

THE KALDT



HOME BREW

Lore, Race and Class

PART I

The Kaldt of Koldulv

The land of Koldulv belongs to the great wolf, Kael, god of order and the hunt. It lies behind the great spine of the world in the far northeast, hard up against the endless ice to the north and bounded on its other sides by hundreds of miles of the Great Glacier and the Great Ice Sea.

The land was ruled by nature and protected by Kael. Survival of the fittest was the way in the harsh cold weather native to the region. As the gods carved out the races who dominate the world of Toril, the likes of humans, elves, orcs and dwarves, Kael was wrought by curiosity, and handcrafted his own people in nature's image with his blood as their source of strength.

He named them the Kaldt, meaning "cold ones" in Ulvan, an ancient language of his design. He decided that like the other humanoid races of Toril, they will embody his way of life to the highest order. They will be naturally gifted in hunting and abide by the balance between all things, making sure no one entity ever holds sway over the course of nature.

NATUREBOUND

The Kaldt, or Wolfkin as they are sometimes called, are naturally gifted nomadic hunters, living off the wild. All animals raised and trained by the Kaldt learn to understand Ulvan. The Koldulven wolves live alongside the Kaldt, as part of their family and clan.

Koldulv has a single permanent homestead named the Wolf's Den, built many millenia ago by the Kaldt of old as a temple to Kael, where they raise and train their young to this day. The Wolf's den is comparable to a small city, with the actual wolf's den being a large building encompassing a large hall akin to a throne room, which functions as a council room for the clan elders.

Each clan embodies different aspects of nature, from brute force to peaceful growth, which is mirrored in their fighting styles and hunting techniques. The Kaldt strictly abide by Kael's tenets, and exile those who don't.

Those exiled receive a vision by Kael, showing them an image of a target to slay, burned into their minds. They are then teleported outside of Kaldulv's borders, with an invisible force keeping them from reentering, not at least without the strength of a god.

The Kaldt are reclusive, slow to trust those outside of their race, but are fierce and loyal allies if you manage to win one over. Just remember to never insult their wolf pets or clan.

KALDT NAMES

A Kaldt's first name is granted by a clan elder, in accordance with tradition, and the clan name is used as their surname. The clan elders make up Koldulv's council.

Male Names: Agni, Anvindr, Arvid, Asger, Asmund, Bjorn, Brandr, Brynjar, Calder, Colborn, Fiske, Fritjof, Halvar, Hjalmar, Hjotr, Ivar, Leif, Oddr, Ove, Ragnar, Rannulfr, Sigurd, Skari, Sten, Stigandr, Stigr, Sven, Trygve, Vali, Vidar

Female Names: Astrid, Audhid, Birghild, Brenna, Brynhild, Dagmar, Eerika, Eira, Gudrun, Gunhild, Helga, Hertha, Hilde, Hillevi, Ingrid, Iona, Kari, Ragna, Ranveig, Rea, Runa, Saga, Sigrid, Signe, Sigrunn, Solveg, Thora, Ylva

Clan Names: Ashbolder, Brightwood, Drakespear, Helder, Hornraven, Frosthale, Shieldbeast, Stormwind, Thunderkin, Wolfhide, Icepikie, Ringbearer, Firekeeper

KALDT TRAITS

The Kaldt are closely related to wolves, mirroring the ambivalent state of nature. All of Kael's people are pale-skinned with blue markings. Their eyes glow in a green, blue or grey sheen, and their hair is usually white, and occasionally black or red.

Ability Score Increase. Your Constitution and Wisdom scores each increase by 1, and you can increase your Strength or Dexterity score by 1.

Age. Kaldt reach maturity around age 20 and live up to 200 years.

Alignment. Kaldt tend towards lawful neutral, as upholding the laws, protecting tradition and behaving honorable are the most important aspects of their lives.

Size. Kaldt are taller and lighter than humans, standing well over 6 feet and averaging around 110 pounds. Your size is Medium.

Speed. Your base walking speed is 35 feet.

