, it loses one die of damage. Small creatures are carried along the path of the wave and Medium/Large sized creatures are carried along half the distance. The wave travels at a movement rate of 90ft./ round.

Vessel Barding

Conjuration (Creation)

[Force]

Level: Clr 7, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You create an invisible field of force that surrounds an entire ship. This force provides the ship with a +1 bonus/3 levels to its AC. This protection applies to the ship only and does not protect the crew in any way. It has no effect on the ship's performance or any spells cast in or on it.

Virility

Transmutation

Level: Clr 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 creature

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

The recipient of this spell gains a bonus to both her Strength and her Constitution. Each ability score gains a +1 bonus per 2 levels of the caster (+10 maximum), which adds the usual benefits to attack and damage rolls and gives the recipient additional hit points. These hit points are treated just as normal hit points, however they disappear when the spell ends. This could mean real trouble if the recipient is already sorely wounded.

Wasting

Necromancy

Level: Clr 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

With this spell the next creature you touch suffers greatly as one of its limbs shrivels and becomes useless. You must make a successful touch attack to discharge the spell and you can hold the spell for up to 5 rounds before it dissipates harmlessly. The victim must make a Fortitude save or one of its limbs withers. Even if the save succeeds, the victim still loses 2 points of Constitution permanently.

Weighing the Balance

Divination

Level: Clr 1, Drd 1

Components: V, S

Casting Time: 1 action

Range: Close (25ft. +5ft./ level)

Area: 1 creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The caster can determine how far out of balance a creature is from true Neutral. The spell reveals only along which axis, or both, the subject's alignment is out of balance. Good/Evil or Law/Chaos. The caster has a 5% chance/ level to determine which way the target's alignment swings on either axis. Obviously, the DM should make this roll in secret.

Wind Shear

Evocation

[Air]

Level: Clr 6, Drd 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Medium (100ft. + 10ft./ level)

Area: 30ft diameter cylinder

Duration: 1 round

Saving Throw: Reflex half

Spell Resistance: No

You cause a 30ft. diameter cylinder of pummeling winds to bash down on an area. Any creatures on the ground and within the spell's area of effect take 3d6 points of damage and all creatures within are forced to the ground and prone at the end of the spell's duration. The cylinder is 10 feet high per level and any flying creatures caught within will be forced down to the ground, taking 1d8 points of damage/ 10ft fallen.

Template

Asgardian Humanoid

Humanoids that live on the planes and worlds that the Asgardian deities inhabit are a harder lot than those who reside in Midgard. As a rule, these humanoids are smarter, wiser and more rugged with an ability to better withstand the elements than their Prime counterparts. However, due to their general environment and the continual threat of giants and other creatures (not to mention gods), they tend to be mistrusting and come across as brusque and tactless to strangers. However, once their respect is earned, they can be loyal companions (dependant upon their racial and personal alignment).

Creating an Asgardian Humanoid

This template can be applied to any standard humanoid race (referred to hereafter as the base humanoid). All humanoids are elevated to outsider status (if not already an outsider), but otherwise retain the base humanoid's characteristics. The Asgardian humanoid uses all the base humanoid's statistics and special abilities except as noted.

Hit Dice: An Asgardian humanoid will have the maximum hit points allowed to its Hit Dice or level.

AC: Same as the base humanoid.

Special Attacks: Same as the base humanoid.

Special Qualities: An Asgardian humanoid retains all the special qualities of the base creature and also gains the following:

-Electricity, fire and sonic resistance (see table)

-Damage reduction (see table)

If the base humanoid already has one or more of the above special qualities, use the better value.

Saves: +1 to the base humanoid's saving throws.

Abilities: Adjust the base humanoid's abilities as follows: Con +2, Int +2, Wis +2, Cha -2.

Skills: Same as base humanoid.

Feats: Same as base humanoid.

Climate/Terrain: Same as base humanoid.

Organization: Same as base humanoid.

Challenge Rating: Up to 3 HD, same as base humanoid; 4-8 HD, same as base humanoid +1; 9-17 HD, same as base humanoid +2; 18+ HD, same as base humanoid +3

Hit Dice	Electricity, fire and sonic resistance	Damage reduction
1-10	5	-
11-13	5	5/+1
14-16	10	5/+2
17-18	10	10/+1
19+	15	10/+2

Making of the Norse Gods

The illustrations in this book were created by Michael Nickovicch and Todd Morasch who used a combination of Makeup, costumes, wigs, and Photoshop. Over the course of an afternoon Michael turned Bastion Press employees, such as Brian Goings pictured below, into visions of the Norse Gods. In addition he took Bastion Press pets, such as art director Todd Morasch's cat Dilon, and transformed them into monsters such as grendel. Michael will also be illustrating the upcoming "Egyptian Gods" release.



Michael Nickovich applies makeup to Brian Goings as he turns mortals into gods.



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