

DEEP MAGIC

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RUNE MAGIC



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Rune Magic

Accessing the magic inherent within runes requires the Rune Knowledge feat. If the option to gain feats isn't being used in your campaign, then Rune Knowledge can be gained in place of level-based ability score improvement, if your GM approves. Alternatively, characters might need to accomplish other, story-related tasks determined by the GM to gain Rune Knowledge. Once those obstacles are cleared, all characters who meet the prerequisites can gain Rune Knowledge and Rune Mastery.

Rune-Using Monsters. Some northern creatures are born with a natural attunement to a rune whose nature is similar to their own. These rune-born

creatures gain the benefits of Rune Knowledge and Rune Mastery for a single rune. The rune selected must fit thematically with the creature's nature, origin, or abilities.

RUNE KNOWLEDGE

Prerequisite: Wisdom 12 or higher

You are wise in the lore of two runes of your choice. You always have access to their rune bonuses. In addition, every day you can invoke one rune power for each rune you've learned, provided you meet any other requirements such as a minimum level.

You can select this feat multiple times. Each time you do, you gain the bonus and powers of two additional runes of your choice.

RUNE MASTERY

Prerequisite: *Rune Knowledge*

You have mastered the secret powers of one ancient rune. Choose one rune that you already learned through *Rune Knowledge*. Once per day, you can invoke one of its *Rune Mastery* powers.

You can select this feat multiple times. Each time you do, you learn the *Rune Mastery* powers of a different rune from your repertoire.

Runes

Where a rune calls for a saving throw, the DC equals (8 + the rune maker's ability bonus + the rune maker's proficiency bonus). The rune maker's applicable ability is the same as the ability being used for the saving throw unless a different one is specified; i.e., if a rune calls for a Charisma saving throw, the rune maker's Charisma modifies the DC.

ALGIZ

Elk and reindeer, evading danger; the god Heimdall

Rune Bonus: You can make an *elk horn wand* (see *New Magic Items*) in 6 hours, and you gain a +1 bonus on initiative checks.

Rune Power (5th level): Living creatures that are within 10 feet of an *algiz* rune when it is etched on the ground or on a wall gain a +2 bonus on Wisdom (Perception) checks and have advantage on saving throws against *sleep* and other magical effects that cause unconsciousness. Both effects last for 8 hours. Scribing the rune takes 15 minutes.

Rune Mastery Power (8th Level): Marking a creature with the *algiz* rune transforms the creature into an elk or reindeer, as per *polymorph*. Drawing the rune on the creature takes 1 action and the change lasts while you concentrate, for up to 1 hour.

ANSUZ

Gods and outsiders

Rune Bonus: You get a +1 bonus on Intelligence (Arcana) checks made to identify the type, powers, or weaknesses of aberrations, celestials, fey, and fiends. Once per day, the *ansuz* rune can be sketched on an object to ward off giants and fey hostile to the Aesir. The rune must be presented boldly toward such creatures, each of which makes a Charisma saving throw. Creatures that fail the saving throw must stay at least 5 feet away from the rune and cannot touch or make melee attacks against the creature presenting it, as long as the symbol is boldly and aggressively presented (which requires an action each round). Sketching the rune takes 1 action, and the marked object remains effective for 1 hour.

Rune Power (7th level): Sketching *ansuz* on the floor or a wall allows all worshipers of the Aesir within 10 feet of it to add 1d4 to each of their attack rolls, similar to a *bless* spell. Sketching the rune takes 2 actions, and it remains effective while you concentrate, for up to 1 minute.

Rune Mastery Power (11th level): When traced on the forehead of a willing creature, *ansuz* sends the creature into a trance during which it receives a message from the gods, identical in effect to a *divination* spell. A creature can experience only one such trance per week. Tracing the rune takes 10 minutes, and the trance lasts 1 round.

BERKANAN

Birch tree, love, new beginnings; the Bear Maiden

Rune Bonus: You get a +1 bonus on Charisma (Diplomacy) checks.

Rune Powers: When traced on a living creature, this rune grants that creature advantage on a single Charisma (Diplomacy) check of its choosing. Tracing the rune takes 10 minutes, and it remains effective for up to 24 hours. This benefit can be granted only once per day.

When *berkanan* is traced on a living plant, an effect identical to *spike growth* erupts in a 20-foot radius around the rune. Tracing the rune on a plant takes 1 action, and the effect lasts while you concentrate, for up to 10 minutes.

Rune Mastery Power (8th level): You can create a *philter of love* once per week.

DAGAZ

Day and laying the dead to rest

Rune Bonus: You always know exactly how long it will be until the next sunset or sunrise.

Rune Power (4th level): Spending 10 minutes tracing *dagaz* onto a creature cures it of magical blindness.

Rune Power (6th level): Tracing *dagaz* onto an object makes it glow brightly in a 60-foot radius and dimly out to 120 feet. Magical darkness of 3rd level or lower is dispelled if this light overlaps it. The light is blocked normally by opaque objects or structures. Tracing the rune this way takes 1 action, and the light lasts while you concentrate, for up to 1 hour.

Rune Mastery Power (13th level): Once per week, *dagaz* can be sketched onto the ground or a wall to create an instantaneous effect identical to a cleric's *Channel Divinity: Turn Undead* class ability. Sketching the rune takes 1 action, and it affects undead within 30 feet that can see it at the moment of its completion.



EHWAZ

Horses, freedom, the Nithing Pole

Rune Bonus: You get a +1 bonus to Wisdom (Animal Handling) checks made to control a mount, and to Dexterity checks made to wriggle free of bonds.

Rune Power (5th level): Spending 1 action to trace ehwaz onto a lock or shackles has the same effect as a *knock* spell but without the loud knocking sound.

Rune Mastery Power (8th level): When sketched on the ground, ehwaz summons a *phantom steed*. Sketching the rune takes 5 minutes, and the summoned steed remains for 1 hour.

Rune Mastery Power (9th level): You can create a *nithing pole* (see New Magic Items) once per month. The process can only be performed during a new moon, takes 12 hours, and requires bloodletting that leaves a permanent scar in the shape of the ehwaz rune on the rune maker's left hand. Each creation of a *nithing pole* creates a new scar; those after the first don't need to be on the hand, but they must be on the hands or arms.

EIWAZ

Yew tree, Yggdrasil

Rune Bonus: You have proficiency on Intelligence (Arcana) checks.

Rune Power (4th level): Spending 1 action to trace eiwaz onto a suitably-sized piece of wood transforms it into a *shillelagh* for 1 minute.

Rune Mastery Power (8th level): Sleeping for at least 10 minutes under a tracing of eiwaz on a blanket, a wall, or the ceiling causes the rune maker to dream of the Nine Worlds. These dreams produce answers the same as *contact other plane* (including possible side effects).

Rune Mastery Power (11th level): When carved on the bark of a living tree, eiwaz allows the rune master to travel between that tree and another tree within 500 feet also marked with eiwaz, as if under the effect of *tree stride*. Each carving takes 1 action, and the effect lasts while you concentrate, for up to 1 minute after the second carving is done.

FEHU

Cattle, livestock, and wealth

Rune Bonus: You have advantage on Wisdom (Animal Handling) checks made on domesticated animals that aren't used as riding mounts.

Rune Power: Sketching fehu on an object makes that item easier to lift or drag, as if it weighed only half its actual weight. Sketching the rune takes 1 minute, and the effect lasts while you concentrate, for up to 1



hour. This works equally well on a single object, such as a block of stone, or on a collection of objects that are bundled together, such as a large chest stuffed with coins.

Rune Mastery Power (8th level): By spending 1 minute tracing fehu onto your own skin, you can cast *dominate beast* as though from a 6th-level spell slot. The spell must be cast within 10 minutes of completing the rune or the rune's power fades.

GEBU

Generosity and hospitality, and gifts

Rune Bonus: You have advantage on Intelligence checks to estimate an item's value.

Rune Powers: When 1 minute is spent carefully examining an item while tracing gebu on it, you learn the item's name and magical properties the same as if you'd cast an *identify* spell. Alternatively, if 1 action is spent tracing gebu on a willing creature, that creature gains *sanctuary* as if affected by the spell. The rune maker can't invoke *sanctuary* on him or her self. The *sanctuary* effect lasts while you concentrate, for up to 1 minute.

