



# THE FINAL VOYAGE OF DRÆNGR THAR

BY J.C. CONNORS

## ABOUT THE ADVENTURE

*The Final Voyage of Drængr Thar* is a supernatural horror adventure set in the cold dark ages of the Vikings, although it can easily be adapted to a fantasy setting. This version is for *5E*, but versions for *Call of Cthulhu* and *GURPS* are available on [www.1shotadventures.com](http://www.1shotadventures.com)). The adventure is loosely inspired by Steve Perin's 1988 AD&D adventure, "The Tombs of Deckon Thar," from the *Lords of the Darkness* supplement.

The adventure takes place in a freezing, lonely inlet many miles north of Bjørgvin, Norway. A group of Vikings are sent to the inlet to find Drængr Thar, a famed raider whose boat was stranded in this land. Once they arrive, they discover something terrible has happened to the men they seek to rescue. To find them, they must explore the haunted barrows of a lost king...

*The Final Voyage of Drængr Thar* is suitable for three-to-five characters of levels 3-4. The end of the adventure includes pregenerated characters (from the *Iskloft 5E* Viking supplement!) so you can get started right away. NPCs introduced for the first time in the adventure are noted in ALL-CAPS. Skill checks are in SMALL-CAPS.

## ADVENTURE BACKGROUND

Drængr Thar was a compulsive raider. Every season he set out to raid the towns and churches of England, and every season he came back loaded with gold, silver and valuable captives. To raid with Drængr Thar was considered a great honor, and many young men fought for his attention to gain a place in his fleet of longboats.

A month ago, Drængr Thar set out on another one of his great voyages. However, upon his return to Norway, his ship was beset by a wrathful storm. The storm's fury was so great, it splintered his longboat's mast and drowned several of the crew.

Pushed far off course, Drængr and the survivors finally found shelter in a northern inlet, dozens of miles away from the nearest Viking settlement. Badly wounded, Drængr feared that his begotten treasures would not make it home to his family, so he sent two hearty men running down the coast to find aid.

Drængr was startled to be approached one morning by a strange woman who called herself queen of the



land. She admonished Drængr to present himself to her king, King Kolbakr, who kept a hunting lodge nearby. Scoffing at the idea that there was a king who lived in the wilderness here, Drængr and his men found the lodge abandoned. They decided to take it over, and hauled their treasure into its hall.

Later that night, Drængr and his men awoke to a terrible sound. Their boat was being torn apart by a savage troll. Unable to hurt the monster, they retreated back to the lodge. But they were ambushed in the woods by the silent dead – wights – who dragged many of the men under the earth to their ancient burial mounds.

Drængr survived the initial attack and ordered his men to barricade the lodge. But the next night, the wights returned and Drængr was unable to fight them off. He and the surviving men were taken into the earth to face the resentful King Kolbakr, lord of the land's wights.

Meanwhile, Drængr Thar's scouts finally reached the nearby town of Bjørgvin. Not knowing their warlord's dark fate, they pleaded for the town to send a boat to rescue Drængr. Promised by the appeal of treasure and the favors that might be bestowed by a great war leader, a band of Viking sailed north to find the Drængr Thar's hidden inlet...

## ADVENTURE SUMMARY

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The adventure begins with the PCs landing in the quiet inlet where Drængr Thar's boat sheltered from the storm. They find his longboat woefully damaged, mysteriously splintered into thousands of pieces, with no signs of life. Worse, the PCs find the corpse of a man nearby, nailed to a tree not too far from the wreckage. The man's skin is withered and gray and he's tattooed in old, unrecognizable sigils.

Exploring nearby, the PCs find an old lodge, worn from at least a decade of abandon. The place was recently used by Drængr Thar as a shelter, and the PCs find some scattered belongings of the men they seek.

The exploration is interrupted when a strange woman approaches. She says that she was once married to King Kolbakr, the lord of this land, but no one recognizes the name she speaks. She says that her husband took Drængr Thar, his men, and his treasure into his barrows beneath the lodge.

To rescue Drængr Thar, the PCs must venture underground and explore these barrows. The dark chambers, however, are occupied by dead King Kolbakr and his fellowship of companions – cursed and evil wights who seek to kill and create more of their own.

Key to defeating the king and his servants is finding pure weapons capable of defeating them. The eldest wights are only vulnerable to silver, so the PCs must first collect what precious metal they can find and craft weapons capable of destroying such evil. Only with preparation, tactics, and cunning can the PCs rescue the lost men.

## ACT I - NORÐR INLET

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To kick off the adventure, it's suggested that GMs use the *banter cards* from the handouts. This is a fun, interactive technique to get the players into their mission, and give them some additional backstory. Just give the players a short background, and then let the player's trade off sharing lines of dialogue that they speak to each other as they near the inlet in their longboat.

Steep forested cliffs line the entrance to the Drængr's inlet, obscuring it from view from all but the most eagle-eyed sailors. Presumably, the PCs traveled by a small boat, guided by SVEND, one of the young survivors of the original expedition, who remembers its location well. He warns that the entrance narrows considerably, but the PCs' boat is smaller than Drængr's longboat, and should be able to navigate inland with greater ease.

A DC 12 WIS (SAILING) check navigates the cliffs of the inlet. A failure means some minor hull damage as it scrapes rocks on entrance. This won't matter much in the adventure, but any good Viking sailors know that sailing home with a damaged hull can be dangerous, especially should another accident befall the vessel. While maneuvering into the inlet, a DC 12 WIS (PERCEPTION) check spots a shred of Draegr Thar's sail caught on one of the rocks.

After a few tense minutes of sailing through the inlet, the PCs spot the remnants of Drængr's longboat. Surprisingly, the hull is utterly shattered and barely recognizable. Svend remarks that the boat, while grievously damaged, was not left in such a terrible state! There is no obvious sign of life nor treasure near the boat.



## INVESTIGATING THE WRECKAGE

Once the PCs land ashore, they can examine the wreckage further. It is clear that the boat has been violently smashed. However, while some parts are splintered, other pieces show the marks of axes and other tools. Further investigation reveals:

- A DC 10 INT (INVESTIGATION) check recognizes that only about half the ship is here on the beach. Clearly, the rest was taken elsewhere.
- A DC 15 WIS (PERCEPTION) check finds a small tin cross amidst the debris. Svend recalls that they raided a church, and captured a priest wearing a similar adornment. He surmises that this was probably taken by one of the raiders. On a more careful search, the PCs also find a sharp hatchet and a length of good rope. Otherwise, there are no more useful belongings here.

As the PCs search, they hear wolves howling in the distance. A terrified Svend explains that those wolves chased him as he ran along the shore, and his companion Agnar fell behind and was taken down by the predators. "Those wolves have no fear of men nor gods."

Footprints in the mud are visible headed into the forested interior of this land. It is easy to track them, although a 12 INT (INVESTIGATION) check identifies that the footprints hauled heavy cargo and forth to the boat and another location into the forest.

## THE NAILED CORPSE

A quarter mile or so down the deer trail, the PCs find a ghastly site. The pale-gray corpse of a man is nailed to a tree with over a dozen nails. He wears no clothes, and his skin is cold, wrinkled, and tattooed in strange runes. His eyes have been devoured by birds. Above him in the branches, a large crow proudly rattles and clicks, something small and wet in its beak.

If Svend is still with the PCs, he does not recognize the man as one of Drængr's crew. He has no explanation for the horrific display.

If someone examines the body, a DC 15 WIS (MEDICINE or WOUND-WISE) check finds that his chest has been pierced many times with a broadsword; this was likely the cause of death to the man. A DC 12 WIS (RELIGION or SEIÐ-WISE) check reveals that many of his tattoos refer to eating at the great feasts of Valhalla.

Cutting the man down and giving him a proper funeral, even a hole in the ground, is pleasing to the gods.

## SVEND TRYGG

*Surviving Raider and Guide*

Armor Class 19 (mail and shield)

Hit Points 28 (3d10+6)

Speed 30 ft.

STR	DEX	CON
12 (+1)	17 (+3)	14 (+2)
INT	WIS	CHA
9 (-1)	14 (+2)	9 (-1)

Saving Throws Dex +5, Con +4

Senses passive Perception 12

Challenge 3 (700 XP)

**Scramasax Sword.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 3) slashing damage.

**Notes:** Svend is fiercely loyal to his old crew and cares more for their safe return than the loot that they took from England. He is eager to return to the inlet to find his old friends. However, once he realizes that they are up against strange and supernatural forces, he slowly loses his courage and become less reliable.

