

ÆSIR MARKS

An elf manipulates a lord into giving him more fortune than what he should, a warrior unleashes a thunderstorm around him, a huntress spots an ambush designed to kill her. Each of these people possesses a Æsir mark, markings etched on the skin in vivid colors, magical power made flesh.

Possessors of an Æsir Mark are powerful mortals, often given important position in tribes and cities, when they are not living on the fringes of society, set on goals only they understand.

It is said that those Marks are tied to an ancestry from Norse gods, also known as Aesir, intertwining their bloodlines with that of mortals. Powers came from such unions, profoundly altering the life of those it touched.

A Mark manifests in a person around adolescence, as streaks of paint like pigments appear over their body, though not every heir manifests the mark.

For humans an Æsir Mark is a variant race that replaces traits associated with your race.

THE MARK OF THOR

I'm telling you, I've never seen anyone fiercer on the battlefield than them, it was a slaughter.

- A scared soldier

THOR, CHAMPION OF ASGARD

Thor (Old Norse: Þórr) is the god of thunder and lightning, associated with strength, storms, hallowing and fertility. He is the son of Odin and Jörð, the personification of the Earth, and is physically the strongest of the Æsir. Thor is described as being fierce eyed, with red hair and a full beard, and he is quick to anger and has an enormous appetite. His excursions out of his realm have lead him to meet humans that he felt an affinity for, blessing their bloodline with his Mark.

VARIANT HUMAN: MARK OF THOR

If your human character has the Mark of Thor, the following traits replace the human's Ability Score Increase trait in the Player's Handbook.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Electric Blood. You have resistance to lightning damage

Fury of the Storm. Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing your eyes to glimmer and lightning to crackle around you.

Your transformation lasts for 1 minute or until you end it as a bonus action. During it you can add your Strength modifier twice to Strength Checks and Strength Saving Throws. Your AC increases by 1. Finally your weapon attacks deal additional lightning damage equal to your proficiency bonus on a hit.

Once you use this trait, you can't use it again until you finish a long rest.

Divine Lightning. You know the *lightning lure* cantrip.

In addition, once you reach level 5, once per day you can cast *lightning arrow*, Constitution is your spellcasting modifier for those spells. If you have the Spellcasting or the Pact Magic class feature, these spells are added to the spell list of your spellcasting class.

Art by Mårten Eskil Winge



THE MARK OF HOD

It's like he was reading me like a parchment, how did he know I was lying, i'm supposed to be good at it.

- A shocked burglar

HOD, BLIND AND BETRAYED

Hod is a blind god and a son of Odin and Frigg in Norse mythology. Tricked and guided by Loki, he shot the mistletoe arrow which was to slay the otherwise invulnerable Baldr. Legend says that he was then slain by the gods. But perhaps he survived, and his powers manifest still in his descendants. He is blind, but the gods would desire that no occasion should rise of naming this god, for the work of his hands shall long be held in memory among gods and men.

VARIANT HUMAN: MARK OF HOD

If your human character has the Mark of Hod, the following traits replace the human's Ability Score Increase trait in the Player's Handbook.

Ability Score Increase. Your Dexterity score increases by 2, and your Constitution score increases by 1.

Blindsight. You have blindsight to a range of 30ft.

Godly Hands. You gain proficiency in Dexterity Checks (Sleight of hand) and with 2 artisan's tools of your choice. Whenever you make a check with any of these proficiencies you can add a d4 to the roll.

Betrayed. You have advantage on Wisdom (Insight) checks to determine if someone is lying to you or trying to betray you.



For an elf an Æsir Mark is an elf subrace, with some unique traits.

THE MARK OF LOKI

How can you accuse your own grandmother of stealing your purse ? You probably lost it and can't remember.

- A disappointed friend

LOKI: TRICKSTER AND SCHEMER

Loki, in Norse mythology, a cunning trickster who had the ability to change his shape and sex. Although his father was the giant Fárbauti, he was included among the Aesir. He was the principal cause of the death of the god Balder. Loki was bound to a rock as punishment. He is also father to many monstrous creatures said to cause the advent of Ragnarök. His descendants are known to also cause discord and dissent among the people they meet.

VARIANT ELF: MARK OF LOKI

If your elf character has the Mark of Loki, you have this subrace, with the following traits.

