

TRUVANG

CHRONICLES

RIOTMINDS



JORGI'S BESTIARY

◆ THE LEGENDS ◆

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Our style is to use “they” as a singular gender-neutral pronoun when possible. This usage continues to gain mainstream acceptance, including among major style guides such as The Associated Press Stylebook and The Chicago Manual of Style. We believe it is appropriate and practical, not just to reflect common usage but to accommodate a more inclusive view of gender identity. The Trudvang Chronicles books also use “he” or “she” when helpful for added clarity.

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♦ JORGI'S BESTIARY ♦

Monsters and beasts are key ingredients in *Trudvang Chronicles*. The official game world of Trudvang is populated with a menagerie of different creatures. This chapter describes some of the most common beasts that heroes may encounter during their adventures.

NONPLAYER CHARACTERS

Non-player characters (also known as game master or GM characters) are all the creatures and denizens the player characters encounter throughout their adventures. Not all of the GM characters have to be evil or opponents of the characters; some may provide assistance or just be in the background. But regardless of their role in the adventure, the more the game master prepares them ahead of time, the more fun they will be to meet. Every GM character should be vivid and believable.

Game master characters who are not monsters or beasts should be created in the same manner that the players use to create their characters.

Monsters and other dangerous creatures are also important ingredients for making an adventure exciting and challenging. In this book is a selection of common creatures in Trudvang that may be used by the GM when running adventures. The creatures are basic examples, and it is up to each game master to modify them according to their taste or add new creatures that they imagine.

CREATURE SIZE

All creatures' sizes are described in terms of how they appear in comparison with a human, since they are evaluated from that perspective. It is also much easier to picture the size of a creature that is said to be as tall as a fir tree rather than one said to be 13 meters tall. Any creatures roughly as large as a standard human are considered to be human-sized. A creature that is twice as tall as a person is equivalent in height to a ship's mast. A giant can be described as the width of a church and as tall as two firs. One creature might be as large as a longhouse, while another is the size of a common stone cairn.

When a creature is humanoid in form, only a measure of height is stated. Other dimensions such as thickness and width can be imagined by enlarging or reducing a vaguely human shape. Four-footed animals are usually described with a measurement of width, which is normally compared to different animals such as pigs, dogs, piglets, or oxen, though other terms

such as cairn stones or barrels of grain are used as well. As for more unusual creatures such as dragons, they are most often described using both height and space comparisons. So a dragon is as tall as a shrine and as big as a double "Wildfylking" (a Stormlander fighting formation), while a mastomant is as tall as a ship's mast and as large as a small longhouse.

Therefore, the sizes used to describe beasts and creatures are highly subjective and may be perceived or described in wildly different ways. The only truly accurate measurement of creature size is determined by its Body Points, its natural protection, and the damage it can inflict. A high number of Body Points implies a large body mass, and low Body Points the opposite. Large creatures also have a high Protection Value due to their relatively thick skin and a bulky layer of blubber. The damage they do hits a massive area with incredible force, which is represented by large creatures having more damage dice than human-sized creatures.

ATTACKS ON LARGE OR SMALL CREATURES

Depending on the size of the creature being attacked, the attacker either suffers an additional cost or receives a bonus of Combat Points to each attack action. Because it is harder to hit a smaller creature, every attack will cost 1 or 2 additional Combat Points per attack. It is easier to hit a larger creature, resulting in a bonus of up to 7 Combat Points per attack (to be used only for that attack). The table on the next page shows the costs and bonuses associated with attacking creatures of certain sizes. Find the row with the attacker size, and then read across to the column of the target size. The number in that cell is the modifier on the attack. A positive number indicates a bonus received in Combat Points, while a negative number indicates an additional cost in Combat Points. A player character is equal to 1 in size on the table (the size of a standard human). This means that if a PC attacks a creature that is twice the size of a man (2 in size), the PC has +1 bonus Combat Point per attack. At the same time, the larger creature has an additional cost of 1 Combat Point imposed on all of its attacks against the character. Any creatures that fall between the size differences on the table should use the modifiers of nearest listed size. For example, a creature that is 7 times the size of a human would round down to 5, but a creature that is 8 times the size of a human would round up to 10.

CREATURE SPEED

A Human-sized creature can move walking 1 m per 2 Combat Points. However there are creatures of different sizes or which use movement methods other than walking or running.

The following movement costs apply to creatures. Remember to treat all creatures smaller than “1t” as 1t creatures, but only for the sake of movement cost.

- ♦ **Land speed:** 2 CP = Size in meters
- ♦ **Land speed (four legged):** 2 CP = 2 x size in meters
- ♦ **Land speed (four legged with the “Fast” feat):** 2 CP = 4 x size in meters

SIZES OF HUMANOID CREATURES

Humanoid Height	Corresponds to	In Tables
Boot height	One sixth of a human	<1/3
Knee height	One third of a human	1/3
Waist height	Half of a human	1/2
Equal height	Human	1 t
Main part of an oar	One and a half times as tall as a human	1.5 t
Tall as a ship’s mast	Twice as tall as a human	2 t
Tall as a shrine	Four times as tall as a human	4 t
Tall as a fir tree	Seven times as tall as a human	7 t
Tall as a mountain peak	More than ten times as tall as a human	>10 t

SIZES OF FOUR-FOOTED CREATURES

Four-Footed Animal	Corresponds to	In Tables
Size of a piglet	One sixth of a human	<1/3
Size of a lamb	One third of a human	1/3
Size of a foal	Half of a human	1/2
Size of a calf	Human	1 t
Size of the largest domesticated pig	One and a half times as big as a human	1.5 t
Size of the largest domesticated sow	Twice as big as a human	2 t
Big as an ox	Four times as big as a human	4 t
Big as a mastomant	Seven times as big as a human	7 t
Big as a small dragon	More than ten times as big as a human	>10 t

SIZES OF EXTREMELY LARGE CREATURES

Extreme Size	Corresponds to
Size of a rowboat	Three times as big as a human
Big as a stormhall	Five times as big as a human
Big as a longhouse	Ten times as big as a human
Big as a Wildfylking (Storm-lander fighting formation)	Fifteen times as big as a human

- ♦ **Flying speed:** 2 CP = 2 x size in meters
 - ♦ **Flying Speed (Fast feat):** 2CP = 4 x size in meters
 - ♦ **Swimming speed (land creature):** 2 CP = 1/2 size in meters
 - ♦ **Swimming speed (aquatic creature):** 2 CP = size in meters
- Gryphon (size 3t) can fly at the cost of 6 m (2 x 3) per 2 CP spent.
- Note that each creature also has a maximum movement rate which limits the maximum number of CP one can spend on moving.
- For example, a King Troll (size 3t) can move on foot at the rate of 3 m (= to its size) per 2 CP spent. On the other hand a

CREATURE ACTIONS

The larger a creature is (relative to human size), the fewer actions it can

perform per action round. This is easy to see if you compare a large elephant's capacity to move with that of a dog. The dog will likely be able to bite the elephant a couple of times before the elephant can try to chase the dog away with its trunk. Larger objects are more difficult to move and it also takes more time to do so.

Normal, human-sized creatures spread all their Combat Points among different actions during one round and, when a new round starts, their CP will be regenerated. Creatures twice the size of a human will be more sluggish in their movements compared to the human. Instead of using all their Combat Points during a single action round, these creatures have to spread out their Combat Points over 2, 3, or even 4 action rounds and their CP will be regenerated only after that number of rounds has passed.

Please note that a large creature can still perform combat actions that don't require any Combat Points, even in action rounds in which all of their Combat Points have been exhausted.

NUMBER OF ROUNDS USED TO SPREAD COMBAT POINTS

Size	Action Rounds
>2 to 5 times	2 rounds
>5 to 10 times	3 rounds
>10 times	4 rounds

CREATURE SKILLS

Any creatures that walk on two legs and have two (or more) arms have the opportunity to gain the same skills and knowledge as any player character. Other creatures can gain skill levels only in skills that would be considered natural to them. A garm, for example, can have the Agility skill since a garm is naturally able to move with agility and discover things. Game masters have to use common sense in cases where they want to award skill levels and knowledge to creatures.

CREATURE DAMAGE

A larger-or-smaller-than-human creature is likely to cause amounts of damage

ATTACK MODIFIERS AGAINST TARGETS OF DIFFERENT SIZES

Attacker Size	Target Size								
	1/8	1/4	1/2	1	1.5	2	3	5	10
1/8	-	-	+1	+2	+3	+4	+5	+6	+7
1/4	-	-	-	+1	+2	+3	+4	+5	+6
1/2	-1	-	-	-	+1	+2	+3	+4	+5
1	-2	-1	-	-	-	+1	+2	+3	+4
1.5	-3	-2	-1	-	-	-	+1	+2	+3
2	-4	-3	-2	-1	-	-	-	+1	+2
3	-5	-4	-3	-2	-1	-	-	-	+1
5	-6	-5	-4	-3	-2	-1	-	-	-
10	-7	-6	-5	-4	-3	-2	-1	-	-

UNARMED DAMAGE OF CREATURES BY SIZE

Size	Unarmed	Bite	Claw
<1/3	-	1d2	1
1/3	1d2	1d5	1d3
1/2	1d3	1d10	1d5
1 t	1d5	1d10 (OR 10)	1d10
1.5 t	1d10	1d10 (OR 9-10)	1d10 (OR 10)
2 t	1d10 (OR 10)	2d10 (OR 9-10)	2d10 (OR 10)
4 t	2d10 (OR 9-10)	2d10 (OR 8-10)	2d10 (OR 9-10)
7 t	2d10 (OR 8-10)	3d10 (OR 8-10)	3d10 (OR 9-10)
10+ t	2d10 (OR 8-10)	3d10 (OR 8-10)	3d10 (OR 9-10)

WEAPON DAMAGE OF CREATURES BY SIZE

Size	One-Handed Light	One-Handed Heavy	Two-Handed
<1/3	1d2	1d3	1d5
1/3	1d5	1d5	1d10 (OR 10)
1/2	1d10	1d10 (OR 10)	1d10 (OR 9-10)
1 t	1d10 (OR 10)	1d10 (OR 9-10)	1d10 (OR 8-10)
1.5 t	1d10 (OR 9-10)	2d10 (OR 9-10)	2d10 (OR 8-10)
2 t	2d10 (OR 9-10)	2d10 (OR 8-10)	2d10 (OR 7-10)
4 t	3d10 (OR 8-10)	3d10 (OR 8-10)	3d10 (OR 7-10)
7 t	3d10 (OR 7-10)	3d10 (OR 7-10)	4d10 (OR 7-10)
10 + t	3d10 (OR 7-10)	4d10 (OR 7-10)	4d10 (OR 7-10)

different from those caused by human-sized creatures. The bigger and stronger a creature is, the more damage it can deal to its opponent. The tables above show creature damage with unarmed attacks/natural weapons

(such as claws or bite) and with armed attacks. Since humans are often used as a baseline for standard damage, they are represented by the "1 t" rows. Any bonuses from exceptional Strength are added to the above values.

LARGE CREATURES AND ARMOR

Creatures that are four times the size of humans or larger can wear thicker armor without it becoming more cumbersome. Therefore, the Protection Value for those creatures counts as double. For example, a giant with hardened leather wears much thicker hardened leather than a normal human does, so the giant's armor protects with a value of 6 instead of the normal 3.

CREATURE STATISTICS

Each creature description in this book includes information about its behavior and traits. The various section headers are explained below.

Type

The creatures of Trudvang are categorized into the following types:

- ♦ Humanoid
- ♦ Bird
- ♦ Quadruped
- ♦ Quadruped winged creature
- ♦ Winged humanoid
- ♦ Entity
- ♦ Other

Age

The first value denotes the typical age at which a creature is considered an adult or an arbitrary age at a point in its adult life. The other value is the maximum age of the creature. The game master can change these values as desired.

Size

There is no standard value that describes how big a creature is. It is instead described from a human perspective, relating it to something commonplace that shares the same stature or height (see Creature Size, above).

Move

This stat is divided in two parts. The first value represents how many meters the

expense of 2 Combat Points allow the creature to move while in combat (without considering hindering factors like terrain and weather which could raise the CP cost).

The second value indicates the maximum number of meters a creature can move during a single round (while not engaged in combat).

Some creatures will have more than one set of stats if they have more types of movement (walking, flying, swimming, etc.).

Natural Armor

Creatures often have natural armor in the form of thick skin, fur, and so on that absorbs a certain number of damage points.

Body Points

The statistics give a range of Body Points (BP). A typical creature of the type can have Body Points anywhere in this range.

Body Points for Beings of the Mist

All beings of the mist (the undead creatures) have a Body Point value, even if they don't have a physical form. These incorporeal creatures cannot be damaged with ordinary weapons, but instead require other methods to damage it (which are indicated in the creature's description).

Vitner Craft

Some creatures have learned to use vitner. These creatures should get special attention from the game master. The stats offered are a suggestion, and it's up to the GM to decide the final stats for vitner-weaving creatures. It is easier for some creatures to see and call for the vitner. These creatures get more Vitner Capacity than other creatures and persons normally get from the Vitner Craft skill and Call of Vitner discipline and its specialties.

Character Traits

Most creatures have some sort of character traits. They are the same as for player characters but have a greater

range. The recommended range for any one character trait is -10 to +10.

Fear Factor

This describes the amount of fear a person experiences when encountering the creature. A high fear factor with a large risk of an open roll indicates a truly frightening creature, and a low value suggests the opposite.

The following table works well as a template:

CREATURE FEAR FACTOR

Creature	Fear Factor
Moderately frightening	1d6
Frightening	1d10
Really frightening	1d10 (OR 10)
Terribly frightening	1d10 (OR 8-10)
Extremely frightening	1d10 (OR 6-10)

Feats

This section is where the creature's special traits are noted.

Initiative Base

This value includes all the modifiers which are always applied like armor always worn, Dexterity bonuses, disciplines or specialties. The Initiative (base) must be modified with the IM of the chosen weapon in order to have the Total Initiative Modifier.

Weapons

This is the list of available weapons with damage values and Initiative modifiers.

MODIFYING THE CREATURES

The creatures in this book have only basic statistics.

The game master can personalize them by giving them skills, knowledge, and equipment. For example, it is not often practical or interesting to know how good a troll is at tracking, catching fish, or repairing armor. But in cases where the troll needs to use such knowledge in an adventure, it's up to the game master to assign the troll the right set of skills as seems appropriate.

♦ INTRODUCTION ♦

The majority of you know me as Jorgi Gronfiard, but my true name is Horg Groen. No matter what has been said about me in the past, I hail from Mittland, and my Westmarchian name I was given the day my father left me in the hands of the school of Gave in Erviddor, for he thought my life was to be better spent in the service of the one true god than in the halls of warriors and houses of vitner-weavers, as my brothers before me.

Throughout the years I have labored to create many versions of my great work, that is commonly known as Jorgi's Bestiary. For more than sixty years I have noted down my testament to share my knowledge of the beasts and creatures of Trudvang. But know this, in your hands now lies the last writing that left me before I finally laid down the pen and received the light of Gave. I know, for it burns so fiercely in my chest, that when I lay down my utensils, I do so to go to rest and await the light.

My journeys began in Westmark and brought me to the faraway Stormlands, across ice-cold alps and dangerous seas. I met good-hearted and generous creatures, but also those who were wretched and hateful. With Gave by my side, I was awarded the opportunity to witness the beauty and grand scale of Trudvang, as well as its wild and dark side. When, in the autumn of my life, I went to retire in the monastery of Erviddor, I recalled the dangers of the wild, the mystery of the forests and the toils of the roaring oceans.

What you hold in your hands is more than just my work. It is the work of hundreds, possibly thousands of men, elves, dwarves and all other beings that have shared their ancient knowledge in ways both great and small. May this bestiary be of aid to all wanderers and adventurers who dare venture into the untamed wild of Trudvang.



◆ BEASTS ◆

T*he vast wilderness of Trudvang is so filled with beasts and animals of different kinds that I would require several books on the subject just to describe a small portion of them. I would write about the horrible bjarnirn that makes the largest bear look small, the massive mastomant in the north with its large tusks and incredibly thick fur, the vura ox in Ovanga that are trained to be fearsome riding animals, the black-headed logr eagle that is known for flying off with children and pets, the cunning daugulon, the mythical loomed, the great silver moose whose crowns can be several fathoms broad, or all the many forms of swine, such as the frostboar, brut hog, and tunnel swine, just to name a few in the great breadth of Trudvang's fauna. Alas, I chose to include only some of the more spectacular beasts in this tome.*

◆ GALTIR ◆

At two cows' eyes on a plate in the forest and come back the following day. If the eyes are gone, there are galtirs about. (If the plate is gone, one can be sure that there are trolls.)

There are many ways to know whether there are galtirs in a forest, for this hard-necked fighter loves to stumble about for food. Usually the people of the woods make a sign in the shape of two crevices in a tree to warn other wanderers about galtirs. If there are four crevices, this means the galtirs are led by a king galtir, and the fool who wasn't afraid before has perhaps found a reason to be.

Galtirs are found in eastern Darkwood and get their aggressiveness from the wild boars that live there. A Galtir is a little humanoid, somehow smaller than a dwarf, which resembles a strange cross between a little troll and a boar. The people of the east have no good explanation as to why these beasts exist, other than that the trolls might not have noticed the difference between one of their own kind and an animal, and therefore this cross-breeding has taken place. We know that trolls are dumb creatures, and I suppose that this is a possibility, even if it is a strange one.

The galtirs are hunters that have no issues with eating their own kin, the wild boars, but they prefer to eat moose and wild deer. They are violently strong and resilient beasts that are hard to defeat once they choose to fight. Their fearlessness drives them into a sort of frenzy when they hunt and enter battle that can be likened to that of the berserkers of the Stormlands.

They live in small groups of three to 15 individuals that burrow into their earthly dens under great rocks in the deepest forests. It is very unusual for galtirs to mingle with other races, even trolls, they prefer to stick to themselves. They have no developed language but communicate through advanced grunts and sounds.

Sometimes several galtirs gather in the same place and run through the land. This is called a "galtwalk" and it is considered dangerous to be around such a gathering. Why they gather and to what purpose is uncertain, but most likely it is some sort of mating ritual. The galtir that impresses the most is the one that travels the greatest distance at the greatest speed. These galtwalks can last for several moon cycles.

Deep Bellow

Galtirs in the thick of combat will often roar for as long as they can, a so-called deep bellow. To humans, it will not sound too strange, but during the bellowing, there is a deep sound that humans and similar creatures cannot hear. This deep bellowing can be heard by galtirs far and wide. The more galtirs that

perform the deep bellowing together, the easier it is for the sound to spread. Galtirs belonging to the same tribe, and sometimes other tribes, will hurry to the rescue as they answer with their own deep bellowing. When many galtirs perform the deep bellow together, they can form a great herd that will attack anything that comes close to them.

Fearless

Just like forest trolls, a galtir does not have the ability to feel fear. Once they engage in combat, they remain there until they die or strike down their foe.



STATS: GALTIR

Type: Humanoid; **Age:** 15, max 35; **Size:** 1/2; **Movement:** Land 2 CP per 1 m (Max 8 m, 7 when wearing armor); **Initiative (Base):** -1 (-2 when wearing armor); **Fear Factor:** 1d5.

Body Points: 21–26

Damage Levels (for 23 BP): 1-6 (0) / 7-12 (-1) / 13-18 (-3) / 19-23 (-7) / >23 (Dying)

Character Traits: Dexterity -1, Intelligence -4, Strength +2

Feats: Deep Bellow, Fearless

Weapons:		Damage:	Initiative:
Bite/Tusk		1d10	-1
One-Handed Weapons	Light	1d10	-1 – -3
Armor: Leather		PV 2 / BV 20	-1

Combat Points: Free 4; Armed 1 (One-Handed Light Weapons 2); Natural Weapons: Bite 4; Tusks 6

Samples of Attacks: 2 actions per 1 round¹
1 action per 1 round²

¹ Bite SV 8; Tusks SV 6

² Weapon SV 7

Skills: Care SV 5, Entertainment SV 3, Faith 1, Vitner Craft SV1.

Fighting SV 4	Armed Fighting 1 (<i>One-Handed Light Weapons 1</i>)
Knowledge SV 3	Language 1 (<i>Mother Tongue (Bastjuma)</i> 1)
Shadow Arts SV 7	Shadowing 1 (<i>Camouflage and Hiding 3</i>)

◆ GIANT SNAKE ◆

The strange tracks led me down to the little lake. There I saw more tracks that showed me that the beast had its home there, for several tracks led down into the lake and out from it farther into the woods. At first I thought that I had found the tracks of a lindwurm, but as far as I know, lindwurms do not dwell in water.

I had heard of giant snakes before, but I had never seen one. Therefore I decided, somewhat stupidly one might think after the fact, to hide in a tree that stood by the edge of the lake. Honestly I do not know what I was thinking when climbing up that tree. After adept studies about various snakes, I should have known that they had an excellent sense of smell and were also skilled tree climbers. But I must blame a momentary confusion, for when I sat there hugging the tree trunk I was quite satisfied with my hiding place.

I do not know how long I sat there. I had even started to slumber for a moment when I heard something from the ground below. I barely managed to catch a glimpse of the giant snake's tail slither away from the lake and farther out into the forest to search for food. I cursed myself that I had fallen asleep during my guard, but I decided to remain in the tree for some time. The snake should return to the depths of the lake, I thought.

