

DUNGEON FANTASY

POWERED BY GURPS

NORÐLONDR ÓVINABÓKIN

BESTIARY AND ENEMIES BOOK



BY DOUGLAS H. COLE



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INTRODUCTION

It is a truth universally acknowledged, that a fantasy roleplaying game in possession of dungeons, must be in want of more monsters. More than that. Even more.

Whether riffing off Jane Austen's *PRIDE AND PREJUDICE*, or the more genre-appropriate *PRIDE AND PREJUDICE AND ZOMBIES* by Seth Grahame-Smith, there's no question that a giant book of creatures is a boon to GMs wanting to keep their campaigns fresh and exciting.

This book contains nearly 200 different types of creatures, providing a wealth of threats, challenges, and background creatures covering most of the monster classes, including dragons, demons, undead, and more.

REQUIRED READING

While the book is designed to be a useful reference by itself, it is based in the larger context of the *DUNGEON FANTASY RPG, Powered by GURPS*. It frequently makes reference to the following books, all of which are contained in the reprint of the *DUNGEON FANTASY RPG BOXED SET*:

- **Adventurers.** The basic book to character creation lists many traits, both beneficial and baneful, that are referenced in the creature write-ups in the book.
- **Exploits.** The *BESTIARY* is where the wild things are, but the rules for running them in the game are mostly found in *EXPLOITS*.

- **Monsters.** While the monster classes are repeated and amplified here in this *BESTIARY*, the core monster advantages and disadvantages are listed there, and referenced extensively. Advantageous traits are on *MONSTERS, PP. 9–12*, disadvantageous traits on *PP. 12–14*.
- **Spells.** Many creatures in this book either cast spells or produce effects indistinguishable from those spells. In particular, the faerie cast a lot of spells, and the *BESTIARY* makes frequent reference to that book.
- **Fantastic Dungeon Grappling.** These monsters assume you're using the grappling rules from *FANTASTIC DUNGEON GRAPPLING* because the author wrote them and likes them better. So the *NORÐLONDR ÓVINABÓKIN* does the work for you and provides some of the required calculations up front. If your game isn't using that book, disregard those sections of the monster write-ups and resolve grappling using the rules from *EXPLOITS, PP. 40–41*.

NORÐLONDR OR NOT—NORÐLONDR

Each creature in the book has background information placing it contextually in the game world. This information—usually referred to as “fluff text”—is written with the premise that the monsters fit into the Norðlond setting.

value only as fertilizer. Even formally indentured thralls look down on such as worthless scum. They are likely to be attacked with lethal intent immediately if the outcast status is discovered. It is not necessarily exclusive with **Social Stigma (Excommunicated)**! Other realms or cultures probably won't care unless there's a reward offered for their return (and execution).

Sunlight Sensitivity. Is poorly adapted to sunlight, and suffers -1 to all skills and Perception for each level of this disadvantage when exposed to direct sunlight.

Vulnerability. While some vulnerabilities cause *extra* damage, those with a $\times 1$ multiplier trigger exceptions to advantages like **Injury Reduction** or **Supernatural Durability**.

MONSTER CLASSES AND NOTES

Relevant monster classes and notes are listed below, describing which spells and skills affect each monster class.

Aesir. Affected by **Banishment**. Aesir are also **Spirits** (see *Spirit Empathy*, **ADVENTURERS**, p. 53). Does not detect as "truly evil." Not subject to spells that affect the living. The Aesir's natural home is *Asgard*, bound within *Yggdrasil*.

Álfar. Inherently magical, and affected by **Seek Magic**, **Pentagram**, and similar spells. Subject to spells that affect the living. The native realm of origin of the álfar is *Alfheim*, bound within *Yggdrasil*; they also make the most frequent use of the shadow realm and pocket dimensions, so much so that it is called *Svartalfheim*: the dark elf-home. All álfar are faerie; not all faerie are álfar! Some álfar types have extra abilities not found on faerie native to *Midgard*.

Animal. Affected by **Animal Empathy**, **Animal Handling**, **Disguise (Animal)**, **Mimicry**, **Animal College** spells except **Hybrid Control** and **Repel Hybrids**: instead use **Control (Animal)** and **Repel (Animal)**. Subject to spells that affect the living.

Construct. Artificial magical animated creatures. Affected by spells like **Seek Magic** and **Pentagram**. They cannot be mind-controlled, are not living, and are undetectable with the **Aura** spell.

Demon. Affected by **Banishment**. Demons are also **Spirits** (see *Spirit Empathy*, **ADVENTURERS**, p. 53). Detects as evil. Not subject to spells that affect the living. Demons' natural home is *Muspelheim*, bound within *Yggdrasil*.

Dire Animal. Requires a **Naturalist** roll to identify. Rolls to influence dire animals are at -5. Cannot be created using **Create Animal**. Otherwise treat as **Animal**.

Divine Servitor: Affected by **Banishment**. Divine servitors are also **Spirits** (see *Spirit Empathy*, **ADVENTURERS**, p. 53). They do not necessarily detect as evil (see the individual monster write-up). Not subject to spells that affect the living. A Divine Servitor's natural home is usually *Asgard*, but not always. They are bound within *Yggdrasil*.

Elder Thing. Creatures from beyond *Yggdrasil*'s bounds. Neither magical creatures nor living in any normal sense. Not affected by **Banish**.

Elemental. Affected by **Control Elemental** and similar spells. Elementals are also **Spirits** (see *Spirit Empathy*, **ADVENTURERS**, p. 53). Not subject to spells that affect the

living. Elementals' natural home is the elemental Realm of *Niflheim*, bound within *Yggdrasil*. Most elementals are perfectly happy to remain in their home realm and distinctly unhappy to be called forth to *Midgard*. Some elementals are more eager to explore.

Faerie. Inherently magical, and affected by **Seek Magic**, **Pentagram**, and similar spells. Subject to spells that affect the living. Not all faerie are native to *Alfheim*, and beings such as fly-dragons, mindhounds, fauns, leprechauns, nymphs, and pixies are faerie native to the realm of *Midgard*.

Giant Animal. Large versions of normal animals; otherwise treat as **Dire Animal**.

Hybrid. Affected by special **Animal Handling** skills, **Hybrid Control**, and **Repel Hybrids**. Unaffected by **Control (Animal)** and **Repel (Animal)**. Otherwise treat as **Animal**.

Mundane. Subject to spells that affect the living. Some creatures can be profoundly magical and still be classed as **Mundane**: most dragons and PC wizards, for example.

Plant. Affected by **Plant Empathy** and **Plant College** spells. Subject to spells that affect the living.

Spirit. Affected by **Seek Magic**, **Pentagram**, and similar spells. Affected by **Spirit Empathy**, **Affect Spirit**, and **Spirit Control spells**. Not subject to spells that affect the living.

Undead. Subject to **Turning**. Not subject to spells that affect the living.

ANIMALS

These are non-humanoid creatures that are naturally part of the ecology. Some have a magical nature, but most are unintelligent and lack society or language, including most varieties of ordinary and giant animals. Such creatures are found natively throughout the world, based on their needs and preferred (or required) habitat.

Most beasts are of low intelligence, and do not, as a rule, make deliberate use of tools. There are exceptions! Some predatory birds may use burning twigs (caused by lightning or other natural causes) to set fires that drive prey into their clutches, while borderline-sapient make limited use

to a new item. Failure means that the new item is magically incompatible with that dragonstone, and they cannot ever be merged. Critical failure destroys the item, but not the dragonstone (which is as functionally indestructible as orichalcum).

This work can be done by NPCs: hiring an armorer or alchemist in town costs \$200 for skill-11, doubled for each +1; an **Armory-16** crafter would charge \$6400 for the attempt. A dragonstone must be mounted to an item to function; they don't work by themselves.

FAERIE AND ÁLFAR

Faerie are creatures embodying the spirit of nature and thriving beyond the constraints of mortal civilization. Some monsters classified as faerie are native to the mortal realm, while others hail from *Alfheim*, descendants or creations of the original powerful creatures that joined the Aesir in creating *Yggdrasil* (see [Norðlond, Yggdrasil, and the Nine Realms](#)). All Álfar are faerie; not all faerie are Álfar!

THE ÁLFAR OF ALFHEIM

The Álfar act in many ways as the chaotic fly in the ointment of the plans of the more structured Aesir of *Asgard*. Beings of shadow, moonlight, magic, and mystery, álfar wear glamour like clothes, breathe magic as we breathe air, and can vanish from conscious perception with but a thought. By nature chaotic and capricious, álfar revel in their unbridled passions, yet they are willing to lay long-range, patient plans to fill those passions. Immortality has its quirks. The attentions of a faerie can be intense and ephemeral, or a burning, sustained desire that can encompass and even engulf multiple generations of mundane human plans.

Despite the consistent capriciousness of the álfar, there is a strong hierarchy in these untamed beings, with the high álfar lording over lesser, still powerful creatures, and all give way to the natural forces of season, tide, and moon. Don't look for rigor or steadfast structure in mortal, human terms—faerie are what they are, which includes being changeable.

THE FAERIE OF MIDGARD

Wild and unspoiled locations commonly have resident faerie, or perhaps an entire faerie community—a grove of ancient trees possesses a hulder guardian, a rock outcrop hosts a lazy troll, or a clear, languid pool fed by a sparkling waterfall is home to a small group of nix. Faerie are frequently embodiments of natural processes and amoral emotion and impulsive behavior. The frostálf plays a symphony out of a winter blizzard, while a crew of autumn sprites can be found painting the leaves of the trees with vibrant red and gold in preparation for wintertime. Faerie also represent wildness on a metaphorical scale—the lack of

civilizing restraint and freedom of spirit, casting off social mores and inhibitions, and indulging in the most primitive of impulses. These are the faerie of *Midgard*.