Rune Mastery Power (8th level): Gebu can be rapidly (1 action) scratched or sketched onto a wall, floor, or other surface of an enclosed space in a way that makes it clearly visible. For up to 1 minute, the rune maker can activate the rune with a command word, provided he or she is within 20 feet of it. All creatures within 20 feet of the rune and with a clear line of sight to it (regardless of whether they can actually see it) must make a Charisma saving throw. Those that fail are affected as if by a *calm emotions* spell that lasts while you concentrate, for up to 1 minute.

HAGALAZ

Hail and winter weather

Rune Bonus: You have advantage on Wisdom (Survival) checks made to accurately predict weather conditions for the next 24 hours in your vicinity.

Rune Power: Spending 1 action tracing hagalaz on a willing creature grants it *protection from energy* (cold) while you concentrate, for up to 1 hour.

Rune Mastery Power (9th level): When sketched on the ground under the open sky, hagalaz conjures a *sleet storm* centered on a point of the rune maker's choosing within 150 feet. Sketching the rune takes 4 rounds and the storm lasts while you concentrate, for up to 2 minutes.

Rune Mastery Power (14th level): When sketched on the ground within the area of a magical storm caused by *sleet storm*, *ice storm*, *control weather* (hail and blizzard only), or comparable magic, hagalaz



acts as a *dispel magic* spell cast with a 7th-level slot. If the storm being dispelled is from 8th or 9th level magic, the rune maker uses Charisma as his or her spellcasting ability to test the rune's effectiveness. Sketching the rune takes 2 rounds.

Rune Mastery Power (14th level): When sketched on the ground within the area of a natural (nonmagical) storm, *hagalaz* has the effect of a *control weather* spell. Sketching the rune takes 1 hour and the control lasts while you concentrate, for up to 8 hours.

INGWAZ

Ancestors, Northmen; the god Wotan or Odin

Rune Bonus: You have proficiency on Intelligence (History) checks.

Rune Power (4th level): When 1 action is spent tracing *ingwaz* on a spear, the rune gains favor from the Aesir for the first character who throws the spear over the heads of an enemy force consisting of nine or more opponents; the spear thrower adds 1d4 radiant damage to his or her weapon attacks. The bonus can be gained up to 8 hours after the rune is traced, and once triggered it lasts 1 minute.

Rune Power (5th level): When *ingwaz* is traced on the face of a willing creature, it turns the creature into a berserker, granting it the benefits of a barbarian's Rage class feature as though the recipient were a barbarian of the rune master's level. Tracing the rune takes 2 rounds, and the effect lasts 1 minute.

Rune Power (7th level): You learn the *calling to the vaettir* ritual (see Rune Rituals).

Rune Mastery Power (8th level): When traced on the nails and flesh of a corpse, this rune acts as a *speak with dead* spell. Tracing the rune takes 1 minute and the effect lasts while you concentrate, for up to 10 minutes.

ISAZ

Ice, imprisonment, and paralysis; the gods Boreas and Mara

Rune Bonus: When you take cold damage, you take 1 point less than normal.

Rune Power (4th level): When 1 action is spent tracing *isaz* on the ground, slick ice spreads out to cover an area of 225 square feet. The iced area can have any shape the rune maker wants; if you use a grid of 5-foot squares, the ice covers 9 squares. Every square of ice must be connected to at least one other along one or more sides. Ice-filled squares are difficult terrain, and the difficulty of Dexterity (Acrobatics) checks in the area increases by five. The ice is nonmagical and melts normally.

Rune Power (5th level): When the *isaz* rune is traced on a weapon, the weapon sheds bright light in a

10-foot radius and dim light for an additional 10 feet, and it does an extra 1d4 cold damage on a hit. Tracing the rune takes 1 action and the effect lasts while you concentrate, for up to 1 hour.

Rune Power (7th level): A shield marked with this rune glitters like frost in the morning sun. As an action, a wielder of the shield who is in direct sunlight can focus its reflection on a single enemy within 30 feet; the target must make a successful Constitution saving throw or be affected by the first stage of snow blindness (see Conditions). The DC for the saving throw equals 8 + your Dexterity bonus + your proficiency bonus. If the target creature is already affected by the first stage of snow blindness, a failed Constitution saving throw brings on the second stage of snow blindness. Marking the shield takes 1 action, and the rune remains effective while you concentrate, for up to 1 hour.

Rune Mastery Power (8th level): You learn the *create tupilak* ritual (see Rune Rituals).

JERA

Abundant harvest; the gods Freyr and Freyja

Rune Bonus: You have proficiency on Intelligence (Nature) checks.

Rune Power (4th level): When traced on the belly of a living creature, the *jera* rune guarantees that any sexual union involving that creature in the next 24 hours proves fruitful. If traced on a pregnant creature at least once per month during its pregnancy, the rune guarantees a successful birth and healthy baby or babies. Tracing the rune takes 1 action.

Rune Power (6th level): When *jera* is traced on a wooden table, plate, or platter, all food and drink that's spoiled, rotten, diseased, poisonous, or otherwise contaminated within 20 feet becomes pure and safe for consumption. Tracing the rune takes 1 action.

Rune Mastery Power (8th level): When marked in the earth among living plants, the rune has the effect of a localized (100-foot radius) *plant growth* spell. Sketching the rune takes 1 action.

KAUNEN

Flaming torch, enlightenment, and ulcers

Rune Bonus: You gain darkvision (30 feet). If you already have darkvision, you gain proficiency on Wisdom (Perception) checks.

Rune Power (4th level): When 1 minute is spent tracing *kaunen* on the ground, it burns like a campfire for up to 8 hours. The fire is 2 feet in diameter and the flames are magical, causing 2d6 fire damage per round to any creature in the fire. Neither the rune nor the fire can be moved once created,

but the fire can spread normally to inflammable materials.

Rune Power (5th level): Tracing kaunen onto a weapon causes that weapon to shed bright light in a 10-foot radius plus dim light for another 10 feet, and the weapon does an extra 1d6 fire damage on a hit. Tracing the rune takes 1 action and the effect lasts while you concentrate, for up to 1 hour.

Rune Mastery Power (8th level): When traced on a living creature, kaunan burns away illness and ailments the same as a *remove disease* spell. Invoking the rune takes 1 action.

LAUKAZ

Water, the sea; the god Njord

Rune Bonus: You gain Aquan as a bonus language. If you already know this language, you have advantage on Charisma (Diplomacy) checks with creatures from the elemental plane of water.

Rune Power (4th level): When you spend 1 action tracing laukaz on an object, it becomes more bouyant. Anyone grasping the object has advantage on Strength (Athletics) checks to swim or to stay afloat. The effect lasts 24 hours.

Rune Power (7th level): When you trace laukaz on a living creature's chest, it grants them *water breathing*. Tracing the rune takes 1 action, and the effect lasts 24 hours.

Rune Mastery Power (11th level): When the rune is sketched on a lakebed, riverbed, or sea bottom, laukaz allows the rune maker to control nearby water as a *control water* spell. Sketching the rune takes 1 action and the effect lasts while you concentrate, for up to 10 minutes.

MANNAZ

Humanoids, especially humans and dwarves

Rune Bonus: You get a +1 bonus on saving throws against petrification and effects that alter your form such as lycanthropy, *polymorph*, or *flesh to stone*.

Rune Power (5th level): When traced on the ground, a boulder, or a wall, mannaz produces an effect identical to a *calm emotions* spell on all living creatures within 20 feet of the rune. Tracing the rune takes 1 action and the effect lasts while you concentrate, for up to 1 minute.

Rune Mastery Power (8th level): When traced on the flesh of a creature, mannaz returns a lycanthrope to its humanoid form or dispels (as *dispel magic*) a polymorph effect the target is currently under. Unwilling creatures resist this with a Charisma saving throw; use your Wisdom modifier to set the DC. Tracing the rune takes 1 action.

Rune Mastery Power (9th level): Invoking mannaz upon a plant or animal awakens it, per the *awaken* spell. Invoking the rune this way takes 8 hours, and the effect is permanent.

NAUDIZ

Necessity and need

Rune Bonus: Once per day, you can cast *spare the dying*.

Rune Power (4th level): By spending 1 action to trace naudiz on an item, you grant *guidance* or *resistance* to any creature that touches it (the creature chooses which). A number of creatures equal to your proficiency bonus can benefit from this effect. Both the rune and the effect last while you concentrate, for up to 1 minute.