Note that Svend is provided as an extra PC in the pregenerated characters, in the event one of the other characters dies early in the adventure!



*GM's Note: This man was an elder wight, buried in one of the nearby barrows. He emerged from his tomb and was killed by Drængr Thar's men. Fearing that he would return from the dead, Drængr used nails from the boat to pin him to the tree. While they didn't have silver to kill him, days of prolonged exposure to sunlight did the trick.*

## THE LODGE OF KING KOLBAKR

The footprints head a mile into the foggy northern forest, along a narrow deer trail. The PCs still hear the wolves barking and howling in the distance, always just out of sight.

The trail opens into a large clearing, and the PCs find a large building made of rough-hewn stone blocks and rotted wood. A heap of dirt, grass, and roots acts as a roof to the structure. The place is truly old, and has no visible purpose. The building's door frame is half-sunken into the ground, and a piece of Drængr's hull acts as a improvised door, propped in place from the inside of the building.



Worn lettering is carved in the old wooden lintel above the door:

## THE LODGE OF KING KOLBAKR (THE LODGE OF KING KOLBAKR)

A DC 15 Int (HISTORY or LORE-WISE) check vaguely recalls the name of this king. Decades ago, he lived on an island north of Björgvin, probably a hundred miles from here. He was known as a skilled hunter, and famous for his great whaling expertise, especially of the rare black whales that migrated through the North Sea. It is not known when or how he died. This place was likely where he would go to hunt game that he could not find on his native island.

Gaining entry into the lodge requires the PCs to knock aside the makeshift door. This is not too hard – anyone succeeding a DC 14 STR check can push aside the boards. Otherwise, the effort requires tools, such as an axe, pry bar, or ram of some sort.

The dim interior of the lodge is unremarkable. Like many lodges of the day, it is a single rectangular room, large enough to hold several dozen people. Other than the sound of rats scurrying under the floorboards here, there are still no signs of life, and the room somehow feels colder than the outside.

A **huge fireplace** is set into the far wall of the place. Above the fireplace is a crude and ghastly painting of a severed animal head. The head has the features of a

boar, but with a fishy-like mouth. Below its neck is brushed dried and crusty blood. A DC 12 Wis (RELIGION or SEIÐ-WISE) check identifies the image as a Sæhrímnir, the mythical animal killed every night to feed the dead of Valhalla. The man who built this place clearly looked forward to that feast.

Unusually, the fireplace is piled with far too much wood inside its great hearth. The wood overflows on to the floor in a disorganized mess. Much of the wood is from the boat, and some of the wood underneath the pile seems to have been burned; the faint smell of burned oak comes from the fireplace.

A **sturdy table** that can sit a dozen men is in the middle of the room, and several old chairs are scattered around. Drængr's **boat sail** is draped on the table; bone sewing needles and thread are nearby, showing that it was undergoing repair.

Finally, several bedrolls and **bags** of men's belongings are scattered around the room.

A closer search of the chamber discovers some items of interest:

- A parchment page torn from some book is nailed to the wall of the lodge (see [Handout A](#)). It has been sprayed with blood and has "The King labored and ate from the flesh of the Sæhrímnir and delighted in Death" scrawled on it in some greasy ink. Anyone who speaks English or succeeds DC 12 Wis (RELIGION or SEIÐ-WISE) check identifies it as a page from a holy manuscript, likely seized from a church in England. If Svend is asked about it, he will mention that the group captured an English priest named Eustace, and this probably belonged to him. He describes Eustace as a quiet fellow who lost a hand during the attack but then accepted his fate with his captors.
- The alder in the fireplace has a faint smell of smoke to it, but much of it is unburned.
- A DC 14 Wis (PERCEPTION) check, or a long investigation of the room, finds the word "Tröll" carved into the large leg of the great table.





- If the PCs hunt for useful gear, a DC 10 Wis (INVESTIGATION) check finds useful but ordinary tools, such as a knife, hatchet, leather cap, et cetera.

## THE HIDDEN TUNNELS

Hidden under the pile of wood in the fireplace is a **crumbling hole** that drops down ten feet into the tunnels underneath the location's barrows. Clearing the debris takes about twenty minutes, but within a few minutes of starting, they will be interrupted by the appearance of QUEEN LOPTHÆNA (see below).

*GM's Note: If the PCs don't think to clear the wood from the fireplace, allow for a DC 12 Wis (PERCEPTION) check to detect a faint, foul-smelling breeze coming from the hearth. If the PCs still don't clear the wood, Queen Lophthæna will still interrupt them anyway.*

## LODGE OUTSKIRTS

Exploring the area around the half-buried lodge discovers six mounds neatly arranged behind it, each one as large as a small raiding boat. Identifying that these mounds are anything but natural hills requires an DC 12 Wis (NATURE or WORLD-WISE) check; success determines that the hills are in fact seven barrows.

Any Viking PC from the era will know that barrows were often constructed atop cremation pyres, and even then only for great warriors or chieftains. Whether these barrows predate the lodge is unknown.

Finding the entrance to the barrows takes some time, as they are long overgrown with weeds and vines. Each entrance is sealed up by heavy boulders and rocks, and looks undisturbed. However, if the PCs spend more than a few minutes at the entrance of a barrow, the crows nearby grow irritated. The birds caw and croak angrily at those who look to gain entry to the tombs.

Unsealing a barrow takes about four hours, though several helpers and good tools can reduce this to two hours.

## PART 2: QUEEN LOPTHÆNA ARRIVES

When the PCs begin to disturb the fireplace inside the lodge, or start to unseal a barrow, they hear a woman's loud and commanding voice echo through the foggy woods.

"Who disturbs my husband's hall?"

## QUEEN LOPTHÆNA

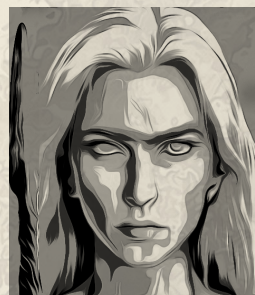
*Haughty Queen of the Nord Inlet*

Armor Class 13 (leather)

Hit Points 71 (11d8+22)

Speed 30 ft.

STR	DEX	CON
17 (+3)	13 (+1)	15 (+2)
INT	WIS	CHA
13 (+1)	13 (+1)	13 (+1)



Saving Throws Con +4, Wis +3

Skills Intimidation +3

Senses darkvision 60 ft., passive Perception 13

Challenge 3 (700 XP)

**Spear Savant.** Lophthæna makes two spear attacks. She deals one extra die of damage when she hits (included below). Also, she can take the Disengage action as a bonus action.

**Silver-tipped Spear.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

**Notes:** Unlike her husband, Lophthæna did not eat from the sacred flesh Sæhrímnir, and is still mortal. She is, however, fully delusional. While she knows that her husband is no longer alive, she believes that his undead state is simply a form of immortality, and that he lives somewhere between the mortal world and Valhalla. She is deeply loyal to him, and some nights she sneaks into his underground barrows to be with him. The wights leave her alone because of her silver spear, which they fear, but King Kolbokr himself seems to possess some memory of her that prevents him from harming her.

Emerging from the mist is QUEEN LOPTHÆNA, a woman somewhat older than middle age, but younger than old age. She is dressed in fine but long-faded raiments. She carries an old oak spear, which she grips tightly in her hand, and has a heavy blood-stained sack over her shoulder. Thick-bodied flies buzz around it.

Queen Lophthæna was once the wife of King Kolbokr. As a result, the wights that live in the barrows fear her and leave her alone, and she in turn rarely thinks of them. She speaks with command in her voice.

"Who are you that disturbs my husband's hall?" she again demands when she sees anyone in the vicinity of the lodge. Until the PCs give an adequate explanation of their presence, she will not engage with them on other topics. Successful social skill checks should help!

Once satisfied that the PCs are not there do her husband harm, Queen Lophthæna is willing to haughtily answer a few of their questions.