Ability Score Increase. Your Charisma score increases by 1.

Trickster's Magic. You know the *Vicious mockery* cantrip. Once you reach 3rd level, you can cast the *Charm person* spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the *Suggestion* spell once. You must finish a long rest to cast these spells again with this trait. Charisma is your spellcasting ability for these spells.

If you have the Spellcasting or the Pact Magic class feature, these spells are added to the spell list of your spellcasting class.

Schemer's disguise. Once per short rest you can cast the spell *Disguise self*, targeting yourself only.

MARK OF THOR



MARK OF HOD



MARK OF LOKI



Art by James Doyle Penrose

THE MARK OF FREYJA

I'm telling you, she did some magic stuff, next thing you know my herd was fertile, I know a good omen when I see one.

- A thankful farmer

FREYJA: LOVE, FERTILITY AND DEATH

Freyja ("Lady"), most renowned of the Norse goddesses, who was in charge of love, fertility, battle, and death. Her father was Njörd, the sea god. Pigs were sacred to her, and she rode a boar with golden bristles. A chariot drawn by cats was another of her vehicles. Greedy and lascivious, Freyja was also credited with the evil act of teaching witchcraft to the Aesir. Legend says that Freyja traveled through the world seeking a lost husband and weeping tears of gold. Her descendants are often sages amongst their village.

VARIANT ELF: MARK OF FREYJA

If your elf character has the Mark of Freyja, you have this subrace, with the following traits.

Ability Score Increase. Your Wisdom or Charisma score increases by 1.

Primal understanding You can cast the *animal friendship* and *speak with animals* spells with this trait, requiring no material component. Once you cast either spell with this trait, you can't cast that spell with it again until you finish a short or long rest. The ability you increased with this subclass is your spellcasting ability for these spells.

Inherited wisdom You gain proficiency in two of the following skills: Nature, Medicine, Arcana, Animal handling.

For a dwarf an Æsir Mark is an dwarf subrace, with some unique traits.

THE MARK OF TÝR

Glad to have them dwarfs with us, you know they won't betray us, but I wouldn't want to be the one lying to them

- A war veteran

TÝR: JUSTICE, LAW AND WAR

Tyr was the Norse god of war, a brave warrior and member of the Aesir tribe, he championed order and justice. He lost his arm to Loki's ferocious offspring Fenrir, the giant wolf. The one-armed god of the Norse pantheon, Tyr was represented war and bloodshed. Yetn he was also known as a bringer of justice and order. Those bearing his mark represent that duality, fierce in battle but also fair in their judgment.

VARIANT DWARF: MARK OF TÝR

If your dwarf character has the Mark of Týr, you have this subrace, with the following traits.

Ability Score Increase. Your Wisdom or Strength score increases by 1.

Thoughtful justice. When you make a Wisdom (Insight) check you can roll a d4 and add the number rolled to the ability check.

Forged by war Bludgeoning, slashing and piercing damage you take from non-magical weapons is reduced by 1.

Lawful protection. Once per long rest if a creature you can see within 60 feet of you takes damage, you can use your reaction to reduce that damage by 2d10 and take that amount of damage instead.

MARK OF FREYJA

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MARK OF TÝR

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CORRUPTED MARK: THE MARK OF YMIR

Where most of the Aesir have left their mark on a race, there is another mark. Much less known, and often hidden because of the stigma it carries.

Ymir the first giant was slain, but his essence didn't leave the world, tainting it instead. Many dwarves were affected by it, and their descendants bear this distinctive mark. It grants many powers, but also brings shame to families, shunning away their child bearing the mark.

YMIR: PRIMORDIAL GIANT

Ymir is the personification of the chaos before creation. Ymir had great power over the element of ice, which was what its Jotnar children inherited from him. He was tremendously durable and strong, being able to fight alone against the Aesir.

MARK OF YMIR

If your dwarf character has the Mark of Ymir, you have this subrace, with the following traits.

Ability Score Increase. Your Constitution score increases by 1.

Ice body. You have resistance to cold damage and ignore exhaustion caused by cold environments.

Primordial toughness. While not wearing any armour your AC is equal to 13 + your Dexterity Modifier. You can equip a shield and still retain this benefit.

Stupendous might. When you make a Strength (Athletics) check you can roll a d4 and add the number rolled to the ability check.

MARK OF YMIR