Rune Power (5th level): Naudiz can be traced in the air in such a way that five creatures within 10 feet of you have their hit point maximums increased by 5, and they gain 5 hit points. Tracing the rune takes 1 action, and the effect lasts 8 hours.

Rune Mastery Power (15th level): When naudiz is traced on an object weighing no more than 20 lb., for the next 24 hours you can call that item to you. The item teleports into your hand instantly when you spend an action calling it. The maximum range is 400 feet. If another creature is holding the object, that creature prevents it from teleporting with a successful Charisma saving throw; use your Wisdom modifier to set the DC. Tracing the rune takes just 1 action, and it remains until it's used or for 24 hours.

NYKÖPING

The passage of time, the seasons, and the phases of the moon

Rune Bonus: You have proficiency with Wisdom (Survival) checks.

Rune Power (5th level): When the rune is sketched on the ground, nyköping allows up to six creatures of your choice to each regain hit points equal to 2d8 + your wisdom modifier. You must be able to see the creatures, and they must be within 30 feet of you. Invoking the rune this way takes 10 minutes.

Rune Power (6th level): When 1 action is spent tracing the rune on the ground under open sky, nyköping creates a *gust of wind*. The wind lasts while you concentrate, for up to 1 minute.

Rune Mastery Power (9th level): Tracing nyköping on a creature grants it *haste*, per the spell. Creating the rune takes 1 action and the effect lasts while you concentrate, for up to 1 minute.

Rune Mastery Power (11th level): You learn the *curse of the wild moon* ritual (see Rune Rituals).

Rune Mastery Power (13th level): When nyköping is sketched on the ground beneath open sky, the weather in the area improves toward clear skies, the



same as if you'd cast *control weather*. The rune can only improve the weather, not make it more severe. Sketching the rune takes 1 hour, and the effect lasts 8 hours.

OTALAN

Property, inheritance, and family

Rune Bonus: You gain proficiency on Charisma (Persuasion) checks.

Rune Power (7th level): When traced on a reflective surface (for example, on a mirror, a polished shield, or even on still water), otalan lets you scry on an object that you've possessed for at least one week, or on any member of your immediate family within three generations of you, per the *scrying* spell. Tracing the rune takes 10 minutes and the effect lasts while you concentrate, for up to 10 minutes.

Rune Mastery Power (13th level): When otalan is invoked on an object, the rune's power lingers harmlessly in the item until the death of the item's owner. The moment that creature dies, the object teleports into the hands of another individual whose identity was specified when the rune was created. This person can be identified by name, by a title, or by relationship (for example, "the king of Noatun" or "my firstborn son"). This power functions over any range as long as the object and target are on the same plane. If another creature holds the object when its owner dies, that creature can try to prevent the object from teleporting by making a Charisma saving throw; use your Wisdom modifier to set the DC. The rune remains effective until it's triggered, but it ends when the rune maker uses this power to invoke the rune on a different object. Creating the rune takes 10 minutes.

PERTO

Things are not as they seem; the god Loki

Rune Bonus: You have a +1 bonus on Wisdom ability checks to solve riddles or puzzles, and on Wisdom saving throws against illusions.

Rune Power (4th level): When you spend 1 action tracing perto on a creature, you can change the creature's appearance, following the guidelines for *disguise self*. If the creature has Intelligence 3 or higher, it can change its own appearance. The rune remains effective for 1 hour.

Rune Mastery Power (8th level): Spending 1 action to trace perto on the ground causes all objects within 10 feet of the rune to be undetectable through divination magic or scrying sensors. The effect lasts for 8 hours.

RAIDO

Travel

Rune Bonus: Your speed increases by 5 feet, and you always know which way is north.

Rune Power (4th level): The possessor of an object that's had raido sketched onto it has advantage on Dexterity (Acrobatics) checks made to ski, skate, or control a sled. Sketching the rune takes 1 minute and the effect lasts while you concentrate, up to 1 hour.

Rune Power (5th level): A living creature with raido traced on its skin gains the benefit of *water walk* for 1 minute. Tracing the rune takes 1 action.

Rune Power (7th level): A living creature with raido traced on its skin can undertake a forced march for an additional 4 hours before suffering exhaustion penalties. Invoking the rune takes 10 minutes, and the effect lasts 4 hours.

SOWILO

The sun; the god Baldur

Rune Bonus: You gain immunity to snow blindness (see Conditions).

Rune Power (5th level): When invoked on a creature, the rune grants it magical confidence and charisma, enabling it to *enthrall* an audience, per the spell. Tracing the rune takes 1 action, and the effect lasts 1 minute.

Rune Power (7th level): Spending 1 action tracing sowilo onto an object makes it glow as if with the *daylight* spell for 1 hour.

Rune Mastery Power (13th level): Spending 1 action invoking sowilo on the brow of a creature causes its eyes to emit a *sunbeam*, per the spell. The creature is immune to blindness for the duration of the effect, which lasts while you concentrate, for up to 1 minute.

TEWAZ

Fearlessness, assemblies or councils, the god Tyr

Rune Bonus: You have advantage on saving throws against the frightened condition.

Rune Power (4th level): Tewaz can be sketched on an object to ward off wolves, worgs, werewolves, and other lupine creatures. The rune must be presented boldly toward such creatures, each of which makes a Charisma saving throw. Creatures that fail the saving throw must stay at least 5 feet away from the rune and cannot touch or make melee attacks against the creature presenting it, as long as the symbol is boldly and aggressively presented (which requires an action each round). Sketching the rune takes 1 action, and the marked object remains effective for 1 hour.





Rune Power (4th level): If you spend 1 action tracing tewaz onto a shield, it gains the properties of a *shield of missile attraction* for 10 minutes.

Rune Power (5th level): When tewaz is sketched somewhere clearly visible, it acts as a *calm emotions* spell on all creatures that can see it within a 20-foot radius. Sketching the rune takes 1 action and the effect lasts while you concentrate, for up to 1 minute.

Rune Mastery Power (9th level): You learn the *tyr's peace* ritual (see Rune Rituals).

TURISAZ

Giants; thunder and lightning

Rune Bonus: You gain Giant as a bonus language. If you already know this language, you have advantage on Wisdom (Insight) checks involving giants.

Rune Power (4th level): A weapon marked with turisaz does an extra 1d4 lightning damage with each hit. Marking the weapon takes 1 action, and the effect lasts until it's been triggered five times or up to 1 hour.

Rune Power (5th level): Armor marked with turisaz has resistance to lightning damage and applies a +2 bonus to the wearer's Strength score. Marking the armor takes 1 action and the effect lasts while you concentrate, for up to 1 hour.

Rune Mastery Power (8th level): When inscribed on a surface, the turisaz rune acts as a *glyph of warding*. Sketching the rune takes 1 hour, and the effect lasts until it's triggered or dispelled (as a 4th-level spell effect).

URUZ

Wild ox, sacrifice to the gods, and strength

Rune Bonus: For the purposes of carrying capacity, treat your Strength score as if it were 2 points higher.

Rune Power (4th level): The wielder of a shield that's been inscribed with uruz gains the benefits of the Charger feat. Tracing the rune takes 1 minute, and the effect lasts 1 hour.

Rune Power (5th level): When uruz is traced on the flesh of a living creature, the creature's carrying capacity doubles and it has advantage on Strength checks. Tracing the rune takes 1 action and the effect lasts while you concentrate, up to 1 hour.

Rune Power (7th level): You learn the *scourge of hateful nettles* ritual (see Rune Rituals).

Rune Mastery Power (8th level): When invoked on an appropriate sacrifice (food, a symbolic weapon, an animal), this rune assures the sacrifice will amend any offenses the sacrifice giver has made against the gods (treat as *remove curse*). Drawing the gods' attention this way isn't always entirely beneficial; they may also place a geas or some other effect on an especially bold or interesting person, at the GM's discretion. Tracing the rune onto a sacrifice takes 1 hour, and the sacrifice must be offered within another hour.

WUNJO

Happiness and joy

Rune Bonus: Whenever you receive Inspiration, you have a 20% chance to retain it (for a second use, but no more) after using it or gifting it to another character.

Rune Power (4th level): Tracing the wunjo rune on the ground or on a boulder acts as the *animal friendship* spell. Creating the rune takes 1 action, and the effect lasts 24 hours.