ÁLFAR POCKET DIMENSIONS

Álfar usually make their homes in “pocket dimensions” located in an adjacent and occasionally parallel realm to *Midgard: Svartalfheim*, the “dark elf-home.” Álfar pass between realities at places where boundaries between realms are naturally weak ... or deliberately weakened.

The álfar who creates a portal almost always conceals the passage; the only time they don't is to set a trap for the unwary. An unconcealed passage appears as a cave, archway, finely crafted door, or a fissure in bare stone, perhaps with a shifting aura. A magically concealed passage has no external sign of anything amiss among the mundane features of the world of reality. See [Glamour and Illusion](#). Otherwise, weaker álfar may use Camouflage to hide the entrance by mundane means.

FAERIE PORTALS

Much like mundane doors, there are three types of faerie portals to *Svartalfheim*: open, closed, and locked.

An **open portal** works simply by walking through the opening, similar to walking through an open doorway or trying to step into an open hole. The norðalf warrens in *HALL OF JUDGMENT* are accessed by open portals. They are almost always concealed, even if you can simply pass through them by walking (follow the rules for an open **gate** ([SPELLS, P. 34](#))).

A **closed portal** requires some sort of activation, but anyone can open the door if they know it's there and take a Concentrate maneuver. If a creature has **Magery**, they can make a Will + Magery roll to turn the Concentrate into a free action (as per [NORBLONDR FOLK](#), this includes elves and half-elves, both of whom have **Magery 0** on their racial template).

A **locked portal** requires a ritual, spell, or only opens under certain conditions set by the faerie who created the portal.

The faerie who creates a portal to *Svartalfheim* can *always* see and access the passageway. They may be open passages or closed (much like actual doors) opening it with a Concentrate maneuver. They don't have to find the door, and their own glamour or illusion doesn't affect them. Other beings may discover the portals.

To detect a portal concealed by mundane means, an observer must win a Quick Contest of **Vision** or **Observation** ([ADVENTURERS, P. 84](#)) against the margin of success of the creator's **Camouflage** skill.

Detect Magic (SPELLS, P. 43). The ability to detect ongoing magical effects reveals the presence of a spell (either glamour or illusion), but not what it is except on a critical success. Follow up with **Identify Spell** or **Know Illusion** for more specifics!

Dispel Illusion (SPELLS, P. 40). Identical cost and resistance to **Control Illusion**, this is the go-to spell to make illusions go away. Mundane disbelief of **Simple** or **Complex Illusions** is not contested by the spellcaster's ability: A strong-willed subject may be able to disbelieve simple illusions that a lesser mage cannot dispel.

Identify Spell (SPELLS, P. 43). Will detect the use of glamour or illusion, cast recently or maintained as spells on. Permanent spells not being maintained, or which were cast outside the "five second rule," require **Analyze Magic**. It will absolutely tell you Baron von Evil is walking around with **Missile Shield**, **Steelwraith**, **Vigor**, and a **Perfect Illusion** to make him look like Arnulf Braunschweiger.

Know Illusion (SPELLS, P. 41). Not resisted: Once a target is known to be an illusion, allows disbelief attempts by all who can perceive the illusion.

Mage Sight (SPELLS, P. 44). Its ability to detect beings that are inherently magical highlights creatures with **Dependency (Mana)** and thus will reveal any true faerie, but not elves and half-elves. It will detect illusions and the presence of glamour as magical, but cannot differentiate, for example, between an *illusion* of plate harness and the **Armor** spell.

Scry Gate (SPELLS, P. 35). Cast at a known faerie portal, it works normally. This won't dispel an illusion, but suddenly having sight and sound come through would certainly be a cause for a **Simple** or **Complex Illusion** to be disbelieved.

Seek Gate (SPELLS, P. 35). Reveals the presence of the nearest gate, which may be a faerie portal ... or it might be a visiting Aesir. You never know. Knowing a gate is present qualifies as a "specific-enough" trigger to allow disbelieving **Simple** or **Complex Illusions**.

See Secrets (SPELLS, P. 44). Has no special ability to penetrate magical concealment, so won't detect glamour or illusion, much less dispel it. It may reveal things subject to mundane concealment, including **Camouflage**.

Seek Magic (SPELLS, P. 45). Can be used to find a significant active spell, but requires **Identify Spell** or **Know Illusion** to actually do more than point and say "yes, that's magic."

MONSTER BODY SHOP

Not every monster is exactly the same. While it can be convenient to have twelve *edlufólk* that are substantially identical to ease bookkeeping, it is also useful to introduce variability into creatures that tromp through the game world. Adventurers and townsfolk show variation: so should monsters.

This can be in-world variation to increase world immersion, or game-level tweaking in order to shake up a combat encounter at the meta-game level. While the real world may not tune challenges to what a person can handle, the GM absolutely can!

NATURAL VARIATION

Even setting game considerations aside, creatures show variability within their type. Consider the following guidelines.

THE BASICS

The size, core attributes, and skills of a creature can all be varied for more interesting encounters.

Size Modifier. Many of the giant animals in this book are simply a Size Modifier larger on the average than their normal cousins. Size Modifier and "typical" ST (and HP) go together: The "typical" ST for a given SM is $5 \times \text{Linear Measurement}$ for that Size Modifier. Add or subtract the difference in ST caused by SM change to the creature's base

stats. Example: An SM +1 creature normally has ST 19, but this giant is SM +2. SM +1 has base ST 15; SM +2 is 25, a difference of 10. The larger SM +2 creature is ST 29.

Strength Differential. Treat each "step" as a 10% change in ST for that individual. This accounts for natural variation and not exceptional members of a group. Humanoid normal ST might vary from 8–12, but our ST 20 barbarian meanly laughs at averages!

Other Stats and Skills. For DX, IQ, HT, and skills each step is ± 1 . Changes in core stats affect secondary attributes and skills as well. A boost of +1 to DX increases Basic Speed, DX-based skills, etc. Don't check for variation on every

TRAIT RANDOMIZER

To randomly determine creature variation, roll 3d:

- For **Size Modifier**, a roll of 5 or less is -1 SM; 16 or more is $+1$.
- For other traits: A roll of 3–5 is two steps lower than normal, 6–7 is one step, 8–13 is normal, 14–15 is one step more, and 16–18 is two steps.

mage knows *entire spell colleges* at level 20, and with the right power item(s) might be able to unload a 15d–15 **Explosive Lightning** spell as a polite greeting.

Blóðprysta. Definitely surrounded by some capable minions. Really sweet enchanted items that they know how to use. They can *fly*. The shadow symbiote has much longer reach than the corporeal entity, and it's a *shadow*, with **Spirit Form**. It can hurt foes without being touched unless they're well prepared.

Breyttýr. It's fast. It's strong. It has armor-piercing claws. It also has **Altered Time Rate**. It can also regenerate completely using a special power. And unlike many bestial animals, it can parry weapons as well as dodge.

Dragon. A dragon can fly and exhale death. It won't willingly fight inside its lair, because *wings*. They're smart and intelligent wizards as well. They're an air-mobile artillery platform with a ton of magic; don't employ them like heavy infantry!

Eirðarlaus. The "restless" is a guardian. An evil guardian. An evil guardian with a giant magical energy reserve that knows its home territory intimately and *takes no range penalty* for spells cast in the area they have been assigned to protect as long as they have line of sight to the target. And they can summon help, animate swarms, and curse interlopers. Plus: Its Kung Fu is pretty strong for a dead guy.

Grimmdar. This is a general and leader, so never appears willingly without powerful demon friends, and ideally a whole army behind it. Its powers are insidious, inspiring fear and nausea. It knows its way around combat, but it's going to make you terrified first, then kill you as you flee. Or send *istrynne* or horned tyrann to do the job for it.

Kraken. Absolutely huge. Ridiculous DR. The creature is so large it's basically a *plot device*. Take advantage of its size and use the giant tentacles as area attacks, targeting hexes. All the hexes.

Lich. Knows all the spells, at ludicrous levels. Master of lore, and magic. Probably re-wrote the *rules* of magic. Mastery over necromancy means it's never without friends. Unkillable except in a no-mana area—like it's ever going to visit one. Sure, it can summon skeletons and zombies, but why? It can raise draugr, raiður, and liefar instead.

Logaskuggi. Another demon-lord, which means it brings friends. Its **Fire Walk** ability requires flame; it ensures some is always present. It can blink into delvers' *torches*. It's not quite hot enough to be lava, but it's hot enough to damage weapons. It can create pools burning like **Alchemist's Fire** or noxious clouds anywhere within 70 yards, or cloak itself in a shroud of darkness making it harder to hit. It does these things as free actions *each turn*. Plus: flaming longsword.

DISEASES AND TOXINS

Fang and claw are not the only dangers in the world, though they are certainly the most exciting. Some of the creatures carry diseases that can threaten delvers long after the encounter is over. Others employ toxins, either offensively or defensively.

TOXINS, POISON, AND VENOM

In general, toxins are more interesting and important for monster encounters than diseases. They have more immediate consequences (else they'd not help a creature stay alive) that are frequently more severe.

Consult *Poison* (**EXPLOITS, PP. 69–70**) for general information; toxins respond to **Resistant to Poison** and **Neutralize Poison**. It's the cause that matters, not the effect. Any substance that has a short-term mundane or mystical baneful effect is considered a toxin.

The old saying describing toxins is "if it bites you and you die, it's *venom*; if you bite it and you die, it's *poison*." Spells and traits that provide immunity or resistance to poison also are effective against venom.