I soon realized my mistake. The snake must have caught my scent, for it did not take much time before I saw it come out of the forest with its great head high above the ground, pointed toward poor me. However its body slithered around rock and tree, it always held its head pointed straight at where I sat petrified by horror. I realized that I would not be much of a match for the snake and cursed the foolishness that would now lead to my death.

The great snake had reached the tree in which I sat and just started its advance up the trunk when it suddenly stopped. It was as if it had smelled something, and suddenly it pointed its attention out onto the lake. I searched with my eyes in that direction, but all I could see were rings scattered on the black and calm surface of the water.

The snake suddenly left the tree and graciously slithered into the lake. Soon thereafter the lake began to boil! I

understood that a fight was taking place below the surface, and even though I was curious I left my hiding place and quickly escaped the dreadful location.

There are several types of snakes, big and small, poisonous and non-poisonous, in the wilderness of Trudvang. In the great oceans, one will find the sea serpents, and in lakes and ponds one will find the lake serpent that can change color to adapt to its background. High up in the branches in the great forests lurks the forest snake, and in the underground of Trudvang lives the cave serpent, a black menace that slithers around the unending caves in the hunt for food.

All these snakes function in essentially the same way but have various distinct abilities.

The sea worm is the largest of all snakes. There are stories that say some are so big that they have swallowed entire ships in one bite. Many people say that the sea serpent is not a type of snake at all, but its own creature.

The forest snake is the second largest type. It has light yellow skin, almost like an albino, and lives high up among the crowns of the trees. In spite of its large size, it is an excellent hunter and sneaks up on its victims from above.

The cave serpent comes third in size of the great snakes. Its scales are black, and its eyes are the color of glowing amber. It resides in underground tunnels and caves, where it lives off the few creatures that dwell there. Because there is not much food in the tunnels, the cave serpent is constantly on the hunt for more. In contrast to the forest serpent, the cave serpent is an excellent swimmer, and it uses this skill in the rapids of the underground when it hunts for fish and other food.

The lake serpent's scales are normally dark green with nuances of brown spots. The scales have the same character as fish scales and can therefore become dry. The lake serpent lives on the bottom of lakes where it will lie dormant in wait for any animal to come to drink. Since the serpent needs air to breathe, it will let its nose stick up above the surface. The lake serpent cannot spend prolonged time on land because its scales will quickly dry up. A stranded lake serpent will die from dehydration within a few hours.

Constricting

If the snake manages to slither around its victim (skill value 10, victim's Dexterity modifiers apply), it wraps the victim in its great grip. The victim takes damage equal to the snake's damage modifier (which is 6 in the stats below) each round, though armor offers protection.

The victim can break free only by succeeding on a situation roll with a situation value of 10 (± possible modifiers from the Strength trait). If the victim fails his situation roll, he can then try again to loosen himself once per action round, but for each new round, a cumulative modifier of -1 is applied (three action rounds later, the situation value for getting loose is thereby 7). For each person that tries to help the victim, the situation roll is also modified by +1. If the ones helping have exceptional strength, the bonus from their strength is added to the skill roll.

Each round of combat that the snake spends constricting its victim, the snake can do nothing else. The snake can choose to try to bite another opponent instead of continuing to hug its victim. When this happens, the victim remains in the grip of the snake but takes no damage for that round.

Hylja

Some snakes (mostly the lake serpent) have the ability to change color to mimic the environment. The snake will adapt to the background to such a degree that a skill roll on the Shadow Arts skill with a modifier of -10 is required to discover the snake, if it lies still. If the snake is in motion, the modifier becomes -5 instead.

Paralyzing Stare

Some snakes (mostly the forest snake) have the ability to paralyze their victims with their gaze.

First the snake must get the attention of its victim so that it meets the gaze of the snake. If the snake succeeds, the victim must make a situation roll with



a situation value of 6 (Psyche modifiers apply) to avoid being paralyzed for 1d3 action rounds, during which he can do nothing at all.

During the round in which the snake uses the paralyzing stare attack, it cannot do other things and constricted victims will remain in the grip, albeit they will

suffer no damage. The snake will lose only 1 round: if its stare is successful, it can act during the later rounds of paralysis of the victim.

If the snake tries to constrict a paralyzed victim, it will automatically succeed and the victim cannot try to get free when paralyzed.

STATS: GIANT SNAKE

Type: other; Age: 30, max 60; Size: 3t; Movement: Land & Water 2 CP per 3 m (Max 24 m); Natural Armor: 2; Initiative (Base): -4; Fear Factor: 1d10 (OR 10).

Body Points: 84-105

Damage Levels (for 95 BP): 1-24 (0) / 25-48 (-1) / 49-72 (-3) / 73-95 (-7) / >95 (Dying)

Feats: Constricting (SV 10), Hylja, Paralyzing Stare

Natural Weapons:	Damage:	Initiative:
Bite	2d10 (OR 9-10)+6	0

Number of Rounds to Spread Combat Points: 2

Combat Points: Free 7; Natural Weapons: 11

Samples of Attacks: 2 actions per 2 rounds

Bite SV 10, SV 8

◆ GIANT SPIDER ◆

In many tomes, there are inaccuracies written about how giant spiders are intelligent and highly dangerous beings. That they are dangerous I very much agree with, but whether they are greatly intelligent, I must question. You may ask how I can be so sure of this. I shall tell you.

It was when I was traveling through the dragon forest that I ended up in the net of a giant spider. If you only knew how hard those nets are to discover, you would perhaps not laugh at how my fate almost ended there. Each attempt I made to get loose only seemed to further cement my captivity as it became harder and harder to free myself from the sticky and thick webs. The horse I had ridden was strong enough to get loose, but no matter how I tried to lure the poor nag to me, she refused to come closer to the net. She just stood there snorting while I tried everything to get her closer to me.

When night came, once I had given up my attempts to free myself, I heard something move in the branches of the forest. Of course I thought this was the spider coming to see whether it had caught anything in its webs, and I prayed that my end would come swiftly and painlessly. How absolutely gobsmacked I was when I saw a knot on the tree trunk in front of me suddenly take form to shape itself into a face. I understood at once that this was an yggdras. Suddenly something calming came over me in the company of this being of supreme knowledge, and what I felt when the branch hands of the yggdras freed me is indescribable, and thus I will not attempt to do so.

After seeing to my horse and giving her some care, I sat on the ground in front of the tree to speak with the yggdras. It was then that I learned the truth about the giant spiders.

The yggdras told unto me that giant spiders are no smarter than the small ones we see in our everyday lives. Of course, they are far more dangerous, but far from smarter or more knowledgeable. Then I asked why people believed that the yggdras had been forced to leave their forest because of the giant spiders, how the giant spiders were able to wield vitner like the great vitner weavers, and how they were even able to ensnare a dragon. For all this I had indeed read.

The yggdras replied that all that I said had truly happened. But it quickly added that it was not the spiders that wielded such power. It was the mighty demons that were behind the mark the spiders had made on history. I was baffled. Demons?

The yggdras explained unto me that the demons had an easier time possessing giant spiders than any other creature in the world. It had something to do with the eyes of the spiders, though what that was, I could not quite understand. But for some reason, it was easier for a demon to take control of a creature with more than one set of eyes. I asked if the demons can be found in even the smallest spiders, and the yggdras answered that yes, it was so, but in the form of a small spider, a demon cannot cause as much damage. This was something I of course agreed with. I then asked if the spider that lived in this forest was possessed by a demon, and the answer was no.

Just as I was about to ask a new question, the yggdras stopped me and said that it felt that the spider was on its way back to inspect its net, and I would do best to find my way out of there.

There are two types of giant spider: net spiders and eye spiders. Both species are very dangerous and can use their special abilities to devour great prey.

The net spiders can fire a heavy net to ensnare their victims. The eye spiders use their hypnotizing gaze to paralyze their victims. Both species have great jaws that they attack with.

The giant spiders live in the shadows of the forest, where they build their nests high up in the trees or down in earthen dens. The net spiders prefer the tops of the trees, while the eye spiders prefer the cool and underground dens.

The giant spiders live alone in the forest. Often they will hang their prey from trees so it will rot and be easier to eat later.

From time to time, humans and trolls gather around an old spider. This usually has to do with different cults of worshippers that live in the forests and make sacrifices to honor the spider.

Nine out of ten times, giant spiders will attack with surprise from the trees.



These sexless creatures lay eggs once every five hundred years. During their long lives, the creatures' already-hard exterior transforms into an almost stone-like skin. An organic mass that the spider sends out through pores from

its insides lies on top of the shell and becomes an extra defense. The shell can withstand both fire and steel. It is not unusual that both moss and mushrooms will grow on a giant spider.



Attack Web

Apart from its bite, the net spider will attack with its sticky net making a SV 9 roll. If the spider succeeds with the attack, everyone within an area that is approximately 8 meters long and 3 meters broad will be hit by the net. Victims must make a situation roll with a situation value of 7 (Strength modifiers apply) to break free from the web. The net spider can use this attack three times per day.

The net has legendary capabilities. From it, one can make silky ropes and bowstrings. A silky rope from a great net spider weighs a fourth of a normal rope's weight and holds double the load. A bowstring made from a net spider's web increases the damage of the bow, which increases the chance of an open roll by 1.

Making a rope can take more than a month's time. Making a bowstring takes two to three months of time. The rope or bowstring is always black. Some of Trudvang's most well-known elven bows, such as Verisias, the silver dragon, are said to have a bowstring made from the attack web of the great net spider.

Night's Sight

A giant spider can see without a light source as if it were day.

Paralyzing Stare

The eye spider likes to use the paralyzing power of its eyes. Each action round, the spider can try to hypnotize a victim. The victim must make a situation roll with a situation value of 7 (Psyche modifiers apply) to avoid being paralyzed. If the roll fails, the victim will be paralyzed for 1d3 + 2 action rounds (Psyche modifiers apply to the duration). A paralyzed victim cannot do anything else but stand and stare at the spider. If the spider disappears or dies, the spell is broken.

During the round in which the spider use the paralyzing stare attack, it cannot do other things. The spider will lose only 1 round: if its stare is successful, it can act during the later rounds of paralysis of the victim.



Spin Cocoon

Both the eye spider and the net spider have the ability to wrap their victim in cocoons of web and hang them upside down in the forest. As soon as the giant spider has either paralyzed its victim or trapped it in a net, it will begin to encapsulate its prey in a cocoon, assuming that nothing else is calling for its attention.

The cocoon takes 1d10 + 10 action rounds to create, and a trapped victim

who wants to break free must make three situation rolls with the situation values of 3, 7, and 11 (Strength modifiers apply) to break free. The successful rolls do not need to be in a row. One or more failures can separate them. But the three successes must be in the order of SV 3, SV 7, and SV 11.

If the victim fails to break free, it remains in the deadly cocoon and might soon die of starvation or being eaten by the giant spider.

STATS: GIANT SPIDER

Type: other; Age: 3.500, max 5.000; Size: 5t; Movement: Land 2 CP per 10 m (Max 50 m); Natural Armor: 2; Initiative (Base): -4; Fear Factor: 1d10 (OR 8-10).

Body Points: 84-105

Damage Levels (for 95 BP): 1-24 (0) / 25-48 (-1) / 49-72 (-3) / 73-95 (-7) / >95 (Dying)

Feats: Attack Web (SV 9), Night's Sight, Paralyzing Stare, Spin Cocoon.

Natural Weapons:	Damage:	Initiative:
Bite	2d10 (OR 9-10)+6	0
Impaling Leg	1d10 (OR 7-10)+6	0

Number of Rounds to Spread Combat Points: 2

Combat Points: Free 8; Natural Weapons: (Bite 6; Impaling Leg 12);

Samples of Attacks: 3 actions per 2 rounds

Bite SV 8; Impaling Leg SV 10, SV 8

BEASTS

◆ GRYPHON ◆

The Wildfolk on the plains of Mittland that call themselves the Okis both fear and hate the mighty gryphon, a creature with the body of a lynx and the wings of an eagle. It is a powerful beast that attacks both cattle and humans but is hunted by the Okis for its beautiful feathers and skin. From the time that they are children, the Okis learn the mighty art of hunting trolls and other creatures of mischief with younger gryphons, but the most skilled Okis hunters will manage to tame their own gryphon that they ride through the air. To catch a young gryphon and tame it is a long and arduous journey that often ends in the gryphon killing the hunter.

During my travels I encountered an Okis on many occasions, and sometimes I was allowed to come along for gryphon hunting. But my strongest memory of an encounter with a gryphon was when I and the valsongian knights of Silvtrunder were hunting gryphons high up in the mountains. In the Silferspiir mountains there lives a breed of gryphon that is smaller than the Mittlandian variety but more fierce in

its frenzy, and it will not shy from attacking him trolls and in some cases firdtursirs. The knights told me that the silfers gryphon, as it is called, has claws that are much sought after since one can use them to make knives, spears, and beautiful jewelry. A knight that carries a gryphon claw around his neck will increase his reputation and his standing, since most people know how hard it is to capture a silfers gryphon.

The Mittlandian gryphon has a wingspan of 10 to 15 meters. The Okis speak of old gryphons with up to 20 meters between the tips of their wings. Their eagle-like giant claws are very sharp and can burrow deep into the flesh of an enemy. The gryphon's great beak is as hard as flint, and its eyes can see prey in great detail when it is high up in the sky. The Mittlandian gryphon lives mostly in earth dens upon the great steep, while the silfers gryphon lives in nests that are very much like the ones that eagles build upon the high cliffs.

A gryphon has the head and front legs of an eagle, the body of a warg, and wings. It is aggressive and constantly on the hunt.

Attack From Above

For a gryphon to succeed with an attack from above, it must succeed on a skill roll for the ability (SV 8). As part of the attack, the power of the gryphon's speed is used, which increases the damage of the claw attack to $2d10$ (OR 9-10) + 4. The gryphon can perform one attack from above every fourth action round, since it must circle around for at least 3 rounds.

One who wishes to attack a gryphon performing a flyby attack has a modifier of -3 on all attacks. However, it is easier to see where the gryphon will attack, which means the victim has a modifier of +2 when parrying the attacks of a gryphon.





Night's Sight

A gryphon can see for 10 meters in complete darkness as if it were daylight. This sight diminishes at longer distances and disappears completely about 60 meters away.

STATS: GRYPHON

Type: quadruped winged creature; **Age:** 25, max 40; **Size:** 3t; **Movement:** Land 2 CP per 6 m (Max 18 m); Flying 2 CP per 6 m (Max 36 m); **Natural Armor:** 1; **Initiative (Base):** -2; **Fear Factor:** 1d10 (OR10).

Body Points: 78-96

Damage Levels (for 87 BP): 1-22 (0) / 23-44 (-1) / 45-66 (-3) / 67-87 (-7) / >87 (Dying)

Feats: Attack From Above, Night's Sight

Natural Weapons:	Damage:	Initiative:
Bite	2d10 (OR 9-10)+4	0
Claws	2d10 (OR 10)+4	0

Number of Rounds to Spread Combat Points: 2

Combat Points: Free 6; Natural Weapons: (Bite 6; Claws 14)

Samples of Attacks: 3 actions per 2 rounds

Bite SV 8; Claws SV 10, SV 8

BEASTS

◆ NIGHT ULM ◆



any a strange thing I have seen and heard from people all over Trudvang, and one story that has forever etched itself onto my mind (even though it was many years since I heard the story) is that of the blood-sucking rugtannes. According to the traditions of Westmark, a rugtanne is created after having been infected by a night ulm, for the bite of the night ulm is very dangerous and puts the victim in a sort of undead state where they only have a taste for blood.

The night ulm is hunted for its long claws, since it is said that a potion from these will create a universal cure to heal flesh and cure diseases. But the night ulm is a shy creature that hides in the deepest forest. It hunts high up in the crowns of the pines and glides between trees on its bat-like wings, but has its nests in underground caves where they can live in great numbers.

In Whistergalp there is an old myth about a knight named Thodonn who fell victim to a night ulm and became a rugtanne. He was driven by hatred and a thirst for blood and would shut himself in his farm for many years. He brought nothing but death to the community where he lived and many innocent souls paid with their lives. Eventually the people managed to drive him from the land. With fire and silver they hurt the knight until he fled. It is said that a rugtanne, like a night ulm, can be damaged only by fire or weapons forged from silver.

The night ulm lives alone or in groups of up to thirty individuals. The creature is most active during the night, as it hates sunlight. The night ulms nest deep in caves where the rays of the sun cannot reach them. They sleep hanging from the roof by their gripping feet.

Night ulms have not developed much ability to think. They live on blood from all types of warm bodies.

Bloodsucker

A night ulm can approach a sleeping victim and try to suck the victim's blood. This ability is used outside of combat.

A night ulm will suck blood over 5 action rounds. In the first round, the victim will take 1d3 points of damage from the bite. During the next 4 rounds, the victim will take 1d6 points of damage per round due to loss of blood. In each action round, there is a possibility that the victim will awaken and discover the night ulm by succeeding on a situation roll with a situation value of 8 (Perception modifiers apply). If the victim discovers the night ulm, it will instantly flee. A night ulm will fight only if it is forced into a corner. Then it will use its bite and claws.

Sometimes several night ulms suck the blood from the same creature. If the victim does not awaken during the first 5 action rounds that are described above, the victim has -2 on the situation roll that follows for the next bloodsucker.

Night's Sight

A night ulm can see without a light source as if it were day.

Numbing Saliva

A night ulm seldom attacks creatures that are fully alert but prefers those who are sleeping or so woozy that they will not notice that they are being attacked. Thanks to its great dexterity, the night





ulm moves undetected toward a sleeping victim and spits saliva on the victim's neck. After 2d6 action rounds, the skin is so numb that it will require a situation roll with a situation value of 8 (Perception modifiers apply) for a sleeping victim to discover that they are being bitten (this roll is already considered in the "Bloodsucker" rules above). In other situations, it is up to the game master to decide the situation value or whether the victim notices the saliva or the attack.

Rugtanne Infection

Every other action round in which a night ulm sucks blood from a victim, there is a chance that the victim will develop a rare disease. After two action rounds, the chance is 1 in 20 (the roll of 20 on 1d20). After four action rounds, the chance is 2 in 20 (the roll of 19-20 on 1d20). For some inexplicable reason, only humans can be infected by the disease.

A victim who is infected by the disease will transform into a rugtanne (a strange mix between a human and a night ulm) within 2d3 days. A rugtanne can live only during the night. If exposed to sunlight, it dies instantly from the shock when it is hit by the rays of the sun. Every fifth night, they must feed on blood from

another warm-bodied creature. The bite and the bloodsucking works the same way for the rugtanne as it does for the night ulm.

A rugtanne can live up to four times as long a human, which means that it has much more time for learning things. According to some myths, a rugtanne can have great magical capabilities and powers, such as being able to transform into a bat or a great black stallion. These are nothing but superstitions. However, if mighty wizards are transformed into rugtannes, they still can wield their magic, creating horrid bloodsuckers with powers that few men hold.

When a player character becomes a rugtanne, the following aspects change:

- ♦ The traits Constitution, Psyche, Strength, and Dexterity are increased by two levels. If the character already has the highest level in one or more of these traits, its effects are increased by +4.
- ♦ The rugtanne gains Protection Value 1 from natural protection (skin).
- ♦ The rugtanne gains the ability Night's Sight and can see in complete darkness as if it were daytime for up to 10 meters, after which the sight slowly fades and disappears completely about 60 meters away.
- ♦ A rugtanne takes damage just as it did before the transformation, and therefore it is as mortal as it was when it was still human, but its Body Points change to match the new traits.

STATS: NIGHT ULM

Type: Winged humanoid; **Age:** 15, max 25; **Size:** 1/2; **Movement:** Land 2 CP per 1 m (Max 10 m); Flying 2 CP per 2 m (max 20 m), flying 18 m; **Initiative (Base):** +2; **Fear Factor:** 1d10 (OR 10).

Body Points: 22-27

Damage Levels (for 25 BP): 1-7 (0) / 8-13 (-1) / 14-19 (-3) / 20-35 (-7) / >25 (Dying)

Feats: Bloodsucker, Night's Sight, Numbing Saliva, Rugtanne Infection

Natural Weapons:	Damage:	Initiative:
Bite	1d10	0
Claws	1d5	0

Combat Points: Free 8; Natural Weapons: (Bite 5; Claws 11);

Samples of Attacks: 3 actions per 1 round

Bite SV 8; Claws SV8, SV8

◆ THORN BEAST ◆



any a time I have asked myself how a small bat can grow into a horrid beast whose pure stench can make the hardest warriors fall to their knees and beg for their sweet mother's mercy. The answer is: thornroot.

For a long time, it was a well-hidden secret that the wild Arks fed bitter thornroot to little bats and in this way created a beast that Trudvang would have done well without. Ever since the Age of the Jarnwurms, the Arks have used thornroot as a means of inebriation, and it was known that the root makes barbarians numb and violent, but the effect on the bats were unknown. It seems as if eating the thornroot is a direct cause of aggression and growth that has greater effects on the bats. When the small winged creatures consume thornroot, they grow quickly into great dangerous beasts that the Arks can then mate with similar beasts, and thereby a thorn beast is born.