Rune Mastery Power (8th level): If you spend 1 action sketching wunjo onto an object which you then hold aloft, your allies within 120 feet have advantage on saving throws against effects that cause fear, charm, or domination. The effect lasts while you concentrate, for up to 10 minutes.

Rune Rituals

These rituals are gained by learning and mastering individual runes, as noted above; they stand alone, and are not simply spells that can be cast ritually. Any character who learns to use a rune can eventually master its associated ritual.

CALLING TO THE VAETTIR

Necromancy ritual

Casting Time: 90 minutes

Range: within 20 feet of an appropriate burial place

Components: V, S, M (wine or mead poured onto the ground, gifts for the vaettir worth 500 gp, 2d6 hit points of the caster's blood, and the wound can't be healed until an agreement is reached with the vaettir)

Duration: up to 28 days

"Come forth from your mound, sleeping hero. Come forth for the honors I would bestow and the honor of those who dwell in your shadow. Come forth by the blood I spill and the gold I give you. Come forth and aid the children of your land."

You call for aid from a vaettir—one of the dead and undead ancestors or former occupants of the land. You must be related to the creature, must have lived nearby for at least a year, or must have a relative of the creature present at the ritual of their own free will. Entreaties can raise the vaettir from their barrows to protect, bestow blessings, or remove curses.

The vaettir, however, are greedy and demanding allies. They're also difficult to send away once roused, requiring a successful Charisma (Persuasion) contest at the least, bribery or even a sacrifice at the most; the specific price is determined by the GM.

The ritual summons an undead creature from beneath the earth. Typically, a vaettir (*Tome of Beasts*) is summoned, but sometimes other undead answer the

call, depending on the nature of the ancestor interred. You can ask the creature to perform one task, such as defending you against attack, bestowing or removing a curse, retrieving a stolen object, avenging an insult, providing information, or a similar favor. The undead will keep at the task until it's completed or until 28 days have elapsed. The task must be within the undead's power to accomplish or it simply ignores the request and returns to its repose. For example, a vaettir can't journey to the elemental planes to retrieve something.

Persuading the vaettir to undertake the task requires explaining why you need it done and how it also benefits the vaettir to help—blood relations are strong motivators here—followed by a successful Charisma (Persuasion) contest opposed by the vaettir's Charisma (or a Bluff contest if the caster lies). Vaettir usually awake with an indifferent attitude; disagreeable, but not outright hostile. If the vaettir is not persuaded to help or is offended, it's likely to attack. It may cast *bestow curse* or *geas* on you, or rise from its mound to demand tribute, or physically attack you and any associates nearby. At no time during this process is the vaettir under your control. The ritual simply gets it to listen to you, but it makes its own decisions.

The creature typically returns to its barrow or grave when the task is done and it's collected its payment, tribute, or praise. If anything has been stolen during its absence, it's certain to seek recompense or revenge against the person who called it out.

CREATE TUPILAK

Necromancy ritual

Casting Time: 9 hours per night for 9 consecutive nights

Range: touch

Components: V, S, M (tupilak construct)

Duration: until destroyed, or it destroys its creator
This infamous ritual was learned from the enigmatic skraeling of the farthest reaches of the Northlands. It creates a tupilak, a construct that tracks and kills a hated enemy, usually a rival.

First, a body must be constructed for the tupilak from the body parts of recently-dead animals and children. The body is wrapped in seaweed or vines and then encased in an outer shell made from bone treated with icy unguents and sealing salves worth 3,000 gp. The body can't be animated until a tupilak idol (with a material cost of 2,500 gp) is inserted, to serve as its heart. The verbal component is an ancient, hours-long song of revenge, sung over the construct's body during each night's ritual. This construction process consumes nine consecutive nights with a 9-hour ritual each night.

The final ritual captures a hungry spirit of Ginnungagap to animate the construct. These spirits are vengeful and mercenary; many intended victims of tupilaks have saved their own lives by figuring out how to turn a resentful, murderous construct against its creator.

CURSE OF THE WILD MOON

Transmutation ritual

Casting Time: 90 minutes

Range: 25 feet

Components: V, S, M (animal of the kind you wish to create, which is killed during the ritual, plus powdered silver worth at least 500 gp).

Duration: instantaneous

You trace runes in a circle around a sacrificial animal and a bound target, chanting courtesies and praise to the old ways and the wildness hidden in all, as a lunar eclipse signals that the witching hour approaches.

By creating a circle of arcane and wild natural glyphs from powdered silver, sacrificing an animal, and sprinkling its blood onto a target while imploring the spirits of the wild and old ways to heed your call, you transform a living creature into a lycanthrope. The type of lycanthrope matches the animal that was sacrificed (bear, wolf, boar, etc.). An unwilling target must be bound and helpless, and it still makes a Charisma saving throw; the DC equals 8 + your Charisma modifier + your proficiency bonus. If the saving throw succeeds, the intended target resists the transformation and the curse descends on you instead!

The affected target transforms into its lycanthropic form 10 minutes after the ritual is completed.

An unwilling target afflicted with lycanthropy through this ritual is driven to hunt and slay the person who conducted the ritual. They can control their bloodlust when in human form, but when the beast takes control, they seek the one who cursed them. Because their rational mind and memories are suppressed in animal form, the hunt isn't organized or efficient, but sometimes they stumble onto a scent that puts them on the right trail. In their murderous rage, they'll kill anyone related to the target of their hate. A lycanthrope created by the ritual rebounding on its caster tends to be the most savage, unreasoning of all; they're known for slaughtering their own families, friends, and neighbors.

SCOURGE OF HATEFUL NETTLES

Necromancy ritual

Casting Time: 4 hours

Range: Self

Components: V, S, M (a whip made from nettles; blood, hair, or other sympathetic object from the target, smeared or hung around your neck)

Duration: 1 hour per check

How much are you willing to suffer to inflict pain on your enemy? Scourge your own flesh with a whip of nettles and briars, and as long as you can stand the flogging, the target suffers three times the pain you do. The target's flesh first itches uncontrollably, then turns raw and blistered, then bleeds freely. The slightest movement or weight on his back is agony.

The target of the ritual must be within 10 miles of the caster.

To represent the first hour of the ritual, the caster takes 1d6 psychic damage and the target and caster conduct a Constitution contest. The loser of the contest gains one level of exhaustion.

The caster can continue the ritual for as long as he or she is willing to take the punishment. In practical terms, a caster is unlikely to continue the ritual after losing the first contest because exhaustion often puts him or her at a disadvantage on subsequent Constitution checks.

Only living creatures that feel pain and injury can cast this ritual, which lasts as long as you continue scourging yourself. For each additional hour spent scourging, the caster takes another 1d6 psychic damage and the target and caster conduct another Constitution contest, with the loser gaining one level of exhaustion. The caster can recover from exhaustion normally through rest, but the target's exhaustion can be removed only by *limited wish*, *remove curse*, *wish*, or comparable magic. If the caster's pain, damage, or exhaustion is treated in any way during the ritual, the ritual ends immediately. When the ritual ends, the caster takes another 1d6 psychic damage and gains a final level of exhaustion.

TYR'S PEACE

Necromancy ritual

Casting Time: 5 hours

Range: 35 feet

Components: S, V (a promise of safe passage and an oath to do no unlawful violence; oaths need not be sincere but must be explicit)

Duration: up to 9 days

You call upon Tyr to ward off treachery and violence at a meeting. At least nine men and/or women must swear the oath of amity, and they must include representatives of each faction (family, clan, nation, felag, etc.) being covered by the ritual. The duration and area of effect (which can be as small as a single room or as large as 12 square miles—a radius of 2 miles around the ritual site) are set during the casting. Performing the ritual adds one level of exhaustion to the caster, and the blood offerings demanded by Tyr and the ancestors cause 1d6 slashing damage to each participant in the ritual.

Once it takes effect, the ritual punishes anyone from an affected faction who spills blood in the area. Legal

executions, religious sacrifices, and sanctioned duels of honor are exempt. The ritual's protection covers only those factions that were invoked and swore the oath of peace in the casting, either as victims or as perpetrators. Anyone who kills or harms another is cursed (as the *bestow curse* spell), as is every intelligent creature complicit in the misdeed. The curse manifests as bloody hands (no amount of washing can clean away the blood) and disadvantage on Charisma checks. The curse can be lifted by *limited wish*, *wish*, *remove curse*, or comparable magic, but the curse must be lifted individually from each affected person.