TOXIN TYPES AND EFFECTS

A particular poison or venom may have more than one effect! Effects are selected from *Afflictions* (**EXPLOITS, PP. 65–66**) or *Spells* to minimize new mechanical complexity. Specific toxins may have multiple effects, such as a venom that is both an acute toxin (does damage right away) and also has a necrotic toxin that causes gangrene some days later.

Many (most) toxins have penalties associated with HT rolls; a failure by 10 or more is a critical failure (**EXPLOITS, P. 7**). Specific monster venoms are listed in their entries.

Acute Toxin. Adds toxic injury to a wound or bite. Its effects are local and immediate. **Bladeblack**, **demon's brew**, and **monster drool** (**ADVENTURERS, P. 116**) are all acute toxins. Acute *fatigue* toxins do Fatigue damage instead.

Chronic Toxin. Does damage in cycles over an extended period. Make a HT roll every cycle, taking damage on any failure until the duration expires. Any success ends the toxic effect. Chronic *fatigue* toxins can be nasty.

THE BESTIARY

Monsters work best when the GM is prepared. It's possible to just toss a figure onto the battle map, and let the violence begin ... but it isn't recommended.

Ensure that the monster fits the situation. Consider climate and origin: Hordes of undead may cluster on old battlefields, but Norðlondr are very aware the dead can rise, so they put barrows past the outskirts of town.

Reading Monster Stats (MONSTERS, P. 15) is still the go-to guide for how to read the entries, with the addition of **Special Abilities** to collect funky powers in one place. The **Control Thresholds** are to make using *FANTASTIC DUNGEON GRAPPLING* faster. A creature's favorite attacks are listed with an arrow (→); otherwise they're in alphabetic order.

Study the **Traits** section! Some of them are intuitive: One is never surprised to find birds have **Flight (Winged)**. Other traits are crucial to a monster's behavior or combat ability. Ignoring **Supernatural Durability** on a monster can turn what is usually an apex monster into a cakewalk ... and sometimes that's a *good* thing!

While general advice for monster fighting can be found in *Tactics (MONSTERS, PP. 6-7)*, the descriptions that are found for every creature give important insight on how these fit into the campaign world (or don't fit, in some cases). Habitat, behavior, and some notes on appearance are to be found there.

Readers will be shocked, shocked to discover that the Norðlond setting for the *DUNGEON FANTASY RPG* is not the only game out there. Shocked. While some of these creatures have easily understood names, some might be called different things in different places, or games. A quick guide for some of them is in the box to the right.

A MONSTER BY ANY OTHER NAME ...

Other Possibilities		Norðlond Name	Other Possibilities		Norðlond Name
Balor		Logaskuggi	Lizard Folk		Eðlufolk - Mysteriorous
Basilisk		Augnarath	Wizard		Halapyrna
Behir		Eldingarlaun	Manticore		Blaðakona
Bugbear		Hob	Marilith		Hafiðfolk
Cambion		Bolvaðr	Merrow		Skekktfiskur
Chain Devil		Keðja	Mimic		Gel-o-Mold
Cockatrice		Rokktyggja	Minotaur		Nautamaðr (Bullman)
Darkmantle		Dökkkápa	Mummy		Eirðarlaus
Deep Gnome		Dökktomte	Neanderthal		Lothinmenn
Deva		Valkyrie	Night Hag		Martröð
Dretch		Baenaðýrið	Ogre		Thurs
Ettercap		Edderkop	Owlbear		Uglu-hjörn
Glabrezu		Krabbári	Pegasus		Hofvarpnir
Goblin		Norðalf	Pit Fiend		Grimmdar
Gorgon		Járnuxa	Purple Worm		Grafu Ormur
Green Hag		Mýrartröll	Remorhaz		Ísmargfætlur
Grick		Boráll	Roper		Dauðagrip
Grimlock		Bráðnuðu	Sahuagin		Hákarlmaðr
Guardian Naga		Vernðanda	Sea Hag		Lygasöngur
Half-dragon		Half-Dragon Warrior	Shadow		Skuggi
Hellhound		Illt hundr	Siren		Lygasöngur
Hobgoblin		Stóralf	Specter		Liefar
Hobgoblin wizard		Stóralf, Elder	Spirit Naga		Brenглаðr Ormur
Horned Devil		Horned Tyrann	Succubus		Falleglygi
Ice Centipede		Ísmargfætlur	Unicorn		Sþjóthestr
Ice Devil		Ístyrann	Vampire		Blóðþrysta
Imp or Quasit		Hrogn	Vampire Spawn		Blóðþrysta Spawn
Invisible Stalker		Óséðmörðingr	Vrock		Sokkvári
Kobold		Gangaeðla	Wight		Vaetr
Lizard Folk		Eðlufolk - Bearded	Will-o-wisp		Haturljós
Barbarian		One	Witch Hag		Íviðia
Lizard Folk		Eðlufolk - Dragon	Wraith		Raiður
Fighter		Warrior	Zombie		Vaetrhrogn
Lizard Folk Ranger		Eðlufolk - Monitor			

Some monster names make use of letters with accents, a few characters not commonly used, and some ligatures. Here's a very non-Norðlondur list of ALT-codes for the characters used in the book.

Special Character	ALT Code	Special Character	ALT Code	Special Character	ALT Code	Special Character	ALT Code
Á	ALT+0193	ð	ALT+0240	Ó	ALT+0211	þ	ALT+0254
á	ALT+0225	É	ALT+0201	ó	ALT+0243	Ú	ALT+0218
Æ	ALT+0198	é	ALT+0233	Ö	ALT+0214	ú	ALT+0250
æ	ALT+0230	Í	ALT+0205	ö	ALT+024	Ý	ALT+0221
Ð	ALT+0208	í	ALT+0237	þ	ALT+0222	ý	ALT+0253

BAENADÝRIÐ (PRAYER BEAST)

Demon

Whereas tyranns rely on a relatively small number of mighty combatants—the formidable horned tyrann is considered line infantry—the kvöldomur take the approach that quantity has a quality all its own. The baenadýrið are found in vast numbers in a kvöldomur host.

The baenadýrið resembles an overgrown praying mantis (and its name means praying-beast), with striking claws and a fearsome pincer grip that it uses as a slashing cleaver and for grappling. The baenadýrið may rend and dismember its prey, but it's not doing it for food.

The presence of baenadýrið is one of the overt signs that an area has a demon problem. They are small and relatively easily dispatched by even mundane troops in single combat—but they don't engage in single combat.

They crowd and dogpile foes with overwhelming attacks. They shove or sweep an adversary to the ground if they can, but that tends to be incidental, the result of a slam or fortunate collision. Baenadýrið follow the same attack methods as giant wasps, but with more persistence and no limits on how far they will pursue an adversary.

In battle, baenadýrið must be led and directed (pointed, really: *Attack that way*), and their commanders think of them as pieces of ammunition rather than soldiers. Once dispatched at a foe, they are forgotten.

SPECIAL ABILITIES

Corrosive Expectoration. The baenadýrið can spit a blob of something. Roll 1d on the creature's turn. On a roll of 5–6 it may use its spit attack. It clings tenaciously to the target, and inflicts 2 points of corrosion damage *per second* when it hits and for 3d seconds thereafter. The blob or spray is big enough, and spreads sufficiently upon impact, to be considered *Large-area Injury* (**EXPLOITS**, p. 53).

TRAITS

- Berserk (12)
- Corrosive Attack
- Dark Vision
- Doesn't Breathe
- Doesn't Eat or Drink
- Doesn't Sleep
- Extra Legs (4 legs)
- Immunity to Disease
- Immunity to Poison
- Indomitable
- Lifting ST 4
- Unfazeable

SKILLS

- Brawling-12
- Innate Attack (Spit)-12
- Tracking-11
- Wrestling-12

ST 11 DX 10 IQ 5 HT 11

HP 11 WILL 12 PER 9 FP 11

Control Thresholds

≥0.1×CM	≥1/2×CM	≥CM	≥1.5×CM	≥2×CM
2	8	16	24	32

SM -1

DMG 1d-1/1d+1

BASIC LIFT 45

Defenses

Parry	Dodge	Block	DR
9	8	—	3

SPEED 5.25

MOVE 8

ATTACKS

- **Cutting Grapple (12):** 1d+1 control and cutting. Reach C.
- **Slash (12):** 1d (2) cutting. Reach C, 1.
- **Spit (12):** See **Corrosive Expectoration**. Range 10.



BLISTER WORM

Mundane, Dragon

Thick coiling bodies covered with blister-like pustules, blister worms lurk in stagnant waters and deep pools, infesting swamps, languid rivers, and placid lakes. Some can tolerate salt water, and dwell in estuaries, coast-lines, and even the open sea. On rainy nights they can crawl from one pool or watercourse to the next, and menace nearby farms or villages.

Voracious predators and indiscriminate scavengers, they hunt from the water's edge by ambush, or attack victims in the water. They latch on with rows of needle-like teeth and then coil and grapple. This causes some of the pustules to burst, coating the victim in a corrosive compound, causing excruciating pain in humanoids and faerie.

The pus fouls water, leading to blighted rivers and poisoned wells. Slime trails from crawling overland kills vegetation along its path. It must keep its skin moist or it dries out and expires.

They live solitary lives except for brief couplings during mating season. A gravid female will lay many tens of fist-sized eggs under water, then coil about them to protect them from harm. She attacks anything that gets close, but cannot be lured far from her nest. The mother leaves a squirming mass of hatchlings to cannibalize each other until 2d remain.

The typical adult blister worm is perhaps 15 feet long, but some individuals seem to just *keep on growing*.