The thornroot makes the beast thirsty for blood and hungry in the most unnatural and gluttonous way. Its body is constantly rotting from within, producing a pungent stench of death and decay, which in turn makes the beast all the more aggressive. I thank the light of Gave upon Trudvang that the thornroot is an unusual vegetable that grows only in certain caves in the barren and unreachable lands to the northwest. I also thank all the holy kings in the west that the lifespan of a thorn beast is limited to around twenty years, for if like the dragons it had a longer lifespan,

our world would be littered with this most terrible and highly unpleasant beast.

The oversized winged lizards have fed on thornroot and human flesh for so many thousands of years that they have mutated into a completely different race. Not even if their diet was changed would the bloodthirst and hunger of the thorn beasts change.

Large, strong tusks grow from its mouth, and its empty eyes reflect a corpse-pale light during the night. A normal-sized thorn beast measures 10 to 15 meters from wingtip to wingtip and has a ground height of 2.5 meters.

Like many other winged beasts, the thorn beast prefers to attack from the air and engage its enemies while flying. It most often approaches from a low altitude and attacks by lunging with its strong bite when it is side by side with its victim. That the thorn beast seldom lands during conflict makes it less vulnerable. The thorn beast can, of course, attack with its feet firmly placed on the ground. At such time it often uses its bite and two claws.

Wild and free-roaming thorn beasts are usually much larger, more aggressive, and more bloodthirsty than those kept in captivity. Thorn beasts kept in bindings will obey their caretaker and rider blindly to a degree that makes them prepared to die for their master. Very few individuals succeed in taming a thorn beast, even if it is very young. In Trudvang, this is usually attempted only by Arks. In rare cases, a mighty wizard can successfully tame a great thorn beast.

Attack From Above

For a thorn beast to succeed with an attack from above, it must succeed on a skill roll for the ability (SV 8). As part of the attack, the power and of the thorn beast speed is used, which increases the

damage of the bite attack to 2d10 (OR 7-10) + 6 and the claw attack to 2d10 (OR 8-10) + 6. The thorn beast can perform one attack from above every 6 action rounds, since it must circle around around for at least 5 rounds.

One who wishes to attack a thorn beast performing a flyby attack has a modifier of -3 on all attacks. However, it is easier to see where the thorn beast will attack, which means the victim has a modifier of +2 when parrying the attacks of a thorn beast.



Night's Sight

The thorn beast can see with a weak light source (stars, moonlight, torchlight, and so on) as if it were day.

Terrifying Stench

The inner organs of a thorn beast are in a constant process of rot due to the unpleasant effects of the thornroot. This means that the great winged lizard

carries a horrid and pungent stench of dead flesh and decay. A human being with a normal sense of smell can detect the stench at a distance of 50 meters. Anyone who approaches the beast closer



STATS: THORN BEAST

Type: Winged creature; **Age:** 70, max 150; **Size:** 6t; **Movement:** Land 2 CP per 6 m (Max 18 m); Flying 2 CP per 12 m (Max 36 m); **Natural Armor:** 3; **Initiative (Base):** +4; **Fear Factor:** 1d10 (OR 7-10).

Body Points: 153-188

Damage Levels (for 171 BP): 1-43 (0) / 44-86 (-1) / 45-129 (-3) / 130-171 (-7) / >171 (Dying)

Feats: Night's Sight, Terrifying Stench.

Natural Weapons:	Damage:	Initiative:
Bite	2d10 (OR 8-10)+6	0
Claws	2d10 (OR 9-10)+6	0

Number of Rounds to Spread Combat Points: 3

Combat Points: Free 7; Natural Weapons: (Bite 6; Claws 14);

Samples of Attacks: 3 actions per 3 rounds

1 Bite SV 12; Claws SV 8, SV 7

than 5 meters gains 1d10 (OR 9-10) Fear Points due to the stench. This does not apply to tamers and expert riders which usually get used to the stench due to the long time spent with the beast.

◆ TROLL BULL ◆

In Bysente I learned that what we call a troll bull is there called a minokks, probably after the elvish word nokka, which means horn. One can hear about troll bulls across all of Trudvang, but what sets the minokks apart is that troll bulls from the north have more fur than those in southern Trudvang. The troll bulls that live on Soj have longer horns than those that live in Darkwood.

Like the galtirs, troll bulls are aggressive and dangerous. They lack a developed language but are said to be skilled craftsmen, which I think seems quite odd. How can a creature that has not learned to speak forge a sword?

I have heard of and even met troll bulls many times during my travels. On two occasions, my traveling company ended up in frenzied battles with troll bulls. One time I was so close to death that it must have been by the grace of Gave that I was not put on the pile of dead. One other time, I myself plunged a spear into a troll bull. The men of Bydland then quickly cut out its heart and offered it to me to eat. According to their traditions, this would fill me with some of the creature's spirit and vitality. In truth, I have never felt as invigorated and strong as I did after eating the heart, a feeling that lasted for weeks.

Most feared of all troll bulls is the mythical hrim bull. It is said that they are a huge breed of troll bull that uses magical abilities to protect themselves from harm. It has been several hundred years since anyone claimed to have seen a living hrim bull, but many knights of Silvtrunder still speak of the

wild beasts. Supposedly, the hrim bulls once were tamed by the dwarves for war. With fire and mitraka, they made the monsters bow and serve them in battle.

One can find troll bulls all over Trudvang, but they are most frequent on the great plains in the western lands. They have no set places where they live, but wander seasonally to new hunting grounds.

A troll bull is a large humanoid that has a highly developed musculature. On its tall and fur-clad body sits an impressive bull's head with long horns that it uses in combat.

Troll bulls eat everything but prefer a diet of grass, dead animals, and game that they hunt. The human body has only one belly, but a troll bull has four smaller bellies. It is not rare that troll bulls eat individuals of their own kind, but never from the same herd. Their heart, especially, is highly prized as a piece of food, since it is believed that this organ has supernatural powers.

The troll bull is a herd animal that gathers in groups. Its limited intelligence makes it hard for them to live and think like humans, even if they have many of the attributes and abilities that humans have. They seldom abandon their herd, which is why it is unusual to encounter fewer than ten to twenty individuals at a time.

Troll bulls are generally not a species of war and battle. However, the bulls of the herd, the males, are very aggressive and will attack if someone steps onto their turf. Often they will fight with their horns and with great iron clubs.

Charge

Troll bulls will begin their attacks with a charge. They lower their heads and charge straight into victims to deal damage and knock them off balance. Due to the bull's weight, high speed, and sharp horns, the charge will deal 2d10 (OR 9-10) points of damage. A charge is

resolved spending CP for movement plus CP for an attack with natural weapons (Horn).

Anyone hit by the attack must succeed on a skill roll for the Agility skill modified by -5 to avoid falling over. A victim who falls over from the charge must make a situation roll with a situation value of

10 (Dexterity modifiers apply) to avoid dropping whatever items they are holding.

Troll Bull Heart

If someone eats from the heart of a troll bull, they are filled with courage and inner strength. They instantly lose 1d10 (OR 10)

STATS: TROLL BULL

Type: Humanoid; **Age:** 40, max 75; **Size:** 2t; **Movement:** Land 2 CP per 2 m (Max 16 m, 15 m if wearing armor); **Natural Armor:** 2; **Religion:** Haminges; **Initiative (Base):** 0 (-1 when wearing armor); **Fear Factor:** 1d10 (OR 10)

Body Points: 52-64

Damage Levels (for 58 BP): 1-15 (0) / 16-30 (-1) / 31-44 (-3) / 45-58 (-7) / >58 (Dying)

Character Traits: Constitution +4, Strength +4

Feats: Charge, Troll Bull Heart

Weapons:	Damage:	Initiative:
Horns	2d10 (OR 10) +4	0
Unarmed	1d10 (OR 10)	0
One-Handed Heavy Weapons	1d10 (OR 8-10) + 4	-4 - -6
Two-Handed Weapons	2d10 (OR 7-10) + 4	-5 - -7
Armor: Fur Armor	PV 2 / BV 20	-1

Combat Points: Free 11 / Attacks & Parries 4 / Armed 3 (One-Handed Heavy Weapons 8, Shields 4, Two-Handed Weapons 6) / Unarmed 1 (Brawling 6) / Natural Weapons 8

Samples of Attacks: 2 actions per 1 round¹
3 actions per 1 round²

¹ Horns SV 13, SV 10

¹ Two-Handed Weapon SV 15, SV 9

¹ One-Handed Weapons SV 13, SV 10; (Shield SV 7)

² One-Handed Weapons SV 12, SV 8, SV 6; (Shields 4)

Skills: Agility SV 9; Entertainment SV 2, Faith SV 5, Shadow Arts SV 6; Vitner Craft SV 1, Wilderness 8

Care SV 7

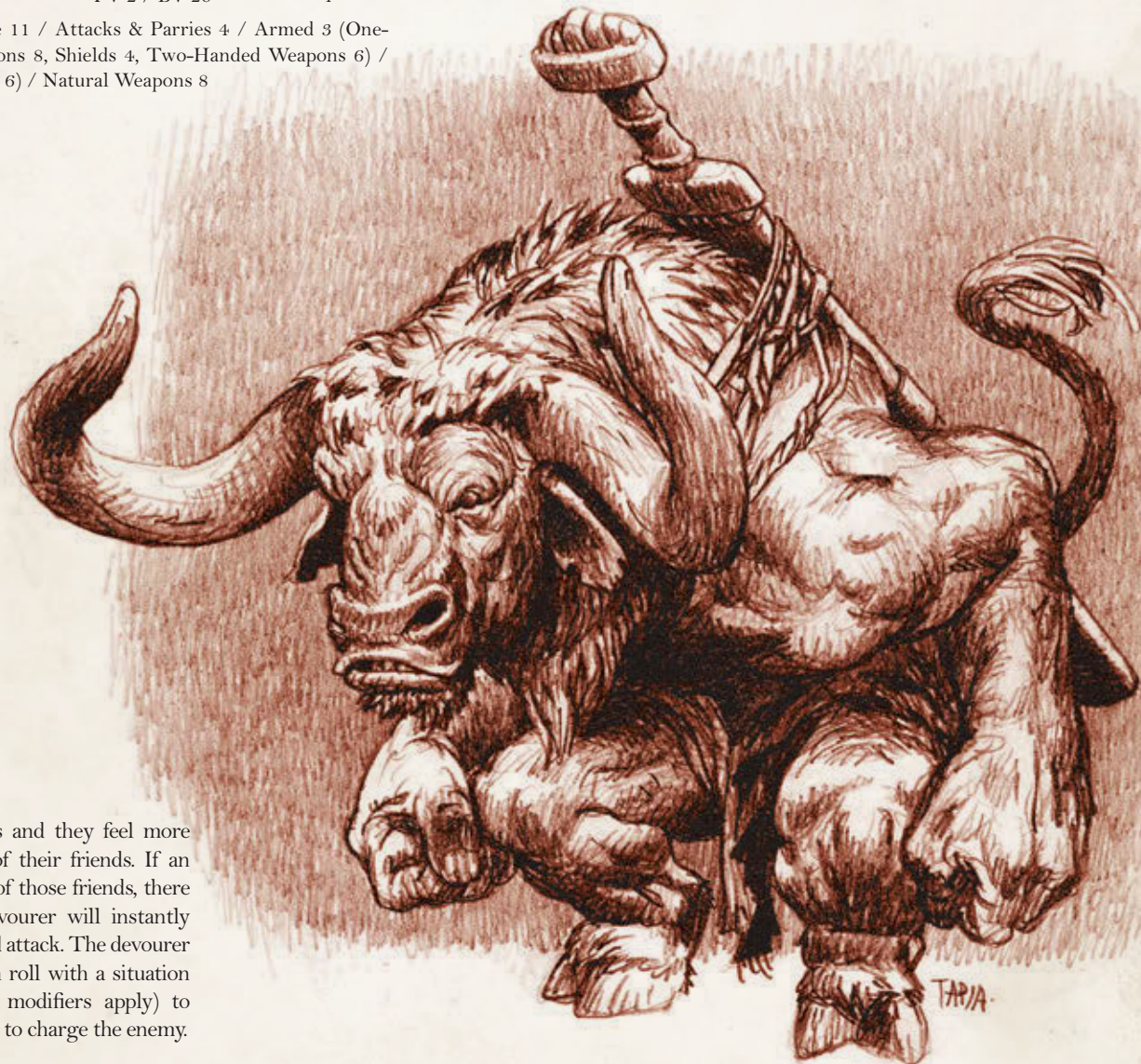
Handicraft 1 (*Hard Materials* 2; *Soft Materials* 2)

Fighting SV 10

Armed Fighting 3 (*One-Handed Heavy Weapons* 4; *Shield Bearer* 2; *Two-Handed Weapons* 3); Battle Experience 1 (*Armor Bearer* 1; *Fighter* 2); Unarmed Fighting 1 (*Brawling* 3)

Knowledge SV 5

Language 1 (*Mother Tongue (Bastjuma)* 3)



of gained Fear Points and they feel more alive and protective of their friends. If an enemy threatens one of those friends, there is a risk that the devourer will instantly charge that enemy and attack. The devourer must make a situation roll with a situation value of 10 (Psyche modifiers apply) to avoid being compelled to charge the enemy.

◆ WARG BEAST ◆



Without a doubt the warg beast is one of Trudvang's most horrid predators. Garm, skoll, warg, the beast has many names, and it is tamed by the wild and troll folk as a riding animal. The garm is the greatest of all warg beasts, the skoll is double the size of a normal wolf, while the warg itself is the smallest one, not considering the normal wolves, which are the lesser cousins of warg beasts. It is said that there once were garms that had a back height of more than 7 meters and that they hunted giants and other great beasts. Fortunately, this was a long time ago. Today the most common garm has a back height of 2 to 4 meters, and the warg itself is only as large as a wolf but has a stronger body and a larger head than its smaller cousin.

I could not possibly list all the times that I have seen warg beasts or heard their howling from my camp. Perhaps it's as many times as I have encountered trolls. Without a doubt, the warg beast is the most common danger that one will encounter in the wild. They like to prowl around settlements, and in the Stormlands one should especially beware. When the deep and long winters come, it is not unusual that great packs of warg

beasts gather around farms and await the humans that live there.

The hide of a garm is especially sought, as it is said to be protection for the cold in the great ice plains. The fur is thick and good but much lighter than the fur of a mastomant. I have been told that giving someone the fur of a garm in the Stormlands is like giving away a well-made blade in Mittland. Or, as a Stormlander once said to me, "I need no blades to kill, for I have my hands and my strength. But a winter without fur, and I shall walk beside Stormi before night turns to day."

In the uttermost northeast, in a cold and desolate kingdom that the Stormlanders have named Wildland, the warg beast had a prominent role in human's lives. There are many tribes that worship this dangerous beast as some did before Gerbanis took hold of the land. Here there are people that tame garms to ride, in the same way that we in the west use horses. One time I saw four wild berserkers from Wildland riding garms. It was truly a mighty sight. The great and dangerous beast bent to the will of the warriors and did as they commanded. I have heard that the wild Armurs in Fjal do the same.

Fast

A Warg beast knows how to get the best from its four legs, which it can easily coordinate during combat better than other quadrupeds. A warg beast that wishes to move during combat while maintaining control of its surroundings can move up to double the rate that its size would allow.

This means that Wolves, Wargs and Skolls can move up to 4 m per 2 CP spent while 3t-sized Garms can move up to 12 m per 2 CP spent. However, it can never

move farther than its total movement capability per action round.

Jump Attack

When a warg beast initiates a combat, it will jump at the prey and attack both with its bite and with its claws. The jump attack means that the beast gains an extra attack with its hind legs and claws in this action round (SV 10 claws) without spending further CP. This is valid only for the round when the jump attack happens.

Night's Sight

Some warg beasts can see with a weak light source (stars, moonlight, torchlight, and so on) as if it were day.

Warg Sickness

Warg beasts carry a disease that is called "warg sickness." It is spread through their bite, and victims are at risk of becoming werewargs (described below the statistics). The risk of infection differs depending on what breed of warg





beast bites the victim. One infection roll is made for each warg beast no matter how many times it bites the same victim (Constitution modifiers apply). The bite is to be considered infectious if the roll gets a result in the ranges described in the chart below.

RISK OF WARG SICKNESS

Warg Beast	1d20
Wolf	—
Warg	1–2
Skoll	1–3
Garm	1–5

The sickness will lie dormant in the victim like a curse that never disappears but instead grows in strength. Most often the sickness will course through the blood without affecting the creature, but sometimes there is something that makes it sprout. Usually, the trigger is the moon's strange pull, but sometimes great fear, unusual stress, or extreme

hunger will be enough for the warg sickness to sprout in the body of the victim. It is totally up to the GM to decide when the infection will manifest, preferably during a dramatic moment will make the story memorable.

Werewarg

When the warg sickness sprouts in the body of a victim who was bitten by a warg beast, they can be transformed into a cross between a human and a warg beast, which results in a horrid creature with traits from both species. Their face is covered in fur and looks like a warg's face. Great claws grow out on their hands and feet, and long, sharp fangs grow in their mouth. Some werewargs prefer to walk on all fours, while some move like a human.

Each time the moon grows bright in the night sky (though it does not need to be visible), the sickness will break out, causing the transformation. The

victim must make a situation roll with the situation value of 6 (Constitution and Psyche modifiers apply) to resist the warg sickness and avoid transforming.

If the victim sees the full moon, the situation value is lowered to 4. For people with a negative Psyche trait, there is a risk that the warg sickness will sprout during stressful situations. When a victim is in such a situation, they must make a situation roll with a situation value of 8 (Psyche modifiers apply) to resist transforming.

While transformed into werewargs, victims cannot use the abilities and traits they had before. They lose the ability to think clearly and are now slaves to bloodthirsty instinct, like a famished warg beast. Just like a warg beast, a werewarg can spread the sickness. Each humanoid creature bitten by a werewarg has a risk of contracting the disease (1–3 on 1d20; Constitution modifiers apply). In

contrast to the warg beast's bite, there is a small risk (1 on 1d20) that a victim infected by a werewarg will not be able to change back out of werewarg form after it transforms for the first time. These beasts that live constantly in the shape of a werewarg cannot spread the sickness to others, but they are dreaded nonetheless.

The traits of the werewarg are changed as follows:

- ♦ Strength +4 for situation rolls and damage modifiers (no more than +6 in total)
- ♦ Dexterity +4 for situation rolls and movement (no more than +6 in total)
- ♦ Psyche -2 for situation rolls
- ♦ Constitution +6 for situation rolls and Body Points (no more than +8 in total)
- ♦ Intelligence -4 for situation rolls (no less than -6 in total)
- ♦ Other capabilities:
- ♦ Natural protection: SV 2 (skin)
- ♦ Bite: 1d10 (OR 8-10) points of damage; WA: 1
- ♦ Claws: 1d10 (OR 9-10) points of damage; WA: 2
- ♦ SV (Combat, Brawl) +2
- ♦ Skills: Movement (jump, climbing): +6; Wilderness (tracking, hunting) +6
- ♦ Night's Sight: Sees with a weak light source (stars, moonlight, torchlight, and so on) as if it were day.

STATS: WOLF

Type: Quadruped; **Age:** 6, max 14; **Size:** 1/2; **Movement:** Land 2 CP per 4 m (Max 20 m); **Initiative (Base):** +2; **Fear Factor:** 1d5.

Body Points: 14–18

Damage Levels (for 16 BP): 1-4 (0) / 5-8 (-1) / 9-12 (-3) / 13-16 (-7) / >16 (Dying)

Feats: Fast, Jump Attack, Night's Sight

Natural Weapons:	Damage:	Initiative:
Bite	1d10	0
Claws	1d5	0

Combat Points: Free 8; Natural Weapons: (Bite 10; Claws 8);

Samples of Attacks: 2 actions per 1 round¹
3 actions per 1 round²

¹ Bite SV 16; Claws SV 10

² Bite SV 12, SV 8; Claws SV 6

STATS: WARG

Type: Quadruped; **Age:** 8, max 18; **Size:** 1/2; **Movement:** Land 2 CP per 4 m (Max 24 m); **Initiative (Base):** +2; **Fear Factor:** 1d10.

Body Points: 16–20

Damage Levels (for 18 BP): 1-5 (0) / 6-10 (-1) / 11-14 (-3) / 15-18 (-7) / >18 (Dying)

Feats: Fast, Jump Attack, Night's Sight, Warg Sickness

Natural Weapons:	Damage:	Initiative:
Bite	1d10	0
Claws	1d5	0

Combat Points: Free 8; Natural Weapons: (Bite 10; Claws 10);

Samples of Attacks: 2 actions per 1 round¹
3 actions per 1 round²

¹ Bite SV 16; Claws SV 12

² Bite SV 10, SV 8; Claws SV 10

STATS: SKOLL

Type: Quadruped; **Age:** 10, max 22; **Size:** 1t; **Movement:** Land 2 CP per 4 m (Max 32 m); **Initiative (Base):** +1; **Fear Factor:** 1d10 (OR 10).