Rune Magic Spell Lists

BARD SPELLS

1st Level

Loki's Gift

2nd Level

Unluck On That
Wotan's Rede

3rd Level

Hero's Steel

4th Level

Binding Oath
Cursed Gift
Jotun's Jest

CLERIC SPELLS

1st Level

Deep Breath
Flurry
Freeze Potion
Loki's Gift

2nd Level

Snowblind Stare
Wotan's Rede

3rd Level

Hero's Steel
Spiteful Weapon
Thunderclap

4th Level

Binding Oath
Blade of My Brother

5th Level

Grasp of the Tupilak
Hod's Gift
Not This Day!
Rain of Blades

6th Level

Curse of Boreas

DRUID SPELLS

1st Level

Deep Breath
Fire Under the Tongue
Flurry
Freeze Potion
Gliding Step
Goat's Hoof Charm
Hearth Charm
Mosquito Bane
Wolfsong

2nd Level

Snowblind Stare

3rd Level

Freezing Fog
Potency of the Pack

4th Level

Brittling
Snow Boulder

7th Level

Triumph of Ice

PALADIN SPELLS

3rd Level

Hero's Steel

4th Level

Binding Oath
Blade of My Brother

5th Level

Rain of Blades

RANGER SPELLS

1st Level

Fire Under the Tongue
Flurry
Gliding Step
Goat's Hoof Charm
Hearth Charm
Wolfsong

2nd Level

Grudge Match

3rd Level

Hero's Steel
Potency of the Pack
Spiteful Weapon

4th Level

Snow Boulder

SORCERER SPELLS

1st Level

Deep Breath
Freeze Potion
Goat's Hoof Charm
Mosquito Bane

2nd Level

Snowblind Stare
Unluck On That

3rd Level

Freezing Fog
Spiteful Weapon
Thunderclap

4th Level

Cursed Gift
Jotun's Jest

5th Level

Grasp of the Tupilak
Hod's Gift
Prismatic Ray

6th Level

Curse of Boreas

7th Level

Triumph of Ice

WARLOCK SPELLS

1st Level

Fire Under the Tongue
Flurry
Freeze Potion
Hearth Charm
Loki's Gift
Mosquito Bane

2nd Level

Grudge Match
Unluck On That
Wotan's Rede

3rd Level

Potency of the Pack
Spiteful Weapon

4th Level

Jotun's Jest

5th Level

Grasp of the Tupilak
Not This Day!

WIZARD SPELLS

1st Level

Deep Breath
Freeze Potion
Goat's Hoof Charm
Mosquito Bane

2nd Level

Snowblind Stare
Unluck On That

3rd Level

Freezing Fog
Spiteful Weapon
Thunderclap

4th Level

Brittling
Cursed Gift
Jotun's Jest

5th Level

Grasp of the Tupilak
Hod's Gift
Prismatic Ray

6th Level

Curse of Boreas

7th Level

Triumph of Ice

New and Updated Spells

BINDING OATH

4th-level necromancy (ritual)

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M

Duration: Until dispelled

You seal an agreement between two or more willing creatures with an oath in the name of Tyr, using ritual blessings and toasts of the *symbol*, during which both the oath and the consequences are clearly set out. If any of the sworn break this solemn vow, they are struck by a curse. The caster can choose either an effect appropriate for *bestow curse* or another penalty, subject to the GM's approval. *Binding oath* can't be dismissed by *dispel magic*, but it can be removed with *dispel evil and good*, *remove curse*, or *wish*. *Remove curse* functions only if the spell slot used to cast it is equal to or higher than the spell slot used to cast *binding oath*.

When the oath is broken or the effect removed from one of the participants, all targets are immediately aware that this has occurred, but no other details. Depending on the nature of the oath, this may or may not invalidate the oath for the other targets. If so, the spell ends for all other affected creatures, but curse effects already bestowed remain until dispelled.

BLADE OF MY BROTHER

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (melee weapon owned by a dead ally of the target)

Duration: Concentration, up to 4 rounds

You touch a melee weapon that was used by an ally who's now dead, and it animates and flies into combat. The weapon leaps into the air and flies to another ally (chosen by you and within 15 feet of you), where it enters that ally's space and never leaves their side as they move. If the weapon is forced to move more than 5 feet from the chosen ally, the spell ends. Its attack modifier equals your spellcasting level + the weapon's inherent magical bonus, if any; it receives only its own inherent magical bonus to damage. The weapon fights for up to 4 rounds, at which point it falls to the ground.

BRITTLING

4th level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M

Duration: instantaneous

This spell uses biting cold to make a metal or stone item brittle and easy to shatter. The item's hit points are permanently reduced by a number equal to your spellcasting level, and Strength checks to shatter or break the item within 1 minute of the spell's casting are made with advantage. If the item isn't shattered, it can be repaired as normal.

CURSE OF BOREAS

6th-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M

Duration: Permanent

If the target fails a Charisma saving throw, it and its equipment are frozen solid, becoming a physically inert statue of ice. The creature is effectively paralyzed, but mental activity does not cease and signs of life are detectable; the creature still breathes and its heart continues to beat, though both happen so slowly as to be almost imperceptible. If the ice statue is broken or damaged while frozen, the creature will have matching damage or injury when returned to its original state.

Dispel magic can't end this spell, but it can allow the target to speak (but not move or cast spells) for 1 round per the spell slot used. *Greater restoration* or more potent magic is needed to free a creature from the ice.

Boreas and certain of his followers can use *scrying* to spy through the target's senses, and the target receives no saving throw against this effect. Those touching a frozen target can request an audience with Boreas, and if they make a successful DC 15 Charisma check, he'll respond to their request through the ice.

CURSED GIFT

4th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (an object worth at least 75 gp)

Duration: 1 day

Cursed gift imbues an object with a curse or other unwanted, harmful magical effect that the caster or another creature in physical contact with the caster is currently suffering from. If this item is given to someone who freely accepts it during the duration of the spell, then the curse temporarily transfers to them. A successful Charisma saving throw negates the transfer. If the saving throw fails, the original target of the curse no longer suffers from the affliction, which transfers to the recipient of the item for the duration of the spell. Returning, destroying, or giving away the item a second time has no effect. *Remove curse* and comparable magic can relieve the person who received

the item, but the curse still returns to the original victim when the spell expires.

Cursed gift can also be cast on a cursed object. This allows the object to be given away to someone who freely accepts it, but it returns to the previous owner when the spell expires.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the duration of the spell increases by 1 day for each slot level beyond 4th.

DEEP BREATH

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V

Duration: 2 hours

The recipient of this spell can breathe and function normally in thin oxygen, suffering no ill effect at altitudes up to 30,000 feet. If more than one creature is touched during casting, the duration is divided evenly among all creatures touched.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration of the spell increases by 2 hours for each slot level beyond 1st.

FIRE UNDER THE TONGUE

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V

Duration: 24 hours

You have mastered the *skraeling* art of keeping fire under your tongue. You can consume a nonmagical fire up to the size of a normal campfire. The fire is stored harmlessly in your mouth and dissipates if not used before the end of the spell's duration. You can vomit forth the stored fire as an action. If you're trying to hit a particular target, then treat this as a ranged attack with a range of 5 feet. Campfire-sized flames cause 1d6 fire damage, while torch-sized flames cause 1 point of fire damage. Once you've spit it out, the fire burns normally. It goes out immediately unless it hits inflammable material and sets it alight.

FLURRY

1st-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M

Duration: 1 round

A flurry of snow surrounds you in a 5-foot radius. While it lasts, anyone trying to see into, out of, or through the affected area (including you) has disadvantage on Wisdom (Perception) checks. The

same penalty applies to attack rolls into, out of, or through the area.

FREEZE POTION

1st-level transmutation

Casting Time: 1 reaction, which you take when you see a creature within range of the spell about to use a potion

Range: 25 feet

Components: V, S

Duration: Instantaneous

A blue spark flies from your hand into a potion vial, drinking horn, waterskin, or similar container, instantly freezing the contents. The contents melt normally and are not otherwise harmed, but it's not possible to consume them while they're frozen (they won't come out of the container).

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the range of the spell increases by 5 feet for every spell slot beyond 1st level.