- If asked more about her husband, King Kolbakk, she reverently explains that he is a great war chief, that he comes from a faraway land to the north, but loves this place the most. He built his lodge to hunt the great beasts of this forest. He has been here many years and has no plan to return to his homeland. "The *valkyrja* have tried to claim him many times, but he is not ready for Valhalla yet!"
- If asked where her husband is, she points to the mounds and says that he has a vast kingdom underground, where he feasts every night with his warriors. "On some nights he even invites me, but his men do not like me anymore. They are jealous of our love," she explains.
- When the topic of Drængr Thar comes up, she scoffs and explains that she met Drængr when his boat ran ashore here. She told him to seek her husband's council, man to man, before bringing his men into her husband's lodge for shelter. But Drængr scorned her, threw her to the ground, and took his men into the shelter anyway. She goes on to explain how her husband is a man of great seriousness and does not take lightly to insults. He seized Drængr Thar, his men, and his treasure and have them held captive in his great keep. She thinks that her husband will be indisposed for some time with the captive. "It will take days for him to assess those men, and see which ones are worthy to join his fellowship."
- If asked about her spear, she says it belongs to her husband, King Kolbakk. "But he does not care for it anymore, so I keep it for him." She cannot be easily talked out of it; she sees the weapon as the weapon of a king, and will only give it to someone she thinks her husband's equal.
- If asked about the gruesome sack she carries, she will throw it to the ground and say that it contains a deer carcass – food for the saltwater troll that lives in the inlet. She advises the PCs feed the monster soon, lest it destroy their boat, like it did Drængr Thar's. *GM's Note: See The Troll (p. 12) for more information on how to handle this the appearance of this monster.*

Lophæna will eventually grow bored of the conversation. She advises the PCs to abandon their quest and return to their home, as her husband "is done with strangers from faraway lands as of late." She will then leave to return to her shelter.

If Lophæna is attacked, she defends herself wildly, striking at throats and knees equally. If defeated, she crawls on to the mound of King Kolbakk and wails for days. Her painful screams enrage will eventually attract the troll to the lodge.

## KILLING THE WIGHTS

King Kolbakk and his fellow wights are resistant to most forms of mundane damage. With their Damage Resistance they only take half damage from bludgeoning, piercing, and slashing attacks that are not silvered. Furthermore, their supernatural durability means they can only be *permanently* killed by silver or *Djúprkald*, King Kolbakk's ancient and god-blessed sword.

Since the PCs are unlikely to have silver weapons, there are four locations to find it in this adventure. First, Queen Lophæna's spear is coated in silver; it can be seized or stolen from her. She also keeps a wooden box full of silver coins in her shelter, leftover from Drængr Thar's raid. She knows the wights dislikes silver and removed it from the lodge. There are also three silver rings in the barrow that can be melted down. Finally, the troll has some silver in his belly, the result of eating one of Drængr Thar's treasure-laden men.

To melt down silver, PCs need to create a *roaring* hot fire, at least double the temperature of typical campfire. This requires player cleverness or a DC 12 WIS (SURVIVAL or WORLD-WISE) check. Next, a DC 14 DEX (SMITH'S TOOLS) check is required to coat a blade. A failure wastes an appropriate amount of silver. The rings in the barrow or the coins in the troll's stomach is enough to coat two knives or spear-tips; the stash of coins in Lophæna's shelter is enough to coat three larger weapons, such as axes or swords. If the PCs are woefully unlucky, it's suggested that the DM add a silver weapon elsewhere in the adventure, perhaps in Lophæna's shelter, or buried in the troll's skull from a battle years ago!





## LOPTHÆNA'S SHELTER

Queen Lophthæna lives in a makeshift shelter in some crags about a half-mile from the lodge – far enough away that the wights do not come near. Finding her abode is not especially hard. She can be tracked or followed back to her home.

Lophthæna's shelter is a simple construction, made out of wood, hide, and an old sail. Although primitive, the place is well-crafted. Inside the small abode is a bed of furs, a campfire, and an old wooden box that she uses as a stool. Inside the box are some simple carpentry tools, a carving knife, and a pile of English silver coins (worth 300 gp), which can be melted down and used to fight the wights (see p. 6).

## PART 3: THE BURIAL MOUNDS

There are seven mounds, each covered with tawny, mostly dead grass. All of the entrances to the mounds are sealed with heavy rocks – it would take at least a half day for a crew of well-equipped, strong men to unseal one of the mounds.

The southwestern-most mound (#3) has a disturbed entrance. A dozen or so large rocks have been pulled from its entry tunnel. The tomb robbers, however, did not get

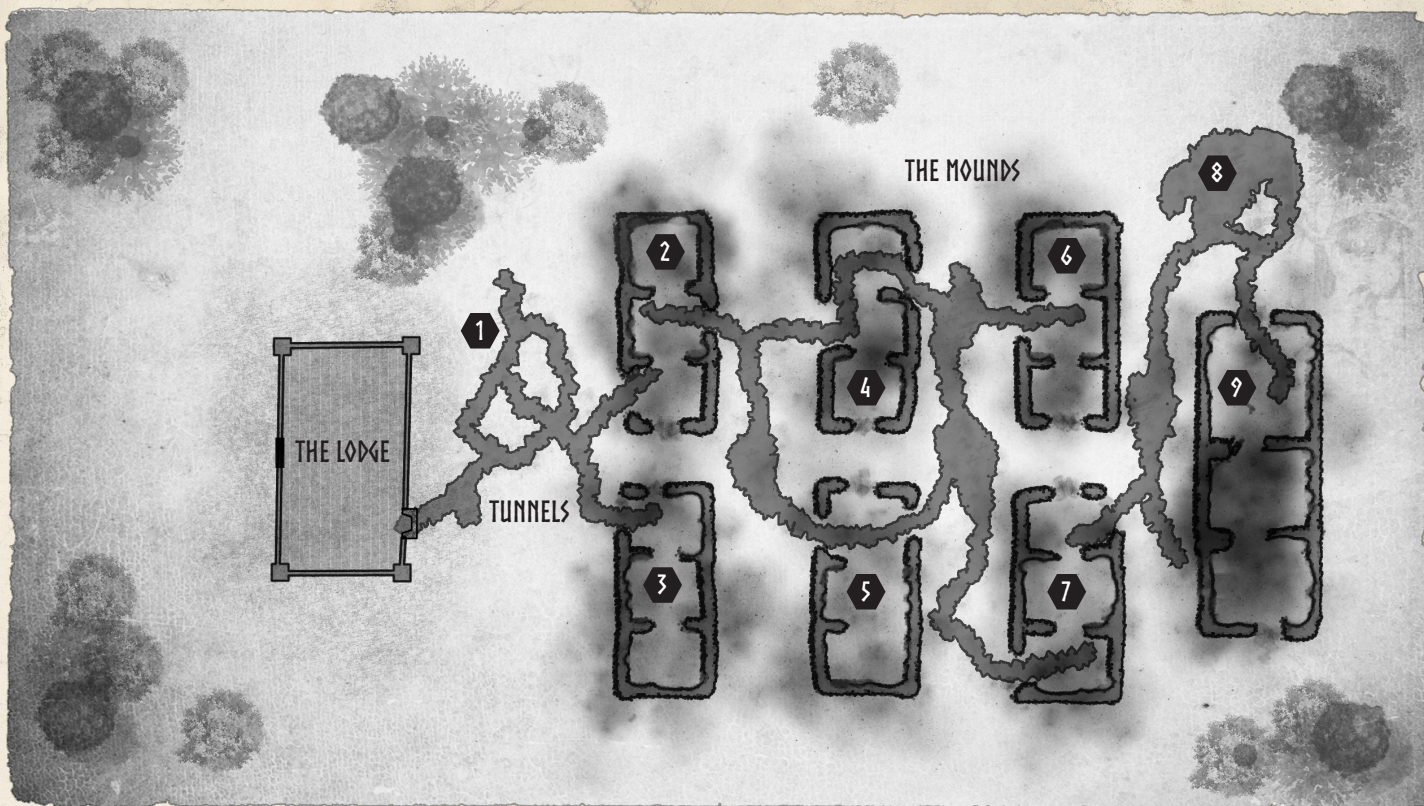
very far before they gave up on the work. There is old, dried blood spattered on some of the disturbed rocks.

The center, northern mound (#4) can be entered via a small, worm-ridden hole in its top. Finding this entrance is difficult, as it is covered with grass and other shallow-rooted plants. Only a careful search will find this entrance. Squeezing down the hole, ten feet down into the mound itself, requires a DC 14 DEX (ATHLETICS) check and even then, only a small person (Str 12 or less) can achieve the maneuver.

The interior of each mound's barrow is comprised of a hard-packed floor, littered with ash and small debris from the pyres that were once built there, and damp earth ceilings supported by old and rotted beams. The mounds are all connected by dark snake-like tunnels that have been dug by the wight inhabitants, clawed out of the hard earth with sharp nails. The tunnels are barely big enough for two men to walk side-by-side, and infested with rodents.