Darkvision. You have superior vision in dark and dim conditions. You can see dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Arctic Habitat. You have resistance to cold damage, are proficient in Animal Handling and have advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Languages. You can speak, read and write Common and Ulvan. Ulvan speech is a form of giant, though it doesn't require their lung volume. It is soft-spoken and whispered, never loud. It is laced with the subtle magic of Kael, making all wolves understand the user.

KALDT HUNTER

You are a wolf hunter of Kaldulv, believing to be guided by Kael's will and protection. You and your clan are natural beast hunters, specialized in fighting side by side with wolves, your blood calming them when you are near. Your knowledge of plants and animals are used to your advantage when in the forests, regularly having to deal with arctic beasts, frost giants, goliaths and other creatures of the north.

RESTRICTION: KALDT ONLY

KALDT HUNTER BACKGROUND TRAITS

Skill Proficiencies: Nature, Survival

Tool Proficiencies: Leatherworker's tools and herbalism kit

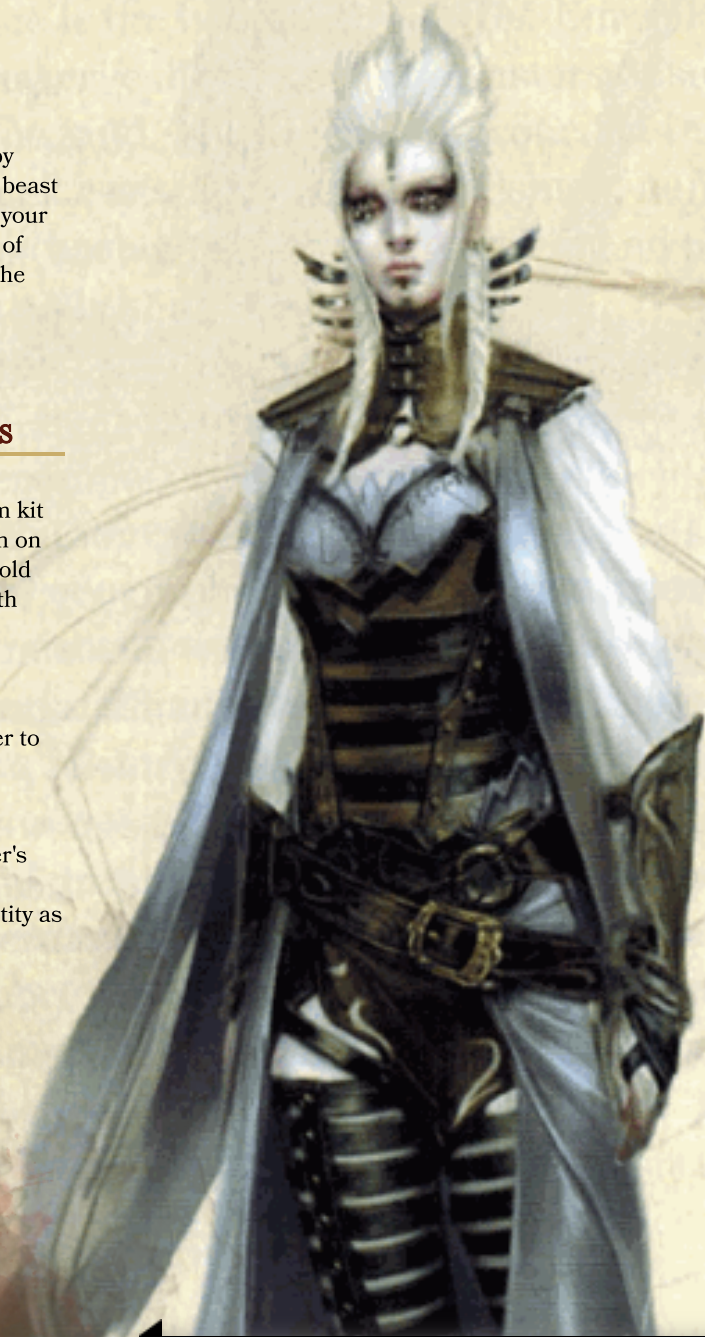
Equipment: One set of Kaldt hunter's clothing (depiction on the right), a belt with pouches and encasements that hold your leatherworker tools and herbalism kit, a wolf tooth necklace of Koldulv worth 10 gp, and a belt pouch containing 5 gp

FEATURE: KAEI'S PROTECTION

Determined by a animal handling check, you find it easier to befriend four-legged animals.

