Jotunia

"The gods are not your friends. They never were. Every prayer is a meal, every sacrifice a feast. You came seeking glory—you found a feeding ground."

🕮 Campaign Overview

Players
3-5 players

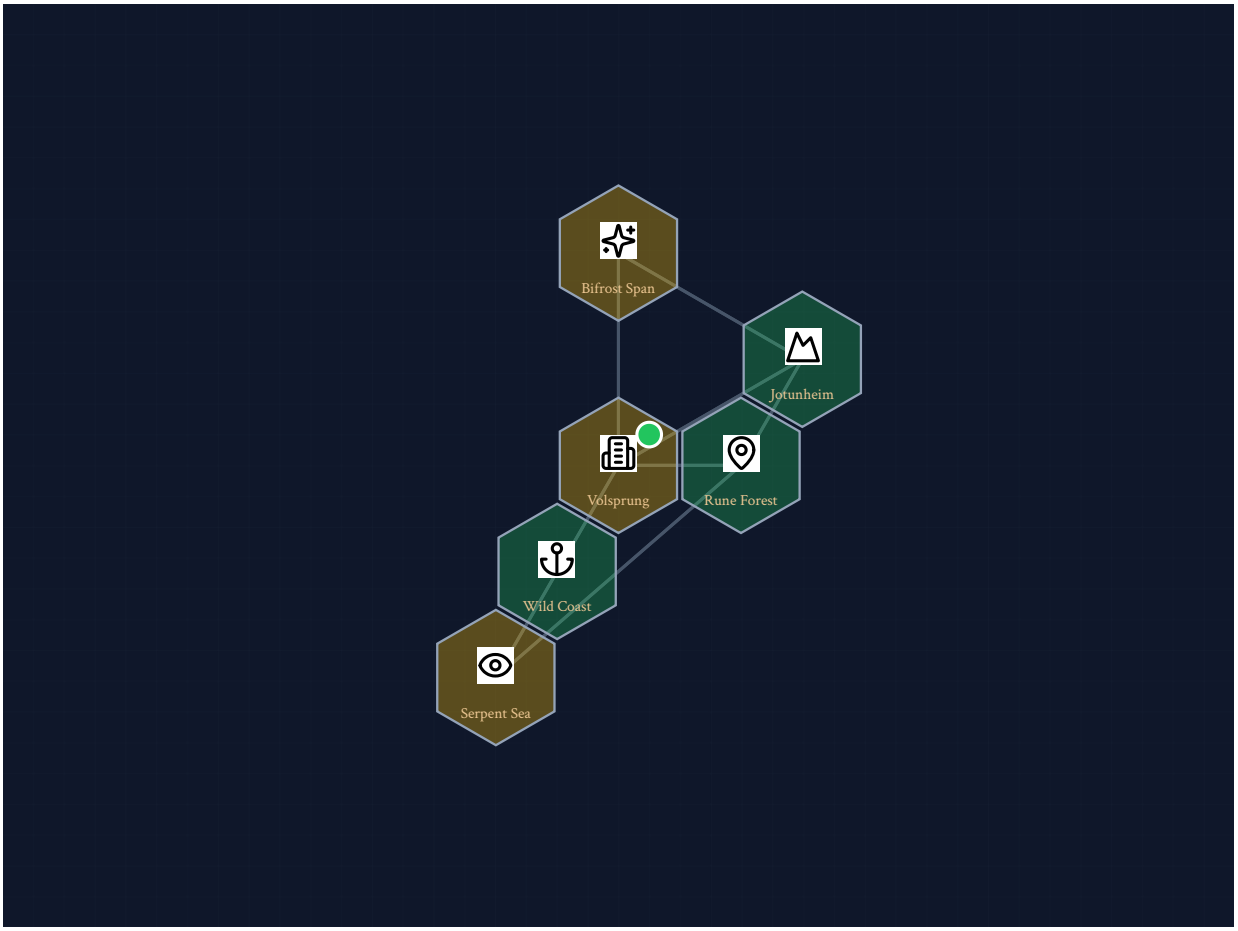
Sessions
20-24 sessions

Difficulty
Advanced

Themes
Deicide, Survival, Political Intrigue, Mythological Horror

🧭 Campaign Map

Key domains and approach routes players will traverse.