FREEZING FOG

3rd-level conjuration

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: Concentration, up to 5 minutes

The spell creates a 20-foot-radius sphere of mist similar to a *fog cloud* spell centered on a point you can see within range. The cloud spreads around corners, and its area of effect is heavily obscured. A wind of moderate or greater speed (at least 10 miles per hour) disperses it in one round. The fog is freezing cold, so any creature that ends its turn in the fog takes 2d6 cold damage and gains a level of exhaustion; a successful Constitution saving throw halves the damage and prevents the exhaustion.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

GLIDING STEP

1st-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

Provided you're not carrying more than a normal heavy load, you can walk on the surface of snow rather than wading through it, and ignore its effect on movement. Ice also supports your weight no matter how thin it is, and you can travel on it as if you're wearing ice skates. You still leave tracks normally under these effects.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration increases by 10 minutes for every slot above 1st.

GOAT'S HOOF CHARM

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a goat's hoof)

Duration: 1 minute

The target creature traverses craggy slopes with the surefootedness of a mountain goat. When climbing slopes and inclines (but not vertical surfaces) that normally reduce speed by half, the target moves at three-quarters normal speed instead. The target also gains a +2 bonus on checks to prevent falls, to catch a ledge or otherwise stop themselves when falling, and on Dexterity checks to move along narrow ledges.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration increases by 1 minute for every slot above 1st.

GRASP OF THE TUPILAK

5th-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (tupilak idol)

Duration: 1 hour or until triggered

This spell is infamous for its use among feuding wizards and witches, because it lets the caster steal one or more spell slots from the target. *Grasp of the tupilak* remains effective for 1 hour or until it's triggered. When you make a successful melee attack, besides doing normal melee damage, the target takes an additional 2d4 necrotic damage and one or more of the defender's spell slots are transferred to you, for you to use as your own. Roll 1d6; the result equals the total levels of the slots transferred. Spell slots of the highest level possible are transferred before lower-level slots. For example, if you roll a 5 and the target has at least one 5th-level spell slot available, that slot transfers to you. If the target's highest available spell slot is 3rd level, then you receive a 3rd-level slot plus a 2nd-level slot, or a 3rd-level slot and two 1st-level slots if no 2nd-level slot is available. You can steal either arcane or divine spell slots, at your preference.

Crucially, however, spell slots can be stolen only from casters who prepare spells in advance. If the target has no available spell slots of an appropriate level—for example, if you roll a 2 and the target has expended all its 1st and 2nd-level spell slots—then *grasp of the tupilak* has no effect, including causing no necrotic damage. If a stolen spell slot is higher than you're able to use, treat it as your highest-level slot.

A spellcaster who's been affected by *grasp of the tupilak* can't recover stolen spell slots until the stolen slot is used, you take a long rest, or they receive *remove curse*, *greater restoration*, or comparable magic. Unused stolen spell slots disappear from your inventory when you take a long rest or when the creature you stole them from receives restorative magic.

GRUDGE MATCH

2nd-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: 1 round

You reveal how the Norns have entwined the fate of nearby allies and enemies. For every ally targeted by this spell, you must also target an enemy within range. If the number of allies and enemies targeted isn't the same, the spell fails. For the duration of the spell, every target gains a +2 bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls made against targets also affected by the spell. All affected creatures can identify fellow targets of the spell by sight. If an affected creature makes any of the above checks against a non-subject, it has a -2 penalty on that check.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration is increased by 1 round for every slot above 2nd.

HEARTH CHARM

1st-level transmutation

Casting Time: 1 action

Range: 25 feet

Components: V, S

Duration: 24 hours

This spell makes flammable material burn twice as long as normal.

HERO'S STEEL

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M

Duration: 1 minute

You infuse the metal of a melee weapon with the fearsome aura of a mighty hero. The weapon's wielder has advantage on Charisma (Intimidate) checks made while aggressively brandishing the weapon. In addition, an opponent that currently has 30 or fewer hit points and is struck by the weapon must make a Charisma saving throw or be stunned for 1 round. If the creature has more than 30 hit points but fewer than the weapon's wielder currently has, it becomes frightened instead; a frightened creature repeats the

saving throw at the end of each of its turns, ending the effect on itself with a success. A creature that succeeds on the saving throw is immune to this effect on the same weapon for 24 hours.

HOD'S GIFT

5th-level transmutation

Casting Time: 1 round

Range: Touch

Components: V, S, M

Duration: 1 hour

The target gains blindsight to a range of 60 feet.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the duration is increased by 1 hour for every slot above 5th level.

JOTUN'S JEST

4th-level transmutation

Casting Time: 1 action

Range: 25 feet

Components: V, S

Duration: 1 minute

Giants never tire of having fun with this spell. It causes a weapon or other item to vastly increase in size, temporarily becoming sized for a Gargantuan creature. The item weighs 12 times its original weight and in most circumstances cannot be used effectively by creatures smaller than Gargantuan size. The item retains its usual qualities (including magical powers and effects) and returns to normal size when the spell ends.

LOKI'S GIFT

1st-level enchantment

Casting Time: 1 action

Range: Self

Components: V

Duration: 1 minute

Loki's gift makes even the most barefaced lie seem strangely plausible: you gain advantage to Charisma (Deception) checks for whatever you're currently saying. If your Deception check fails, the creature knows that you tried to manipulate it with magic. If you lie to a creature that has a friendly attitude toward you and it fails a Charisma saving throw, you can also coax him or her to reveal a potentially embarrassing secret. The secret can involve wrongdoing (adultery, cheating at *tafl*, a secret fear, etc.) but not something life-threatening or dishonorable enough to earn the subject reputé as a *nithling*. The verbal component of this spell is the lie you are telling.

MOSQUITO BANE

1st-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

This spell kills any insect or swarm with fewer than 25 hit points within 50 feet of you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the number of hit points affected increases by 15 for every slot above 1st; thus, a 2nd-level slot kills up to 40 hit points of insects, a 3rd-level slot kills 55, etc., up to a maximum of 85 hit points for a 6th-level slot.

NOT THIS DAY!

5th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M

Duration: 24 hours

You mark the target's body with a unique rune that represents their fate. The rune protects against death from either a specific damage type (slashing, poison, fire, radiant, etc.) or a category of creature (giant, beast, elemental, monstrosity, etc.) that must be named when the spell is cast. For the next 24 hours, the target has advantage on saving throws involving that type of damage or creature, including death saving throws if the attack that dropped the target to 0 hit points is covered by this spell. A character can be under the effect of only a single *not this day!* rune at one time; a second casting on the same target cancels the preexisting protection.

POTENCY OF THE PACK

3rd-level transmutation

Casting Time: 1 action

Range: 25 feet

Components: V, S, M (a few hairs from a wolf)

Duration: 1 minute

You bestow lupine traits on a group of living creatures within range. Choose one of the following to be gained by all targets for the duration. All targets receive the same effect.

- **Thick Fur.** Targets sprout fur over their entire bodies, raising their armor class by 2 points.
- **Keen Hearing and Smell.** Targets have advantage on Wisdom (Perception) checks that rely on hearing or smell.
- **Pack Tactics.** Affected creatures have advantage on attack rolls against a target if at least one of the attacker's allies (also under the same effect of this

spell) is within 5 feet of the creature and the ally isn't incapacitated.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the duration increases by 1 minute for every level above 3rd.

PRISMATIC RAY

5th-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: instantaneous, or 5 rounds

A ray of shifting color springs from your hand. Make a ranged spell attack against a single target. The ray's effect depends on which color happens to be dominant when the beam strikes its target, determined by rolling 1d8.

d8	Color	Effect	Saving Throw
1	Red	1d6 fire damage per caster level	Dexterity
2	Orange	1d6 acid damage per caster level	Dexterity
3	Yellow	1d6 lightning damage per caster level	Dexterity
4	Green	Target Poisoned	Constitution
5	Blue	Target Deafened	Constitution
6	Indigo	Target Frightened	Wisdom
7	Violet	Target Stunned	Constitution
8	Shifting Ray	Target Blinded	Constitution

A successful Dexterity saving throw reduces damage to half. A successful Constitution or Wisdom saving throw negates the effect; an affected creature repeats the saving throw at the end of its turn, ending the effect on itself with a successful save. Maximum damage is 15d6. On a critical hit, the spell causes no additional damage but the caster can choose the color of the beam that hits the target.