Body Points: 29–35

Damage Levels (for 32 BP): 1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / >32 (Dying)

Feats: Fast, Jump Attack, Night's Sight, Warg Sickness

Natural Weapons:	Damage:	Initiative:
Bite	1d10 (OR 10)	0
Claws	1d10	0

Combat Points: Free 10; Natural Weapons: (Bite 14; Claws 10);

Samples of Attacks: 3 actions per 1 round

Bite SV 14, SV 10; Claws SV 10

Bite SV 12, SV 12; Claws SV 10

STATS: GARM

Type: Quadruped; **Age:** 12, max 26; **Size:** 3t; **Movement:** Land 2 CP per 12 m (Max 48 m) **Natural Armor:** 2; **Initiative (Base):** 0; **Fear Factor:** 1d10 (OR 9-10)

Body Points: 65–79

Damage Levels (for 72 BP): 1-18 (0) / 19-36 (-1) / 37-54 (-3) / 55-72 (-7) / >72 (Dying)

Feats: Fast, Jump Attack, Night's Sight, Warg Sickness

Natural Weapons:	Damage:	Initiative:
Bite	2d10 (OR 9-10)	0
Claws	2d10 (OR 10)	0

Number of Rounds to Spread Combat Points: 2

Combat Points: Free 12; Natural Weapons: (Bite 15; Claws 12);

Samples of Attacks: 3 actions per 2 rounds

Bite SV 16, SV 11; Claws SV 12

Bite SV 14, SV 13; Claws SV 12



THOMAS
WIEGAND

♦ BEINGS OF THE MIST ♦

As my old friend and vitner weaver Ristermann has said several times, there is a strong connection between the mist and the beings that originate from it. It's as if the border to the realms of the dead lie particularly close when the mist of Trudvang grows thick. And perhaps that is the case. The Mittlandian knowledge-seeker Iwelyn Merrwhinna, who devoted her life to the study of beings of the mist, wrote that the mist in Trudvang in reality is part of "Misthal," a type of connection that defies the laws of the world and penetrates the world of the living.

But what I cannot understand or find anything about in the writings of Iwelyn is why there are so few mighty beings of the mist but so many weak ones here in Trudvang. For it is true that there are far more *sálheles* than *wights* in Trudvang. This goes against the belief that only the strongest can take hold and manifest in the world of the living. Of course, that there are few *wights* and *draugr* but more *lyktgubbe* and *sálheles* is better than the other way around. But one would think that strong beings of the mist like *wights* and *draugr* would have an easier time entering our world and remaining here.

Many thinkers have their own theories on this question, but there is much wisdom in the words that Iwelyn has noted in her many collections. From what I can gather after having read more than half of her material, and even if she never spells it out clearly, I believe that the reason for this contradiction is that the watchers of Misthal are occupied with controlling the beings that can cause the most trouble in Trudvang and thus allow the weak ones to pass.

◆ BARROW WIGHT ◆

Even though I had rarely seen elven shimmer, I understood that what was moving across the nighttime sky was something very special. My traveling company told me, while we stood mesmerized watching the strange light phenomenon, that out of all the elven shimmers they had seen dress the nighttime sky here in the north, this was the biggest and most awe inspiring of them all. Everyone was certain that there was something far greater at work here.

I am rather sure that no one could have predicted what would take place later, much less connect it to the great things that were in motion at the time. For, as far as I know, elven shimmer has nothing to do with beings of the mists, and yet the days passed and each night we could see the heavenly phenomenon in its unchanged strength. It was on the fourth day that we reached a field filled with ruins from long-lost times and cultures. No one from our troupe saw any harm in sheltering overnight in an old ruin, but in hindsight I regret the choice of resting place.

We had just gotten to supper as the elven shimmer grew in rhythm with the darkness surrounding us. At first Janulf thought he heard something out in the fields. Then his brother, Swein, swore that he too had heard something. But no matter how much I concentrated, I could not hear anything and disregarded their concerns as nothing.

The evening soon rippled into night and many times both Janulf and Swein suddenly stopped whatever they were doing just to listen. I was observing some parchment when I suddenly noticed that Swein rose up and left the camp without speaking a word to any of us. He continued out into the darkness without paying any mind to our calls. Janulf remarked that he was most likely going out to relieve himself, but in Swein's eyes I saw that he was worried. A great amount of time passed and we started calling for Swein, with no reply. Janulf grabbed his weapon and went to see what had happened, and then he too disappeared into the complete darkness.

A long time passed and I sat there, watching the darkness without really seeing or hearing anything. I once more called for the brothers without any answer. Suddenly, I heard a

terrible shriek that forced me to clutch my ears and curl into the fetal position. I cannot remember how long the shriek went on, but the absolute horror I felt in that moment made my heart beat hard and my stomach ache so that I spilled the evening's supper onto the grass. Silence once again lay like a thick cloak over the field and I crawled up from the ground, still trembling with fear. For a moment I thought to run for the darkness to see what had happened to my traveling companions, but my feet could not bear my weight and I found myself sitting with my back against the ruin, clutching Swein's short sword.

I'm sure I need not add that I did not sleep at all that night, and when the sunlight again spread across the field, I took my gear and departed as fast as I could. When I later returned to a village nearby and told of what had happened by the ruins, I was informed that they were in fact haunted by a barrow wight. According to the village elder, the wight had been there since the prehistoric times of the world. She warned me not to visit the ruins during the night, for the wight hated the living and would slay any who ventured there at night.

The barrow wight is a type of wight that is heavily tied to the place where it was buried, often a barrow, cairn, or other enclosed place, though it can also be a tomb or a mound of rocks. In the elder days, before Gave was at our side, people believed that the barrow wight was an undead that had come again because someone had not sent enough gifts with the dead and therefore they could not travel to the supposed other side. Others spoke of wights that awoke because of the powerful objects and artifacts that had been buried with them, which made it hard for the dead one to let go of our world.

The barrow wight awakens to life because of its powerful longing for something or someone that is in the dead one's tomb. It can be an object, another body, or even the burial place itself. It is not unusual that several barrow wights are in one place at the same time since many great men and kings are often buried in the same place.

Only humans and elves can become barrow wights. Since the wight awakens to life relatively soon after the dead one has been buried, it keeps much of the appearance of the dead person.





Often both flesh and skin remains on the wight. The empty black eyeholes, however, glow with bone-white light when the sun has set.

Like most undead, barrow wights are most active during nighttime or in the fog since the bonds to Misthal are strong there. The wight carries a hatred against all living things and will not hesitate to kill anyone who trespasses in its burial place.

Very rarely, barrow wights leave their tombs and go out into the world. These wights have sworn to, for example,

reclaim an object or artifact that was stolen from the tomb, get revenge on the one who slew the dead person, or something along those lines. These barrow wights are very dangerous since it is hard to know them for what they are. The only external sign might be the glowing eyes, which can easily be disguised by a hefty hood. These barrow wights often intermingle with people in taverns that lie on the border of the wilderness to gain information about the thing that made them leave their tomb.



Dark Vitner

A barrow wight has access to dark vitner and the power to wield it. The number of Vitner Tablets, the skill at weaving the vitner and the Vitner Capacity will differ from wight to wight. These stats are totally up to the GM's judgement.

Durable

The barrow wight is an undead creature that lacks any emotion or sense of feeling since it is made of energies from the realms of the dead. Thus, it has high Body Points and does not suffer the same damaging effects as other creatures. This means that it is worthless to trace Damage Levels since the barrow wight will not suffer penalties from wounds.

Night's Sight

A barrow wight can see without any light source as if it were day.

Shriek

A barrow wight can let out a horrid shriek once per day, and everyone who hears it is filled with horror. The victim takes 2d10 (OR 9-10) Fear Points.

Summon Fog

Barrow wights have a special ability that allows them to fill great areas with fog. Often the fog will lie thick around each place the wight has visited, since the ability is dormant and can activate sometimes without the wight being

aware of it. The fog is thick, cold, and sometimes moist, and anyone who stands within it must immediately make a situation roll with a situation value of 10 (Psyche modifiers apply). If the roll fails, the victim becomes woozy and barely aware of what he's doing. The victim will then be pulled toward the core of the area, which most often is the site where the barrow wight is buried. A victim who takes damage will be awoken immediately from the slumber that the fog creates. Depending on how strong the barrow wight is, the fog can cover an area with a radius of 100 to 10,000 meters, according to the GM's judgement. The barrow wight can remove the fog at any time, at which point it completely disappears within a few minutes.

STATS: BARROW WIGHT

Type: Humanoid; **Age:** Varies, Max varies; **Size:** 1t; **Movement:** Land 2 CP per 1 m (Max 10 m, 8 m if wearing armor); **Initiative (Base):** 0 (-2 if wearing armor); **Fear Factor:** 1d10 (OR 7-10).

Body Points: 78-96

Character Traits: Strength +4

Feats: Dark Vitner (Vitner Capacity +10), Durable, Night's Sight, Shriek, Summon Fog.

Weapons:	Damage:	Initiative:
Unarmed	1d10 + 4	0
One-Handed Heavy Weapons	1d10 (OR 9-10) + 4	-4 - -6
Armor: Chain Mail	PV 5 / BV 50	-2

Combat Points: Free 12 / Attacks & Parries 8 / Armed 2 (One-Handed Heavy Weapons 6, Shields 8) / Unarmed 1 (Brawling 4).

Samples of Attacks: 2 actions per 1 round¹
3 actions per 1 round²

¹Unarmed SV 15, SV 10

¹Weapon SV 14, SV 12; (Shield SV 10)

²Weapon SV 10, SV 10, SV 6; (Shield SV 10)

Skills: The same skills as when the wight was alive.

Fighting SV 10

Knowledge SV 6

Shadow Arts SV 7

Vitner Craft SV 6

Vitner Capacity: 61

Armed Fighting 2 (*One-Handed Heavy Weapons* 3; *Shield Bearer* 4); Battle Experience 2 (*Armor Bearer* 2; *Fighter* 4); Unarmed Fighting 1 (*Brawling* 2)

Language 1 (*Mother Tongue* (...) 3)

Shadowing 1 (*Camouflage and Hiding* 3);

Call of Vitner 1 (*Darkhwitalja* 2); Vitner Shaping 1 (*Galding* 3; *Sejding* 2, *Vitner tablet (Dimvitner)* 3; *Vitner tablet (Flame Craft)* 3; *Vitner tablet (Power of Vision)* 3; *Vitner tablet (Vitner Craft)* 2; *Vitner tablet (Witchcraft)* 2)

Galding SV 12, Sejding SV 10

◆ BEINBAITER ◆

If I could regret only one thing of all the foolish things I have done during my travels across Trudvang, it would be the first one. Since childhood, we Westmarchians have heard horrible stories about the beinbaiter, and as scared as I was when I was a little boy, I was just as determined to reveal once and for all that there in fact was no gnawer of the dead. My first mission as a beastologist was therefore not to study this creature but to prove that it did not exist at all. Something I would come to regret.

It was said that in Silvtrunder, on the plains below the Silferspiir Mountains, there was a place where a beinbaiter dwelled, for it was an old burial site and all knew that it was in such places that one would find the creature. Armed with confidence, two horses, and a tracker, I left the monastery in Erviddor and ventured into the land of the knights in the north. I shall not spend too many lines on the journey itself, for no matter how much I wish it to be otherwise, I cannot be blind to the fact that I was wrong. The beinbaiter is real and very much exists. What I discovered there, and even later on,

is that the beinbaiter feeds on corpses when it is awake during the night and hides in earthy dens and bushes during the day. It lives on the marrow from dead humans and animals, most likely also from elves and dwarves, and mayhaps also trolls, but this is nothing that I have confirmed. For some reason, it is always where humans are buried that I have encountered a beinbaiter.

In Viranne they say that one can destroy a beinbaiter only with prayers of power, but I have not confirmed this either. What I do know is that the beinbaiter carries with it a horrid stench. It is unlike any stench of trolls or outhouses, but more like the farts of Queen Raugards, if you know that fairy tale. It took me a good week to be rid of the stench that permeated my clothes when I encountered my first beinbaiter, and I still feel sick to my stomach thinking about it all now.

The beinbaiter is a primitive beast, created from a man who has been infected with the death plague. It dwells exclusively in places where it can suck the marrow out of the bones that make up its diet. The beinbaiter is utterly aggressive and hard to battle.

Bein Stench

Anyone who comes within 5 meters of a beinbaiter is inflicted with the bein stench. The longer a person has been close to it, the longer the stench remains. The stench is impossible to clean away and is so terrible and sharp that all who come within 10 meters of the inflicted halt instantly. If one wishes to lessen the stench, all permeated clothes must be burned and then one should cover oneself in ash. As long as the ash remains on the body, the range of the stench is lessened by 5 meters.

The Charisma trait of the victim is lowered by 2 levels for the duration. The

chart below shows how long (in action rounds) a victim is afflicted by the stench.

STENCH DURATION

Contact	Duration
1-2 AR	1d3 days
3-10 AR	2d3 days
11-20 AR	2d6 days
>20 AR	4d6 days

Death's Sickness

A victim that has been bitten or scratched by a beinbaiter runs the risk of dying from the dreadful death's sickness. The

victim slowly loses life in the form of 1 point of damage per week. The plague prevents wounds from healing, whether through mending, extracts, or natural healing, as long as the victim carries the sickness. The only way to cure the sickness is to visit a holy person of some religion who can heal the damage.

A person who dies from death's sickness awakens after one cycle of moons with a terrible hunger for bone marrow.

A victim's chance of contracting the sickness depends on how much damage the beinbaiter has inflicted to the victim during the combat. Compare the suffered damage with the chart below, then roll 1d10. If



the die result is in the range given in the “Points 1d10” column, it means that the person has been afflicted with the sickness.

DAMAGE DEATH SICKNESS

Damage	Points 1d10
1-5	1
6-10	1-3
11-20	1-4
21-30	1-5
>30	1-6

Night’s Sight

A beinbaiter can see with a weak light source (stars, moonlight, torchlight, and so on) as if it were day.

STATS: BEINBAITER

Type: Humanoid; **Age:** Varies, Max varies; **Size:** 2t; **Movement:** Land 2 CP per 2 m (Max 24 m); **Initiative (Base):** 0; **Fear Factor:** 1d10 (OR 8-10).

Body Points: 78-95

Damage Levels (for 87 BP): 1-22 (0) / 23-44 (-1) / 45-66 (-3) / 67-87 (-7) / >87 (Dying)

Character Traits: Charisma -2, Constitution +2, Strength +2

Feats: Bein Stench, Death’s Sickness, Night’s Sight.

Weapons:	Damage:	Initiative:
Bite	2d10 (OR 9-10) + 2	0
Nail Scratch	2d10 (OR 10) + 2	0

Combat Points: Free 10/ Bite 5, Nail Scratch 7.

Samples of Attacks: 2 actions per 1 round

Bite SV 12; Nail Scratch SV 10

Skills: Agility SV 8

Shadow Arts SV 7

Shadowing 2 (*Exploring 2; Camouflage and Hiding 3; Walk in Shadows 3*)

◆ DARK DWELLER ◆

Unwillingly I witnessed the madness that took place in a small village. The blood priest who held the village in an iron grip had promised his followers the greatest of harvests and the richest hunting ever if they made great sacrifices to their gods.

The bloodthirsty villagers had captured me about one day's march away from the village, and at first I did not understand that they meant any harm upon me. But soon I understood that I was to be sacrificed to their gods. In a wooden cage I stood horrified, watching the priest cut open one poor animal after another and letting their blood flow down upon the great sacrificial pole.

As the animals that were killed became bigger and bigger, and therefore more valuable, I could see a change in the blood priest and his acolytes. At first silent and calm, they were now a shouting crowd that roared and cheered as the blood washed down upon them and the sacrificial pole. The ceremony, or whatever it was that I involuntarily took part in, soon became an inferno of blood and lusty screams.

I had heard of excessive sacrifice before, and I was certain that this was such a sacrifice. For the ceremony had clearly gone overboard when the gray troll, or perhaps it was a poor half-breed, was carried forth to the priest. With horror I watched as the howling troll was brutally trapped in the chains that crowned the top of the pole.

Troll or no troll, I could not help it. At that moment I felt one with him and lost two tears when I watched the poor creature being lifted up by the pole.

Suddenly the villagers and the priest grew silent so that the only thing that was heard was the troll's horrid cries for help. After a moment or two, the most macabre ceremony that I have ever witnessed in my life began. The details are so horrible and utterly dreadful that I chose not to write a single word about them.

In the middle of this ritual, I met the gaze of the blood priest, who watched me with hungry eyes, drool pouring from his mouth. I then understood that this would have been the high point of the ritual. But now it was only dreadful foreplay before I was to be sacrificed as the climax of the evening.

The villagers stood as if bewitched and watched as the priest skinned the gray troll, and I think that no one but me noticed how the ground began to shake. First it was a weak shake and then several times again harder and harder.

I could hardly believe my eyes when I saw how the ground began to tremble and move beneath the sacrificial pole. Up from the ground rose a large and terrible creature consisting of old bones, roots, branches, and earth, all soaked in the day's blood. The blood priest and his disciples stood as if they were bound by some spell, staring at the horror that rose from the earth.

The dark dweller, for I at once understood that this was such a creature, grabbed the blood priest with one giant hand, and with the other it ripped the head from the priest's shoulders. Enraged, the dark dweller threw the body through the air, and by luck it landed on the cage within which I was trapped, breaking it.

As the dark dweller killed everyone and everything it came upon, I managed to flee the village, never looking back. The screams of death and horror followed me for a long time as I ran across the open fields. Long after the screams had died, I fell to the ground, unable to take another step.

In some cases, I have heard of Wildfolk in the innermost parts of Darkwood that have been able to tame dark dwellers with promises of more sacrifices and blood. In this way, they have gained horrid allies in arms for when they decide to conquer new lands or small villages. In some places, things have gone so far that people worship the dark dwellers and make sacrifices in their honor. Whether or not this is true, I cannot account for here, since I have not witnessed any of this with my own eyes.

The dark dweller is a horrid undead creature that is awakened through sacrifice. From the blood that pours down into the ground, a beast is created that consists of everything that lies in the earth. Normally this includes branches, earth, bone parts, and other things that have ended up in the ground beneath a sacrificial place, but there are also dark dwellers made from half-rotting corpses and sacrificial logs. It is easier to awaken new dark dwellers in places where one has been awakened previously. The more blood that has been spilled in the ground,



the greater the dark dweller will be. It is not unusual for several dark dwellers to be awakened if the blood has flowed in great amounts and the ground is rich with components.

The attributes of a dark dweller shift depending on what type of landscape has bred it forth. The most common dark dweller has a body like that of a human or an animal and one or more heads that can come from both humans and animals. In addition, dark dwellers usually wear several body parts from humans or animals to make up their protection and armor.

A dark dweller can have a variety of appearances. Since they often are awakened in places that are plentiful with bits and pieces of corpses from past sacrifices, the shape of a dark

dweller is up to chance. Some walk on two legs, others on four, but it is not unusual for dark dwellers to make their way forth with three, five, or six legs. In the same way, there is nothing that says that dark dwellers must have two arms and a head. It is just as likely that one will have three arms and two heads or more.

The dark dweller grows and will become more dangerous as it tastes more blood. By lying down on its victim, the dark dweller will meld with the victim and thus grow larger and stronger. Since new victims mean more body parts, the dark dweller's appearance will change every time it grows, and it can gain new attributes and abilities thanks to the newly gained parts.





Blood Taste

The dark dweller becomes more dangerous the more blood it tastes. Each time it attacks and does more than 5 points of damage, the SV for an attack is increased by +1 for the rest of the battle. The first time this happens, the SV is increased for its first attack; the second time it happens, the SV is increased for its second attack; and the third time this happens, the SV is increased for its third attack. When all attacks have been increased once, the SV for the first attack is increased by another +1, and so on.

Durable

The dark dweller is an undead creature that lacks any emotion or sense of feeling since it is made of energies from the realms of the dead. Thus, it has high Body Points and does not suffer the same damaging effects as other creatures. This means that it is worthless to trace Damage Levels since the Dark Dweller will not suffer penalties from wounds.

Night's Sight

A dark dweller can see in complete darkness as if it were day.

Physical Traits

This table assumes that the dark dweller has two legs, two arms, a body, and a head. Roll one or two times to determine the full appearance.

DARK DWELLERS'S PHYSICAL TRAITS

1d10	Traits
1	The dark dweller has an extra leg, which means that it walks on three legs. The only effect is that if the dark dweller loses a leg, it can still move normally.
2	The dark dweller has an extra pair of legs, which means that it walks on four legs. This increases its movement ability by +5 meters per action round.
3	The dark dweller has two extra pairs of legs, which means that it walks on six legs. This increases its movement ability by +10 meters per action round.
4	The dark dweller has an extra head, which can be practically anywhere on its body. The dark dweller gains an extra attack per action round (bite, SV for the attack is up to the game master).
5	The dark dweller has an extra arm. The only effect is that if the dark dweller loses one arm, it can use this one instead.
6	The dark dweller has an extra pair of arms, which allows it to make another attack per action round (brawl or armed attack, SV is up to the game master).
7	The dark dweller is constantly followed by a swarm of flies. An opponent has -2 on all attacks on the dark dweller.
8	The dark dweller's chest is immense, which gives it more Body Points (determined by the game master).
9	The dark dweller has very strong bark that protects its body, which gives an added Protection Value of +3.
10	The dark dweller looks so horrid that it generates 1d10 (OR 7-10) Fear Points. This replaces the normal roll that everyone has to do when they face a dark dweller.