SUGGESTED CHARACTERISTICS

Use the tables for the outlander background in the Player's Handbook as the basis for your traits and motivations, modifying the entries when appropriate to suit your identity as a Kaldt hunter.



CREATOR'S NOTES:

The Kaldt and their country and culture are loosely based everything on two concepts: the "Far Traveller background" image in SCAG and the idea of a spear wielding, wild and icy hunter with a sense of duality, orderly chaos, if you will. The Arctic Strider is a ranger subclass based in the Coldlands, something not found in the current classes. The Arctic Tamer is similar to the revised Beastmaster, though specialised for my race. The barbarian archetype, the Collossi, are what the berserker should have been, growing to enormous sizes and beating the small guys to a pulp. You are free to use my homebrew class and the other stuff for whatever you wish, and if you have some advice for the race and classes, please feel free to contact me under my reddit account [haimurashoichi](#). Have fun.



PART II

The Ember Elves

Hidden from everyone's eyes, the ember elves, or Arsorians, live in caverns underneath Mount Hotenow. It is located in the north-east of the city of Neverwinter. Their people are made up of crafters that equal dwarves in skill. The ember elves have no relations with other elves due to their reclusive nature.

They make business with their allies to the far northeast, the Kaldt, and deliver weapons in exchange for their protection and other services like escorting caravans, delivering their wares and offering asylum when needed.

Ember elves' skin tones range from pale white to a golden yellow tinge. Their eyes are golden, purple or red, and their hair is black or fiery red. Their ears are longer than most elves, and the race is mostly female, opposite to the male dominated race of crafters, the dwarves.

They are the descendants of Darahl Tilvenar and worship him as well as Correlon. They wield a resistance to the furnace's fires and are master crafters of weapons, armor, potions and jewellery.

EMBER ELF TRAITS

Your ember elf character has certain traits in common with all other ember elves.

Ability Score Increase. Your Constitution score increases by 1.

Alignment. Ember elves tend toward the neutral alignment, not sharing interest in the world and focusing on their work instead. They do not like acting on their feelings and emotions, and give off a very distant impression for those who never heard of these rare elven master crafters.

Tool Proficiency. You have proficiency with two of the following artisan's tools: smith's tools, alchemist's supplies, herbalism kit, tinker's tools, glassblower's tools or jeweler's tools

Ignatious Resistance. You have resistance to fire damage.

Arsorian Fire. You know the *Control Fire* cantrip, with which you can energe or douse a weapon you wield in fire. The weapon emits bright light in a 15-foot radius and dim light for an additional 15 feet. For the duration, the weapon deals an additional 1d4 fire damage.

Languages. You can speak, read and write Common and Ignan.

ARSORIAN CRAFTER:

The ember elves are not well known in any regard, largely keeping to themselves. To them, measure in skill is what makes you stand out. For years, you laboured under your master of the craft, enduring long hours and unaffectionate treatment in order to gain the fine skills you possess today. What made you leave your home is concerning, however, seeing as ember elves almost never leave the tunnels they are born, live and die in. You might seem unappeasable and unlikeable, but given time, you may just learn to understand the emotions of those around you, and learn to find interest in things outside of crafting a perfect sword.

RESTRICTION: EMBER ELVES ONLY

Skill Proficiencies: History, Performance

Tool Proficiencies: Two types of artisan's tools

Languages:

Equipment: two set of artisan's tools with which you are proficient, a maker's mark chisel used to mark your handiwork with the symbol of the clan of Arsorians you learned your skill from, a set of elven blacksmith's clothing and an apron, scrap metal (20lbs) in a bag, a belt pouch containing 5gp and a gem worth 10gp

FEATURE: ARSORIAN MASTERY

You have mastered your craft, and not without effort. You know your way around the furnace's tools, and have practised many years to learn how to make artifacts of great skill. You may repair and craft both nonmagical and magical weapons and armor at half the time it would normally take.