RAIN OF BLADES

5th-level conjuration

Casting Time: 1 action

Range: 25 feet

Components: V, S, M (shard of metal from a weapon)

Duration: 4 rounds

You call down a rain of swords, spears, and axes, thrown to earth by the sacred dead of Asgard. The blades fill 150 square feet (six 5-foot squares, a circle 15 feet in diameter, or any other pattern you wish so long

as it forms one contiguous space at least 5 feet wide). The blades cause 6d8 slashing damage to creatures in the area at the moment the spell is cast, or half damage with a successful Dexterity saving throw. Intelligent undead injured by the blades are frightened for 1d4 rounds if they fail a Charisma saving throw.

Most of the blades break or are driven into the ground on impact, but enough survive that any type of piercing or slashing melee weapon can be picked up from the affected area and used normally. When the duration ends, all the weapons disappear amid roars of laughter.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, nonbroken blades can be picked up and used as magical +1 weapons until they disappear.

SNOW BOULDER

4th-level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (handful of snow)

Duration: Concentration, up to 4 rounds

A ball of snow forms within 5 feet of you and rolls in the direction you point, growing larger as it moves. As a bonus action, you can move the sphere up to 30 feet. If you roll the boulder into a creature, that creature must make a successful Dexterity saving throw or be knocked prone and take the damage indicated below.

Each round the snow boulder increases in size and effectiveness. Hitting a creature doesn't stop the snow boulder's movement or impede its growth.

Round	Size	Damage
1	Small	1d6 bludgeoning
2	Medium	2d6 bludgeoning
3	Large	4d6 bludgeoning
4	Huge	6d6 bludgeoning

SNOWBLIND STARE

2nd-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 2 rounds

Your eyes burn with a bright, cold light that inflicts snow blindness on a creature you target within 30 feet of you. If the target fails a Constitution saving throw, it suffers the first stage of snow blindness (see Conditions, below), or the second stage of snow blindness if it already has the first stage. The target recovers as described in Conditions.

SPITEFUL WEAPON

3rd-level necromancy

Casting Time: 1 action

Range: 25 feet

Components: V, S, M (a melee weapon that has injured the target)

Duration: concentration, up to 5 rounds

You create a connection between the target of the spell (“target”), a creature that attacked and injured the target in the last 24 hours (“attacker”), and a melee weapon that was used successfully in the attack (“weapon”), all of which must be within the spell’s range of you when the spell is cast. For the duration of the spell, whenever the attacker takes damage while holding the weapon, the target takes the same amount and type of damage; a successful Charisma saving throw by the target halves the damage it takes, with each attack calling for a new saving throw. The attacker can even turn the weapon against himself or herself and cause identical damage to the target. Self-inflicted wounds hit automatically, but damage is still rolled randomly. Once the connection is established, it lasts for the duration of the spell regardless of range, so long as all three elements remain on the same plane. The spell ends immediately if the attacker receives any healing.

At Higher Levels. The target has disadvantage on its Charisma saving throws if *spiteful weapon* is cast with a 5th-level slot.

THUNDERCLAP

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

You clap your hands, emitting a peal of thunder. All creatures within 20 feet of you take 8d4 thunder damage and are deafened for 1d8 rounds, or take half damage and aren’t deafened with a successful Constitution saving throw. A creature that fails the saving throw by 5 or more is also stunned for 1 round.

This spell doesn’t function in an area under the effect of a *silence* spell. Very brittle material such as crystal may be shattered if it’s within range, at the GM’s discretion; the GM can allow a character holding such an object to protect it with a successful Dexterity saving throw.

TRIUMPH OF ICE

7th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M

Duration: Concentration, up to 1 minute

You transform one of the four elements into ice or snow. The area of effect is a sphere with a radius of 100 feet, centered on you. The specific effect varies depending on the element targeted.

- **Air.** Vapor condenses into snowfall. If cast on a *fog cloud*, *stinking cloud*, or a similar magic effect, this spell negates it. Creatures of elemental air who are targeted take 8d6 cold damage, and if airborne must make a successful Constitution saving throw to avoid being knocked prone (no falling damage).
- **Water.** Open water (a pond, lake, or river) freezes to a depth of 4 feet. Creatures in the water at its surface must make successful Dexterity saving throws to avoid being immobilized in the ice. A trapped creature can free itself by using an action to make a successful Strength (Athletics) check. Creatures of elemental water take no damage from the spell but are paralyzed for 1d6 rounds unless they make a successful Constitution saving throw, and they pay double for movement in the affected area.
- **Earth.** Soil freezes into permafrost to a depth of 10 feet. Creatures burrowing through the area have their speed halved until the area thaws, unless they can burrow through solid rock. Creatures of elemental earth who fail a Constitution saving throw take 8d6 cold damage from stress fractures in their bodies.
- **Fire.** Flames transform into shards of ice and their area becomes difficult terrain. Creatures in the burning area take 2d6 slashing damage when the spell is cast and 1d6 slashing damage for every 5 feet they move through the area unless they are unhindered by icy terrain; a successful Dexterity saving throw halves the slashing damage. Lava cools into a solid crust 4 inches thick. Creatures of elemental fire must make a successful Constitution saving throw or take 8d6 cold damage and be stunned for 1d6 rounds.

UNLUCK ON THAT

2nd-level enchantment

Casting Time: 1 reaction

Range: 25 feet

Components: V

Duration: Instantaneous

Cast this spell when a target makes an attack roll, a saving throw, or an ability or skill check. With a swift curse (“Unluck on that!”), you bring misfortune to the target’s endeavor; the affected creature has disadvantage on the roll.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the range of the spell increases by 5 feet for every spell slot beyond 1st.

WOLFSONG

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V

Duration: Instantaneous

You let out a howl that can be heard up to 5 miles away outdoors. The howl can convey a message of up to nine words, and it will be understood by all canine creatures within hearing and up to one specific creature that you name during the casting. The range of hearing is 3 miles for creatures that are indoors or 1 mile underground. No creature is compelled to do anything by the message; beasts with low intelligence are unlikely to take any action unless they're innately curious or feel threatened.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can name another specific recipient for every slot above 3rd.

WOTAN'S REDE

2nd-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You recite a poem in the Northern tongue, sent to your lips by Wotan himself, to gain supernatural insight or advice. Your next Intelligence or Charisma check within 1 minute is made with advantage, and you can include twice your proficiency bonus. At the GM's discretion, this spell can instead provide a piece of general advice equivalent to an *augury*.

At Higher Levels. When casting *Wotan's rede* with a spell slot of 4th level, it provides advice equivalent to *divination*. When casting with a 5th-level spell slot, the spell provides advice equivalent to a single answer from *commune*. When casting with a 6th-level spell slot, *Wotan's rede* provides advice equivalent to three answers from *contact other plane*.

Magic Items

ELK HORN ROD

Wand, rare (requires attunement by a spellcaster)

This rod is fashioned from elk or reindeer horn and marked with the algiz rune. As an action, its wielder can grant a +1 bonus on saving throws against spells and magical effects to a target touched by the wand, including him/herself. The bonus lasts 1 round. If the *elk horn rod* is held when performing the somatic component of *dispel magic* or comparable magic, it grants a +1 bonus on the caster's spellcasting ability check.

NITHING POLE

Wondrous item, rare

A *nithing pole* is crafted to exact retribution for an act of cowardice or dishonor. It's a sturdy wooden stave, 6 to 10 feet long, carved with runes that name the dishonored target of the stave's curse. The carved shaft is draped in horsehide, topped with a horse's skull, and placed where its target is expected to pass by; typically the pole is driven into the ground or wedged into a rocky cleft in a remote spot where the intended victim won't see it until it's too late.

A pole is created to punish a specific person for a specific crime. The exact target must be named on the pole; a generic identity such as "the person who blinded Lars Gustafson" isn't precise enough. The moment the named target approaches within 333 feet, the pole casts *bestow curse* (with range 333 feet instead of touch) on the target.

The DC for the target's Wisdom saving throw is 15; if the target's saving throw succeeds, the pole recasts the spell every round until the saving throw fails, the target retreats out of range, or the *nithing pole* is destroyed. Anyone other than the pole's creator who tries to destroy or knock down a *nithing pole* is also targeted by a *bestow curse* spell, but only once.