### THE WIGHTS

A dozen or so wights, including King Kolbahr himself, inhabit the mounds. Most of the weights are remnants from Drængr's crew. They are weaker "servant wights," as they have not fully evolved into their undead nature. In a few days, they will lose the last shred of their origi-





nal personality and be consumed by the spirit of one of Kolbahr's old companions that was buried in these barrows. Until that happens, these creatures fear King Kolbahr, and shy away from him unless he gives them orders. As a result, the investigators will likely encounter some of these servant wights in the halls here, perhaps along with an elder wight or two. The GM should include a small group or two in one of the earlier rooms, and leave the rest in the antechamber in area #8.

The rest of the wights are King Kolbahr's companions from his old court. These elder wights are powerful and frightening creatures of death, loyal to their king and intelligent enough to deploy clever tactics. The elder wights stay near their king, and can likely be found in the final chamber (#9). Here, they have dragged the last of Drængr Thar's survivors, including Drængr Thar himself, in order to infuse their dying bodies with the spirits of Kolbahr's old companions, effectively transforming them into more wights.

The wights stay in the barrows during the day. They do not like sunlight, and it will kill them in time. However, at night, some elder wights creep out from the barrow to find new victims, typically using either through the hole in the fireplace, or via the hidden exit atop mound #4. If all entrances are blocked, the wights will dig new exits!

*GM's Note: Adjust the number of wights based on the number of PCs. Typically, two servant wights per PC and one elder wight per two PCs is about right, although experienced players can probably handle a few more.*

## 1 - TUNNELS OF THE DEAD

Three fresh corpses are shoved into these tunnels, their bodies inhabitant by pale white worms. These young men were once part of Drængr's crew. Two of the men have broken arms, the result of Drængr's mast splitting; the third has grievous wounds from a fight on his skull. They have been stripped of all their valuables. These men were killed by the wights, deemed unworthy of joining King Kolbahr due to their injuries, and left here to rot.

## 2 - VIKAR EUSTACE

A dying young English monk is crumpled on the floor of this chamber. He is breathing but unconscious. Black marks around his neck show that show he was recently strangled. His left hand is severed and wrapped in bloody bandages. For whatever reason, the wights left him here to die, rather than take them to their hall with the other captives.

## VIKAR EUSTACE

*Captive English Priest*

Armor Class 10

Hit Points 1 of 11 (2D8+2)

Speed 30 ft.

STR	DEX	CON
10 (+0)	10 (+0)	14 (+2)
INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)

Saving Throws Wis +5

Skills Religion +7

Senses passive Perception 13

Challenge 1/8 (25 XP)



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

**Notes:** Vicar Eustace was captured during Drængr Thar's raid. His hand was severed when he tried shutting the church door against the Viking raiders. Once he was taken aboard the Viking's ship, he resigned himself to his fate and resolved to show his captors his bravery. Drængr respected Eustace and treated him reasonably. When they reached the inlet, Eustace advised Drængr that they should not trust Queen Lophæna, and that she was likely a witch. When the men were later attacked by wights, Eustace realized that they were vulnerable to silver. But his realization was too late, and he and the others were dragged into the King Kolbahr's underground hall, where the wights left him to die.

If tended to, Eustace awakens enough to gasp and mumble. He repeats, "You have tried us, O God; You have refined us as silver is refined," again and again. Only if he is removed from the mounds and treated with (e.g., a DC 10 MEDICINE or WOUND-WISE check) will he become clear-headed enough to talk to the PCs some more and tell his story (see text box).

As long as the PCs treat Eustace well, he gives them four pieces of key information about the wights:

- He explains that the wights are vulnerable to silver. He suspected this from his reading while a churchman, but tested it when he pressed his silver cross into the arm of one of the wights. "The creature was repelled to the metal and stopped strangling me."
- He knows that they can possess a dying man's body, and bring it to life again with unholy purposes. "It is like a dark soul possesses the dying man, murdering him twice once more."
- If asked about the origin of the wights, he suspects that their king ate from the meat of the Sæhrímnir, a mythical creature reserved for the warriors of



## SERVANT WIGHTS

### *Drængr's Cursed Companions*

Armor Class 12

Hit Points 27 (5d8+5)

Speed 30 ft.



STR	DEX	CON
13 (+1)	14 (+2)	13 (+1)
INT	WIS	CHA
10 (+0)	10 (+0)	6 (-2)

**Skills** Stealth +4

**Resistance** necrotic. Immune to poison and exhaustion.

**Senses** darkvision 60 ft., passive Perception 10

**Challenge** 2 (450 XP)

**Multiattack.** Servants make one hatchet attack and one Life Chill attack.

**Claw.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 1) slashing damage.

**Life Chill.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 2) necrotic damage. The target must succeed on a DC 13 Con saving throw or be stunned for 1 minute, due to chilling pains from inside their skull. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. However, the victim will be affected by ongoing paranoia which lasts an hour after such a wound is taken.

Valhalla. He recalls or gestures to the image painted above the fireplace. While he doesn't believe in Valhalla, he does think that this strange animal could have poisoned the man or caused him in some other way to be cursed by God.

- While he doesn't know if Drængr is alive, he recently heard some of his men screaming from deeper in the mounds. He assumes that they are being kept hostage by the wights for some dark and unholy purpose.

### 3 - THE SOULLESS

Two of Drængr's dead crew lie in this room. Their bodies are stone cold and are torn with deep, bloodless claw marks. One man still clutches a fine hatchet in his hand, spattered with black blood and gristle.

These corpses however are slowly being possessed by the spirits of the ancient dead. At a particularly dramatic moment, both the corpses will convulse and shake, perfectly in union with each other. Then they will lie still again for many more minutes before repeating the process. Seeing this occurrence will no frighten the heroes.

## ELDER WIGHTS

### *King Kolbakk's Hunters*

Armor Class 15 (mail)

Hit Points 45 (6d8+18)

Speed 30 ft.



STR	DEX	CON
15 (+2)	14 (+2)	16 (+3)
INT	WIS	CHA
11 (+0)	13 (+1)	15 (+2)

**Skills** Perception +3, Stealth +4

**Resistance** necrotic, bludgeoning, piercing, and slashing from non-silver attacks. If killed by a non-silvered attack, they will shamle back to life within an hour! Immune to poison and exhaustion.

**Senses** darkvision 60 ft., passive Perception 13

**Challenge** 3 (700 XP)

**Multiattack.** Wights makes a claw attack and one Life Drain.

**Claw.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 2) slashing damage.

**Life Drain.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Con saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. Those slain by this attack rises a day later as a servant wight!

If these bodies are left undisturbed, they will rise as wight servants within the hour, and join their brethren in the final burial mound (#9 below).

### 4 - THE WORM-RIDDEN MOUND

This chamber smells like damp, decomposing soil. Unlike the other mounds, the walls of this site are covered in thick yellow and hairy fungus. Finger-sized, pink worms are nesting everywhere in the room.

The unnatural worms have been filled with the same hatred of the living that the wights possess. Anyone who enters this room for more than a moment will cause a heap of these things to fall on the ceiling atop them. This can be avoided with a DC 15 DEX save; otherwise, the victim is Frightened and covered in the worms!

Treat the worms as a grotesque and mindless swarm that bites for 1D4 HP of injury per turn. It has 20 hit points, but its diffuse nature means it has damage resistance to piercing and slashing attacks.



The ceiling here has a dark hole in it. If someone is hoisted up, they can climb up a worm-ridden tunnel with a DC 12 STR (ATHLETICS) check; this exits the barrow.

## 5 - MOUND OF HERITAGE

This mound is empty, although its insides are scorched by a fire that burned many years ago. Inexplicably, a rune of heritage ✖ is scarred into the earth floor. The wights avoid this chamber, as it once held the body of a man who the gods favored.

## 6 - THE SKELETONS

Three charred skeletons lie in this room on a shared platform of stones. They have blackened mail shirts and hold warped and twisted bronze swords. All three bear grotesque, fish-headed silver rings on their left hands. One of the men has an ancient bronze helmet on his head.