SPECIAL ABILITIES

Caustic Blisters. The blister worm is covered with pustules filled with toxic and corrosive slime. It poisons any living thing it comes in contact with, leaving a dead and desiccated trail in its wake. Anything that does at least a point of damage coats whatever it touched in sticky goo, inflicting 1d cor damage and acting as a **pain toxin (severe pain)** on a failed HT roll. **High Pain Threshold** halves these penalties; **Low Pain Threshold** doubles them (see *Pain, EXPLOITS, P. 65*). Roll HT every hour after being affected; each success lowers the pain by one level.

TRAITS

- Amphibious
- Bad Smell
- Cannot Float
- Cast-Iron Stomach
- Constriction Attack
- Corrosive Attack
- Dependency (Water, Daily)
- Doesn't Breathe
- Enhanced Move
- Homogeneous
- Immunity to Poison
- Invertebrate
- Lifebane
- No Eyes
- Regeneration (1 HP/4 hour)
- Regrowth
- Slippery
- Subsonic Hearing
- Swallow Whole
- Vermiform
- Wild Animal

ST 30 DX 13 IQ 2 HT 14

HP 30 WILL 8 PER 11 FP 14

Control Thresholds

≥0.1×CM	≥1/2×CM	≥CM	≥1.5×CM	≥2×CM
3	15	30	45	60

SM +3

DMG 3d/5d+2

BASIC LIFT 180

Defenses

Parry	Dodge	Block	DR
—	10	—	5

SPEED 7.00

MOVE 7/10

ATTACKS

- **Bite (13):** 3d cutting and 3d control. Reach C-2.
- **Grapple (13):** 3d control. Reach C.
- **Pus:** Follow-up to grapple or a successful attack on the blister worm. 1d corrosion; HT roll to avoid pain.



CAT

Animal

Domestic by choice, cats hang around people for the rodents they invariably attract along with the occasional saucer of milk and scratch behind the ears. Cats are valued for their ability to keep down rats and mice and are found wherever people go, from farms to cities and on board ships.

Cats are active at any time of day or night, alternating between napping, watchfully resting, and prowling. They are obligate carnivores, and hunt all manner of small animals.

Cats hunt by stealth, sneaking close to prey and then pouncing on it. They pin their victim with their claws, then kill it with a bite to the back of the skull or the throat. No cat in its right mind will want to tangle with a human, or even a gnome. If threatened, it flees. If flight is impossible, it bares its teeth, flattens its ears, and hisses, spits, and yowls. It swipes with its claws at any who get too close, and bites if grabbed.

Despite their reputation for aloofness and near-total unconcern for human affairs, domestic cats (and even some wild ones) recognize and bond with other creatures, such as humans. Even large felines like cougars and lions share this trait, and while one must be careful not to trigger a cat's hunting reflex, it is clear cats recognize and accept humanoids as companions in their own way. Even feral and wild cats can be socialized with the right methods and care.

Cats are famously associated with magic and spellcraft, and their keen senses, especially at night, make them excellent candidates for spells such as **Rider Within**. Feral cats have **Wild Animal**.

SPECIAL ABILITIES

Super Jump (2 yards). Cats can jump five to six times their height both vertically and horizontally (their musculature is optimized for height). More generally, look up a feline's SM +3 on the length scale on the *Size and Speed/Range Table (EXPLOITS, P. 98)* to find the maximum distance a cat can leap.

ST 4 DX 13 IQ 4 HT 11

HP 4 WILL 9 PER 12 FP 11

Control Thresholds					SM -3
≥0.1×CM	≥1/2×CM	≥CM	≥1.5×CM	≥2×CM	
1	3	6	9	12	DMG 1d-5/1d-4
					BASIC LIFT 3
Defenses					SPEED 6.00
Parry	Dodge	Block	DR		MOVE 6/14
—	9	—	0		

ATTACKS

- **Bite (15):** 1d-5 cutting. Reach C.
- **Claw (15):** 1d-5 cutting (minimum 1). Reach C.
- **Grapple (15):** 1d-3 control. Claws add Control DR 1. Reach C.
- **Rear-leg Rake (19):** 1d-2 cutting. Reach C. Always done as All-Out Attack after a grapple.

TRAITS

- Acute Taste and Smell 4
- Cannot Speak
- Catfall
- Directional Hearing (1 yard)
- Enhanced Dodge 2
- Enhanced Move
- Flexibility
- Hidebound
- Laziness (12)
- Night Vision 5
- Penetrating Voice (Only before sunrise)
- Poor Vision 4
- Quadruped
- Temperature Tolerance 1 (Cold)

SKILLS

- Brawling-15
- Climbing-15
- Running-13
- Stealth-15
- Sumo Wrestling-15



CENTIPEDE

Animal (Giant, Mundane, or Swarm)

Centipedes are long-bodied, many-legged creatures that live in damp, dark places. Small ones dwell under any rock or log, but they're not terribly exciting except in huge numbers. The really big ones lurk buried in soil, under deep leaf litter, inside large rotting logs, and in cave and dungeon systems. Centipedes shun light, only hunting at night. They cannot tolerate dry conditions for long. Even in dark, humid areas, centipedes prefer to be under cover, lurking in tight crevices, under rocks or other items, or elsewhere that they can squeeze in tightly.

Centipedes can detect light and dark, but are otherwise blind. They hunt by tracking down prey by smell, feeling its vibrations through the ground and air, and finally by their sense of touch, when they brush their quarry with their long antennae. A hunting centipede rushes its prey, bites with its fangs, and wraps its body around its victim, grappling with its legs. The centipede's bite is venomous, causing intense pain, swelling, discoloration, necrosis near the bite site along with disorientation, blurry eyesight, confusion, reduced motor coordination, and paralysis.

Centipede, Giant. Naturally, the giant centipede is more interesting to delvers, for variations of "interesting" including scary and formidable. While even the largest normal centipedes are less than a foot long, the giant centipedes grow much, much larger. With appropriately horrible visage, many-legged monstrosities at least the length of a humanoid lurk in the deep dark of the forest, with armor piercing teeth and a venom on some species that can dissolve limbs even as the hapless victim watches. Rumors of even larger specimens are always very colorful. Note that while the conformation of giant centipedes vaguely resembles that of the lindorms and ormur, centipedes are emphatically arthropods, while ormur are degenerate dragons—important for druids or clerics using Animal Control spells.

Centipede, Mundane. SM -5. ST 1; DX 8; HT 11. Bite does 1d-5 cutting (no armor divisor). Toxic attack pain penalties are *halved*. Move is 1 yard per *three* turns. **Acute Detect 2.**

Centipede, Swarm. Move 2G; 1d-1 toxic per turn; 15 HP. See *MONSTERS, P. 54.*

TRAITS

- Acute Detect 4
- Blindness
- Detect (Heat)
- High Pain Threshold
- No Brain
- No Eyes
- No Neck
- No Vitals
- Slippery 5
- Spider Climb (Move 2)
- Vermiform
- Wild Animal

ST 12

DX 12

IQ 1

HT 12

HP 15

WILL 8

PER 11

FP 12

Control Thresholds

≥0.1×CM ≥1/2×CM ≥CM ≥1.5×CM ≥2×CM

2 6 12 18 24

SM 0

DMG 1d-1/1d+2

BASIC LIFT 28

Defenses

Parry Dodge Block DR

— 9 — 1

SPEED 6.00

MOVE 2

ATTACKS

- **Bite (12):** 1d-2 (2) with toxic venom follow-up.
- **Grapple (12):** 1d-1 control. Barbs in legs provide **Control DR 1.**
- **Venom:** Make a roll vs HT-4; victim suffers **moderate pain** on a success, **severe pain** on a failure, and **terrible pain** on a critical failure. **High Pain Threshold** halves these penalties; **Low Pain Threshold** doubles them. Every 12 hours, make a HT-2 roll; the pain subsides on a success.

SKILLS

- Brawling-12
- Wrestling-12



DOG

Animal

Dogs have been bred for generations to serve man, losing their wildness and acquiring mottled coats, floppy ears, curled tails, and other evidence of their selection at human-oid hands. Dogs will bark as a warning, growl as a threat, and whine in appeasement or distress.

A dog looks to its master for guidance, attuned to their keeper's body language. Easily trained, they are loyal companions.

Feral Dog. Dogs that have bred outside of human control for several generations take on a characteristic appearance—mid sized, with a rangy body, erect ears, and a slightly curled tail. Most survive by scavenging on the outskirts of settlements. They retain their affinity for people, and are as easily tamed and trained as any other dog. Similar dogs are used work on farms, herding sheep or cattle, helping to hunt, or as watch dogs. Dogs kept by people usually lack the **Survival** skill, but may have other skills suitable to their training (a sheep dog may have **Animal Handling**, for example). Feral dogs may start with **Wild Animal**, but it is easily trained out of them.

Big Dogs. Mastiffs, wolfhounds, and similar dogs are impressively large dogs prized by humanoids for their loyalty and keen senses. Mastiffs can be trained as guard dogs, hunting dogs, and war dogs. Halflings and other small humanoids ride them as mounts. They are SM 0, ST 11, 1d-1 damage).

TRAITS

- Cast Iron Stomach
- Combat Reflexes
- Discriminatory Smell
- Enhanced Move
- Hidebound
- Low-resolution Vision 2
- Night Vision 4
- Quadruped
- Temperature Tolerance 2 (Cold)

ST 8 DX 12 IQ 4 HT 12

HP 8 WILL 10 PER 11 FP 15

Control Thresholds					SM -1
≥0.1×CM	≥1/2×CM	≥CM	≥1.5×CM	≥2×CM	
1	4	9	13	18	DMG 1d-3/1d-2

Defenses				SPEED 6.00
Parry	Dodge	Block	DR	
—	9	—	1	MOVE 6/15

ATTACKS

- **Bite (14):** 1d-3 cutting. Reach C. Can bite and worry.
- **Grapple (13):** 1d-3 control. Reach C. Can grapple with teeth; some dogs are adept at grappling with their paws as well.