SUGGESTED CHARACTERISTICS

Use the tables for the guild artisan background in the Player's Handbook as the basis for your traits and motivations, modifying the entries when appropriate to suit your identity as an Arsorian Crafter. Your bond is almost certainly related to the master or the clan that taught you, or else to the work that you produce. Your ideal might have something to do with maintaining the high quality of your work or preserving the Arsorian traditions of craftsmanship.



PART III

The Arctic Strider

Arctic Striders are at home in the northern regions, abandoned by the civilized and ethical, who would not dare enter the frozen tundras of the north. They keep evil at bay and hunt to survive, using ancient magic techniques to strengthen their bodies and sharpen their weapons. Such rangers are often found near the Spine of the World, venturing boldly into the unexplored regions, seeking to thwart the ancient evils that lurk there.

Ranger Level	Feature
3rd	Arctic Strider Magic, Arctic Weapon, Survivalist
7th	Faithful Weapon
11th	Beset by Frost
15th	Arctic Winter

ARCTIC STRIDER MAGIC

Beginning at **3rd** level, you learn an additional spell when you reach certain levels in this class, as shown in the Arctic Strider Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of spells you know.

ARCTIC STRIDER SPELLS

Ranger Level	Spell
3rd	Ice Knife
5th	Healing Spirit
9th	Sleet Storm
13th	Guardian of Nature
17th	Cone of Cold

ARCTIC WEAPON

At **3rd** level, you may summon a weapon made of magical ice for use in the hunt. You may summon a weapon with which you are proficient with (e.g. a spear, longbow, glaive or scimitar) as a bonus action.

With this weapon, you deal its normal damage type and you use your Wisdom modifier for damage and attack rolls. The weapon melts if it is more than 60 feet away from you for more than one minute, if you summon a second weapon or you if you dismiss it as a bonus action.

ARCTIC SURVIVALIST

When you choose this archetype at **3rd** level, you gain resistance to cold damage and immunity to the effects of extreme cold (as described in the *Dungeon Master's Guide*, p.110). Additionally, you gain proficiency in the Survival skill if you didn't already have it. Your proficiency bonus is doubled for any ability check you make that uses this proficiency.

FAITHFUL WEAPON

At **7th** level, your arctic weapons now glow with ancient runes and symbols, infused with ancient magic of the Old Faith.

When you use the attack action with your arctic weapon, you may choose to inflict cold damage to each enemy you have hit on your turn equal to 1d4 as a bonus action, as ice explodes out of the wounds.

Additionally, if you make the thrown attack action with your arctic weapon, you can return the thrown weapon to your hands with a hand signal as a bonus action.

BESET BY FROST

At **11th** level, when you successfully hit a Medium or smaller creature with your arctic weapon, you can use a 3rd level spell slot to beset the target with magical frost. For one minute as you hold your concentration, the target has disadvantage on attack rolls and ability checks.

You may also affect Large creatures if a 4th level spell slot is used, and a Huge creature at 5th level, requiring higher and stronger magic to affect larger creatures than you.

ARCTIC WINTER

Once you reached **15th** level, your arctic magic flows stronger through your body, strengthening it and your arctic weapon. You are now immune to cold damage.

Additionally, you can now choose to have your arctic weapon deal cold damage instead of its normal damage type.

If a creature is killed using this feature, it becomes encased by ice. The ice block is centered around the body and is twice as large as the space occupied by the body's size category, e.g. 10 feet for a creature of the size category medium.

The ice block's hit points equal 30 (5d10) and its AC is 13. The ice does not melt unless subjected to extreme heat, and would take 1d4+1 hours to melt or evaporate, releasing the body after the time rolled has progressed.