*GM's Note: These silver rings can be melted down (see p. 6 for rules). Or, in desperation, a person could wear all the silver rings on a hand and punch a wight! Treat this as brass knuckles doing 1d4 bludgeoning damage!*

## 7 - DETRITUS

The floor is littered with old belongings of the dead. Most the junk here is useless and broken – axe handles, rusted blades, and battered pot helms. A thorough search finds a wolf-head brooch (50 gp) and a once-fine leather scabbard. The leather itself is rotted, but there are three matching sapphires that decorate it (200 gp).

## 8 - ANTECHAMBER

This large earthen room has been dug out by the wights for no understandable purpose. However, the barrows' servant wights are often found here, seemingly nervous to enter King Kolbakk's barrow without his permission.

If the PCs haven't made enough noise to capture the attention of the wights, some servant wights inhabit this barrow (around one per PC is a good number), keeping watch over King Kolbakk's in the adjacent barrow.

## 9 - KING KOLBAKK'S CHAMBER

The largest of the barrows belongs to King Kolbakk himself. The king was burned in a great funeral pyre with three of his greatest warriors before this barrow was erected above him. The entire place is strewn with ashes, burned wood, and scattered gold coins.

## KING KOLBAKK

*He Who Craved Valhalla Too Soon*  
Armor Class 15 (mail)  
Hit Points 51 (6d8+24)  
Speed 30 ft.



STR	DEX	CON
17 (+3)	14 (+2)	18 (+4)
INT	WIS	CHA
11 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Resistance necrotic, bludgeoning, piercing, and slashing from non-silver attacks. If killed by a non-silvered attack, he shambles back to life within an hour! Immune to poison and exhaustion.

Senses darkvision 60 ft., passive Perception 13

Challenge 3 (700 XP)

**Multiattack.** Kolbakk makes a sword attack and a Life Drain. He does an additional die damage with his sword.

**Djúprkaldr (Broadsword).** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 4) slashing damage. In addition to being a +1 sword, the sword is fused with the dead spirits of the barrow and constantly whispers to the one who wields it. This gives the wielder the sense of true north, and signals danger (sometimes... what the sword finds dangerous is not necessarily what the wielder might...). If *Djúprkaldr* is seized from King Kolbakk, it affects him and the other wights as if it were silver.

**Life Drain.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Con saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Notes:** Kolbakk craved to taste the flesh of Sæhrímnir, the animal reserved for the warriors and gods of Valhalla. While he came to this inlet to find one, he never successfully hunted one. Instead, one was given to him by a mysterious hooded man who appeared at the inlet without explanation. Nonetheless, eating it poisoned him and his comrades, and he became a wight. Now, Kolbakk has the same abilities as the other wights, except he has retained enough of his old memories to wield his prized sword.

A charred rough-hewn table is set in the middle of the room – a gift from the king's wife, Queen Lophæna, who came down here and built it herself, so she could enjoy meals with her husband. A nauseating carcass, gray and stringy, its shape vaguely like a boar, but with fins for feet, rots in the middle of the table.

Seated around the table are four men, the last survivors of Drængr's crew. Their hands have been nailed to the



table so that they cannot move. All are bloody and barely alive. Elder wights loom over the men, holding pale hands to their skulls. The wights' lips move, but only meaningless, wrenching sounds come out. The wights are waiting for the men's souls to depart so that other dark spirits that lie within these barrows may inhabit the men. King Kolbokr himself sits at the table, watching the rite with blank, white eyes. Observing this ritual requires a DC 15 Wis save else become Frightened!

If disturbed, the wights cease their rite. They hate the living and try to kill those they see, and then drag their dying or unconscious bodies back to the this chamber to infuse their body with the soul of another wight. King Kolbokr, intelligent and seething with venom for not being allowed into Valhalla, will *mercilessly* taunt the PCs with the same fate... perhaps buying time for his servants to ambush the PCs from behind, before he relentlessly flies into battle like the frenzied warrior he was in life.

### DRÆNGR AND HIS MEN

Drængr and his men are mortally wounded, and enough of the dark ritual has happened so that if any of the men die, they will return to life as wights within a day. If the men receive aid, make a final death save (DC 10, no modifiers) to see if they survive. Or, the GM may allow a DC 15 Wis (MEDICINE or WOUND-WISE) check to save a doomed man. Those that perish are best burned!

If Drængr or any of his men survive the ordeal, they are psychologically scarred, haunted by nightmares for the rest of their days. He believes that his treasure was cursed, for what else could have brought him to this evil inlet?

He gives all that is left to the PCs; he wants nothing to do with it anymore.



### THE TREASURES

The chamber is also filled with King Kolbokr's old treasures. Six chalices of gold are on the table (100 gp each) and old gold coins can be found on the floor of the place (worth 200 gp). Much of Drængr Thar's treasures from his English raid are here as well – gold crucifixes, noble rings, and brooches,

all worth around 4,000 gp. Finally, there is Kolbokr's own ornate shield, intact after all these years except for its rotted straps. It is finely made and is enchanted as an Arrow-Catching Shield.

## CONCLUSION

The adventure concludes when the PCs have defeated King Kolbokr and rescued Drængr Thar and as many of his companions that survived the ordeal. Or, perhaps the PCs will not survive the ordeal, and will join King Kolbokr and his dark fellowship...

For completing the adventure, the PCs should receive typical XP awards. They should receive bonus XP for good roleplaying or excellent performance, such as rescuing Drængr Thar and his surviving crew.

## ADVENTURE NOTES

As a one-shot, this adventure is great played on [Hardcore Mode](#) or using Iskloft's [brutal wounds](#) system. Both capture the gritty danger of the Viking era! GMs who also want to emphasize the unstoppable nature of the elder wights should consider upping their Damage Resistance to non-silver weapons, to better reflect earlier editions of the game. Reducing non-silvered damage to 1 point will force the PCs to puzzle solve and craft weapons capable of defeating these ungodly foes.

For more free adventures, please visit [1shotadventures.com](#). If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know how it went. Post a note on [1shotadventures.com](#) or tweet @SageThalcos on Twitter.

### SPECIAL THANKS

Thanks to Steve Perrin for "The Tombs of Deckon Thar" – the original adventure that served as inspiration for this one. Thanks to Hafizaprilio on Fiverr.com for his wight illustration, and also to artbreeder.com for helping create images of the various characters.

For VTT assets for this adventure, as well as more one-shot adventures, visit [www.1shotadventures.com](#). You can also check out my [YouTube channel](#) to see overviews of adventures like this. If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let him know how it went. Please post a note on [www.1shotadventures.com](#) or tweet @SageThalcos.



# THE TRÖLL

The inlet is the home to a centuries old, saltwater troll. Huge and lanky, the amphibious monster lives at in a half-submerged cave that is only accessible from an underwater entrance in the rocky cliffs that guard the inlet's entrance.

The troll not especially smart, but he's fiercely protective of his territory. When King Kolbakr first came to the inlet, he and his men fought the troll on many occasions. Eventually, however, Queen Lophæna came up with the idea of feeding the troll, especially when any of King Kolbakr's men came into the inlet. Since then, the troll has become loyal to her and leaves her alone.

When the PCs arrive, it is unlikely they'll see the troll. Perhaps a DC 18 WIS (PERCEPTION) check will catch a glimpse of his form swimming underwater, or hear him as he climbs out from his cave. His stony hide makes for excellent camouflage, and he perches among some rocks on the cliffs to watch any newcomers.

After about six hours, he will swim up to the PCs boat. If food is left on the side of the boat, he will grab it and return to his shelter, knowing that Queen Lophæna approves of the visitors. If no food is left for him, however, he will grow angry and destroy the boat; this is what happened to Drængr's boat.

If he hears men nearby, he'll stalk inward into the island to grab one and drag him back to his cave for dinner. The troll is remarkably stealthy for his size, and may be able to sneak up to the lodge without anyone seeing him.

While there's a boat in the inlet, the troll returns each day to see if there's food for him.

The trolls fears the wights and will run if they get too near him. He won't go anywhere near the burial mounds, but may camp outside the lodge to catch any men who emerge from it.

DMs can deploy the troll for a few purposes:

- For players who are nervous to explore the barrows, their boat's destruction may encourage them to do so. Nights in Norway are freezing, and the PCs are unlikely to survive a few nights without shelter. Even if the PCs feed the troll, he may decide to stay near the boat, intimidating any who come near.
- If the PCs kill or harm Queen Lophæna, the troll becomes angry and will try to take revenge on the PCs. This sets him up as a surprising foe at an opportune moment (especially if the PCs have retreated from the barrow at some point, hoping the wights won't follow).
- To extend the adventure, the PCs may see the troll returning to his lair. Trolls are said to guard the treasures of dwarves! The DM can easily add a side-quest where the PCs enter the troll's cave, defeat him, and pillage the treasure he has acquired over the years. In particular, the troll has acquired a great dwarf-crafted horn that is said to inspire smiths, granting advantage to all crafting-related rolls after it is blown.