STATS: DARK DWELLER

Type: Humanoid; Age: Varies, Max varies; Size: 3t; Movement: Land 2 CP per 3 m (Max 33 m); Natural Armor: 2; Initiative (Base): -2; Fear Factor: 1d10 (OR 8-10).

Body Points: 80-100

Character Traits: Constitution +1, Intelligence -4, Strength +4

Feats: Blood Taste, Durable, Night's Sight

Weapons:	Damage:	Initiative:
Bite	2d10 (OR 9-10) + 4	0
Unarmed	1d10 (OR 10) + 4	0
One-Handed Heavy Weapon	2d10 (OR 8-10) + 4	-4 - -6

Number of Rounds to Spread Combat Points: 2

Combat Points: Free 10 / Armed 13 / Unarmed 8 (Bite 6)

Samples of Attacks: 2 actions per 2 rounds

Bite SV 12; Unarmed SV 12
Heavy Weapon SV 12, SV 11

◆ DEMON ◆



When I was a small boy, my father and I participated in a winter fair in Erviddor where I first heard about the creatures of darkness. It was the knowledge-hungry Gavlian Ekhord Rause who told me about the dark time before Gave, about the time when people lived with murky minds. Ekhord told about the demons' horrific forces and their horrible influence over everything that was weak and ignorant. Many years later I learned that Ekhord Rause had written a tome about demons, the mighty Ioijon, the book of demons. Ekhord was the first to use the word "ioi" when speaking of demons. Io is an abbreviation of the elvish word "ioifalinijen," which means "dark force" or "obscure body." Ekhord said that there were cosmic beings, gods, of which Gave was the supreme and only, and then there were spirits, those who could walk between worlds. Lastly Ekhord described demons, the ones that were created out of darkness and belonged neither to gods or spirits. The demons could hide themselves in the cosmic world, in the world of spirits, and everywhere where there was darkness. Often, demons were volatile creatures that could be destroyed with light and knowledge, but sometimes the darkness was so compact that it created a body, an entity of pure evil. The demon was then described as a manifestation of all the darkness that it

had accumulated. Some demons were so physical that they assumed a real body, and others existed by consolidating power in thoughts, winds, emotions and other things that were fleeting and volatile. The physical demons hid in the crevices of time and could enter Trudvang only by powerful rituals and portals. The intangible demons were easier to destroy but all the more treacherous, as they could hide in a good man's dark thoughts, in the center of storms, or in the capricious forces of the seasons.

Ekhord Rause became an old man, and when I in my elder days took up the task to map out the beasts and creatures of Trudvang, the old Gavlian summoned me. He laid on his deathbed and wished to speak with me. With a swift horse I made my way from Erviddor to the small village of Ljusafal to meet with him. During what became Ekhord's last night in this life, he shared with me further knowledge about the dreadful creatures that are the demons. He told of places in Trudvang where he thought one or several demons were hiding, places that I had never heard of but which I was given the opportunity to visit later in life.

Ekhord also delivered a prophecy that frightened me. He said that Westmark again would be thrown into war and darkness when the might of silver had become too great.

PHYSICAL DEMON

The physical demon either travels from Bloodheim to Trudvang or awakens from a long slumber. Regardless, it is always a beast whose only purpose in this world is to kill and lay waste. The demon will try to reach its goals with force and strength. How powerful a physical demon is depends on the abilities that it wields: no one demon is like another.

Some physical demons like to carry mighty weapons to wield in combat, such as swords of flame, spears of ember, and colossal axes. It is not unusual that a weapon is possessed by another demon that failed to enter Trudvang in its physical form. Other physical demons do not need any weapons but are satisfied with claws, horns, and teeth.

The sections below are examples of attributes and abilities that a demon can

have, and it can also use a considerable amount of spells. The stats for the physical demon should be seen as an example, and the game master should modify the stats to suit their needs. Here follows a list of possible abilities that a demon can have.

Acid Blood

The demon's blood functions like acid. People who, in close combat, create a



wound on the demon can have the acid blood spew onto them (roll a luck roll with 1d10 where 1-3 means that the person gets acid blood on them). The

person can avoid this by succeeding with a skill roll for the skill Agility, preferably with the Evade specialty. Should the roll fail the character takes 1d6 damage

points (armor protects). The acid blood lessens the SV on the weapon that caused the damage by 1d6, the same goes for armor that is exposed to the acid blood.

Body Transformation

The demon can transform into a creature of its choice.

Breath Weapon

The demon can breathe fire, acid, ice or even stone lava against its enemies. The demon can perform 1d3 breath attacks per day, after which it must wait until the next day before it can perform the attacks again. This breath weapon does not cost Combat Points. The range for the breath weapons is 1d10 (OR 9-10) +20 meters and forms a giant cone that in its largest reach has a diameter of 6 meters. All creatures within the range obtain 3d10 (OR 8-10) in damage.

Damage Shift

The demon has the ability to chose if someone else is damaged instead of it when it is damaged in battle. The victim must be within sight of the demon. Sometimes an evil burn will show on the person that is chosen to receive the damage.

Durable

The demon is an undead creature that lacks any emotion or sense of feeling since it is made of energies from the realms of the dead. Thus, it has high Body Points and does not suffer the same damaging effects as other creatures. This means that it is worthless to trace Damage Levels since the demon will not suffer penalties from wounds.

Tough

The demon's tolerance of pain is higher than that of normal demons, therefore this demon has double Body Points.

Explosive Body

When the demon dies the body explodes. Everyone within a radius of 10 meters obtain 1d10 (OR 7-10) damage points.

Extra Body Parts

The demon has one or several body parts apart from their original ones. This can mean that the demons has extra Combat Points for attacks with these arms.

Fire Body

The demon is on fire. Depending on how close someone stands to the demon, they obtain different amounts of damage points each action round according to the chart.

FIRE BODY DAMAGE

Distance	Damage
>1m	1d10 (OR 7-10)
1-2m	1d10 (OR 8-10)
2-3m	1d10 (OR 9-10)
3-5m	1d10 (OR 10)
5-10m	1d10

Immune

The demon is immune to poison, spells or prayers. It can also be immune to normal weapons and can only be damaged by magical weapons.

Night's Sight

Some demons can see with a weak light source (stars, moonlight, torchlight, and so on) as if it were day, while others can see without any light source as if it were day.

Petrify

The demon can petrify a victim that stands within 30 meters of the demon (SV 14) without spending Combat Points. The ability can be used 1d3 times per day and the duration of the petrification is 1d10 (OR 7-10) days. The armor of the victim and their clothes are also petrified; however, no magical object is affected.

The victim can try to resist the petrification by succeeding with a situational roll with a situation value of 6 (the trait Psyche modifies the roll). If the roll fails the victim is turned into stone.

The stone that the victim is petrified into is very hard and close to unbreakable. In practice this means that the petrified person gains a protection value of 20 and a Break Value of 200. When the Break Value is lowered to 0 the person starts to take damage like normal and if the petrified person takes as much damage as double its Body Points this stone statue will be broken and the victim will die.

A creature that is petrified is in a constant state of sleep and cannot comprehend time that passes or what happens around him or her. The victim cannot affect anything that happens in its surroundings. When the duration has run out the victim returns to its original form. One can set free a petrified person with the spell Remove Petrification (Braskelbrotja).

A petrified creature is not stuck in the ground in any way, but it can be moved by someone strong enough to do so. The petrified creature weighs around ten times the victim's original weight.

Spiked Body

The body is covered in spikes which the demon can thrust at its victim without spending Combat Points. In total the body has 2d20 spikes that can be thrown with a SV 12 roll. They have range 14 meters and inflict 1d10 (OR 9-10). The demon usually does not throw more than 1 spike per round, unless the GM decides otherwise.

Armored Body

The body of the demon is covered in powerful iron scales which give the demon a very high armor value, between armor value 5 and 15 in natural protection, according to GM's judgement.

Regenerate

The demon regenerates 1d10 (OR 10) Body Points per action round. This ability is automatic and does not need any activation or Combat Point expense.

Speed

The demon moves very fast. The demon always attacks first during an action round.

Winged

The demon has wings that make it so it can fly (movement is up to the game master to decide).

STATS: PHYSICAL DEMON

Type: Humanoid; **Age:** Varies, Max varies; **Size:** 3t; **Movement:** Land 2 CP per 3 m (Max 45 m, 43 m if wearing armor); **Initiative (Base):** +2 (0 when wearing armor); **Fear Factor:** 1d10 (OR 6-10).

Body Points: 162–201

Character Traits: Constitution +6, Intelligence -4, Strength +5, Psyche +6

Feats: (The Game Master chooses some of the abilities listed above), Durable, Night’s Sight or Normal Vision (Choose one).

Skills: Agility SV 10; Care SV 10, Entertainment SV 10, Faith SV 1, Shadow Arts SV 10, Wilderness SV 10

Fighting SV 10	Armed Fighting 3 (<i>One-Handed Heavy Weapons</i> 5, <i>Shield Bearer</i> 4, <i>Two-Handed Weapons</i> 4); Battle Experience 2 (<i>Armor Bearer</i> 3; <i>Fighter</i> 4); Unarmed Fighting 1 (<i>Brawling</i> 1; <i>Wrestling</i> 1)
Knowledge SV 10	Culture Knowledge 3 (<i>Lore and Legends</i> (..) 3; <i>Lore and Legends</i> (..) 2; <i>Religion</i> (..) 4; <i>Religion</i> (..) 3); <i>Language</i> 4 (<i>Mother Tongue</i> (..) 5; <i>Foreign Tongue</i> (..) 4; <i>Foreign Tongue</i> (..) 3; <i>Silver Tongue</i> 3); Learning 2 (<i>Insight</i> (..) 4; <i>Insight</i> (..) 3; <i>Insight</i> (..) 3)
Shadow Arts SV 7	Shadowing 1 (<i>Camouflage and Hiding</i> 3)
Vitner Craft SV 10	Call of Vitner 1 (<i>Darkhwitalja</i> 4); Vitner Shaping 1 (<i>Galding</i> 3; <i>Sejding</i> 3; <i>Vitner tablet (Dimvitner)</i> 5; <i>Vitner tablet (Flame Craft)</i> 5; <i>Vitner tablet (Power of Vision)</i> 5; <i>Vitner tablet (Vitner Craft)</i> 4; <i>Vitner tablet (Witchcraft)</i> 4; <i>Vyrding</i> 3)

Vitner Capacity: 95 Galding SV 17, Sejding SV 17 Vyrding SV 17

Weapons:	Damage:	Initiative:
Horns/Claws	2d10 (OR 10) + 5	0
Bite	2d10 (OR 9-10) + 5	0
Unarmed	2d10 (OR 9-10) + 5	0
One-Handed Heavy Weapons	2d10 (OR 8-10) + 5	-4 - -6
Two-Handed Weapons	2d10 (OR 7-10) + 5	-5 - -7
Armor: Chain Mail	PV 5 / BV 50	-2

Number of Rounds to Spread Combat Points: 2

Combat Points: Free 12 / Attacks & Parries 8 / Armed 3 (One-Handed Heavy Weapons 10, Shields 8, Two-Handed Weapons 8) / Natural Weapons 8 /Unarmed 1 (Brawling 2, Wrestling 2).

Samples of Attacks: 2 actions per 2 rounds¹
 3 actions per 2 rounds²

¹Bite SV 12; Horns SV 16
¹Heavy Weapon SV 16, SV 15; (Shield SV 10)
¹Two-Handed Weapon SV 16, SV 15
²Heavy Weapon SV 14, SV 10, SV 7; (Shield SV 10)
²Heavy Weapon SV 14, SV 12, SV 7; (Shield SV 8)

INTANGIBLE DEMON

An intangible demon is most often one that did not manage to embody itself when it entered the world of Trudvang. It can also be one of the demons that chose to utter mighty curses when it was banished from Trudvang and that waits to be embodied again, living in the fog on a lake or like a forced thought that wanders between the minds of creatures. The intangible demons can be a disease, a cloud of rain that drenches the land with sour rain, a song that makes people kill when they hear it, a poem that makes people ruin their lives when they say it out loud, or a story that makes all who hear it turn blind.

Killing the one who whistles the song or tells the story does not destroy the demon. This is a demon that cannot die, but instead wanders the world unnoticed and invisible. Only the most skilled demon hunters have a small chance of unveiling it and, with the use of prayers, banishing it to Bloodheim where it will stay until it has grown strong enough to enter the world of the living anew.

The intangible demon infiltrates the soul and the mind. It is not unusual for one to force thoughts of suicide in a host, to make them never feel full no matter how much they eat, or to make them always feel full so they cannot eat anything. These intangible demons can make creatures do almost anything once they have possessed their victim. Use a situation roll to determine whether the demon succeeds in controlling the victim. The SV of this roll is equal to the higher among the victim’s Psyche or Constitution. For example, if the demon is a song, a person who hears and starts singing the song must make a situation roll with a situation value of 6. If the roll is under the SV, the song is stuck in the victim’s subconscious mind, and the effects of the demon are put in motion. If the roll is above the SV, the victim ignores the song and with it the demon.

Night’s Sight

Some demons can see with a weak light source (stars, moonlight, torchlight, and so on) as if it were day, while others can see without any light source as if it were day.

◆ DISER ◆

The Stormlanders commit sacrifice often and willingly to their gods, to receive divine abilities or to ask for a favor. However, one sacrifice is not related to their religion: the so-called *diser* sacrifice. A *diser* is a spirit that does not walk as a reanimated corpse but lacks a physical body altogether. Often one cannot see or hear a *diser*. Men and women with whom I have spoken that claim to have encountered a spirit from *Misthal* speak of shivers moving slowly up their spines, but it is seldom that such folk tell of actually seeing the spirit.

To sacrifice in the honor of a *diser* is to attempt to be rid of a *diser* that has settled down in a place and haunting the ones who live there. The sacrificial gifts are often fine jewelry, fruit, or handicraft in different shapes. Putting out a mug of milk is considered to keep the *diser* at bay.

To my knowledge, most *disers* are neither dangerous nor evil. For some unknown reason they have a hard time cutting the bond with our world and therefore they remain here. Some *disers*, the dark *disers*, are made from dark *vitner* and considered to be dangerous. They can also take on a physical shape, often in the form of a skeleton, but that type of *diser* is rare. I have been told that a dark *diser* can be destroyed only with prayers of power or with *vitner* that is pure and bright; neither cutting weapons nor force can help against them.

The *diser* is a disembodied ghost whose spirit and power are derived from a deceased person. These ghosts come in a variety of guises, some evil and violent, others loving and helpful, and some most easily described as lost and brooding, with no knowledge of why they are there or how they can get away. In the mighty forest of *Disra*, I had the misfortune to encounter a sinister *diser* whose only purpose in *Trudvang* was to feed on the souls of the living. This particular *diser* was so strong that it even sucked the power out of the surrounding nature, which was reflected in that the colors around the *diser* disappeared.

But on other occasions, I have encountered *disers* whose purposes have been far from unpleasant. Once when I was little, I met my dead great-grandfather, who told me to be strong in my faith. Another time, I met an old woman's spirit

who wanted nothing more than to see her grandson. Her will to do this had been so strong that she managed to get to the world of the living. The people of the village where I found her were far from happy. They had had problems with the restless spirit for some time. The villagers told me how the ghost always appeared alongside a child's crib and had scared all the young'uns, who now refused to go to bed at night. Since no one had the courage to confront the *diser*, I did the only right thing and set a trap. After long and laborious persuasions, I was given permission to borrow a child whose crying never seemed to cease, for I figured I could use that to lure forth the *diser*. I gave the child a concoction that made her fall asleep, and it was not long till the ghost appeared. I spoke with the *diser* for a while, and she explained her anguish. I asked her to come back the next night just after dusk, and then the very nice ghost of the old woman disappeared. I strode directly to the village's spokesman and told him that the *diser* was searching for her grandson. It turned out that the family had moved to another village after the old woman had passed away. A message was sent to the neighboring village, and right before dusk the day after, the family rode into the village. It was a loving reunion that I witnessed when darkness fell. Since that night, the children of the village have always gone to sleep with a smile on their faces.

Since seven well-filled books would not do to describe the many faces of the *disers*, I have chosen to generalize them into three categories: the Wicked, the Lost, and the Helpful.

THE WICKED

There can be a breadth of reasons for a wicked *diser's* wrath. Perhaps someone was killed and the deceased felt a need to return to the world of the living to seek revenge. Perhaps the deceased already carried great seeds of evil that bloomed when the person's soul left the world of the living. Whatever reason a ghost has to return to our world, their evil is always wreathed. A soul that was only somewhat annoyed when they lost their life becomes furious when they return to their earthly life. A soul that was furious



when they left Trudvang becomes lost beyond control when they return with their minds wreathed. The hate for the living is so strong that the diser forgets the original cause of their anger and wreaks havoc on everything that they encounter. And for each soul that they devour, their hatred for the living increases.

Often the wicked will haunt a place not far from the one where they died. Sometimes through a trick of destiny, they can be ripped from the world of the living to a seemingly random place here in Trudvang, like the diser I met in the forest of Disra.

THE LOST

The lost ghosts are the disers that for one reason or another have remained in the world of the living. Honestly, I cannot understand why this happens. Perhaps it is some manipulation of vitner that makes it hard for the spirits to leave Trudvang, or their raud was so nonexistent that they simply missed Misthal when their thread of fate was broken. Often the lost do not remember their past lives, remaining filled with worry and without rest in the places that they once visited. Sometimes they continue their lives without understanding that they are actually dead. When you encounter such lost souls, you should not fear them, even if they at times can seem quite capricious, after all, the forces that lash out from Misthal have wreathed them. In truth, it is very rare that such spirits pose any true threat to anyone.

One should always try to aid a lost diser, partly because one should be good and partly because the ghosts often reward those who help them reach some insight. What reward this might entail can differ from case to case. The worried one can become filled with peace, the poor one can find a silver coin, and the almost blind one can be granted her sight back. In the case of the lost old lady who wanted to meet her grandson, the reward was that the children in the village always fell asleep with a smile on their faces. For my own account, after I once helped a small child's spirit return to the realm of the dead, I received a revelation about where I could find a particular book that I never thought I would find.

THE HELPFUL

It is often when someone has been robbed of life in a bad way or has been exposed to great evil that their soul returns as a helpful spirit. It does this to take vengeance upon those who tormented or killed them. Their willpower is so strong that they return to Trudvang without being wreathed by evil, but they are often incapable of claiming this revenge themselves. Therefore, these spirits try to help other people who also have suffered at the hands of the same killer. How they offer their help depends on the strength of the ghost. Sometimes it may be strong enough to open a locked door, sometimes it may be strong enough to whisper a secret in someone's ear, and sometimes it may be so strong that it can lift an object through the air and give it to someone in need.



Appearance

There is nothing that says how a diser should look. Sometimes they seem colorless and almost transparent, and sometimes they can be as real as any person on the street, with the only difference being that they lack a physical body. But no matter how real they may seem, there is always one thing by which you can identify a diser: its eyes. These ghosts have a very difficult time recreating eyes. Their eyes are almost always milky and faintly glowing. If one looks very closely, which one should of course avoid, one can actually see the very fog of Misthal move in them.

The Body Points of a diser are a measure of how strong it is and how much damage it can absorb. Even if the diser is not a physical creature, it has a Body Point value. When the Body Points fall to zero, the wraith is banished to the realm of the dead. The diser takes no damage from normal weapons. Only holy or highly magical weapons can harm it (up to the game master to decide). Banishing a diser back to the realm of the dead can be done in a wide range of ways. Below is a short list of things that in some way harm a diser or banish it to the realm of the dead.

- ♦ Spell: Dismiss Undead, Control Undead, and Detect Undead
- ♦ Gerbanis prayer: Death Gust, Breath of Mogunda, and Will of Bodvildur
- ♦ The Tenet of Nid prayer: Blessed Spear, Rowthguard's Battle Scourge, Belo Seoth's Axe, Holy Bolt, Sacred Burst, and Divine Purge
- ♦ Perform a task that the wraith wishes to be completed
- ♦ Say aloud the name that the wraith had when it lived
- ♦ Make a victim forgive the wraith for what it did when it was alive

Even if something is represented in the list above, it is up to the game master to decide whether the diser is affected by it or immune to it, just as there can be other things not on the list that affect the diser.

Cold of Misthal

When a diser moves through a living being, it can produce strong cold through a successful roll (SV 12). The victim of the assault is filled with great cold. A strong diser that moves through living beings can make them feel as if they stood completely naked in the great ice plains. Here are a few examples of damage that a victim can be exposed to:

- ♦ 1 points
- ♦ 1d3 points
- ♦ 1d5 points
- ♦ 1d10 points
- ♦ 1d10 (OR 10) points

If the victim does not see the diser coming, the sudden feeling of cold can also lead to a high number of Fear Points being produced, according to GM's Judgement.

Exhaust Life

By succeeding on a skill roll (SV 13) modified by the victim's Psyche trait, the diser can ensnare the victim. Every new successful skill roll thereafter (modified by the victim's traits) enables the diser to exhaust the life force of the victim.

An ensnared victim can break free only by succeeding on a situation roll with a situation value that is decided by the game master, taking into consideration the strength of the diser (Psyche modifiers apply). The situation roll is made again every new action round. The diser can have different skill values to succeed in ensnaring its victim and exhausting the life force. This is up to the game master to decide.