SKILLS

- Brawling-14
- Intimidation-9
- Running-10
- Stealth-10
- Tracking-12
- Wrestling-13



EÐLUFOLK MONITOR

Mundane, Dragon

The monitors are the scouts and rangers among the eðlufólk. They rove ahead of a war party, looking for trouble. They are peerless hunters, and fight with a falchion up close, and a sling staff made of a net-like pouch on a 3–4' pole.

Monitors make excellent scouts, ghosting from cover to cover when out doing recon or looking for game (including adventurers). They move in groups of four, and parties may encounter 1d such groups at any one time. They are typically very lightly armored (light leather), and only carry supplies. Every now and then, instead of staff slings for combat lacrosse, a group of monitors are armed with atlatsl with armor-piercing spears. Give them **Spear Thrower (16)**: 2d (2) impaling, Acc 3, Range 25/40.



ST 13

DX 13

IQ 10

HT 13

HP 13

WILL 12

PER 12

FP 13

Control Thresholds

≥0.1×CM	≥½×CM	≥CM	≥1.5×CM	≥2×CM
2	7	13	20	26

SM 0

DMG 1d/2d-1

BASIC LIFT 33

Defenses

Parry	Dodge	Block	DR
9	9	—	1

SPEED 6.50

MOVE 6

ATTACKS

- **Bite or Claw (13)**: 1d-1 cutting. Reach C.
- **Staff Sling (16)**: 2d piercing. Range 130/195. Acc 1.
- **Falchion (13)**: 3d cutting *or* 1d-2 impaling. Reach 1.
- **Grapple (13)**: 1d+1 control. Reach C.

TRAITS

- Disturbing Voice
- Hidebound
- Nictitating Membrane 2
- Odious Racial Habit (Eats other sapient beings, -3 reactions)
- Peripheral Vision

SKILLS

- Brawling-13
- Hiking-15
- Observation-14
- Shortsword-13
- Sling-16
- Stealth-14
- Tracking-16
- Wrestling-13

FJALLATRÖLL (MOUNTAIN TROLL)

Álfar, Faerie

Magical beings and accomplished shapeshifters, fjallatröllum are the least hostile of the trolls, and may talk rather than fight if the mood suits them. Some adventurous souls have even joined them for dinner without becoming an entrée themselves! They are still perilous, prone to violence and avid man-eaters. Their potent magics and cunning only increase the hazard. They deck themselves out in heavy cloth or leather to add to already-tough skin.

Common in the mountains fjallatröllum make the entrance to their faerie homes among rock outcrops, standing stones, inside caves, or under bridges.

Trolls have a proclivity for kidnapping and eating people, thieving, and raiding homesteads. They shun sunlight, and mostly come out when it is twilight or overcast. Álfar use them as guards or enforcers; some hags take them for "husbands." Fjallatröllum in particular have the intelligence to be very capable guards.

SPECIAL ABILITIES

Icy Weapon. As the **Icy Weapon** spell (**SPELLS, PP. 69–70**), but applies to all strikes and grapples made by the fjallatroll. Inflicts an extra 2 points of injury if an attack penetrates DR (or a grapple is applied to an unarmored location).

TRAITS

- Appearance (Hideous)
- Cast-Iron Stomach
- Dark Vision
- Dependency (Mana)
- Dread (Running Water)
- Faerie Veil 4
- Glamour (Fascinate)
- Glamour (Dullness)
- Glamour (Loyalty)
- Improved Magic Resistance 2
- Indomitable
- Injury Reduction 2 (not iron or steel)
- Magery 2
- Night Vision 6
- Odious Racial Habit (Eats sapient)
- Sadism
- Shapechange (Animals of SM +2 or lower)
- Sunlight Sensitivity 2
- Vulnerability (Acid and Fire ×2)

SKILLS

- Acting-13
- Brawling-14
- Fast-Talk-13
- Herb Lore-13
- Polearm-14
- Stealth-10
- Thaumaturgy-12
- Traps-11
- Two-Handed Axe/Mace-14
- Wrestling-12

SPELLS

- Darkness-15
- Ethereal Body-10
- Frostbite-11
- Invisibility-15
- Sleep-11

ST 24

DX 10

IQ 11

HT 13

HP 24

WILL 11

PER 13

FP 13

Control Thresholds

≥0.1×CM ≥1/2×CM ≥CM ≥1.5×CM ≥2×CM

3

13

26

39

52

DMG 2d+1/4d+2

BASIC LIFT 115

Defenses

Parry Dodge Block DR

10

8

—

4

SPEED 5.75

MOVE 5

ATTACKS

- **Glaive (14):** 4d+7 cut or 2d+9 imp. Reach 1–5, ST 23, 38 lbs.
- **Grapple (12):** 2d+4 control, Reach C, 1.
- **Bite (14):** 2d impaling. Reach C, 1.
- **Claw (14):** 2d cutting. Reach C.



HALAPYRNA (THORN TAIL)

Dire Animal

Another created monstrosity, the halapyrna clearly originated in a mad wizard's laboratory, possibly assisted by the fell energies of a rift to *Muspelheim*.

The halapyrna has a vaguely humanoid mouth, distended with large sabre-toothed fangs. It can speak as well, after a fashion, in Common Runic. Its tail resembles that of a scorpion, but instead of a poison stinger, it flings spikes from its tail with the force and range of a war arrow. It also sports large, leathery wings more resembling those of a large bat or small dragon. It can fly faster than a man can run.

Utterly selfish and fiercely territorial, the halapyrna moves into an area and claims it. Its usual prey are herd animals, wild or domesticated, and it feasts on those as would a normal predator. Everything else, it kills for fun.

In combat, it fights cannily, firing spikes at stragglers from a distance, and using both cover and aerial attacks as a way to gain tactical advantage and harass and demoralize its foes.

SPECIAL ABILITIES

I Am Not an Animal. The halapyrna is too smart for Animal spells to work—use Mind Control magic.

Nimble Tail. The halapyrna is particularly adept with its tail, and strikes into its side hexes at no penalty, and to the rear at -4 rather than as a Wild Swing.

Thorny Regeneration. Each night as it sleeps, the halapyrna regenerates its tail spikes, a different number each time. Roll 10+1d, and that's how many spikes it has ready each morning.

Winged Flight. The halapyrna flies with Move 6/15, slower than it runs.

TRAITS

- Enhanced Dodge 2
- Enhanced Move
- Flight (Winged, Move 6/15)
- Night Vision 2
- Quadruped
- Super Jump (10 yards)
- Temperature Tolerance 2 (Cold)
- Wild Animal

ST 17

DX 13

IQ 7

HT 13

HP 17

WILL 11

PER 12

FP 13

Control Thresholds

≥0.1×CM	≥1/2×CM	≥CM	≥1.5×CM	≥2×CM
2	10	19	29	38

SM +1

DMG 1d+2/3d-1

BASIC LIFT 57

Defenses

Parry	Dodge	Block	DR
10	11	—	1

SPEED 6.50

MOVE 8/20

ATTACKS

- **Bite (15):** 1d+2 impaling and control. Reach C, 1.
- **Tail Spike (15):** 1d+4 (2) impaling. Range 285/380. RoF 3. Shots 10+1d
- **Tail Bash (15):** 1d+3 (2) impaling. Reach C, 1. Side and rear hexes only.

SKILLS

- Brawling-15
- Jumping-15
- Wrestling-15
- Innate Attack (Projectile)-15
- Tracking-15



ICE ALF (ICE GOBLIN)

Elemental

The Ice Alf resembles a semi-humanoid cluster of icicles that settle naturally into a form indistinguishable from other ice formations around it when still. Ice alfs dwell near cliffs where icy runoff forms icicles and mounds on the ground, taking advantage of the terrain to lay ambushes. It is not an “alf” at all—it has no relationship to the faerie, other than being of similar size to a norðalf.

Universally hostile, ice alfs attack any warm-blooded creatures that come near. They do not attack powerful faerie, nor elves (half-elves seem to inspire no fear or aversion in them) if other potential targets are available.

The ice alf hangs out in snow-covered mountain passes looking like an icicle or other ice formation until an opportune moment. It opens up with **Avalanche!** to knock a party about, follows up with **Ice Bind** to freeze them in place, then pummels and skewers them with **Snowball Fight** and **Icy Spear**.

The ice alf is vulnerable to dehydration and fire for obvious reasons. It’s a nasty ambush predator and hard to spot thanks to **Chameleon**. It pulls ice from its surroundings to heal but has enough weaknesses that it only poses a brief challenge. It’s more of an interactive trap than a monster.

SPECIAL ABILITIES

Avalanche! Costs 2 FP per use. A nearby embankment of snow and ice collapses and rushes to the party in a line 10 yards wide, traveling 50 yards. You can only get out of the attack’s pathway (or fly upwards!). Creatures are subject to 6d crushing for knockback only. Movement costs double in the snow and-ice covered terrain.

Ice Bind. Costs 1 FP per use. Delvers’ feet freeze to the ground: 1d+1 control that automatically hits any body parts touching the ground. Area effect, 2-yard radius.

Ice Shield. Costs 1 FP. An icy shield with DB 2 and DR 10. It lasts until it shatters if its DR is exceeded. It forms instantly when a block is attempted.