## THE TRÖLL

*Old Stoneskin*

Armor Class 15 (natural)

Hit Points 84 (8d10+40)

Speed 30 ft., 40 ft. underwater

STR	DEX	CON
18 (+4)	13 (+1)	20 (+5)
INT	WIS	CHA
7 (-2)	9 (-1)	7 (-2)

**Skills** Perception +2, Stealth +5.

**Senses** darkvision 60 ft., passive Perception 12

**Challenge** 5 (1,800 XP)

**Multiattack.** The troll makes three attacks: two with its claws and one slam.

**Claw.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

**Slam.** Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 13 (2d8+4) bludgeoning damage, and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

**Gear:** The troll has a handful of silver coins in his stomach, still digesting from the last man he ate!





## HANDOUTS - BANTER CARDS

### YOUNG HALDOR

- ✦ This voyage shall bring us great glory. My father the jarl of Björgvin will be pleased.
- ✦ Draengr Thar must be rescued.
- ✦ The gray clouds bring a chill to the air to-day. It may bring our first winter storm.
- ✦ Draengr Thar is too strong of a warrior to die in this faraway land.

### REGINLEIF

- ✦ I sailed many times with Draengr Thar. He is a strong and fearless leader.
- ✦ The wolves we hear in the forest is a good sign. Svend told us about the wolves in this region.
- ✦ Draengr Thar must be rescued.
- ✦ My late husband said giants live up here.

### FÁLKI THE RED

- ✦ Draengr Thar's boat is strong. Surely we can repair it when we find it.
- ✦ Those wolves howling in the distance make me nervous.
- ✦ When we find the lost men, we shall have a celebration that even the gods will notice.
- ✦ Draengr Thar must be rescued.

### YNGVILDR

- ✦ Draengr Thar must be rescued.
- ✦ We must secure the boat when we land.
- ✦ All of you be quiet now. I must steer us towards those cliffs and into the inlet.
- ✦ I was in England for ten years. That place brings ill-luck to all who step foot there.

### JARL VALBJÓFR

- ✦ The gods are watching us. They are especially watching the one who is not with us.
- ✦ I am not afraid. The gods have decreed I shall only die when they are pleased. They are not pleased yet!
- ✦ Draengr Thar must be rescued.
- ✦ The cliffs in the distance are ill omens.

### SVEND TRYGG

- ✦ Draengr Thar must be rescued.
- ✦ We shall be celebrated for rescuing Draengr and his men. I know he is waiting for us with a smile.
- ✦ The winds from those cliffs chill my bones.
- ✦ We are near the boat - let us sail through those rocks carefully.

Hand each player their banter card at the start of the session. Give the players some basic background about the adventure – how Draengr Thar was lost at sea, wounded, and needs rescue. Then, each player should take turns reading or paraphrasing a line from their banter card. The scene ends when everyone's gotten through all the information. Encourage them to improv and make it organic!





## Handout A

Vicar Eustace's torn manuscript, where he wrote down what he thought was the fate of the King Kolbagr.

"The King labored and ate from the flesh of the Sæhrímnir [the animal reserved for the feasting men of Valhalla] and delighted in Death."



Name: Young Haldor

Player: \_\_\_\_\_

Age: 19

Class: Hersir (Warlord)

Background: Jarl's Son

Level: 3

Alignment: Lawful Neutral

Speed: 30 ft.

Inspiration



5E

+2 STR  
14

● Athletics

+2  
save

+0 DEX  
11

○ Acrobatics  
○ Sleight of Hand  
○ Stealth  
○ Tools

+0  
save

+2 CON  
14

● Grit

+2  
save

+0 INT  
10

○ History ○ Religion  
○ Investigation  
○ Nature  
○ Lore-Wise

+0  
save

+0 WIS  
10

○ Animals ● Sailing  
○ Insight ○ Survival  
○ Medicine  
● Perception

+2  
save

+3 CHA  
16

○ Deception  
○ Intimidation  
○ Performance  
● Persuasion

+5  
save



## Abilities

- ☐ **Hersir Training:** You are proficient in all armor, shields, simple and martial weapons. You are also proficient in Cha and Wis saves.
- ☐ **Order - Strike! (1st):** As an action on your turn, you can allow an ally that can see or hear you within 30 feet to make an attack as a free action.
- ☐ **Order - Get In! (2nd):** Make a ranged attack. On a hit, an ally within 30 feet of you may move up to their speed towards the same target and make a melee attack against it.
- ☐ **Command - Death! (1st):** Use an action. For 1 minute all allies that see and hear you may roll their damage dice twice and choose the higher. You must finish a short or long rest before you can use this again.
- ☐ **Tactic - Always Ready (2nd):** You and allies within 30 feet gain a bonus to Initiative rolls equal to your Charisma modifier.
- ☐ **Warlord (3rd):** You have four d8 Warlord dice. You regain dice on any rest.
- ☐ **Decree - Catch Your Breath (3rd):** As an action, one ally within 30 feet of you regains hit points equal to your Warlord Die + your Cha modifier.
- ☐ **Decree - Simultaneous Strike (3rd):** Make an attack. You may spend any number of Warlord Dice to allow that number of allies to spend their reactions and make their own attacks.
- ☐ **Decree - Guide (3rd):** When an ally makes an attack roll, before the DM says whether it hits, spend a Warlord Die and add the result to the attack roll using your reaction.

10

**Passive Wisdom**  
(Perception)

+2

**Proficiency Bonus**

+0

**Initiative**

14

**Armor Class**

Armor: 12  
Shield: +2  
Dexterity: +0  
Other: -

24

**Hit Points (3d8)**

Max: 24  
Con: +2  
HD Used: \_\_\_\_\_  
Temp: \_\_\_\_\_



## Main Weapons

Weapon	To-Hit	Damage	Type	Weight
War Axe	+4	1d8+2	slashing	6 lbs.
two-handed		1d10+2	slashing	
Hunting Bow	+2	1d6	piercing	4 lbs.



## Equipment

Item

Weight Notes

Leather tunic (AC 12)

Shield (AC+2)

Shoulder quiver



## Coins

The mighty Draengr Thar swore to you that he would take you on his next voyage. It would have been your first raid! It is only with Draengr Thar's help that you can finally attain the same glory that your fore-bearers claimed.

This is what Draengr Thar's life means to you.

Draengr Thar must be rescued.

Weight Carried:     lbs     (5X Str is -10' Speed; 10X Str is -20' Speed and Disadvantage)

## Languages

Norse

## Notes

## Experience

301

900

XP Needed



Name: Reginleif the Unscarred

Player: \_\_\_\_\_ Age: 38

Class: Drengir (Fighter) Occupation: Shieldmaiden

Level: 3 Alignment: Lawful Neutral

Speed: 30 ft.

Inspiration



5E

+2 STR  
14

● Athletics

+4  
save

+1 DEX  
13

○ Acrobatics  
○ Sleight of Hand  
○ Stealth  
○ Tools

+1  
save

+3 CON  
16

○ Grit

+5  
save

+0 INT  
10

○ History ○ Religion  
○ Investigation  
○ Nature  
○ Lore-Wise

+0  
save

+1 WIS  
13

○ Animals ○ Sailing  
○ Insight ● Survival  
○ Medicine  
○ Perception

+1  
save

+0 CHA  
10

○ Deception  
○ Intimidation  
○ Performance  
○ Persuasion

+0  
save



## Abilities

- ☐ **Drengir Training:** You are proficient in all armor, shields, simple weapons, and the flail. You are also proficient in Strength and Dexterity saves.
- ☐ **Second Wind (1st):** On your turn, you can use a bonus action to regain hit points equal to 1d10 + your drengir level. Once you use this feature, you must finish a short or long rest before you can use it again.
- ☐ **Battle-Webbing (1st):** While wearing armor, you gain a +1 bonus to AC.
- ☐ **Action Surge (2nd):** On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.
- ☐ **Shield Fighting (2nd):** While fighting with a shield in one hand and a weapon in the other, you can make an attack with your shield as a bonus action, using Strength and dealing 1d4 + Str modifier bludgeoning damage.
- ☐ **Guardian (3rd):** When a creature you can see attacks a target other than you within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.
- ☐ **Bright Mail and Shining Blade (3rd):** In heavy armor, you gain +1 AC. You reduce incoming slashing, bludgeoning, and piercing damage by your Con modifier.