The Premise

A Viking expedition crosses the sea to Jotunia, a legendary frozen continent where giants dwell. But this is not the saga they expected.

The giants are cultured artisans and philosophers, not mindless monsters. The trolls are the true beast-hordes. And the Norse gods—Odin, Thor, Freya—are not distant protectors but present parasites, feeding on human worship and death.

The only way home is through Ragnarök. Kill the gods. Break the cycle. Escape the false Valhalla where dead warriors feast forever as divine cattle.

Design Philosophy

This campaign subverts Norse mythology expectations. Giants are civilized, gods are predatory, and players must become god-killers to escape. Prepare for moral complexity.

Key Features

God-Hunting

Track, weaken, and ultimately kill Norse deities using god-killer weapons and divine weaknesses

Sandbox World

Nine interconnected domains with active factions, from the human city of Volsprung to the giant halls of Jotunheim

Rune Magic

Discover and master the Elder Futhark—24 runes scattered across the world as environmental spell-sources

God-Dream System

Every night, gods may visit your dreams offering power at a price. Track your affinity from Nemesis to Janissary

Major Factions

Volsprung

Human Settlement

The City of Nine Rings—humanity's foothold in Jotunia. A stratified settlement where each ring represents a different social class, from thralls at the outer ring to the Jarl's hall at the center.

Campaign Scenarios

The Voyage

The expedition crosses the sea. Resource management, sea-serpent encounters, and the völva's prophecies set the stage.

2-3 sessions

The City of Nine Rings

Political intrigue in Volsprung. Three succession paths, the Lokasenna feast, and the dragon Fafnir's hoard beneath the city.

3-4 sessions

The Giant's Shadow

First contact with Jotunheim. Scale dissonance, giant philosophy, and the revelation of Ymir's sleeping heart.

3-4 sessions

The God-Hunt

The point of no return. Acquire god-killer weapons, infiltrate divine realms, and kill your first god.

4-5 sessions

The Serpent Wakes

Götterdämmerung. Three possible endings: Preservation, Revolution, or Transformation. Confront Odin in Valhalla.

4-6 sessions

Unique Mechanics

The Rune System

24 Elder Futhark runes exist as environmental spell-sources. Find them carved on trees, formed in rocks, or visible in clouds. Each rune has a Reverie cost and unique effect.

God-Dream System

Track your relationship with each god on a -5 to +5 scale. At -5 (Nemesis), gods actively hunt you. At +5 (Janissary), you're their champion—but bound to their will.

Divine Weather

Weather patterns indicate which god is watching. Snow means Hrimthur. Mist means Odin. Storms mean Thor. Plan accordingly.

Key NPCs

Jarl Bjorn Haraldsson

Dying Leader

The stone-cursed Jarl whose death will trigger Volsprung's succession crisis. His choice of heir shapes the campaign.

Nilfsvol the Skald

Hidden Heir

The Jarl's bastard son, hidden in plain sight as a poet. Speaks truth through jest like Loki himself.

Nojut the Priest

Reformer

A former thrall who rose to ring-lordship. Leads the reformist faction seeking to change Volsprung's rigid hierarchy.

Sigrdrifa

Rogue Valkyrie

A valkyrie who questions her role. She may help the players—or harvest them, depending on their choices.

Odin All-Father

Final Boss

The one-eyed god who sees all. He knows the players are coming. He's been preparing since the first god died.

Possible Endings

The Preservation

Stop Ragnarök. Create a new divine compact where gods serve rather than feed. Players become divine regulators.

The Revolution

Complete Ragnarök. Kill all gods. Reality resets. A new world forms—but will you exist in it?

The Transformation

Become the new pantheon. Players ascend to godhood, taking the place of those they killed. But can they rule better?

Campaign Structure

Act 1: The Voyage

Cross the sea to Jotunia. Survive storms, sea-serpents, and prophecies.

Act 2: Settlement

Navigate Volsprung politics. Make contact with giants. Discover the gods' true nature.

Act 3: Götterdämmerung

Hunt the gods. Choose your ending. Reshape reality.

Trickster Resources

Start the Campaign

Begin with The Voyage scenario

Trickster's Guide

General GM advice and session management

Quick Reference

Rules summaries and tables

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— Völva of the Serpent's Coil