Snowball Fight (16). A flurry of hard-packed ice spheres each doing 1d (0.5) crushing fills a cone with Range 30, 15-yard maximum width. Targets are attacked 2d times (roll for each victim). You may block or dodge, reduce the number of hits by the defender’s margin of success.

TRAITS

- Brittle
- Dependency (Uncomfortably Cold Environment) (1 HP per minute)
- Chameleon 5 (Ice and Snow Terrain)
- Doesn’t Breathe
- Doesn’t Eat or Drink
- Doesn’t Sleep
- Homogeneous
- Immunity to Cold/Ice
- Immunity to Disease
- Immunity to Poison
- No Blood
- No Brain
- No Vitals
- Regeneration (Only on Ice; 3 HP/turn)
- Slippery 5
- Terrain Adaptation (Ice/Snow)
- Vulnerability (Dehydration attacks ×2)
- Vulnerability (Fire/Heat attacks ×2)

ST 15

DX 11

IQ 9

HT 12

HP 15

WILL 12

PER 12

FP 12

Control Thresholds

≥0.1×CM ≥1/2×CM ≥CM ≥1.5×CM ≥2×CM

2

8

15

23

30

SM -1

DMG 1d+1/2d+1

BASIC LIFT 45

SPEED 5.75

MOVE 6

Defenses

Parry Dodge Block DR

11+2

8+2

11+2

5

ATTACKS

- **Bite (16):** 1d+1 cutting. Reach C.
- **Icy Spear (16):** 2d (0.5) impaling. Range 20/50. Acc 4.
- **Kick (14):** 1d+1 crushing. Reach C, 1.
- **Punch (16):** 1d crushing. Reach C.

SKILLS

- Brawling-16
- Innate Attack (Beam)-16
- Shield-16



JÖTUN, FROST

Mundane, Giant

Unlike their more organized cousins the fire jötnar, the frost jötnar live in small communities and dream no grand dreams of conquest. That being said, pillaging and raiding are their favorite winter sports. They dwell in the ice-capped mountains throughout the world, living in areas too high in elevation to support settlement by most other humanoid.

The frost jötnar look like dead, frozen caricatures of human berserker warriors. Tall, broad, and with skin tones ranging from albino-white to frozen-corpse blue, they are powerful and solid, usually coiffed in long, pale, braided hair. The women raid along with the men, and they form villages that can last for years: There is relatively little competition for frozen caves in the high elevations in the mountains. If they find a homestead that is more closely adjacent to prime raiding real estate, they shift themselves to that location with nary a backward glance.

The frost jötnar are long-time associates with the faerie; they must be, as the frost giant and Álfar share a similar demesne. It is not unusual (but very dangerous) to find an entrance to an álfar pocket dimension either very nearby, or occasionally inside, a frost giant village. They made reasonable allies—or at least co-combatants—with the álfar during the Dragon Wars.

Some tribes have moved beyond a nomadic existence, forming mighty cities and citadels among the ice. No group of frost jötnar has ever engaged in sustained peaceful trade with a human, dvergr, or elvish settlement. Captured frost giant prisoners seemed genuinely surprised at the notion of arriving at a mutually agreeable treaty or compact when the alternative seems so much fun.

A typical frost-giant raid is a brutal, sudden event. They attack without warning in the twilight hours, bombarding a settlement entrance with hundred-pound rocks as a raiding party enters to take food, durable goods, and treasure.

TRAITS

- Fearlessness 4
- High Pain Threshold
- Immunity to Cold
- Magic Resistance 5
- Penetrating Voice
- Resistant to Disease 4
- Resistant to Poison 4

SKILLS

- Axe/Mace-16
- Brawling-16
- Throwing-16
- Wrestling-16

ST 42

DX 12

IQ 11

HT 13

HP 42

WILL 13

PER 11

FP 13

Control Thresholds

≥0.1×CM	≥½×CM	≥CM	≥1.5×CM	≥2×CM
4	20	40	60	80

SM +3

DMG 4d+1/7d-1

BASIC LIFT 320

Defenses

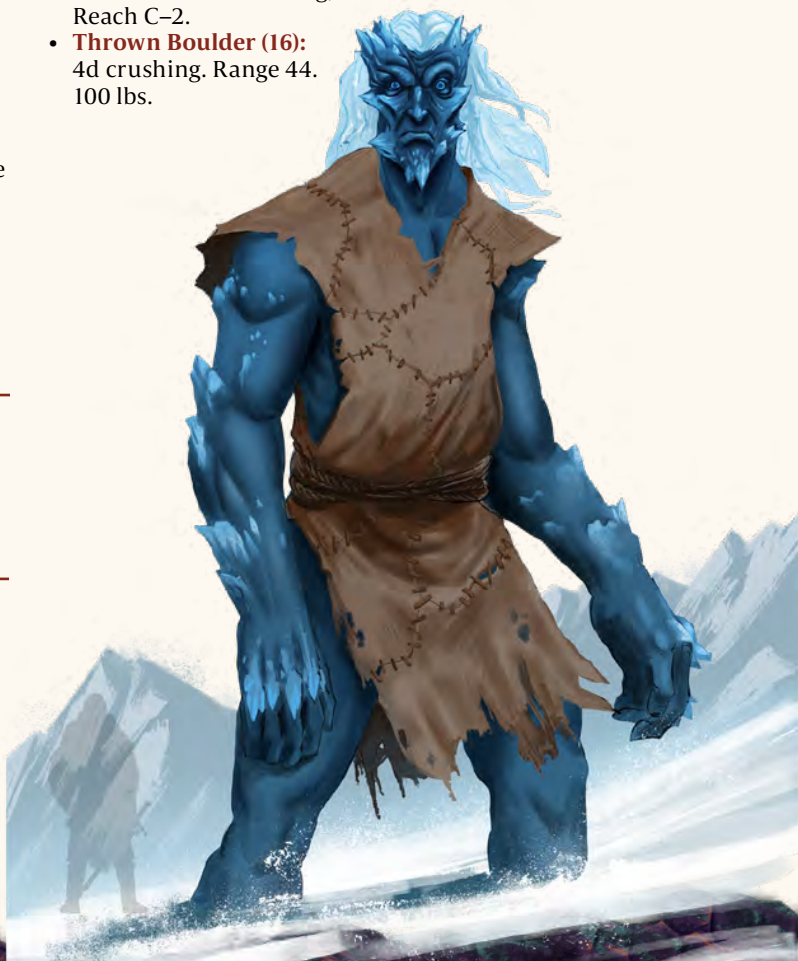
Parry	Dodge	Block	DR
9	9	—	6

SPEED 6.25

MOVE 9

ATTACKS

- **Huge Mace (16):** 7d+10 crushing. Reach 2–4. ST 42; 61 lbs.
- **Punch (16):** 4d crushing, Reach C–2.
- **Thrown Boulder (16):** 4d crushing. Range 44. 100 lbs.



NAUTAMAÐR (BULL-MAN)

Mundane

The bull-men of the Frostharrow, which the faerie call *tarwdyn* and the peoples of Norðlond call *nautamaðr*, were hybridized by the *às a ciall* Álfar from a mix of a highly aggressive bovine (think cape buffalo) with a human berserker. The result was a creature stronger than a hob, but regrettably less intelligent. They were ineffective at organized mayhem (disorganized slaughter was their idiom); after a few battles they were abandoned to fend for themselves.

Physically, they're fully human from the collarbone down, with impressive musculature and hide that resembles that of a buffalo, providing DR 2. The neck and head resemble a large bull or aurochs, with horns that curve outward and point forward: these are effective as a weapon. The face is more expressive than any animal's should be, and they speak a variant of Elvish, though with an accent so thick it's nearly unintelligible to others.

They dwell in small extended family groups, akin to small herds or packs. Hierarchy within the small group is rule-by-might, with the herd leader calling the shots unless challenged and killed by another. In combat, they are direct and unsubtle, going berserk and fighting until their prey or themselves are dead.

Their skills are quite high: The bull-men are part of a fierce warrior society and one doesn't last long as a berserker warrior without being good at it. Their tendency to go berserk has them favoring weapons with Parry: 0U, since if you're berserk, defenses are out the window anyway.

SPECIAL ABILITIES

Commander Headbutt. If a headbutt attack is made by 3 or more, the target is hit by *two* horns!

Hook 'em, Horns! The nautamaðr's horns can be used to parry blows to its head as weapons at Parry-12.

Thick Skull. The nautamaðr skull has DR 4 instead of DR 2.

TRAITS

- Absolute Direction
- Acute Hearing 2
- Appearance (Hideous)
- Bad Temper (9)
- Berserk (12)
- Combat Reflexes
- Peripheral Vision

SKILLS

- Brawling-16
- Camouflage-12
- Naturalist-12
- Navigation-10
- Tracking-14
- Wrestling-16
- Axe/Mace-16 and Shield-16
- Two-Handed Axe/Mace-18

One of:

ST 15

DX 12

IQ 8

HT 13

HP 15

WILL 8

PER 10

FP 13

Control Thresholds

≥0.1×CM ≥1/2×CM ≥CM ≥1.5×CM ≥2×CM

2

9

17

26

34

SM 0

DMG 1d+1/2d+1

BASIC LIFT 45

Defenses

Parry

Dodge

Block

DR

SPEED 6.25

12+2

10+2

12+2

2*

MOVE 6

*Skull has total DR 6

ATTACKS

- **Axe (16):** 2d+3 cutting, Reach 1. Parry 0U.
- **Grapple (16):** 1d+3 control. Reach C.
- **Headbutt (16):** 1d+1 impaling, Reach C, 1.
- **Kick (14):** 1d+3 crushing. Reach C, 1.
- **Punch (16):** 1d+1 crushing. Reach C.
- **Shield Bind (14):** 1d+3 control. Reach C, 1.
- **Two-Handed Axe (18):** 2d+4 cutting, Reach 1, 2*. Parry 0U.