11

**Passive Wisdom**  
(Perception)

+2

**Proficiency Bonus**

+1

**Initiative**

19

**Armor Class**

Armor: 15  
Shield: +2  
Dexterity: -  
Other: +2

31

**Hit Points (3d10)**

Max: 31  
Con: +2  
HD Used: \_\_\_\_\_  
Temp: \_\_\_\_\_



## Main Weapons

Weapon	To-Hit	Damage	Type	Weight
Broadsword	+4	1d8+2	slash/pier	4 lbs.
two-handed		1d10+2	slash/pier	
Shortspear	+3	1d6+2	piercing	3 lbs.



## Equipment

Item

Weight Notes

Mail hauberk (AC 15)

Shield (AC+2)

Wool blanket

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and extend across the width of the page. There are no margins, text, or other markings on the paper.

Weight Carried:        lbs (5X Str is -10' Speed; 10X Str is -20' Speed and Disadvantage)

## Coins



The mighty Draengr Thar took you on five great raids. With his great leadership, you returned from each raid without a single scar. Draengr Thar also introduced you to your late husband, clever Frode. The gods gave the two of you twenty full years.

This is what Draengr Thar's life  
means to you.

Draengr Thar must be rescued.

## Languages

Norse

English (broken)

---

## Experience

301

900

XP Needed

## Notes



Name: Falki the Red

Player: \_\_\_\_\_

Age: 41

Class: Drengir (Fighter)

Background: Smith

Level: 3

Alignment: Lawful Neutral

Speed: 30 ft.

Inspiration



5E

+3 STR  
16

● Athletics

+5  
save

+2 DEX  
14

○ Acrobatics  
○ Sleight of Hand  
○ Stealth  
● Smith's Tools

+2  
save

+2 CON  
14

○ Grit

+4  
save

+0 INT  
10

○ History ○ Religion  
○ Investigation  
○ Nature  
● Lore-Wise

+0  
save

+0 WIS  
10

○ Animals ○ Sailing  
○ Insight ○ Survival  
○ Medicine  
○ Perception

+0  
save

+0 CHA  
11

○ Deception  
○ Intimidation  
○ Performance  
● Persuasion

+0  
save



## Abilities

- ☐ **Drengir Training:** You are proficient in all armor, shields, simple and martial weapons. You are also proficient in Strength and Dexterity saves
- ☐ **Second Wind (1st):** On your turn, you can use a bonus action to regain hit points equal to  $10 + \text{your drengir level}$ . Once you use this feature, you must finish a short or long rest before you can use it again.
- ☐ **Battle-Webbing (1st):** While wearing armor, you gain a +1 bonus to AC.
- ☐ **Action Surge (2nd):** On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.
- ☐ **Shield Fighting (2nd):** While fighting with a shield in one hand and a weapon in the other, you can make an attack with your shield as a bonus action, using Strength and dealing  $1d4 + \text{Str modifier}$  bludgeoning damage.
- ☐ **Hard as Nails (3rd):** While wearing no or light armor, add Con to AC.
- ☐ **Whatever Works (3rd):** While wearing light or no armor, you can roll  $1d6$  in place of unarmed strike or simple weapon damage, and make an unarmed strike or grapple as a bonus action.
- ☐ **Walk it Off (3rd):** You can use a use your reaction when hit by an attack to reduce the damage by half. Once you use this feature, you must finish a short or long rest before you can use it again.

10

**Passive Wisdom**  
(Perception)

+2

**Proficiency Bonus**

+2

**Initiative**

16

## Armor Class

Armor: 12  
Shield: +2  
Dexterity: +0  
Other: +2

28

## Hit Points (3d10)

Max: 28  
Con: +2  
HD Used: \_\_\_\_\_  
Temp: \_\_\_\_\_



## Main Weapons

Weapon	To-Hit	Damage	Type	Weight
War Axe	+5	1d8+3	slashing	6 lbs.
two-handed		1d10+3	slashing	
Hunting Bow	+4	1d6	piercing	4 lbs.



## Equipment

Item

Weight Notes

### Leather tunic (AC 12)

Shield (AC+2)

Shoulder quiver

### Armoury and carpentry kit

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

Weight Carried:      lbs (5X Str is -10' Speed; 10X Str is -20' Speed and Disadvantage)

## Coins



You helped build Draengr Thar's longboat. You equipped his men. You crushed each of them with an embrace before they left for England. It deeply grieves you to think of those men wounded and lost somewhere north of Björgvin.

This is what Draengr Thar's life  
means to you.

Draengr Thar must be rescued.

## Languages

Norse

English (broken)

---

## Experience

301

900

XP Needed

## Notes



Name: Yngvildr

Player: \_\_\_\_\_

Age: 26

Class: Skogarmadr (Outcast)

Background: Mariner

Level: 3

Alignment: Chaotic Good

Speed: 30 ft.

Inspiration



5E

**-1 STR**  
8

●● Athletics

**-1**  
save

**+3 DEX**  
17

○ Acrobatics  
○ Sleight of Hand  
● Stealth  
○ Outlaw's Tools

**+5**  
save

**+2 CON**  
14

○ Grit

**+2**  
save

**+2 INT**  
14

○ History ○ Religion  
● Investigation  
○ Nature  
○ Lore-Wise

**+4**  
save

**+1 WIS**  
13

○ Animals ● Sailing  
● Insight ○ Survival  
○ Medicine  
○ Perception

**+1**  
save

**-1 CHA**  
9

○ Deception  
○ Intimidation  
○ Performance  
○ Persuasion

**-1**  
save



## Abilities

- ☐ **Outcast Training:** You are proficient in light armor, shields, simple weapons and bows. You are also proficient in Dexterity and Intelligence saves.
- ☐ **Sneak Attack (3rd):** Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a Finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.
- ☐ **Quick Smart (2nd):** You can take a bonus action on each of your turns in combat. This action can be used only to Dash, Disengage, or Hide.
- ☐ **Shadow-wise (2nd):** Within 60 feet, you treat dim light as if it were bright light, and no light as if it were dim light.
- ☐ **Keep Moving (3rd):** If you are engaged against a target that doesn't have other foes adjacent to it and they miss an attack against you, attack against them as a reaction. Additionally, your movement speed increases by 5 ft.
- ☐ **Dance of Blades (3rd):** As a bonus action on your turn, when you are engaged with an enemy, and there are no other foes adjacent to you, you may make a DC 10 Investigation check. On a success, add your Intelligence modifier to your AC against this foe until the start of your next turn. In addition, you can use your Sneak Attack with any melee attack made against a target that doesn't have your allies, or its own allies, adjacent.

**11**

**Passive Wisdom**  
(Perception)

**+2**

**Proficiency Bonus**

**+3**

**Initiative**

**15**

**Armor Class**

Armor: 12  
Shield: -  
Dexterity: +3  
Other: -

**28**

**Hit Points (3d8)**

Max: 24  
Con: +2  
HD Used: \_\_\_\_\_  
Temp: \_\_\_\_\_



## Main Weapons

Weapon	To-Hit	Damage	Type	Weight
Scramasax Sword	+5	1d6+3	pier/slash	2 lbs.
_____	_____	_____	finesse	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____



## Equipment

Item

Weight Notes

Leather tunic (AC 12)

English wool and fur cloak



## Coins

When you were 16 you were captured by the English after a failed raid. You lived in the house of a noblewoman for ten years, until the day Draengr Thar came to the place, burned it down, rescued you, and took you home to Bjørgvin.

This is what Draengr Thar's life means to you.

Draengr Thar must be rescued.

Weight Carried:     lbs     (5X Str is -10' Speed; 10X Str is -20' Speed and Disadvantage)

## Languages

Norse

English

## Experience

301

900

XP Needed

## Notes



Name: Svend Trygg

Player: \_\_\_\_\_ Age: 26

Class: Kyrrgangr (Survivor) Background: Raider

Level: 3 Alignment: Chaotic Neutral

Speed: 30 ft.