The effect of the curse is set when the pole is created. The pole becomes nonmagical once it has laid its curse on its intended target; an untriggered and forgotten *nithing pole* remains dangerous for centuries. The curse lasts 8 hours and doesn't require concentration.

Conditions

SNOW BLINDNESS

Northerners believe that snow blindness is caused by light glittering on snow or ice, and sometimes by malevolent spirits. The real cause is intense ultraviolet rays burning the eye.

Snow blindness becomes a danger after 4 hours of exposure to a brightly sunlit snowscape. Starting at the end of the 4th hour of exposure, a character must make a Constitution saving throw at the end of every hour; the DC equals 10 + hours exposed beyond 3 (or, for simplicity, 7 + hours of exposure).

Travelers have devised effective precautions. Characters can avoid making a check by taking a short rest after 3 hours, or by wearing dark goggles or snow visors (similar to goggles but made from an opaque material such as bone with a narrow, horizontal slit instead of tinted lenses). Monsters native to the environment are immune, as are constructs and undead.

Failing the saving throw imposes the first stage of snow blindness: the character has disadvantage on Wisdom (Perception) checks that rely on sight, weapon and spell ranges (for visually targeted spells) are halved, and all attack rolls are made with a -2

penalty. A second failed saving throw brings on the second stage of snow blindness: severe pain in the eyes, sight range is limited to 15 feet, and disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight. Spending two days in a dimly-lit environment reduces snow blindness by one stage. Sight is restored completely by *lesser restoration* or comparable magic.

FROSTBITE AND HYPOTHERMIA

Basic rules for surviving cold weather can be found in the *Dungeon Master's Guide*. Characters who aren't prepared for cold weather or who are exposed to extreme, unnatural, or magical cold can experience both hypothermia and frostbite. Under those conditions, characters must make Constitution saving throws to avoid harm; the GM determines when saving throws are called for and the DC for each one. Each failed saving throw increases the risk and damage, as described below.

- **Stage 1:** Frostnipped. The skin itches, aches, and becomes numb. Yellow and white patches form. Frostnipped characters have a -2 penalty on Strength and Dexterity checks.
- **Stage 2:** Shiverstruck. The character gains one level of exhaustion, shivers uncontrollably, and his or her teeth chatter. A shiverstruck spellcaster must make a successful DC 10 Constitution check (with disadvantage because of exhaustion) to cast a spell with a verbal or somatic component; if the check fails, the spell slot isn't expended. Tasks such as getting into or out of armor take twice as long.
- **Stage 3:** Kissed by the Ice Maiden (Hypothermia). The character gains a level of exhaustion and can't recover from exhaustion until after a long rest in a warm environment. The character's skin develops black blisters but the character's body is numb—which may initially seem a relief. A hypothermic character is only superficially aware of his or her surroundings and may trudge past shelter or blunder into monsters or hazards without realizing it.

Even simple activities such as drawing or sheathing a weapon, loading a crossbow, or retrieving something from a pouch or pack require a successful DC 10 Dexterity check (made with disadvantage from exhaustion) to accomplish without fumbling and dropping the item. This can be avoided if the character takes four times longer than normal

to do simple things. More complex tasks, such as starting a fire with flint and steel, are impossible.

- **Stage 4:** Frostbitten. The character gains a level of exhaustion and becomes incapacitated. Eventually organs fail, flesh dies and becomes gangrenous, teeth freeze and shatter, fingers and toes snap off, and other permanent injuries occur. The effect of such losses is determined by the GM. Every additional failed Constitution saving throw at this level of exposure adds another level of exhaustion. The character can survive and recover if rescued, but only magic can restore lost limbs and damaged organs.

Monsters

GOLEM, TUPILAK

Loping forward, eye fixed hungrily on its target, this grotesque creature sports a rictus grin on its almost skeletal face. The smell of death and brine surrounds it.

Tupilaks are constructs created via ritual to attack a hated enemy, often a rival spellcaster. A tupilak doggedly tracks its victim until it devours the prey and steals a portion of its soul and magical power



for the tupilak's master. All tupilaks are animated by a spirit of Ginnungagap, which resides in a tupilak idol embedded in the creature's body where its heart should be.

The tupilak is a hideous creature with a bony carapace and bestial head. Wounds to its bone-and-ivory body reveal its innards of vine, seaweed, and tiny, broken limbs. Its head is made from the skulls of savage beasts—bears and wolves being favored—and it usually sports a hideous, skeletal grin. Although mindless, its eyes burn with an evil longing.

Tupilaks have no sense of loyalty but only hunger and anger, and this makes them risky to create. Once set loose, a tupilak cannot be recalled but it can be redirected; if *dispel magic* is cast successfully on the construct, the golem is released from the magical restraints placed on it when it was created and its creator becomes the sole target of its homicidal impulse. The original target is forgotten, and the golem's creator can save himself or herself only by destroying the construct.

TUPILAK GOLEM

Medium construct, unaligned

Armor Class 10

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	16 (+3)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities lightning, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 4 (1,100 XP)

Aversion to Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage but instead regains hit points equal to the lightning damage.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Relentless Pursuit. A tupilak golem knows the direction and distance to its quarry as long as the two of them are within 2 miles on the same plane of existence.

Servant of Strength. A successful *dispel magic* spell cast on the tupilak does not harm the golem but instead turns it against its originator, who becomes the golem's target.

Actions

Multiattack. The tupilak makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

VAETTIR

A hulking form in ancient mail emerges from its barrow, bronze axe gripped in its withered hands. A rictus grin stretches its moldering face as the stench of death fills the air.

Vættir are ancestral spirits, sometimes protective and helpful but demanding of reverence and wrathful if offended. Landvættir dwell in barrows while sjövättir live beneath lakes, rivers, or the sea. Servants of the land, they are favored by the Vanir, who grant them the ability to curse those who disrespect the wild or ancient laws and traditions.

A wrathful vættir typically rises from its mound in response to the theft of items they consider theirs (including heirlooms passed on to living descendants) or perceived disrespect (leaving the dragon prow attached to a longship coming into land is a common offense, as is failing to make offerings to them). Vættir jealously guard both honor and treasures, becoming relentless enemies over matters as small as an accidental word or a single coin.

A vættir's skin is typically blue-black in color, taut over its bones and sinews, lips drawn back in a cruel grimace. There exists a rarer, bone-white variety that cares little for material possessions, instead guarding their honor or a patch of land with equal ruthlessness. Both varieties can be called upon by descendants and those who live nearby for aid, although there's always a price. A vættir's 'help' is often more than the asker bargained for.

VAETTIR

Medium undead, lawful evil

Armor Class 15 (chain shirt)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +4, Con +5, Wis +3, Cha +4

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, poisoned

Senses truesight 30 ft., darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 4 (1,100 XP)

Covetous Bond. 'Corpse-black' vættir can see the face of any creature in possession of any item the vættir ever claimed as its own. It also detects the direction and distance to items that were ever in its possession, so long as that item is currently possessed by another. If the item changes hands, then the new owner becomes the target of the vættir's hunt. 'Bone-white' vættir instead detect individuals who have offended them. Neither time nor distance affects these abilities, so long as both parties are on the same plane.

Deathless. The vættir is destroyed when reduced to 0 hit points, but it returns to unlife where it fell on the next nightfall with full hit points. It can be killed only by removing its head, burning the corpse, and dumping the ashes in the sea, or by returning it to its burial mound, placing an open pair of scissors on its chest, and driving pins through its feet.

Innate Spellcasting. The vættir's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

2/day each: *gaseous form*, *hunter's mark*

1/day each: *enlarge/reduce*, *phantom steed*

1/week each: *bestow curse*, *geas*, *remove curse*

Sunlight Sensitivity. Vættir avoid daylight. A vættir in direct sunlight has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vættir makes two greataxe attacks or two longbow attacks.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage plus 3 (1d6) necrotic damage.

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

Corpse Breath (Recharge 5–6). The vættir spews forth a 15-foot cone of putrid gas. Those caught in the area must succeed on a DC 13 Constitution saving throw or become poisoned for 1d4 rounds.

Maddening Gaze (1/Day). The vættir can lock eyes with a creature and drive it mad. Any creature within 30 feet of a vættir that is the focus of its gaze must make a successful DC 12 Charisma saving throw or become confused (as the spell) for 1d4 rounds. If the save is successful, the target is immune to the effect for 24 hours.



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