NORÐALF (GOBLING)

Álfar, Faerie

The smallest of the norðalfar, norðalfs tend to be fast, sneaky, and clever. Consummate trap-makers, norðalfar have the skills to make delvers' lives very awkward: Norðalf lairs are riddled with traps. Norðalfar will indulge in trickery and "games" as well as overt mayhem and slaughter. They delight in luring unsuspecting travelers into deadfalls, crevasses, and other natural hazards, using mimicry to replicate a hurt animal or injured child. If an Elder Stóralf is nearby, he will provide an illusion to match!

The norðalf is a small, belligerent creature given to cruelty and malicious sadism. They attack and fall back, inflicting wounds, usually with poisoned weapons, until a foe is weak enough to dogpile and finish off...or simply drag them back to their home warren for unpleasant fun.

They are sensitive to sunlight, and where most creatures take penalties in darkness, norðalfs are at -6 in full sunlight, -4 in overcast daylight, and -2 at dusk or twilight.

The norðalf can freely switch between the faerie pocket dimensions and normal reality while they're in their warrens, but not outside.

All norðalfar carry a shield and long knife (cheap, bronze). Norðalf shields are small (DB 1, included in their defenses) and made with hide or wood (what hide is always best left unasked).

Additionally, they carry a spear, bow, or hatchet-sized axe, universally tainted with a mild toxin. They are fierce backstabbers if they can catch a foe defenseless. They wear lightweight leather armor, and always claim it is made from the flesh of their foes. They might not even be lying.

The norðalf's backstab ability can only be used when the foe is truly defenseless, including if reduced to below DX 0 via control point penalties. ST 20 while backstabbing: 2d-1 thrust and 3d+2 swing.

TRAITS

- Absolute Direction
- Appearance (Hideous) (-4)
- Bad Temper
- Bully
- Cast-Iron Stomach
- Cowardice (12)
- Dependency (Mana, 1 HP/min in no mana zones)
- Dread (Running Water)
- Expert Backstabber 7
- Faerie Veil 5
- Indomitable
- Injury Reduction 2 (not iron or steel)
- Night Vision 6
- Sadism
- Short Attention Span

SKILLS

- Axe/Mace-12
- Bow-12
- Brawling-12
- Climbing-14
- Escape-13
- Garrote-12
- Knife-12
- Mimicry-14
- Poisons-13
- Shield-12
- Spear-12
- Stealth-14
- Traps-14

ST 7 DX 12 IQ 11 HT 10

HP 7 WILL 11 PER 11 FP 10

Control Thresholds

≥0.1×CM ≥½×CM ≥CM ≥1.5×CM ≥2×CM

1 4 7 11 14

SM -1

DMG 1d-3/1d-2

BASIC LIFT 9.8

Defenses

Parry Dodge Block DR

9+1 8+1 9+1 1

SPEED 5.50

MOVE 5

ATTACKS

- **Axe (12):** 1d cutting. Reach 1.
- **Bite (12):** 1d-4 cutting. Reach C.
- **Bow (12):** 1d-2 impaling +1 point toxic follow-up. Range 100/150. Acc 1, Bulk -6.
- **Grapple (12):** 1d-3 control. Reach C.
- **Long Knife (12):** 1d-3 impaling or cutting +1 point toxic follow-up. Reach C, 1.
- **Punch (12):** 1d-3 crushing. Reach C.



OWL

Animal

Owls are distinctive birds, their fixed-gaze eyes set in dishes of feathers. They ghost through the darkness on utterly quiet wingbeats. Seen during the day, they are either resting perched in a tree or were recently startled and flying away. Owls can be found in most any habitat, from tundra to desert.

A hunting owl uses its silent flight to catch its quarry by surprise, diving down on it from above. An owl's primary means of attack are its powerful talons, which it uses to grip and pierce. If its first attack does not fully subdue its victim, it will grip repeatedly to further puncture the unfortunate creature. This is called *kneading*, and is the claw-equivalent of a **worry**. Only when its prey is restrained does it start to eat. Small treats are bolted down whole, larger morsels have chunks torn off with the owl's beak.

Owls have some of the best senses in nature, with directional hearing, excellent binocular vision, and a 270° field of view (by turning their head—owl eyes are fixed forward). Owls defend their nest against those who seem to be coming too close. Some owls put on a big display of puffing and hissing and dive-bombing. Others approach silently from behind and rip at the intruder's scalp with their claws.

Owls are immensely varied in size, with mundane variants' wingspans ranging from as little as a foot to as much as six feet, or as little as six inches tall to about 2.5 feet. (SM -7 to SM -3).

SPECIAL ABILITIES

Directional Hearing. Owls' ears provide very detailed information on the direction and distance of noises it can hear, processing the information to provide a biological passive **Sonar** capability (*MONSTERS, P. 12*). This is not echolocation, like bats and dolphins—it will never give the owl away! If they can hear it, they can “see” it!

TRAITS

- Acute Vision 2
- Enhanced Move (Air)
- Flight (Winged)
- Night Vision 6
- No Fine Manipulators
- Peripheral Vision
- Silence 3 (Flight)
- Wild Animal

SKILLS

- Brawling-14
- Stealth-14
- Wrestling-14

ST 4

DX 12

IQ 2

HT 9

HP 4

WILL 9

PER 14

FP 9

Control Thresholds

≥0.1×CM	≥1/2×CM	≥CM	≥1.5×CM	≥2×CM
1	2	4	6	8

SM -3

DMG 1d-5/1d-4

BASIC LIFT 3.2

Defenses

Parry	Dodge	Block	DR
—	8	—	0

SPEED 5.25

MOVE 6/24

ATTACKS

- **Beak (12):** 1d-5 cutting. Reach C.
- **Grapple with Talons (12):** 1d-3 control. Talons have Control DR 1 if any injury is inflicted.
- **Talons (12):** 1d-5 impaling and control. Reach C. Can “worry” with talons (called “kneading” in birds).



SHARK, SIÐ (SITH SHARK)

Dire Animal

Ghosting through the waters undetected and nearly invisible, the Sið shark is innately magical. The organs that detect the energy fields surrounding all living beings can be used to project, as well as detect, energy and it hunts and kills with a powerful mana discharge resembling a lightning bolt. Its ridiculously effective natural camouflage is also magical (and detects as such); the Sið shark uses it to get the first chomp or bolt in unseen. The Sið shark hunts any living creature, and is especially attracted to those with magical abilities.

SPECIAL ABILITIES

Mana Sense. Add the level of **Magery** or **Power Investiture** of any potential targets in the water to the shark's Perception rolls. If the shark detects a magical creature, it attacks it preferentially.

TRAITS

- Acute Taste and Smell 3
- Berserk (**Feeding Frenzy**) (6)
- Chameleon 10 (yes, 10)
- Dependency (Water, 1d FP per minute out of water)
- Discriminatory Smell
- Enhanced Move
- Gills
- No Legs (Aquatic)
- No Manipulators
- Pressure Support
- Slippery 3
- Temperature Tolerance 5 (Cold)
- Vibration Sense (Water)

