

Heathen Wrath – Campaign Draft

“Heathen Wrath” is the mid-level follow-up campaign to the 5e Norse campaign “The March of the Warden”, which can be purchased at DriveThruRPG. It concludes the conflict between the continental and the Tyrian Norse. The heroes chase the crusaders to the treetop of the giant ash tree Yggdrasil and afterwards lay siege to the crusader capital Ozborough.



“Norsmen landing in Iceland”

by Oscar Wergeland

Chapter 1

After the Wardens have overthrown Jorunnby they will learn from some captured Crusaders that a small but elite strike force has left for the great ash tree Yggdrasil only a few days before the Wardens arrival. Since every surviving Warden is needed at the southern rampart, the heroes are sent to hunt down the last Crusaders. The heroes are also contacted by Hel via the crow from the first campaign. Hel offers the deal that the lost souls from Hodors Ruins may return to Helheim, as soon as the heroes send one hundred fresh souls to her.

The heroes travel to the ash tree by ship. There exist trails in the bark of the gargantuan tree, constructed by the light elves, leading all the way up to the treetop as well as a cave system, constructed ages ago by the dark elves, leading all the way down to deepest roots. The dark elves left these cave system ages ago, but traces of their civilization can still be found.

The heroes will find some signs of the crusaders having climbed the tree, but will not be able to follow them since the trails to the top have been magically sealed by the crusaders. They will need to descend to the roots, where the three mythical Norns reside. The three Norns hold knowledge and power over the tree as well as over the destiny of all inhabitants of the Norse world Yggdrasil, even of the gods. The three Norns are called Urd – “What once was” – Verdandi – “What is coming into being” – and Skuld – “What shall be” – and their knowledge and power stems from their mastery of rune-scribing.

The Norns will familiarize the heroes with some basic knowledge of their powerful runes, which also can be used to overcome the magical sealed trails to the top of the tree. But beforehand they demand that the heroes drive back some intruders, which have breached through the northernmost caves. The intruders are the almost forgotten dark elves supported by some undead troops.

Chapter 2

Ascending the stem and the branches of the ash tree, the heroes will pass through Alfheim, the tree-houses of the light elves, and help them defend against an attack of an ice dragon from the

far north Niflheim. Travelling on they reach Vanaheim, home of the peaceful Vanir gods. Upon their arrival they will witness the monotheistic crusaders being able to ward off the Vanir gods and even killing the Vanir god Baldur, the much beloved son of Odin. They managed to achieve this by their mastery of their researched arcane magic, which was unknown even to the Vanir gods. The heroes will have to defeat the crusader strike force after which they will be asked by the Vanir gods themselves to avenge the murder of Baldur. They shall siege the capital Ozborough of the crusaders and hunt down their leaders.

The death of Baldur will invigorate the Utangard forces and especially the Devourers, ultimately leading to Ragnarok. These consequences will be discovered by the heroes gradually through this and the next and final campaign, fittingly named “Ragnarok”.

Chapter 3

The heroes traverse the hazardous mountain range of the Trollcrest and travel to Fellkirk. Fellkirk has been recaptured from the Crusaders by the Wardens, which have already left to defend the southern rampart. The Wardens will have to organize the construction of a fleet and wait for the march of the Warden in the fall. Communicating with the Wardens via druids or animal messengers they will initiate a good part of the Warden forces to travel through Fellkirk and join in the raid of Ozborough before the Wardens move on to the northern rampart.

Chapter 4

The heroes will lead the Norse longboat fleet to sea and head toward Tyrian. The open sea, as part of Jotunheim, is becoming increasingly dangerous due to the death of Baldur and the heroes will face the sons of Jormungard – powerful sea creatures – at the passages of the Ozborough bay. They may have to carry their fleet over the island to prevent open battle with them.

After entering the bay they will land swiftly and besiege the fortified city Ozborough.

Chapter 5

In contrast to the Norse continental towns Ozborough is a real city and manifestation of the more advanced and monotheistic culture of the Tyrian Norse. The two leaders, the cardinal Sherligan and king Edwin, can be found in the corresponding districts. The cardinal was the main force behind the invasion and has a power hungry and radical personality.

The heroes will have to invade the city and confront their leaders. After the successful raiding of Ozborough most of the surviving Wardens will head to the northern rampart by ship. The rest of the Wardens will stay in Ozborough and the heroes are rewarded and honored by being appointed to the new Earls of Ozborough.