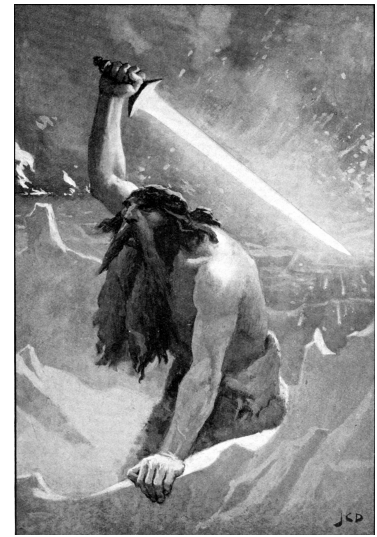


## Ragnarok – Campaign Draft

“Ragnarok” is the high level follow-up campaign to the 5e Norse campaign “Heathen Wrath”, which can be purchased at DriveThruRPG. It is the final part and conclusion of the Norse campaign trilogy. The death of Baldur as well as the overcrowded land of the dead, Helheim, leads to an invigoration of the Utgard forces and especially the Devourer, which will ultimately lead to Ragnarok, the doom of Yggdrasil.



*“The giant with the flaming sword”*

*by John Charles Dollman*

### Chapter 1

Ozborough is overthrown, the Tyrian towns Peydon and Wiley surrendered and the heroes are in control of the whole island.

But only a few months after the siege of Ozborough, the heroes receive Warden messages stating devastating attacks on the northern rampart led by ice dragons. Being renowned war heroes by now, they are requested to investigate the ice dragon’s lairs in Niflheim.

The heroes embark in Peydon and cross the increasingly dangerous Mists. Northwards of the chain of island in the Eastern Mist there ships are destroyed by the gargantuan sea snake and Devourer Jormungard and they need to escape to northernmost island. They will be supported by an amphibious merfolk, inhabiting the islands, and will reach the fjords of Jotunheim.

### Chapter 2

The heroes traverse the deadly foothills and the mountains of Niflheim and finally reach the lair of Nidhogg the ancient ice dragon and Devourer. Nidhoggs lair is stacked with freshly laid dragon eggs and the heroes will also find one of Hels messenger crows in the lair. Hel has been contacting all Devourer, informing them about Baldurs death and encouraging them to initiate a joined and devastating assault against the morally weakened Vanir and Aesir tribes. They will not be able to defeat Nidhogg himself, but may destroy the dragon’s eggs.

### Chapter 3

The heroes shall investigate the state of the other Devourers, either by their own motivation or ordered by the Warden. They travel to Svartalfheim, where Fengir the monstrous wolf and Devourer is supposed to be held captive in dwarven chains. Fengir was freed by shapeshifter, who were sent from Hel, and the wolf destroyed large parts of the dwarven capital. He can be driven back with the help of heroes and will flee to the cave system of Helheim.

## Chapter 4

The heroes will descend to Helheim through its northern entrance near Svartalfheim. The underworld, inhabited by dead, who did not reach Valhalla, is overpopulated. The ever expanding cave system reaches to the roots of the giant ash tree by now and the dead start to ascend the tree. Hel herself awaited this day for ages, being tired of her existence and yearning for Ragnarok. The war against the crusaders and even the heroes themselves supported her ambition by sending hundreds of souls to her realm. Hel regards the heroes as their unintentional champions since they slayed her former champion Andor of Hallthorpe in the first campaign.

The heroes will finally reach the ash tree, after learning the fatal truth and travelling through whole Helheim.

## Chapter 5

The ash tree is being assaulted from all Devourers and hordes of Jotunheim creatures, the ramparts are breached and the Aesir and Vanir gods have joined the battle. The heroes will fight side on side with the gods but ultimately succumb to the onslaught. Surt the fire giant will set the land itself ablaze with his flaming sword and the land will sink back to the ocean. After the hissing and spurting chaos will come to a halt and silence and darkness will lay upon the world, a new continent and new live will emerge.