ST 19
DX 12
IQ 2
HT 13

HP 19
WILL 10
PER 12
FP 14

Control Thresholds

≥0.1×CM	≥½×CM	≥CM	≥1.5×CM	≥2×CM
2	10	19	29	38

SM 0

DMG 2d-1/3d+1

BASIC LIFT 72

Defenses

Parry	Dodge	Block	DR
—	9	—	—

SPEED 6.25

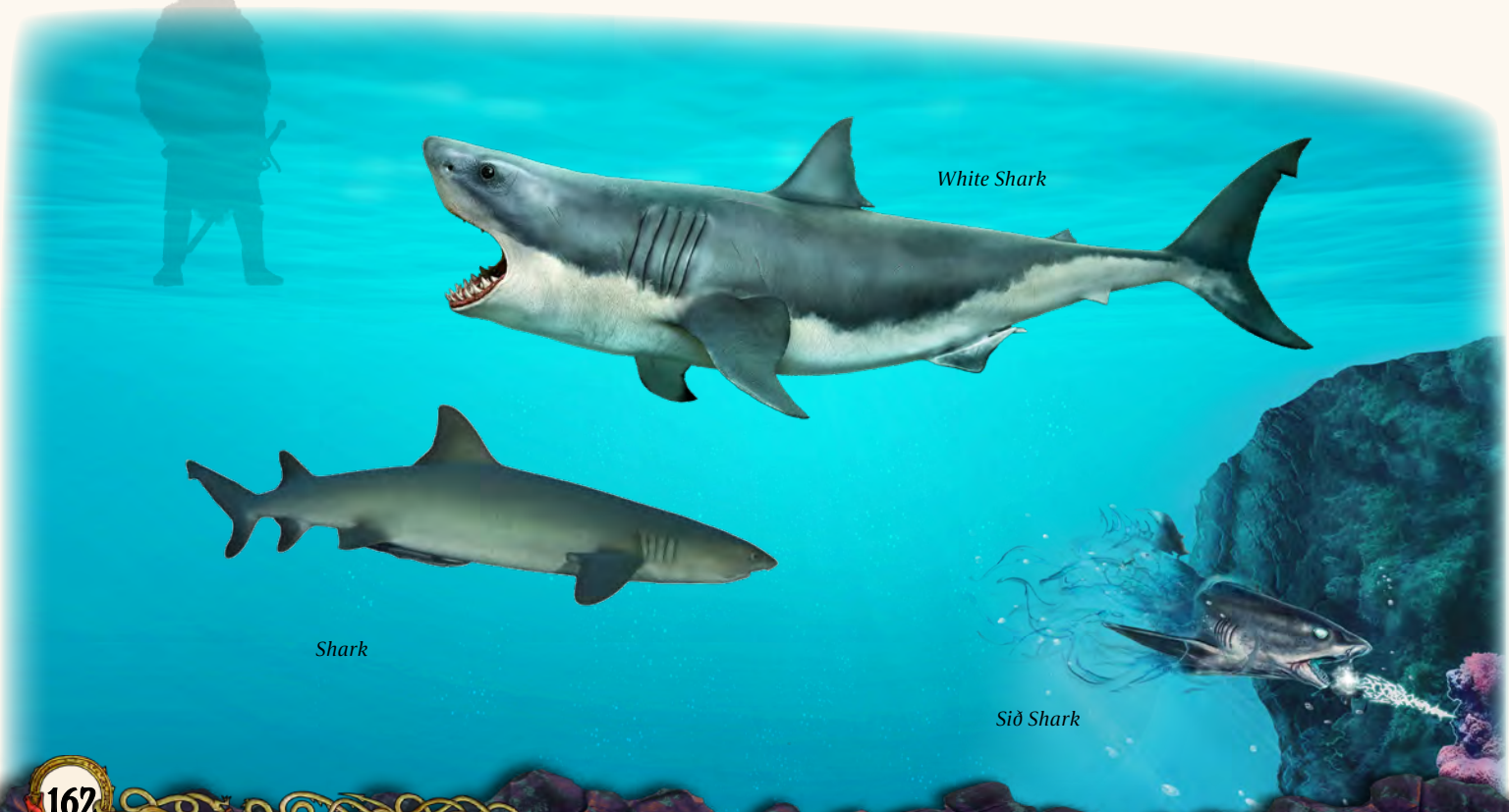
MOVE 7/17

ATTACKS

- **Bite (13):** 2d-1 cutting. Reach C, 1. May bite and worry.
- **Mana Blast (12):** 2d-2 burning. Range 2/5. Costs 1 FP.

SKILLS

- Brawling-13
- Stealth-12
- Swimming-14



White Shark

Shark

Sið Shark

STEEL SERPENT

Construct

Steel serpents are massive animated snakes with bodies of hardened steel. They are 10 yards long and over a yard in diameter. Their segmented body plates overlap like articulated armor, allowing them to slither. Their mouth opens to two sword-like fangs that can tear through even the strongest armor, and their steel bodies can crush armor as if it were a peanut shell. They move deceptively quickly for their size.

TRAITS

- Automaton
- Cannot Learn
- Constriction Attack
- Dark Vision
- Doesn't Breathe
- Doesn't Eat or Drink
- Doesn't Sleep
- High Pain Threshold
- Homogeneous
- Immunity to Disease
- Immunity to Poison
- Indomitable
- No Blood
- Pressure Support
- Reprogrammable
- Unfazeable
- Unhealing (Total)
- Unnatural
- Vermiform

ST 50 **DX 11** **IQ 5** **HT 12**

HP 50 **WILL 10** **PER 10** **FP 12**

Control Thresholds					SM +4	DMG 5d+2/8d-1
≥0.1×CM	≥1/2×CM	≥CM	≥1.5×CM	≥2×CM		
5	25	50	75	100		

Defenses				SPEED 6.00	MOVE 8
Parry	Dodge	Block	DR		
—	9	—	9		

ATTACKS

- **Bite (15):** 5d+6 impaling. Reach C-2.
- **Grapple (15):** 5d+12 control. Reach C.
- **Overrun (15):** 5d+25 crushing. Reach C.

SKILLS

- Brawling-15
- Wrestling-15



THURS (BRUTE TROLL)

Álfar, Faerie

Dull-witted brutes and very violent, they can be tricked by the quick thinking. They dress in rude furs and usually carry large clubs. Many will happily serve powerful masters in exchange for regular food, a comfortable place to sleep, and better equipment. These guys aren't too bright, but they do love throwing 30–50-lb stones at folks. Or 30- 50-lb norðalfs, which norðalfs do not appreciate, but the thurs finds high-larious. They have the strength to strike with the inevitable humongous club every turn.

Thurs are sensitive to sunlight, and are at -3 if exposed to daylight (they are at no penalty under a forest canopy or in the shadow of a bridge).

Thurs are sometimes abandoned to the wilds by álfar: Their limited survival skill is just enough to make them a menace to pretty much everything. Very dangerous: kill on sight.



ST 24 **DX 9** **IQ 6** **HT 13**

HP 24 **WILL 8** **PER 8** **FP 13**

Control Thresholds

≥0.1×CM ≥½×CM ≥CM ≥1.5×CM ≥2×CM

3 **12** **24** **36** **48**

SM +2

DMG 2d+1/4d+2

BASIC LIFT 115

Defenses

Parry **Dodge** **Block** **DR**

9 **8** **—** **4**

SPEED 5.50

MOVE 8

ATTACKS

- **Bite (10):** 2d crushing. Reach C.
- **Claw (10):** 2d cutting. Reach C, 1.
- **Humongous Club (12):** 4d+9 crushing. Reach 1, 2. Does not become unready after attack.
- **Rock (12):** 2d crushing. Range 39 yards. 28–58-lb rock. Thrown Norðalfs do 2d (0.5) crushing and suffer the same damage.
- **Grapple (9):** 2d+1 control. Reach C.

SKILLS

- Brawling-10
- Lifting-14
- Survival (Woodlands)-8
- Throwing-12
- Thrown Weapon (Norðalf)-12
- Two-Handed Axe/Mace-12

TRAITS

- Appearance (Hideous) (-4)
- Bad Temper
- Bully (9)
- Cast-Iron Stomach
- Dependency (Mana) (1 HP/minute)
- Dread (Running Water)
- Faerie Veil 2
- Indomitable
- Injury Reduction (not-iron or steel) 2
- Night Vision 6
- Short Attention Span (9)

WYVERN

Dire Animal, Dragon

Dangerous aerial predators, wyverns penetrate far into civilized areas to menace cities and farms commonly believed secure. Heroes venturing into the wilderness are wise to keep an eye on the skies for these perilous hunters.

Of all the lindorms, the wyverns are most like the great dragons: scaled creatures with long necks, whipping tails, bat-like wings, gaping jaws lined with dagger-blade teeth, and hind legs sporting grasping talons. Most sport various decorations—crests, rows of spines, frills, horns, tendril-whiskers, ears, and other adornments. Knobby or plate-like scutes covering the back and broad, smooth belly scales are typical. Wyvern colors can range across the entire spectrum, from rusty red to emerald green to blue-violet, from icy white to charcoal black, and from drab to dazzling. Their patterns are commonly two-toned (with a belly of one color and sides and back of a different color), striped, oscillated, reticulated, or adorned with eye spots. Wyverns hiss when annoyed, growl when upset or frightened, trill when pleased, and roar when angry or proclaiming their territory.

The wyvern's status as a wild animal differentiates it from the true dragons, transforming it into a giant predatory murder-lizard that breathes fire. Most "dragonslayers" probably killed wyverns! The tail barb is venomous and both the tail swipe and overrun attacks can do double damage as knockback (no injury!) if the wyvern wants to go bowling for adventurers. This wyvern breathes fire (and has DR 12 vs. fire), but some exhale poison (as per *MONSTERS*, p. 22). A wyvern's claws and tail count as weapons. A wyvern may make two attacks, but may not use the same method twice in one turn.

Wyverns build their lairs in high places, overlooking expanses of open habitat. A wyvern nest is a burrow or cave, ending in a chamber large enough for the reptile to curl up.

If forced to fight on the ground, a wyvern leaps into the air to claw at its foe while snapping with its jaws and battering with its wings at any in range, using its tail to smash those behind it. It uses the range of its tail to make opportunity attacks on anyone getting close, while focusing a flurry of talons and teeth on its selected victim.

TRAITS

- Dark Vision
- Discriminatory Smell
- Extra Attack 1
- Flight (Winged)
- High Pain Threshold
- Horizontal
- Immunity to Disease
- Loner (12)
- Nictitating Membrane 3
- Night Vision 9
- No Fine Manipulators
- Penetrating Voice
- Peripheral Vision
- Temperature Tolerance 2 (Cold)
- Temperature Tolerance 2 (Heat)
- Wild Animal

ST 28
DX 14
IQ 5
HT 15

HP 28
WILL 11
PER 16
FP 15

Control Thresholds					SM +2
≥0.1×CM	≥1/2×CM	≥CM	≥1.5×CM	≥2×CM	
3	14	28	42	56	DMG 3d-1/5d+1
					BASIC LIFT 156
Defenses					SPEED 7.25
Parry	Dodge	Block	DR		MOVE 7
—	10	—	6		

ATTACKS

- **Bite (18):** 3d+1 cutting. Reach C, 1.
- **Claw (18):** 3d+4 cutting. Reach C, 1.
- **Grapple (18):** 3d+5 control. Reach C.
- **Overrun (18):** 3d+18 crushing. Reach C.
- **Tail Barb (18):** 3d+4 impaling. Reach C-2. 2d toxic follow-up (HT-4 to resist).
- **Tail Swipe (18):** 3d+4 crushing. Reach C-2.

SPECIAL ABILITIES

Fire Breath (18): Costs 2 FP per use, with no recharge time or limit on uses/day. Does 2d+2 burn large-area injury in a 1-yard-wide × 10-yard-long cone (see *Area and Spreading Attacks*, *EXPLOITS*, pp. 45-46).

SKILLS

- Brawling-18
- Innate Attack (Breath)-18
- Stealth-18
- Sumo Wrestling-18



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