PART IV

The Arctic Tamer

The Tamer clan lives and fights with the wolves they protect out of Kaldulv. They are bonded for life, hunt and die together, to end in Ysgard at Kael's side. They are closest to what one can call a clerical order for Kael.

Ranger Level	Feature
3rd	Wolf Companion, Wolf's Bond
7th	Exceptional Adaptability
11th	Bestial Ferocity
15th	Superior Defense

WOLF COMPANION

At **3rd** level, you create a bond with a wolf, and enhance its abilities with magic. With 8 hours of work and the expenditure of 50gp worth of rare herbs and fine food, you call forth a wolf (as shown in the *Monster Manual*, p. 341) from the wilderness to name and serve as your faithful companion.

At the end of the 8 hours, your wolf companion appears and gains all the benefits of your *Wolf's Bond* ability. You can only have one wolf companion, and you can never form another bond with a different wolf.

If your wolf companion is ever slain, the magical bond you share allows it to return to life. With 8 hours of work and the expenditure of 25gp worth of rare herbs and fine food, you call forth your wolf's spirit and use your magic to create a new body for it. You can return your wolf to life in this manner even if you do not possess any part of its body.

WOLF'S BOND

Your wolf gains a variety of benefits while it is linked to you.

- Your wolf has abilities and game statistics determined in part by your level. It gains two skill proficiencies of your choice and proficiency in all saving throws. Your wolf uses your proficiency bonus rather than its own to calculate its attack rolls, ability checks and saving throws, as well as adding it to its AC and damage.
- For each level after **3rd**, your wolf gains an additional hit die and increases its hit points accordingly, as well as increasing its ability scores when you do, though not above 20.
- The wolf obeys your commands as best it can. It rolls initiative like any other creature, but you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your companion acts on its own.
- While you are traveling in arctic regions, both you and your wolf can move stealthily at a normal pace, regardless of your favorite terrain.

- When you use the attack action on your turn, you can sacrifice your *Extra attack* feature gained at **5th** level to have it use its reaction to make a melee attack.
- Your companion **shares your alignment and ideal**, as well as having a personality trait and a flaw that you can roll or select from the tables below. Its bond is always: "The person who travels with me is a beloved companion for whom I would gladly give my life."

PERSONALITY TRAITS AND FLAWS

d6 Personality Types

- 1 I'm dauntless in the face of adversity.
- 2 Threaten my friends, threaten me.
- 3 I stay alert so others can sleep.
People see an animal and underestimate me. I use that to my advantage.
- 4 I have a knack for showing up in the nick of time.
- 5 I put my friends' needs before my own in all things.

d6 Flaws

- 1 If there's food left unattended, I'll eat it.
- 2 I growl at strangers, and all people except my ranger are strangers to me.
- 3 Any time is a good time for a bellyrub.
- 4 I'm deathly afraid of water.
- 5 My idea of hello is a flurry of licks to the face.
- 6 I jump on creatures to tell them how much I love them.

EXCEPTIONAL ADAPTABILITY

At **7th** level, your wolf can make the Dash, Disengage, Dodge, Hide or Help actions as a bonus action.

BESTIAL FEROCITY

At **11th** level, your wolf can make two attacks instead of one when it makes the attack action. Additionally, the wolf's damage increase by two additional dice.

SUPERIOR DEFENSE

At **15th** level, whenever an attacker that your wolf can see hits it with an attack, it can use its reaction to halve the attack's damage against it.

PART V

The Colossi

Determination, focus and resolve. These are the strongest ideals held by barbarians who follow the Path of the Colossus. Colossi, as they are called, are the guardians of the northern borders, known for their large presence on the battlefield, both figuratively and literally. While raging, these barbarian use their rage to grow to a tremendous size and use that to their advantage when in combat.

Barbarian Level	Feature
3rd	Growing Rage
6th	Giant's Maneuvers
10th	Titan's Grasp
14th	Unstoppable Force

GROWING RAGE

Starting when you choose this path at **3rd** level, while raging, you instantly grow in size and release massive heatwaves for the duration of the rage. Your size doubles in all dimensions, and your weight is multiplied by eight. This growth increases your size by one category - from Medium to Large, for example.