Inspiration



SE

+1 STR  
12

○ Athletics

+1  
save

+3 DEX  
17

○ Acrobatics  
○ Sleight of Hand  
● Stealth  
○ Outlaw's Tools

+5  
save

+2 CON  
14

● Grit

+4  
save

-1 INT  
9

○ History ○ Religion  
○ Investigation  
○ Nature  
○ Lore-Wise

-1  
save

+2 WIS  
14

○ Animals ○ Sailing  
○ Insight ● Survival  
● Medicine  
○ Perception

+2  
save

-1 CHA  
9

○ Deception  
○ Intimidation  
○ Performance  
○ Persuasion

-1  
save



## Abilities

- ☐ **Survivor Training:** You are proficient in light and medium armor, shields, simple and martial weapons. You are also proficient in Dex and Con saves.
- ☐ **Quarry (1st):** As a bonus action, you can mark a creature you can see within 90 feet of you as your quarry. For the next hour, all attacks you make against this creature deal an additional 1d6 damage. You can only have one such quarry active at a time.
- ☐ **Stalker (1st):** Add your Wis modifier to your initiative rolls, and have advantage on attack rolls against creatures who have not yet acted in initiative.
- ☐ **Wanderer (1st):** In Norway, difficult terrain does not slow you, you are alert to danger, you easily forage, and you move stealthily at a normal pace.
- ☐ **Battle-Webbing (2nd):** While wearing armor, you gain a +1 bonus to AC.
- ☐ **Marksman's Quarry (3rd):** The first time you hit your quarry with a ranged attack, its speed is reduced by 10 feet for 1 minute.
- ☐ **Marksman (3rd):** You have 3 trick points which reset on any rest. The DC for these is 8 + your Proficiency bonus + your Dex modifier.
- ☐ **Trick - Pin (1 point):** The target must succeed on a Str save or have their speed drop to 0 until the start of your next turn.
- ☐ **Trick - Opening (2 points):** The next attack against a target by an attacker other than you has advantage if the roll is made before the start of your next turn.

12

**Passive Wisdom**  
(Perception)

+2

**Proficiency Bonus**

+5

**Initiative**

19

**Armor Class**

Armor: 15  
Shield: +2  
Dexterity: +2  
Other: -

28

**Hit Points (3d10)**

Max: 28  
Con: +2  
HD Used: \_\_\_\_\_  
Temp: \_\_\_\_\_



## Main Weapons

Weapon	To-Hit	Damage	Type	Weight
Scramasax Sword	+5	1d6+3	pier/slash	2 lbs.
			finesse	
War Bow	+2	1d8	piercing	4 lbs.



## Equipment

Item Weight Notes

Ringed leather coat (AC 15+Dex - max 2)

Shield (AC+2)



## Coins

You have raided with Draengr Thar twice. Each time he generously shared his pillage with you and your brothers. You grieved when he was hurt in the storm, and cried when he ordered you to run to Bjørgvin to get help. It felt like abandoning a blood relative.

This is what Draengr Thar's life means to you.

Draengr Thar must be rescued.

Weight Carried:     lbs     (5X Str is -10' Speed; 10X Str is -20' Speed and Disadvantage)

## Languages

Norse

English (broken)

## Notes

## Experience

301

900

XP Needed



Name: Valthjofr

Player: \_\_\_\_\_

Age: Unknown

Class: Seidr (Mystic)

Background: Marked by Loki

Level: 3

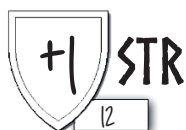
Alignment: Chaotic Neutral

Speed: 30 ft.

Inspiration



5E



○ Athletics



○ Acrobatics  
○ Sleight of Hand  
● Stealth  
○ Tools



○ Grit



○ History ○ Religion  
○ Investigation  
● Nature ● Seith-Wise  
○ Lore-Wise



○ Animals ○ Sailing  
● Insight ○ Survival  
● Medicine  
○ Perception



● Deception  
○ Intimidation  
○ Performance  
○ Persuasion



## Abilities

- ☐ **Seidr Training:** You are proficient in light armor, simple weapons, spears, and sickles. You are also proficient in Int and Cha saves.
- ☐ **Deep Wisdom (2nd):** When you spend 10 minutes tending to a character, you can remove the poisoned, freezing, or snowblinded condition.
- ☐ **Rebuke (2nd):** Sketch a rune to ward off a jotun, alfr, or undead. The effect remains on the object for 1 hour. The rune must be presented boldly, with an action, toward such creatures, each of which makes a Cha saving throw. Creatures that fail must stay at least 5 feet away from the rune and cannot touch or make melee attacks against the creature presenting it.
- ☐ **Silver-Tongued (3rd):** You know a little of all languages.
- ☐ **Seithkona Vessel (3rd):** You summon spirits with Cha. Your spell save DC is 8 + Cha mod + proficiency, or 13.
- ☐ **Magic (3rd):** You know 3 Niðgaldr effects (see reverse), but each has a Possession cost associated with it. You have a Possession Limit of 3. When you go beyond the limit, roll on the Possession Table (Iskloft, p.52, or the DM can improvise). 1+ beyond, roll on the minor table, but also create any effect from a Thaumaturgy, Druidcraft, or Prestidigitation cantrip; 5+ beyond (major, but also you can use a reaction to reduce damage by your Possession level); 15+ beyond (roll twice on the major table, but all those that look upon you must make a Wis save or become frightened!). Reduce your Possession by 1 for each short rest, or sacrifice an animal for D4 reduction.



**Passive Wisdom**  
(Perception)



**Proficiency Bonus**

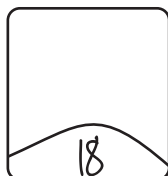


**Initiative**



**Armor Class**

Armor: 12  
Shield: -  
Dexterity: -  
Other: -



**Hit Points (3d8)**

Max: 18  
Con: +0  
HD Used:         
Temp:       



## Main Weapons

Weapon	To-Hit	Damage	Type	Weight
Spear	+3	1d8+1	pier/slash	2 lbs.
Sling	+2	1d6	bludgeoning	2 lbs.



## Equipment

Item

Weight Notes

### Leather tunic (AC 12+Dex)

### Bag of runes

This image shows a blank sheet of white paper with horizontal blue or grey ruling lines, typical of notebook paper. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

Weight Carried:        lbs (5X Str is -10' Speed; 10X Str is -20' Speed and Disadvantage)

## Coins



You were an outcast for many years, with only Loki and the other gods keeping you company. But then Draengr Thar declared you an "old jarl" and said the town must respect you. And this decree has given you great influence and authority.

This is what Draengr Thar's life  
means to you.

Draengr Thar must be rescued.

## Languages

Norse

### A bit of everything else

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## Experience

301

900

XP Needed

## Magic

- **Wrack (0 or 1):** An enemy within 30' must make a Wis save or take 1d8 force damage. For 1 Possession, they become Punch-Drunk until the end of their next turn.
- **Wyrd (1 or 2):** One minute to cast. You can ask about a course of action that you plan to take in the next day. The DM responds with an omen. For 2 Possession, you can ask about something in the next month.
- **Grimganga (2 or 4):** As a bonus action, teleport to an unoccupied space within 60 ft. For 4 Possession, bring a willing creature within 5 ft of you with you.
- **Ritual - Hati's Eye:** Three hours to cast, requires a bowl of water, and castable only once per month. You spy upon a figure that is known to you; the target must make a Charisma saving throw, modified by how well you know the person and what object you have belonging to them. On a successful save, the target isn't affected, and you see only blurry outlines. On a failed save, you submerge your head in the water and can see and hear as if you were standing next to the target for the duration of the spell (concentration, or up to 1 hour).



# YOUNG HALDOR

Son of the Jarl



PASSIVE PERCEPTION 10

# REGINLEIF

Shieldmaiden of Bjørgvin



PASSIVE PERCEPTION 11



# FÁLKI THE RED

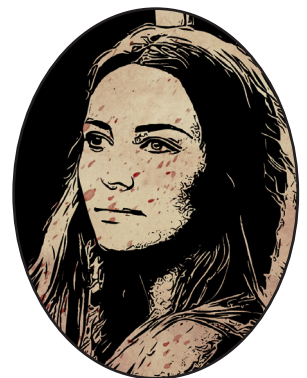
The Great Craftsman of Björgvin



PASSIVE PERCEPTION 10

# YNGVILDR

Outcast Mariner



PASSIVE PERCEPTION 11



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# VALÞJÓFR

Enigmatic Mystic



PASSIVE PERCEPTION 12

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# SVEND TRYGG

Surviving Raider



PASSIVE PERCEPTION 12