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GAME-4400-W06: World Development

Helheim

Helheim is a barren realm of shadows and darkness. It is the land of the Dishonorable Dead. The spirits of those who died from disease or who are guilty of murder; adultery and/or oath-breaking are gathered here by servants of the Queen of Helheim. In many ways Helheim is fairly similar to Niflheim in appearance.

However, the Gateway exiting Helheim is one-way due to its location. The only known Gateway that links Niflheim to Helheim floats in mid-air about sixty meters above an underground lake. To make things more complicated, to make sure none of the Dishonorable Dead leave Helheim, Ásmóð, the Vanir Queen of Helheim, placed a ward on the Gateway that allows people to enter, but prevents anyone from being able to leave her dominion without her aid.

Gateway Destinations: Niflheim

Magic: Death magic and Shadow magic are predominant. Life magic is completely absent.

Noteworthy Locations

- *Tears of the Fallen*: An underground lake at the entrance of Helheim. The lake itself is 800 meters in diameter and is so deep that it is impossible to see the bottom. There is a small island in the middle of the lake with a single tree that died out long ago.
- *The Gjöll River and the Gjöll Bridge*: The Gjöll River is a vast river of black fast-moving waters that is full of rapids and filled with various weapons that protrude through the surface of the rapid waters. The only way across is on the Gjöll Bridge, an old worn stone bridge with a roof made of shining gold. The bridge is guarded by Móðguð, a frost giantess who has pledged herself into the service of the Queen of Helheim. Móðguð will only allow those who truthfully state their name and business to cross.
- *Náströnd*: Also known as Corpse Shore, it is a place along the Gjöll River where the dead bodies of foolish who try to cross the river wash up. Once the home of a powerful dragon now is a bone yard where the Skeleton Wolves and Undead Wyverns gather and hunt.
- *Nine Night Valley*: An enchanted valley to the west; any and all who enter this valley will be trapped in its utter darkness for nine days and nights. Nine Night Valley and the surrounding plains are also the home to the souls of the Dishonorable Dead who have completely lost their sanity. In the deepest part of the valley lies the Skeleton Camp.
- *Rebel Vanir Camps*: The Rebel Vanir camps are primarily located somewhere in the East Forest of Dead Trees, South East of the Royal Crypt.
- *Royal Crypt*: West of Helheim Castle, the Royal Crypt is where the deceased members of the Vanir Royal Family of Old and their faithful servants are buried. Even after death, the servants' desires to serve are so strong that they have become Draugr in order to guard the crypt and all that resides in it from looter and necromancers alike.
- *Helheim Castle*: Home to the Queen and all of her ancestors since the Aesir and Vanir Civil War, the Helheim Castle is at the northernmost point of Helheim. Built into the face of a mountain, the castle itself remains a mystery to even the Vanir Royal Family of

Old. When the Vanir arrived in Helheim after they were banished due to the civil war, the castle was already there towering in silence over all who entered. It was obvious that it had been centuries since the last time someone had last walk those halls, but somehow it was already fully stocked with fresh foods and clean water. As if the castle itself was greeting its new masters.

Civilizations:

The Dishonored Dead – The Dishonored Dead are those who die in dishonor. Many dwell in torment, desiring to return to life. While others serve the Queen of Helheim as part of her personal army.

Rebel Vanir – When the Vanir lost in the civil war against the Aesir, the Vanir Royal Family of Old along with a host of their servants was banished to Helheim. The Rebel Vanir are the descents of those servants who want nothing more than to return to their ancestral realm Vanaheimr. However, the only way to leave Helheim is with the aid of the Queen of Helheim. The Queen refuses to release her servants, stating that their families were banish because they remained loyal to Vanir Royal Family of Old and pledged eternal servitude as long as the bloodline of the Vanir Royal Family of Old existed. In response to this, many of the Vanir in the serve of the Queen of Helheim banned together in the hopes to overthrow her rule.

The Undead – Numerous forms of spectral and corporeal undead inhabit Helheim.

Politics – The Dishonored Dead are ruled by Ásmóð, the Queen of Helheim.

Religion – The Dishonored Dead believe the Aesir are gods, but do not worship them. They also believe the Queen of Helheim is a goddess, but they do not worship her either.

Factions – There are only two real factions present in Helheim. The Vanir and Dishonored Dead who serve the Queen of Helheim, and Vanir who are currently trying to rebel against the Queen of Helheim.

Economics – The Dishonored Dead have no use for economics, but many of the Vanir who serve directly under Ásmóð will be willing to trade if asked.

Education – The only education the Dishonored Dead have is that which they learned before they passed from the world of the living.

Diplomatic Relations – The Dishonored Dead serve the Queen of Helheim out of fear. They are not on friendly terms with anyone from the other realms.

Fauna – Besides the monsters that are listed in the Monster Development Sheet, the Vanir Royal Family of Old brought the following animals with them when they were banished. Since then, these animals have adapted, multiplied, and now roam Helheim. Before the Vanir Royal Family of Old were banished, none these animals exist in Helheim.

- Horses
- Cows

- Roosters
- Goats
- Boars
- Deer
- Squirrels
- Wolves
- Snakes
- Ravens
- Eagles

Flora – Since Helheim is the one of the worlds of the dead, there isn't much plant life. The following is the only native plant life that exists in Helheim.

- Bone Tree: The Bone Tree are tall, thin, and brittle bleach white trees that produce large two different red colored fruit. The smooth textured fruits are referred to as Blood Fruit, while the fruits with bumpy texture are referred to as the Reaper's Kiss. When Blood Fruit are plucked from Bone Trees, they begin producing heat and tastes bitter if not eaten it while it's warm. The Reaper's Kiss on the other hand should be avoided at all costs. Those unfortunate enough to eat them, state that it is the sweetest thing they've ever tasted before dropping dead in next few hours.

Physics – The realm of Helheim exists in the outer rim of Shattered Earth's atmosphere. Because of this Helheim's gravity is 2/3 of Midgard's gravity. The fact that Helheim exists in the upper atmosphere also explains the overall cooler temperature as well.

Map