Additionally, your weapon attacks now deal an extra 1d4 of the same damage while raging.

GIANT'S MANEUVERS

Beginning at **6th** level, you have learned to better make use of your immense size in battle. You gain the following effects while raging.

- Your attacks now double damage to objects and structures.
- A creature attempting to escape your grapple does so with disadvantage.
- You may use a bonus action to throw a grappled creature as far as five times your strength modifier in feet in any direction, falling prone and dealing 1d6 bludgeoning damage on impact to the creature.

TITAN'S GRASP

Beginning at **10th** level, your muscles have densened from the constant stretching and shrinking. You can never have disadvantage on Strength checks, even outside of your rage ability. The additional damage of the Growing Rage feature increases to 2d4, and the damage dealt by your Giant's Maneuver feature increases to 2d6.

UNSTOPPABLE FORCE

Starting at **14th** level, your increased size allows you to shrug off slowing and immobilizing effects with ease.

While raging, you are immune to the *frightened*, *grappled*, *paralyzed*, *prone*, *restrained* or *stunned* conditions, unless you choose to be inflicted.



PART VI

Inhabitants of Kaldulv

KALDULVIAN HUNTER

Medium humanoid (kaldt), lawful neutral

Armor Class 13 (leather armor)

Hit Points 28 (4d10 + 4)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Damage Resistances cold

Senses Darkvision 60 ft., passive Perception 15

Languages Common, Ulvan

Challenge 1 (200 XP)

Keen Hearing and Sight. The hunter has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Pack Tactics. The hunter has advantage on attack rolls against a creature if at least one of the hunter's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The hunter makes two melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5ft. or range 20/60 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, or 8 (1d10 + 2) piercing damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Arctic Infusion. When the hunter uses the attack action, he may choose to inflict cold damage to each enemy it has hit on its turn equal to 1d4 as a bonus action.

KALDULVIAN COLLOSUS

Large humanoid (kaldt), lawful neutral

Armor Class 14

Hit Points 67 (9d8 + 27)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	9 (-1)	13 (+1)	9 (-1)

Skills Perception +5, Survival +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons

Senses Darkvision 60 ft., passive Perception 15

Languages Common, Ulvan

Challenge 5 (1,800 XP)

Keen Hearing and Sight. The colossus has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Siege Fighter. The colossus deals double damage to objects and structures.

Unarmored Defense. While not wearing armor, the berserker's AC includes its Constitution modifier.

Actions

Multiattack. The colossus makes two melee attacks with its greataxe.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 14 (2d12 + 4) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5ft. or range 20/60 ft., one target. *Hit:* 8 (2d6 + 4) piercing damage.

Throw. The colossus can throw a grappled creature as far as five times its strength modifier in feet in any direction, making the creature fall prone and take 1d6 bludgeoning damage on impact.

KALDULVIAN WOLF

Medium beast, lawful neutral

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Damage Resistances cold

Senses passive Perception 13

Languages understands Ulvan, but can't speak it

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

KALDULVIAN CRAG CAT

Large beast, lawful neutral

Armor Class 13 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	4 (-3)	14 (+2)	8 (-1)

Skills Perception +4, Stealth +7

Damage Resistances cold

Senses Darkvision 60 ft., passive Perception 14

Languages understands Ulvan, but can't speak it

Challenge 1 (200 XP)

Non-detection. The cat can't be targeted or detected by any divination magic or perceived through magical scrying sensors

Pounce. If the cat moves at least 20 feet straight toward a creature then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the cat can make one bite attack against it as a bonus action.

Spell Turning. The cat has advantage on saving throws against any spell that targets only the cat (not an area). If the cat's saving throw succeeds and the spell is of 7th level or lower, the spell has no effect on the cat and instead targets the caster.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

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

CREDITS

- haimurashoichi
- Corefusion82

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