The stolen life force is expressed by a number of damage points applied to the victim. For every 3 points of damage

the diser inflicts, it gains +1 Body Point. If the diser takes damage and thereby loses Body Points, these are regenerated as the wraith exhausts life force from its victim. If it has not lost any Body Points or if it has healed all damage already, the diser will instead gain strength. It is up to the game master to modify the diser as it grows in power.

The number of damage points that the victim takes each time the diser exhausts their life force is also up to the game master to decide. Here are some examples:

- ♦ 1 points
- ♦ 1d3 points
- ♦ 1d5 points
- ♦ 1d10 points
- ♦ 1d10 (OR 10) points

Fog

The diser has the ability to summon a fog that spreads out from the wraith at a speed of 1-5 meters per action round. How far the fog can spread, how high above the ground it stretches, and how long it lasts is all up to the game master to decide. Most disers have this ability.

Frighten

The piercing gaze of a diser can expose a victim to terrible visions. The victim can completely or partially resist by succeeding on a situation roll with a situation value that is decided by the game master, taking into consideration the strength of the diser (Psyche modifiers apply).

What visions the victim sees will differ from case to case and will yield different amounts of Fear Points. It is up to the game master to decide how many Fear Points are appropriate and whether a successful situation roll completely frees the victim from any fear (and therefore nullifies the Fear Points).

Lift

The diser can lift an object and move it through the air. The size and weight of the object is up to the game master

to decide. A creature that is exposed to the lift can resist it by making a situation roll with a situation value that is up to the game master, taking into consideration the weight of the victim and the strength of the diser.

Mist Walk

The diser can disappear into thin air only to suddenly reappear in another place a short distance away. When a diser uses Mist Walk in this way, it moves at up to three times its normal movement rate. However, it takes 1 round of combat for the diser to disappear entirely, after which it can move through Mist Walk for as long as it wishes. It takes 2 rounds of combat for the diser to reappear.

When disappearing and reappearing, the diser is in its most vulnerable state. In this state, all harmful acts against the diser have double effect. For spells or prayers of power used against the diser whose effects depend on the diser's Body Points, count only two thirds of the diser's normal full Body Points (with no wounds or damage).

Night's Sight

A diser can see without any light source as if it were day.

Sense Life

A diser has the ability to sense where a living creature is within the range of the ability. Each action round, the diser can make a successful skill roll to sense who among the living within range is the weakest mentally (Psyche is used). Two successful skill rolls give the diser knowledge of the two targets that are most mentally weak within range. However, targets can hide from the diser with the help of prayers of power or spells.

Shriek of Death

When the diser lets forth its horrid shriek, one would do best to let go of everything and cover one's ears. Everyone who

hears the shriek must truly be brave to avoid becoming paralyzed. How long this inability to act lasts depends on the victim's Psyche and the strength of the diser. A person who hears the shriek can go unscathed, receive half the Fear Points, or receive all of the Fear Points. The victim makes a situation roll against the shriek's SV 9 (the Psyche trait is used for the roll). The chart below illustrates the effect.

EFFECT SHRIEK OF DEATH

Result	Effect
< SV/2	No effect
> SV/2 - SV	Half the Fear Points
>SV	All the Fear Points

It is up to the game master to decide the fear factor of a shriek of death. A weak diser produces 1d10 (OR 10), while a strong diser can produce 1d10 (OR 6-10).

Depending on how far away a victim is from the diser when the wraith lets out its shriek of death, the victim can gain a positive modifier to the situation roll. For example, the modifier might be +1 in the middle of the range and +6 at the far edge of it.

How long a shriek lasts depends on the strength of the wraith. The truly strong spirits can shriek for up to 5 action rounds in a row, while the weaker ones will let out a short shriek (3 segments of an action round). A failed situation roll means that the character receives new Fear Points for each action round in which the shriek is sounding.

Usually, a diser can let forth a shriek of death once per day. However, some can do this several times a day, while others

must wait for several days before they can shriek again.

Sight

Under clear weather conditions (including natural darkness), a diser sees as far as a human can see in daylight. During other conditions such as thick fog, smoke, or magical patterns, a diser can see up to 100 meters ahead.

Speak (Relevant Language)

Not every wraith has the ability to speak to the living. Weaker spirits, such as the Lost and the Helpful, have trouble communicating with the living. The Wicked often choose not to speak since their hate for the living is so great that they prefer not to communicate.

The disers that have the ability to speak in one or several languages gain a skill value in the Knowledge skill (Language discipline and Foreign Tongue [relevant language]) specialty). How good the wraith is in its chosen tongue is up to the game master to decide.

STATS: DISER

Type: Humanoid; **Age:** Varies, Max varies; **Size:** 1t; **Movement:** up to 20m;

Initiative (Base): 0; **Fear Factor:** 1d10 (OR 8-10).

Body Points: 52-63

(not suffering from wound penalties)

Feats: Appearance, Cold of Misthal, Exhaust Life, Fog, Frighten, Lift, Mist Walk, Night's Sight, Sense Life, Shriek of Death, Sight, Speak (Relevant Language), Telepathy, Vitner Manipulation.

Telepathy

The diser has the ability to speak to one or several people mentally. The addressed will hear voices as if someone is speaking to them, with the only difference being that they are the only ones hearing what the wraith is saying.

Vitner Manipulation

Many spells that a diser possesses bear similarities to different vitner spells. It is up to the game master to decide if a diser has one or more abilities whose traits and functions can be compared to a spell.

Diser Stats

It is up to the game master to create a diser that fits the desired context in terms of appearance and its spells and abilities. Some are stronger and have more abilities, while weaker disers have only one or none at all. Therefore the game master must decide how many abilities the wraith wields, how many times it can use its abilities, and the skill values needed to succeed with the abilities.

◆ DRAUGR ◆

There are few who can tell the difference between a draugr and a barrow wight. Many things are alike about the two, such as the fact that one can often find them in barrows and cairns and on old battlefields. The draugr is, however, not bound to a physical body in the same way as the barrow wight. It changes its form in both size and physique. Many draugr can transform into smoke.

The draugr is an undead creature that lives between our world and Dimhall. But the bond with Dimhall is so strong that the draugr needs to drink blood in order not to completely disappear from Trudvang. This has led to the draugr constantly being on the hunt for blood so that it can survive. If a draugr can consume blood regularly, it can live for thousands of years.

There are stories about a thousand-year-old draugr in the northern parts of Mittland. Glamm is his name. Once upon a time Glamm was a great warrior; some even say that he was king. He had his own army and there were many who gathered at his side. He was a wise man, and many said that

he could see deep into the future. In a vision, Glamm saw his own death, and it was no fair sight. By his closest men he was to be slain. Pierced by both spears and swords, he would be buried alive in a barrow. He shared his vision with those who sat by his table, ate his food, and drank his ale. They all said that Glamm was the greatest hero they knew and that none wished any harm upon him. Glamm let the vision slip and thought that he might have seen wrongly.

The years passed and Glamm's power grew. It grew so much that many said that none of the old kings in Mittland could challenge him. With great power came jealousy from the men who had sworn to protect Glamm. In a conspiracy, they brought him down and the prophecy about his death became true. He cursed them all to live in the mists just as they laid the last stone above his barrow.

Today people in Mittland speak of a "glamm oath" as an oath that one enters and then breaks in treason. It is unclear to me, but perhaps this is what creates a draugr. A treachery, a pact that is broken, or a killing of someone who trusts others.

The draugr is an undead creature that is driven by vengeance and hatred. Because of this great hatred, it has managed to tame the bonds of death and thus remain in the place where it died. Therefore it is most likely that one will encounter a draugr in places where great battles or wars have been fought. In fact, in such places it is not uncommon to encounter more than one draugr, since many poor souls have lost their lives there. In rare cases, some draugr have had such a profound hatred that they traveled to a place that had significant meaning to them and were able to bind themselves to

that place instead of the one where they were robbed of their lives.

Depending on how much time has passed since a draugr died and returned to the world of the living, their body can be in different stages of decay, everything from a seemingly untouched body to bare parts of bone. The more intact the body is, the more powerful and mighty the draugr is considered to be. The skin of the draugr (if it even has skin) has a lifeless gray hue, and the color of the eyes disappears so that only the black pupils remains.

The strength of a draugr is measured in the number of days it can remain

alive in Trudvang. This determines its abilities, its Body Points, and the distance it can travel from the place to which it is bound. It is up to the game master to decide how powerful a draugr is when the characters encounter it.

If the draugr is a mere skeleton, it is not as powerful and will not waste any strength on performing abilities. If the draugr, however, is manifested in a body that seems to lack any type of damage, it is a very powerful undead being that can perform several abilities during the same day. If the draugr was capable of wielding dark vitner while it lived, it can in





extremely rare cases control dark vitner as an undead (it is up to the game master to decide which spells it can wield and how much dark vitner it has access to).

The life of a draugr in Trudvang, if one can even call it a life, mostly consists of trying to extend its time in the world. The stronger the draugr's hate or sense of vengeance, the more days it can remain in the world of the living before the bonds of Misthal grow too strong and the spirit must return to the world of the dead. To

extend its time in Trudvang, the draugr can drink blood, which it enjoys more than anything else.

Each day, the draugr must go to the place where it returned to the world of the living and be there at the same time of day that it returned. A powerful draugr can move this place if it so desires. Regardless, each draugr is destined to return to this place after a day and a night has passed.

Below is a list of the costs a draugr must pay to use certain abilities.

- ♦ To not return to its place costs 50 days and nights.
- ♦ For each mile that separates the draugr from its home, it loses 30 days and nights.
- ♦ The Shapeshifter ability (from one form to another) costs 30 days and nights.
- ♦ Smoke Body (from body to smoke and back again) costs 50 days and nights.
- ♦ To move the place to which the draugr is bound costs 300 days and nights per mile.

Shapeshifter

Whenever it wishes, a draugr can transform into an animal, often a wolf, raven, or horse. This is how it travels for longer distances.

It takes the draugr 3 action rounds to change shape. During these rounds, the draugr cannot defend itself in any way. Therefore, it is unlikely to change shape when enemies pose a threat.

Life Sacrifice

A draugr that has drunk enough blood from humans can extend its stay in the world of the living by one lunar month (30 days and nights). Elven blood extends the stay by two lunar months, and troll blood extends it only by a week or two.

Animal blood generates even less time, only a day or just hours, depending on the strength of the animal. The draugr can eat until it is full (10 Body Points) several times per day.

Smoke Body

A draugr can transform into smoke whenever it wants. While a draugr is smoke, it can move at a speed of 30 meters per action round, though strong winds can heavily reduce that speed. For each day the draugr remains in this form, it will heal its wounds for 10 Body Points.

It takes the draugr 3 action rounds to change shape. During these rounds, the draugr cannot defend itself in any way.

Therefore, it is unlikely to change shape when enemies pose a threat.

Night's Sight

A draugr does not require light to be able to see. It can see for as far as the view is clear in all environments.

Durable

A draugr lacks any sense of feeling since it is made of energies from the realm of the dead. Therefore, it has high Body Points and does not suffer the same modifiers from wounds as the living do. This means that it is worthless to track damage levels, since the Draugr will not suffer penalties from wounds.

STATS: DRAUGR

Type: Humanoid; Age: Varies, Max varies; Size: 1t; Movement: Land 2 CP per 1 m (Max 15 m, 13 m if wearing armor); Initiative (Base): +2 (0 when wearing armor); Fear Factor: 1d10 (OR 9-10).

Body Points: 104-127

Character Traits: Psyche +3. Strength +4

Feats: Durable, Life Sacrifice, Night's Sight, Shapeshifter, Smoke Body

Weapons:	Damage:	Initiative:
Unarmed	1d5 + 4	0
One-Handed Light Weapons	1d10 (OR 9-10) + 4	-1 -- -3
One-Handed Heavy Weapons	1d10 (OR 8-10) + 4	-4 -- -6
Armor: Chain Mail	PV 5 / BV 50	-2

Combat Points: Free 12 / Attacks & Parries 8 / Armed 2 (One-Handed Heavy Weapons 6, One-Handed Light Weapons 6, Shields 6, Two-Handed Weapons 6) / Unarmed 1 (Brawling 6)

Samples of Attacks: 2 actions per 1 round¹
3 actions per 1 round²

¹ Brawling SV 14, SV 11
¹ Weapon SV 14, SV 10; (Shield SV 10)
¹ Two-Handed Weapon SV 16, SV 12;
² Weapon SV 10, SV 7, SV 7; (Shield SV 10)
² Weapon SV 11, SV 9, SV 8;

Skills: The same skills as when the draugr was alive.

Fighting SV 10	Armed Fighting 2 (One-Handed Heavy Weapons 3; One-Handed Light Weapons 3; Shield Bearer 3; Two-Handed Weapons 3); Battle Experience 2 (Armor Bearer 2; Fighter 4); Unarmed Fighting 1 (Brawling 3)
Knowledge SV 4	Language 1 (Mother Tongue (..) 3)
Shadow Arts SV 7	Shadowing 1 (Camouflage and Hiding 3)

◆ LYKTGUBBE ◆



Everyone knows that the fog attracts beings of the mist like a light attracts nightflyers, but that bogs and marshes do the same, I think only a few know. It was during my many wanderings in Visethia that I understood that this was the case. Or at least suspected it. For during all my long travels both far and wide across Trudvang, I have never seen so many wisps, or lyktgubbes, as I saw during my days in the marshes of Visethia.

Lyktgubbes are undead creatures that are bound to a marsh or bog. Their bodies are covered in a dry layer of mud that both conceals and holds together their rotting forms. Most iconic for the lyktgubbe are its eyes that are the background for its name. Its eyes glow like the moon and are milky and foggy in color, and if you look closely you can see that the fog is in constant movement.



Drown Victim

A victim that has been exposed to a lyktgubbe must succeed in getting onto land so that he won't be drowned. If the victim can touch the bottom of the lake or water source with his feet, he must succeed on a situation roll with a situation value of 12 (Strength or Dexterity modifiers apply). For each lyktgubbe that tries to drag the victim down to drown, the situation value is decreased by -2. If the water is so deep that the victim must swim to stay afloat, an Agility Skill roll with the Swimming specialty is required instead of the situation roll. The Agility skill value suffers a -2 for each lyktgubbe that tries to drown the victim. If the Swimming specialty is not owned by the victim no roll is required: the drowning is automatic.

Durable

The lyktgubbe is an undead creature that lacks any emotion or sense of feeling since it is made of energies from the realms of the dead. Thus, it has high Body Points and does not suffer the same damaging effects as other creatures. This means that it is worthless to trace Damage Levels since the lyktgubbe will not suffer penalties from wounds.

Lykt Eyes

The greatest ability of the lyktgubbe is its power to send the fog in its large eyes against unknowing travelers across a distance of several hundred meters. The fog will glow with a paralyzing and enchanting force that impairs the victim's powers of perception. The enchantment often makes the victim lose all sense of time and space and feel forced to keep on walking. The victims often wake up in a state of not knowing where they are or how they got there.

STATS: LYKTGUBBE

Type: Humanoid; **Age:** Varies, Max varies; **Size:** 1t; **Movement:** Land and Water 2 CP per 1 m (Max 8 m); **Initiative (Base):** -2; **Fear Factor:** 1d10 (OR 10).

Body Points: 52–63

Character Traits: Dexterity -2, Strength +1

Feats: Drown Victim, Durable, Lykt Eyes.

Combat Points: Free 4 / Natural Weapons: Bite 5; Nail 9

Weapons:	Damage:	Initiative:
Bite	1d10 (OR 10) + 1	0
Nail Scratch	1d10 + 1	0
Samples of Attacks:	2 actions per 1 round	
Bite SV 8; Nail Scratch SV 10		

A person that sees the self-illuminating fog must succeed on a situation roll with a situation value of 8 (Psyche modifiers apply) to overcome the enchantment. If the roll fails, the character is lost as noted on the chart below.

LYKT EYES EFFECT

1d20	Results
1–5	Wanders in a randomly chosen direction for 1d6 hours.
6–10	Wanders in a randomly chosen direction for 2d6 hours.
11–20	Wanders straight into the bog where the lyktgubbe awaits.

Enchanted victims can be freed in two ways: through a priest's prayer or through vitner. Of course, there are other ways to make a victim stop walking, but they won't break the enchantment.

A victim who walks into the bog or marsh will awaken from the enchantment when the lyktgubbe is at a distance of 15 meters (the game master will decide which terms apply for the area). The lyktgubbe moves at a speed of 5 meters per action round below the water so it can attack unnoticed. Only a skill roll with the Shadow Arts skill with a negative modifier of -5 will allow the victim to detect the lyktgubbe. Once it has reached its victim, the lyktgubbe will try to wrestle the victim below the surface to drown it, according to the described rules above. If there are several lyktgubbes, they will help each other to submerge the victim.

◆ MYLING ◆

I willingly admit that in Westmark, there are those who still believe that the myling is the undead form of a child that was not introduced to the teachings of Gave before it was murdered by its mother and then hidden in a bog or the unknown wilderness. The priests do their best to strengthen this belief.

All the research that I have done has shown that the myling does not belong to the world of the undead at all. Instead, it is a sly and cunning mischief-maker that uses its childlike appearance to lure wanderers off the path. The myling is a creature that thrives in groups in the deep forests, subsisting on lesser beasts such as birds, rodents, and fish. It often has its home near a water source. Mylings are excellent swimmers even if they prefer a life on the land. Some historians speak of mylings as mystical guides that ask for gifts as payment for their guidance through the many paths of the deep forests. Such a gift could be to give a myling your name. If you do so, the myling will possess your soul. This may sound unbelievable, but in this world of vitner, it would not surprise me in the least if the myling actually has such an ability.

One will most often find mylings when the sun is about to set and during the night. They pray to their own goddess and more than willingly commit sacrifices in her honor. A hilltop I visited in Runvjiik that was said to belong to the mylings revealed a bloody sacrificial place where someone had sacrificed animals and a human being upon a stone altar in front of a female statue with a formidable bosom. The Mittlanders were very frightened and upset, since this

meant that the mylings that had begun sacrificing would not be content. They had heard that mylings grew stronger by sacrificing to their mysterious goddess. I cannot say if the sacrificial place truly belonged to the mylings, but I can with certainty say that in the periphery of my view, I saw childlike creatures sneak up on us in the forest near the hilltop.

The myling is as big as a child. It is a being of nature that mostly lives near water or marshlands. They speak in a tongue that consists of a gathering of clicking noises, which none but they understand. Just as some species of birds have learned to mimic the tongue of humans, the mylings have in a likewise manner learned to mimic the speech of humans. One of the sentences that they have learned better than any other, and one that they speak even when no one is around, is "Give me thy name." This is also the origin of the many stories that giving your name to a myling means that you will lose your soul.

When a myling encounters one or more humans, it will try to stall them for as long as possible so that more mylings can come to the scene. It does this by mimicking everything the humans say, which can be frightening, especially when several mylings are repeating the same words. Often the mylings will repeat the sentence "Give me thy name." Somehow, the mylings know whether a person provides their real name or not. If they gain the true name of the person, they are satisfied and leave. If they do not receive the true name, the myling will wait until there are more mylings close by, perhaps ten times as many, and then attack.





Drown Victim

When a myling hears people nearby, it might pretend to be a child that is about to drown. (It usually does this only if other mylings are nearby.) The myling will mimic a human child, splash in the water, and ask the travelers for their names. If they do not get true names or if someone jumps in the water to help the apparent child, the mylings then attack if they are the greater force in numbers.

A victim that is exposed to the mylings must succeed in getting to land so that he won't risk being drowned. If the victim can touch the bottom of the water source with their feet, he must make a situation roll with a situation value of 14 (Strength and Dexterity modifiers apply). For each myling that tries to pull down the victim, the situation value is modified by -1. If the water is so deep that the victim must swim to stay above the surface an Agility Skill roll with the Swimming specialty is required instead of the situation roll. The Agility skill value suffers a -1 for each myling that tries to drown the victim. If the Swimming specialty is not owned by the victim no roll is required: the drowning is automatic.

Durable

The myling is an undead creature that lacks any emotion or sense of feeling since it is made of energies from the realms of the dead. Thus, it has high Body Points and does not suffer the same damaging effects as other creatures. This means that it is worthless to trace Damage Levels since the myling will not suffer penalties from wounds.

Mimic Creature

A myling is very skilled in mimicking other creatures as a stalling tactic until other mylings can arrive. The myling will often say the sentence "Give me thy name."

Anyone who hears the myling mimic his voice must make a situation roll with a situation value of 12 (Psyche modifiers apply) in order to move away from the strange creature.

For each myling that joins in mimicking, the situation value is modified by -1.

Night's Sight

A myling can see without a light source as if it were day.

Soul Name

A myling that receives the true name of a person can bind the soul of the victim to

itself to gain more power. It does this by sacrificing to its goddess. This sacrificial ritual takes time and the place can lie far off, which requires the myling to be swift before the victim can realize what is about to happen.

When a victim gives his true name, he must make a situation roll with a situation value of 6 (Intelligence modifiers apply) to understand that something is afoot. If the roll is successful, the victim will feel uneasy and realize that he must stop the creature at once. A myling that succeeds in binding another's soul to it gains high status among its kin. A victim who has lost his soul to a myling will feel empty, without goals or purpose, for the rest of his life. The victim loses one level of the Psyche trait. The only way to regain the lost soul is to single-handedly slay the myling that stole it. If the myling dies by someone else's hand, the soul is lost forever.

STATS: MYLING

Type: Humanoid; **Age:** Varies, Max varies; **Size:** 1/2; **Movement:** Land & Water 2 CP per 1 m (Max 7 m); **Initiative (Base):** +1; **Fear Factor:** 1d10 (OR 9-10).

Body Points: 13-17

Character Traits: Dexterity +1

Feats: Drown Victim, Durable, Mimic Creature, Night's Sight, Soul Name.

Natural Weapons:	Damage:	Initiative:
Bite	1d5	0
Unarmed	1d3	0

Combat Points: Free 7; Natural Weapons: Bite 10; Unarmed 5

Samples of Attacks: 3 actions per 1 round

Bite SV 8, SV 6; Unarmed SV 8

◆ SÁLHELE ◆

I awoke early that morning from a most horrible headache. The walls of the small tent hung from the morning dew, and I remember how quiet it was. Not at all as lively and filled with animal sounds as I had heard the day before. I was in Trondowy to study the old towers in hopes that I would find the last piece of the puzzle, but that is another story entirely. What I am about to tell unto thee, I do with a trembling hand in absolute horror. For that morning I experienced something I would rather forget.

The headache would not relent, even though I had drunk an entire carafe of weak wine to regain some liquid in my body. It was then that the landlord, who normally would produce a good clatter in the morning, brought to my attention that there was nothing to be heard outside. Absolutely flabbergasted, I opened the tent to depart into the summer's morning, but instead of the sun's warm rays I was met with a completely enveloping and thick fog. Like a living thing, a tentacle of fog sought its way into the tent with great curiosity, as if to see what was in there. Carefully I stepped out from the tent into the fog, and I would be lying if I said that I saw any farther than ten paces in any direction.

An annoyingly low murmuring called my attention. At first I thought that it was the headache playing a trick on me, but soon the murmuring transformed into a sharp sound, just within the limits of my hearing, that made me clutch my ears.

Suddenly the sound disappeared and once again everything was as quiet as the grave. I looked around and saw the tents of the landlord and at once made my way there, but both tents were empty. The fire in the fireplace between the tents had faltered, and only a few glowing embers remained. However, a few pieces of firewood were there, which the landlord must have put there not too long ago. I called for him but received no answer; only silence. Perhaps he was out emptying the rabbit traps.

Confused and frightened, I took a few steps into the fog. After taking a handful paces from the camp, I saw movement in the corner of my eye. Acting on pure instinct, I took shelter

behind a rock. With my back against the rock, I felt a bit embarrassed for my sudden leap, since it might have been the landlord coming back to the camp after emptying his rabbit traps. Carefully I peeked beyond my shelter. What I saw made my blood run cold, and I had to practice great restraint in order to not let out a shriek of pure horror.

Upon a stone only a few paces away stood a *sálhele*, a skeleton, staring straight at me with its empty eye sockets. I will never forget the sound as it quickly opened and closed its jaw so that its teeth clashed against each other. Perhaps some form of communication took place in that moment, for soon another *sálhele* sailed in through the fog and took its place just by the first one. Both stood there smattering with their jaws in a most awful orchestra. The first one pointed toward me with its bony fingers. I turned to flee, only to discover a bony horse upon which another *sálhele* sat hunched over. I was trapped. In order to flee, I would have to fight for my life.

The diffuse movement in the fog made me realize that these three undead were not the only ones out there. I prepared myself for mortal combat and grabbed a piece of firewood that luckily lay just by my hiding place by the rock. I would at least be able to crush one of the unholy *sálheles* before they got to me. With the firewood held high above my head with both hands, I rose and prepared for the first strike. Two of the undead were advancing toward me with old and rusty weapons ready to slice me limb from limb. Suddenly they stopped and turned their hollow skulls to the east. Their jaws labored vigorously to communicate, and then they turned and headed west without even looking my way. Just as they did, the fog dispersed.

Just then it seemed as if I was standing in the midst of the most normal morning, apart from the missing landlord. If the fog had not dispersed when it did, I would probably be dead in the ground right now. I gave thanks to Gave, for he had allowed me to live for a longer time. What happened to the landlord, I do not know to this very day.





Control Animals

Since a sálhele has a difficult time walking, it is not uncommon for them to control animals to use as mounts. These can be anything from horses to big hounds or swine. The sálhele rides the animal until it collapses from exhaustion, at which

point the skeleton will leave the beast behind to find a new riding companion.

Durable

A sálhele lacks any sense of feeling since it is made of energies from the

realm of the dead. Therefore, it has high Body Points and does not suffer the same modifiers from wounds as the living do. This means that it is worthless to track damage levels, since the sálhele will not suffer penalties from wounds.

Night's Sight

A sálhele can see without a light source as if it were day.

Resilient

Since a sálhele is an undead creature, it takes no notice of damage. A skeleton that loses an arm or a leg keeps on fighting with the same ferocity. The only

vital body part that the skeleton cannot lose is the head. If the skull is chopped off, the skeleton will fall into a bone pile and its spirit will depart for Misthal.

Since a skeleton consists mainly of empty space between bones, it takes different damage depending on the type of weapon used in the attack. Skeletons take no damage from arrows, piercing weapons (daggers), or thrust weapons (spears),

and they take half damage from cutting weapons (swords). Crushing weapons (clubs and maces) deal normal damage.

Sense Living

Sálheles can sense living creatures within 100 meters. This means that they can find living creatures no matter how well the targets have hidden themselves.

STATS: SÁLHELE

Type: Humanoid; Age: Varies, Max varies; Size: 1t; Movement: Land 2 CP per 1 m (Max 8 m, 7 m if wearing armor); Initiative (Base): -4 (-5 when wearing armor); Fear Factor: 1d10 (OR 10).

Body Points: 32-45

Character Traits: Charisma -4, Constitution -4, Dexterity -4, Intelligence -6,

Feats: Control Animals, Durable, Night's Sight, Resilient, Sense Living.

Weapons:	Damage:	Initiative:
Unarmed	1d5	0
One-Handed Light Weapons	1d10 (OR 10)	-1 --3
One-Handed Heavy Weapons	1d10 (OR 9-10)	-4 --6
Two-Handed Weapons	1d10 (OR 8-10)	-5 --7
Armor: Leather Armor	PV 3 / BV 30	-1

Combat Points: Free 9 / Attacks & Parries 4 / Armed 4 (One-Handed Heavy Weapons 4, One-Handed Light Weapons 4, Shields 4, Two-Handed Weapons 4) / Unarmed 1 (Brawling 4).

Samples of Attacks: 2 actions per 1 round

Unarmed SV 10, SV 8
Weapon SV 10, SV 7; (Shield SV 8)
Weapon SV 12, SV 9; (Shield SV 4)
Two-Handed Weapon SV 12, SV 9;

Skills: Care SV 1, Entertainment SV 1, Faith SV 1, Knowledge SV 1, Shadow Arts SV 7, Vitner Craft SV 1, Wilderness SV 1,

Agility SV 7 Horsemanship 1 (Riding 2)
Fighting SV 8 Armed Fighting 2 (One-Handed Heavy Weapons 2; One-Handed Light Weapons 2; Shield Bearer 2, Two-Handed Weapons 2); Battle Experience 1 (Armor Bearer 2; Fighter 2); Unarmed Fighting 1 (Brawling 2)





TANA
WIEGEL

◆ CREATURES OF NATURE ◆



creatures in this category are those that in one way or another draw their life from Trudvang forces such as vitner, Misthal, and nature itself.

I have tried to map out and gather as many of Trudvang's natural beings as possible, but the more one studies, the more one will realize that you can only scratch the surface of what truly lurks out there. Several creatures of nature seem to exist under different names depending on where in Trudvang you are. Take, for example, the Stormlandian hafsrüvan, the Westmarchian mermaid, or the Mittlandian maremill, different names for nymphs whose powers and abilities differ only marginally. Or take the mare that goes under the names trollmare, litha, or dream banshee.

In this section I present my own experiences with creatures of nature. I am, however, very much aware of the fact that what I write herein might not completely match the details of similar creatures in other places in Trudvang, and so I ask you as the reader to simply bear with me.

◆ BYSE ◆

The byse is a troll-like creature whose happy helpfulness can easily be exchanged for pure meanness. It likes to dwell in the forest and keeps the yggdras as its closest friend and the hulder as its greatest enemy. Loggers and folk of the woods can almost always expect to be helped by a byse. But one should beware. It is cunning and often thinks that it knows best. Those who disagree or in any way go against the will of a byse will be punished. Many folk of the woods and hunters have had their tools destroyed after becoming enemies with this most powerful trickster.

Time is not important to a byse, and it will sometimes prolong an activity beyond what is necessary just to annoy someone. Folk of the woods that I have spoken with have often said that the worst thing one can do is say “No, thank you” to a byse that offers its help. It sees this as a direct insult and will do everything in its power to destroy the offender. The best thing one can do, according to many woodcutters and folk of the woods, is avoid the byse altogether. One can do this most easily by setting fir tree branches on fire and letting the smoke lie heavy. The byse hates both fire and smoke from fir tree branches. To not anger the byse, one can put a pot of rabbit stew in the outskirts of the camp. This often keeps a byse at bay.

In Runvjiik it is not uncommon that people warn of the farm byse, which often lives by a farm and helps people with day-to-day labor. The reason for the warning is not that it won't be helpful, but rather that it can be very difficult to get rid of the little creature. People tell of farmers who fell completely into the hands of a farm byse and lost control of their own farm. Of course, one can slay the crooked creature, but generally, and especially in Runvjiik, it is considered bad luck to kill a byse. On almost all the farms that I visited, they would tell stories of cattle that died because someone had killed a byse.

Where the byse comes from, where it dwells, and how it lives, these things are shrouded in mystery. It seems like their only need is to smoke their pipe, and no one is more grateful than a byse when someone can spare some tobacco. It is said that the byse will always remember anyone who spares it some tobacco.

People say that a byse often grows as big as a goblin, but the only time I encountered a byse during my travels, it was as small as a hand, believe it or not, an extraordinarily tiny creature with a bitter look on its face that was neither helpful nor talkative. Perhaps the size of the byse has to do with its age, for I have heard that a byse seems to shrink with age and at last disappears altogether. The byse that I met appeared to be very old.

Byse's Luck

A person that sacrifices something from their body, for example, giving a large amount of blood, cutting off a finger, or shaving their hair or beard, and puts it in a bowl for a byse might be rewarded with

great luck. If the byse thinks that the gift was too small or unworthy, the person will instead become terribly unlucky. How long the enchantment lasts is up to the byse. The game master decides the effects of being lucky or unlucky.

Vitner

A byse can use vitner and has learned levels of spells belonging to some of the Vitner Tablets (such as Flame Craft, Vitner of Objects, and Soil Craft). It will use these spells to help or destroy, depending on its current mood.



STATS: BYSE

Type: Humanoid; **Age:** 75, max 200; **Size:** 1/3; **Movement:** Land 2 CP per 1 m (Max 6 m); **Initiative (Base):** 0; **Fear Factor:** 1d5.

Body Points: 10–14

Damage Levels (for 12 BP): 1–3 (0) / 4–6 (–1) / 7–9 (–3) / 10–12 (–7) / >12 (Dying)

Character Traits: Charisma –4, Constitution –4, Intelligence –6,

Feats: Byse Luck, Vitner

Weapons:

Unarmed

One-Handed Light Weapons

Armor: Thick Fabric

Combat Points: Free 8

Samples of Attacks:

Unarmed SV 8

Weapon SV 8

Damage:

1d2

1d5

PV 1 / BV 10

Initiative:

0

–1 – –3

0

Skills: Agility SV 10, Entertainment SV 7, Faith SV 1, Fighting SV 8, Wilderness SV 8

Care SV 10

Knowledge SV 8

Shadow Arts SV 8

Vitner Craft SV10

Vitner Capacity: 45

Handicraft 2 (*Counterfeiting* 4; *Hard Materials* 4; *Soft Materials* 4); Tradesman 2 (*Brewer* 4; *Cooking* 3; *Trade* 3); Healing and Drugs 2 (*Extracts and Potions* 3; *First Aid and Nursing* 3)

Language 1 (*Mother Tongue* (..) 3); Learning 1 (*Insight* (..) 1, *Insight* (..) 2)

Shadowing 2 (*Camouflage and Hiding* 3; *Finding and Spotting* 1; *Walking in Shadows* 2); Thievery 2 (*Locks and Traps* 3; *Stealing* 4)

Call of Vitner 1 (*Vaagritaja* 2); Vitner Shaping 1 (*Vitner tablet (Flame Craft)* 2; *Vitner tablet (Soilcraft)* 2; *Vitner tablet (Vitner of Objects)* 3; *Vyrding* 2)

Vyrding SV 15

◆ FAIRY ◆



here there are fairies, there is also drinkable water, plenty of mushrooms to eat, and a neat bed of moss to lie down upon. This is a saying in Mittland, where fairies are said to be easily found, despite being small creatures that are unusually shy and do not become visible very often. During nighttime, they give off a lovely light like fireflies, but during the day they hide in their dens. The easiest way to lure forth a fairy is to spread honey on a walnut and hang it from a string in a tree. This was what I did the first and only time that I met a fairy. Well, there was more than one of them. At least ten fairies fought for the honey-dipped walnut.

It is said that fairies bring luck, which is why certain evil people hunt and capture them. They die very easily in captivity, and if it is true that they bring luck, this luck will be short-lived.

It is also true that where there are fairies, there are often elves and yggdras. It seems as if these three creatures are connected in some way. Perhaps it is nature itself they share. Others say that elves, fairies, and yggdras are in fact the same creature in different forms. I am skeptical about this since I have encountered all three myself. The fairies are short-lived and unpredictable and do not carry deep knowledge, as the yggdras do. Possibly there is some truth to the myth that when an elf dies, a fairy is born.

A fairy is a beautiful, thin creature with small and fragile wings that dances during the night. They are short in stature,

roughly 10 centimeters long, with wings and red or blonde hair. All fairies appear in womanly forms but in truth have no gender. They can become invisible at any time.

Fairies speak a special language, namely the language of fairies, which only they understand and converse in. This language bears similarities with the song of birds and the buzzing of bumblebees. Sometimes there are one or two fairies in a company of them that can speak through telepathy.

The social structure of the fairies is split into many different positions that all work under the queen. Everything that happens in the forest must go through several stages of bureaucracy before any decision can be made. In spite of this, the fairies protect and keep the forest with constant devotion. Each part of the forest is thoroughly measured and cared for by a group of drone fairies that work together on this crucial task.

The fairies have a healing power that they share with the animals and beings of the forests. Even people passing by can, in rare cases, receive their help if the need is dire. However, the forest is big and majestic, and the decision of the fairies can take some time, so their help might come too late, if it comes at all.

Fairies also heal wounded or tired animals. They see no differences among creatures and will help everyone from the most wounded to the least, no matter who or what they are. A person or creature that has been helped by a fairy feels great happiness, kindness, and such peace that they cannot perform any harmful actions for the rest of the day.

Fairy Dance

If a creature suffers from dehydration, hunger, or physical or psychic exhaustion, a group of ten fairies can dance in a ring around the one in need and provide both strength and power. A

creature that is hungry or thirsty gains new energy, which represents one meal of food. A creature that is exhausted is refreshed as if having slept for one full night, and gains the normal effects of eight hours of sleep.



Fairy Dust

Fairies always carry a small pouch of fairy dust. They can give the dust to a person they deem to have been of great help to the forest or whose personality and actions are as noble as their own. To truly deserving individuals, they will give at most two of these pouches.

A pouch of dust contains $1d3 + 1$ doses. A person who throws this dust in the air around them increases the skill value of all their actions by $1d3 + 1$, and the effect lasts for $1d5$ hours. If someone manages to gather seven doses of fairy dust and throws them all into the air, that person gains a wish. If the wish is of good character (determined by the game master), it will come true. The character gets only one wish, and if the game master deems it not good of character, the fairy dust will be wasted without effect.

Healing Dance

A fairy that performs this dance above a wounded person heals the person of $1d3$ points of damage. The more fairies dancing, the greater the healing.

Night's Sight

A fairy can see with a weak light source (stars, moonlight, torchlight, and so on) as if it were day.

Song of Guidance

A fairy can use her song to guide people who are lost in the forest, leading them to an exit or closer to a path. The ability can also be used to lead enemies astray. Enemies that hear the song must make a situation roll with a situation value of 8 (Psyche modifiers apply) or they will be led astray. The more fairies that sing the song, the harder it is to resist the effects, applying a -1 modifier to the SV roll per 5 fairies singing in addition to the first one.



STATS: FAIRY

Type: Winged humanoid; **Age:** 150, max 350; **Size:** $<1/3$; **Movement:** Land up to 3 m; Flying up to 10 m; **Initiative (Base):** +4; **Fear Factor:** None.

Body Points: 3–5

Damage Levels (for 4 BP): 1 (0) / 2 (-1) / 3 (-3) / 4 (-7) / >4 (Dying)

Character Traits: Dexterity +4, Intelligence +2

Feats: Fairy Dance, Fairy Dust, Healing Dance, Night's Sight, Song of Guidance

◆ FIRBLOODRISK ◆

During a time of seeking more knowledge about the beasts of Trudvang, I willingly admit that I became obsessed with mushrooms. Most had no special traits or quirks other than being good to eat, like the krustall mushroom from which the dwarves brew mead, but one mushroom deserves its place in this bestiary: the firbloodrisk. It is a horrid beast whose effects will keep even the bravest explorer from walking in the deep forests.

The first time I heard of the firbloodrisk was in the Majnjordian town of Maelduna. There was a man there who discovered the mushroom by chance when he visited the Valkarook forest. He told me that the firbloodrisk begins as a parasitic flower on the bark of fir trees and spreads its seeds to gain hold and sprout its roots in living flesh. Slowly but surely, the mushroom breaks down the meat and makes it rot. The man told me that such a fungus had taken hold in his arm and that he had no other option but to remove the limb, for the mushroom had grown to eat his whole forearm. As if this was not bad enough, he explained that when the mushroom has killed a body and eaten all the meat, it evolves into a new, more powerful stage of being. Within a few days of the body dying, the firbloodrisk creates a symbiosis with the skeleton and harvests life once more. This time the mushroom is the one in control, and its only purpose seems to be to infect new bodies. In this way, the man explained, one can see wandering skeletons that have been reanimated and controlled as if they were an extension of the consciousness of the mushroom.

The latter made me grow skeptical. A few years later I was provided with another explanation: that the dead do not come back to life, but rather the mushroom grows in strength to power the skeleton in such a way that it seems to move on its own. Yet another explanation is that the horrible way the victim died causes such suffering that it becomes undead, which is an effect of the process rather than something directly set in motion by the firbloodrisk.

The firbloodrisk grows only in the fir tree forests that lie south of Darkwood. The more northern forests are considered too cold for the mushroom. The flowers that grow on the trees are reddish and well camouflaged on the bark. The capsule of the flower can sense vibrations in the ground around the tree and will open when animals or other living creatures come close by. Then it will unleash its spores and sprout its roots in the creature's flesh. Slowly but surely, it will eat its way toward the brain of the victim to seize control of its mind. As it does so, the firbloodrisk will take control of the creature and steer it toward a place where the mushroom can sprout fully, usually in an area where there are other animals and creatures. When a mushroom takes control of humans, elves, or dwarves, it is especially dangerous since it then seeks larger settlements, and in this fashion whole farms and villages can perish. The firbloodrisk is extremely aggressive, and creatures that are controlled by the mushroom will exhibit similar behavior. The victims grow slow minded, like gray trolls, but as violent as berserkers and forest trolls.

Spores

The firbloodrisk does not attack in the normal way but a cloud of spores is constantly emitted, influencing all those who are near to the mushroom. When the firbloodrisk possesses a skeleton, the mushroom also does not make attacks

with the skeleton's weapons but just keeps on emitting spores every round. Anyone who is affected by the mushroom will roll 1d20, which represents how much of the body is hit by the spores (1 is a small effect and 20 is a total effect). The result must be subtracted from "20" in order to see the

number of days it takes for the mushroom to reach the brain. When that happens, the victim will "die" and the mushroom will take control of the body. For example, a creature that is inflicted with the spores and rolls 12 on 1d20 has 8 (20-12) days to be rid of the mushroom before it is too late.



The only way to be rid of the mushroom is to burn it away from the body, which means victims who survive the possession often bear great scars and burn marks. The burning causes damage equal to 5 + the rolled value that shows how many spores the victim is inflicted with.

STATS: FIRBLOODRISK

Type: Other; **Age:** 3, max 20; **Size:** <1/4; **Movement:** Up to 1 m per round.

Feats: Spores

◆ GRENDEL ◆

I am unsure how long we had been in that stinking bog. Perhaps one moon cycle, perhaps more. The stench from the half-rotten trees whose roots sought their way down into the water and the constant buzzing from the blood flies were never-ending. Already a day earlier we had been warned. We were heading into a bog where rumors said a grendel lived. Traces of ruins and hilltops were everywhere, and it was said that people who worshipped the grendel once lived there. I had no great hope that we would catch a glimpse of this mythical monster. I had heard that it showed its foul face only during the night, and I was more scared of this creature than I was of many others. Sometimes it is good to know when not to challenge destiny.

Suddenly we were lost in the bog and had reached a permanent impasse. It was then that we first heard the strange snorting sound that is the trademark of the grendel. Thereafter our small canot was close to being overturned by waves as the grendel leaped from its nest and down into the water.

The men in the boat screamed and never before have I heard, or seen, such absolute and utter panic. We rowed for all that we held dear on this good earth, and it is likely that we escaped death just barely. The horror lasted for days, and my little glimpse of the giant creature was forever etched into my mind. The men of the marshlands told me of a beast that was magical and created from dark vitner. On Soj the fear of the grendel is great, and in certain places people sacrifice in honor of the beast so that it won't find its way to human villages. Much points to the grendel having its roots of origin in Mittland. There is a Mittlandian song that says:

"O thou warrior, O thou hero, O thou proud friend of king Heoroth of the twelve crowns.

Breaker of the neck of the beast Grendel, forcer of his arms and legs.

Bwulf is thy name and the Grendel shalt always fear thou legacy.

Bwulf is thy name and forevermore we shall be in thy debt."

In writings, not much else is said of the grendel. What is known is that Heoroth was of Thronelandian blood and that he was king of the twelve kingdoms. It is said that he had an enemy named Grendel, who was hunted and fled. For many years Grendel hid with his mother in an enchanted bog, and it twisted him into a monster. Many attempts were made to slay Grendel, but the one who at last succeeded was the hero Bwulf, who learned that Grendel could not be harmed by weapons, fire, or steel. He had become a creature that was protected by vitner. The only way to best him was through raw strength of the body. But before Bwulf killed Grendel, the monster managed to have a child with a kelpie, and their spawn spread far across Trudvang.

On two occasions in my travels, I have heard of the dangerous grendel, and both times I have been taken to a muddy pond in the deepest forests where the creature is thought to live. The marshland monster is said to carry the same hatred and jealousy against humans as its forebear.

There are few writings, songs, or stories about grendels dwelling in Westmark. The creature seems to be found primarily in Soj, Mittland, and in some cases the Stormlands.

It seems certain that the grendel is under the influence of vitner. All stories that I have heard say that it cannot be damaged by vitner, or prayers, but only by physical struggle, man on man.



Blood of Dark Vitner

The blood of the grendel seems to be full of dark vitner. Its mud-colored skin is also infused with dark vitner, which provides it with good protection (already counted in its very good natural armor).
The dark vitner blood also has the effect of making the grendel immune to both vitner spells and divine powers.

Night's Sight

A grendel can see without a light source as if it were day.

Terrifying Stare

A grendel is truly a horrible foe to face. Even the most experienced warriors flee at the sight of it, mainly due to its terrifying stare. When a victim meets the grendel's gaze, the victim must make a situation roll with a situation value of 8 (Psyche modifiers apply). A successful roll means that the victim is unscathed by the ordeal. A failed roll means that the victim gains 1d10 (OR 9-10) Fear Points and a negative modifier of -4 on everything they do while in the presence of the grendel. This last modifier is in addition to normal modifiers from the Fear Level reached. The situation roll must be made the first time a specific Grendel is seen and whenever the GM thinks to be the case.



STATS: GRENDEL

Type: Humanoid; **Age:** 25, max 60; **Size:** 3t; **Movement:** Land 2 CP per 3 m (Max 27 m);
Natural Armor: 4; **Initiative (Base):** -2; **Fear Factor:** 1d10 (OR 8-10).

Body Points: 71-87

Damage Levels (for 79 BP): 1-20 (0) / 21-40 (-1) / 41-60 (-3) / 61-79 (-7) / >79 (Dying)

Character Traits: Constitution +6, Dexterity -2, Strength +3

Feats: Blood of Dark Vitner, Night's Sight, Terrifying Stare.

Weapons:	Damage:	Initiative:
Bite	1d2	0
Claws	1d5	0

Number of Rounds to Spread Combat Points: 2

Combat Points: Free 10; Natural Weapons: Bite 12; Claws 13

Samples of Attacks: 3 actions per 2 round

Bite SV 12, Claws SV 13, SV 10

◆ HAPPJA ◆

Happja, that is what people call the horrid creature that hides in the shadows of leaves high up in the trees, feasting on both humans and animals if she can. Sometimes one can encounter several happjas at the same location even though they prefer to be alone. I have with my own eyes seen how a happja folds her wings together and burrows into her feathers, waiting for dusk to fall, and then attacks her target with full force.

The happja looks like a dirty old woman with eyes that glow white in the night and rugged wings that hold up her naked body when she flies. Perhaps she is a mixture of an owl and a woman, or perhaps she is a shapeshifter of a seldom-seen kind, I can, as always, only guess. It is said that one who is patient and has something beautiful to use as a lure might

encounter a happja, which will speak the ancient dragon language. I must, however, warn the brave soul. When I tried this in my youth, I barely escaped, with great wounds across my face to show for it.

To avoid being attacked by other predators, happjas live in the branches of the high trees in great nests they take over and build out. A happja is extremely territorial and can become very aggressive if someone enters her turf, especially if someone discovers where she sits brooding high up in her tree. In these cases she will usually attack fiercely, only to disappear if the threat seems too great.

The feathers of a happja are highly prized and very valuable. It is said that they are magical and contain vitner that wizards can use when their own has run out. It is also said that arrows clad in feathers from happjas never miss their mark.



Attack From Above

For a happja to succeed with an attack from above, it must succeed on a skill roll for the ability (SV 8). As part of the attack, the power of the happja's speed is used, which increases the damage of the claw attack to 1d10 (OR 7-10).

The happja can perform one attack from above every fourth action round, since it must circle around for at least 3 rounds without attacking.



Wild Shriek

At the beginning of a combat the happja lets forth a vile shriek that instills horror in all who hear it. If the happja surprises her victims with the shriek, they must make a situation roll with a situation value of 8 (Psyche modifiers apply) or gain 1d10 (OR 10) Fear Points. Anyone who sees the happja before she shrieks is not surprised and gains +5 on the roll instead (situation value 13).

If the situation roll results in a natural 20, the victim drops their weapons and becomes unable to act for 1d3 action rounds.

STATS: HAPPJA

Type: Winged humanoid; **Age:** 15, max 35; **Size:** 1t; **Movement:** Land 2 CP per 1 m (Max 15 m); Flying 2 CP per 2 m (Max 15 m); **Initiative (Base):** +2; **Fear Factor:** 1d5

Body Points: 26–32

Damage Levels (for 29 BP): 1-8 (0) / 9-15 (-1) / 16-22 (-3) / 23-29 (-7) / >29 (Dying)

Character Traits: Constitution -2, Dexterity +2, Perception +4

Feats: Attack From Above, Wild Shriek

Natural Weapons:	Damage:	Initiative:
Bite	1d10	0
Claws	1d10	0

Combat Points: Free: 6; Natural Weapons: Bite 6; Claws 12

Samples of Attacks: 3 actions per 2 rounds

Claws SV 12, SV 6; Bite SV 6



◆ HULDER ◆



here the forest is deepest, the enchantment the greatest, close to brook or waterfall but not where the oaks grow, there one will find the hulder. Usually, however, she finds you first. She is a strange creature that likes to tie trolls, animals, or other creatures of mischief to her belt. Her power with vitner is strong, and once you are at her mercy, it is hard to be free of her. There are those who claim that the only way to break free from a hulder's bewitchment is to slay her. To carry acorns in one's pockets is said to shield oneself from her spells, but one would do best by avoiding her altogether. Those who stay in the forest and the woods for any prolonged time are most likely to encounter her. Anyone who hears her bright laughter should turn around at once and hurry in the opposite direction. She is very fair and attractive from the front, but anyone looking at her back will notice that it resembles a hollow and rotten wooden log.

Men of the wild who say they have faced a hulder told me that she is always surrounded by king trolls and other creatures of mischief. It seems as if the hulder has some sort of power that attracts these wicked creatures.

A hulder looks like a very beautiful woman on the front of her body, and most often she wears no clothes. The only telltale signs of her true nature are the fact that she has the tail of a cow and sometimes her back looks like a hollow, rotten tree log.

The hulder lives in the forest and surrounds herself with different types of trolls and animals that she has managed to control. She is very protective of her turf, which is usually near a small waterfall deep in the forest. Sometimes a hulder will dig a small den beneath a rock where she will gather her belongings. The hulder's only chance of breeding is to have a child with a male human. Therefore she will often use her powers to bewitch humans more than other races.

**Bewitch**

The hulder has a special ability that allows her to bewitch those she meets, and victims can be at her mercy for the rest of their lives. When she makes eye contact with a target, she simply utters the dreaded words that will bewitch the weak. The victim must then make a situation roll with a situation value of 7 (Psyche modifiers apply) to avoid looking into her eyes. A character who says he steels himself not to look into the hulder's eyes will increase the situation value by +5.

On a failure, roll 1d20 and consult the table below for the effect. A character with a positive Psyche trait can deduct that number from the roll result, and one with a negative Psyche trait can add that number to the result before consulting the table.

BEWITCH EFFECTS

1d20	Effect
0–8	The victim feels woozy and has -2 on all skill values and situation values for the next day.
9–14	The victim feels the power of the hulder and will follow its minor commands for the next day (for example, to lie, run, talk, scream, walk, open doors, and so on). The effect is broken if the victim moves more than 100 meters from the hulder.
15–16	The victim is at the mercy of the hulder and deems all commands to be completely sensible. The victim will do anything the hulder asks for 1d3 days, except for harming himself. The effect is broken if the victim moves more than 500 meters from the hulder.
17–18	The victim is completely at the mercy of the hulder. The victim will follow its commands to perform all actions, including those that directly harm himself. The effect has unlimited range and lasts for 1d10 (OR 7–10) days. If the hulder dies, her last words and commands will affect the victim for the full duration.
19+	The victim is a slave to the hulder for all eternity. The victim will blindly follow any command during his entire life. The spell can be broken only if the hulder is killed.







STATS: HULDER

Type: Humanoid; **Age:** 75, max 120; **Size:** 1t; **Movement:** Land & Water 2 CP per 1 m (Max 12 m);
Initiative (Base): +2; **Fear Factor:** None.

Body Points: 59–71

Damage Levels (for 65 BP): 1–17 (0) / 18–33 (–1) / 34–49 (–3) / 50–65 (–7) / >65 (Dying)

Character Traits: Charisma +4, Dexterity +2, Strength –2

Feats: Bewitch

Natural Weapons:

Unarmed

Damage:

1d5–2

Initiative:

0

Combat Points: Free 7

Samples of Attacks:

2 actions per 1 round

Unarmed SV 7

◆ KELPIE ◆



here are not very many positive things that I have to say about Visethia. The choking air, the stinking marshes, and the accursed blood flies that suck both blood and marrow from grown men makes me say with great decisiveness that I will never set foot there again. It is perhaps not so strange that few make any greater claims to that land, since most of it consists of marshlands and treacherous bogs. My hate for Visethia was only made greater when I fell into the water and lost several valuable notes and images that I had produced, including a tome concerning the various types, families, and variations of mushrooms in Trudvang.

There are many who still believe that the kelpie comes from the realms of Misthal, but this is not the case at all. It has many traits that other undead creatures do, but my research points to it being a darkspawn, not completely unlike the grendel, created partially from blackest vitner and partially from the environment that they exist in. For the kelpie lives in ponds and bogs, deep lakes and moors. This is a very dangerous creature that seems like it wants to help but most often will only lead you astray and take you down into the water, where it will drown you.

The stories tell of a beautiful horse, but when I laid my eyes upon a kelpie in Visethia many years ago, I saw a dark and malevolent horse. Perhaps I saw its true self. The kelpie did not see me, as I was lying hidden in the reeds a ways off. However,

everything began with us leaving Vinten behind. It was a very strange town built on poles, in the middle of the marshlands. Certainly a good way to defend a town, but I cannot understand who would want to live there. Southwest of Vinten lies a moody and inaccessible marshland called Ghoowland. Had it not been for the fact that one can find the valuable racksnipe eggs in Ghoowland, I do not think that one living soul would find their way there. I followed a group of egg collectors and made my way into the marshland with a canot. It did not take long until the blood flies had made me fall into a deep fever and a state of dizziness. When I woke, we were deep in the marshlands, and the idea of getting out of there without the help of egg collectors seemed as futile as fighting a logiwurm with a torch. During the night we had to beware of lyktgubbes and mylings, and during the days we watched out for the blood flies.

The knowledge I gathered from the egg collectors was that the kelpie lives alone, has a large turf, and in very rare cases wields vitner or other witchcraft. It is said that the kelpie stinks worse than a pile of corpses and that this stench is the easiest way to know whether one has steered into kelpie turf.

Other things that one can hear about the kelpie is that one can cook a soup from its horsehair that will cure fear of water, and that servants of evil collect kelpie teeth that let them swim under the surface of the water for extended amounts of time.

Luring Stench

The most prominent ability of the kelpie is that it can lure unknowing travelers from a range of several hundred meters. Even if the stench that is released is horrible, it carries an enchanting power that can twist the comprehension of those who smell it. The enchantment makes the person lose all concept of time and space and forces them to keep on

walking. Victims that later wake up from this state don't know where they are or how they got there.

A person who can smell the luring stench from the kelpie must make a situation roll with a situation value of 10 (Psyche modifiers apply) in order to overcome the enchantment. A failed roll means the victim keeps moving toward the kelpie.

The spell is broken if the victim suffers at least 3 points of damage or is about to drown. Once the kelpie is close, it will try to drag the victim underneath the water to drown.

Night's Sight

A kelpie can see without a light source as if it were day.

STATS: KELPIE

Type: Quadruped; **Age:** 10, max 20; **Size:** 4t; **Movement:** Land 2 CP per 4 m (Max 36 m); Water 2 CP per 4 m (Max 24 m); **Natural Armor:** 2; **Initiative (Base):** -4; **Fear Factor:** 1d10 (OR 7-10).

Body Points: 108-132

Damage Levels (for 120 BP): 1-30 (0) / 31-60 (-1) / 61-90 (-3) / 91-120 (-7) / >120 (Dying)

Feats: Luring Stench, Night's Sight

Weapons:	Damage:	Initiative:
Bite/Hooves	2d10 (OR 9-10)	0

Number of Rounds to Spread Combat Points: 2

Combat Points: Free 6; Natural Weapons: Bite 4; Hooves 12

Samples of Attacks: 2 actions per 1 round

Bite SV 10, Hooves SV 12



◆ LOG TROLL ◆

In Mittland, I once found a tome about dark elves. It was written by an unknown author but contained so much information that I stayed there for almost half a year to absorb it. Some was written in the old tongue, other parts in vitner writing, and another part in dwarven runes. The author was indeed knowledgeable in both great and little details concerning the dark elves.

The part of the tome that truly interested me was about the volokkia, a creature that the elves could create through rituals and that was their mighty ally when they would march to war. Volokkia was the elven name, but humans called it a “log troll” or simply an “elvish troll.” According to this tome, the volokkia can be created only by an Ihana, one of the spiritual elves. They dig a deep hole in the ground and fill it with parts from nature, such as pine cones, branches, leaves, and stones. It is also common to place metal objects, parts of skeletons from other animals and beasts, and different carven decorations in the hole. It is also common for the Toikalokke to carve a face for its creation. When all this is said and done, the elf places a seed from the unusual star pine in the hole and fills it in.

For thirty days and thirty nights, the seed takes hold in the hole as the elves chant a mantra over and over again. No details of the mantra were given in the tome, and I suspect that this is a well-kept secret, perhaps even among the elves. After thirty extra days, a creature will rise up from the hole, ready to serve its creator. It is said that the volokkia is a wild and unpredictable creature that is best suited for battle.

Many years later, I encountered a group of wildfolk in Darkwood that had fought a volokkia on several occasions. They spoke of a beast that was as wild as the berserkers of the Stormlands and hardened like the stonehinjes. The wildfolk said that fire was the best way to fight the beast. They also said that this creature was the same thing as a dark dweller, but I doubt this for several reasons. First, it seems as if the volokkia can be created only by elves, and second, it can be controlled only by its maker. When I in the twilight of my years spoke with a dark elf about this beast, he only shook his head and looked toward the stars. He said that it was a plague that never should have seen the light of day. I never got more out of him.



Hylja

The log troll has the ability to blend in and almost become one with the forest. If a log troll completely concentrates on this ability, anyone seeking it has a modifier of -10. If the log troll activates the Roots ability at the same time, the modifier is lessened to -5.

Night's Sight

A log troll can see without a light source as if it were day.

Roots

A log troll can sprout snake-like roots that slither through the earth toward a chosen victim. The root fingers grow 3 meters per action round and usually become no more than 2d10 (OR 8-10) meters long, but this is up to the game master to decide.

A log troll that attacks with his roots cannot do anything else in the same round. This is why it always tries to remain hidden when it performs this attack so it will inflict as much damage as possible before it is discovered.

Firstly the log troll will try to hug its victim with its roots (SV 8). The number of victims which can be attacked at the same time depends of their size, according to the chart below. Each different victim requires a different SV roll.

Once a check is successful the log troll can choose to simply hold the victim immobile, crush the victim, or pierce the victim. Both the crushing and the piercing deal between 1d10 and 1d10 (OR 8-10) points of damage,



STATS: LOG TROLL

depending on how big the log troll is in comparison to its victim. Use the following table for guidance.

ROOTS

Victim size	Damage	Victims
1t or less	1d10 (OR 8-10)	4
2t	1d10 (OR 9-10)	3
3t	1d10 (Or 10)	2
4t or more	1d10	1

Type: Humanoid; **Age:** 2, max varies; **Size:** 4t; **Movement:** Land 2 CP per 4 m (Max 16 m); **Natural Armor:** 3; **Initiative (Base):** -4; **Fear Factor:** 1d10 (OR 10).

Body Points: 60-85

Damage Levels (for 73 BP): 1-19 (0) / 20-37 (-1) / 38-55 (-3) / 56-73 (-7) / >73 (Dying)

Character Traits: Intelligence -4, Strength +6

Feats: Hylja, Night's Sight, Roots

Weapons:

Unarmed

Damage:

1d10 (OR 9-10) + 6

Initiative:

0

Number of Rounds to Spread Combat Points: 2

Combat Points: Free 10 / Unarmed 12

Samples of Attacks: 2 actions per 2 rounds

Unarmed SV 14, SV 10

CREATURES OF NATURE

◆ LOGI ◆



he logi lives in the mighty underground lava rivers, where it is so hot that only the most hardened buratja dwarves can dwell there. It is also these dwarves that hunt and capture the logi to use in their mystical logi ovens, with which the dwarves forge the most magical things. It is hard to retrieve any information about the logi, partially because the creatures live in a place that humans cannot reach, and partially because the buratja dwarves are not especially talkative. Therefore, my information about the logi is sparse and solely from a third-party source, namely the bjornika dwarves. What they told me about the logi are fairy tales that often have to do with fire or stories about

dwarves that are devoured by the mountain and reborn as logis. For so wrapped in legend and myth is this fiery creature that the dwarves have many long stories about it.

The logi lives close to the fire and lava rivers. It feeds off the fire and devours its warmth with a hunger that can be likened to that of the lindwurm. Sometimes a logi will move away from the lava rivers, but this usually happens only when they have been conquered by other logis or if the lava by which they live has begun to run cold or hard. Such logis are covered in a black surface that hardens but is again transformed into fire as soon as the creature comes in contact with heat.



Fire Body

Since the logi is made of fire, it is perhaps not so strange that its body is surrounded by extreme heat. A constant heat pulsates out in a sphere around the logi. The sphere is 10 meters in diameter. Everyone that stands within it must make a situation roll with a situation value of 8 (Psyche modifiers apply) to avoid fleeing from the sphere. The heat in the sphere deals the following damage per action round to anyone within it:

DAMAGE FIRE BODY

Action Round	Damage
1	—
2	1d6
+1	+1d6

Fire's Hand

The logi is a manifestation of fire itself. To simply be in its presence carries a risk of burning damage. To fight a logi is no

easy task, and anyone who takes on such a challenge without proper protection will soon regret the decision. When the logi successfully attacks someone in close quarters, it will leave burning oil on its victim. The oil will extinguish itself after 1d3 action rounds. During these action rounds, the victim will suffer 1d6 points of damage from the burning heat (only

armor that does not conduct heat offers any protection). Afterward, it is possible for the victim's clothes to catch fire; the game master will decide how likely this is.

Night's Sight

A logi can see without a light source as if it were day.

STATS: LOGI

Type: Other; **Age:** 650, max 1,500; **Size:** 1.5t; **Movement:** Land 2 CP per 1,5 m (Max 12 m); **Natural Armor:** 2; **Initiative (Base):** 0; **Fear Factor:** 1d10 (OR 9-10).

Body Points: 59–71

Damage Levels (for 65 BP): 1-17 (0) / 18-33 (-1) / 34-49 (-3) / 50-65 (-7) / >65 (Dying)

Character Traits: Charisma -2, Psyche +3, Strength +3

Feats: Fire Body, Fire's Hand, Night's Sight.

Weapons:

Bite/Claws

Damage:

1d10 (OR 10)

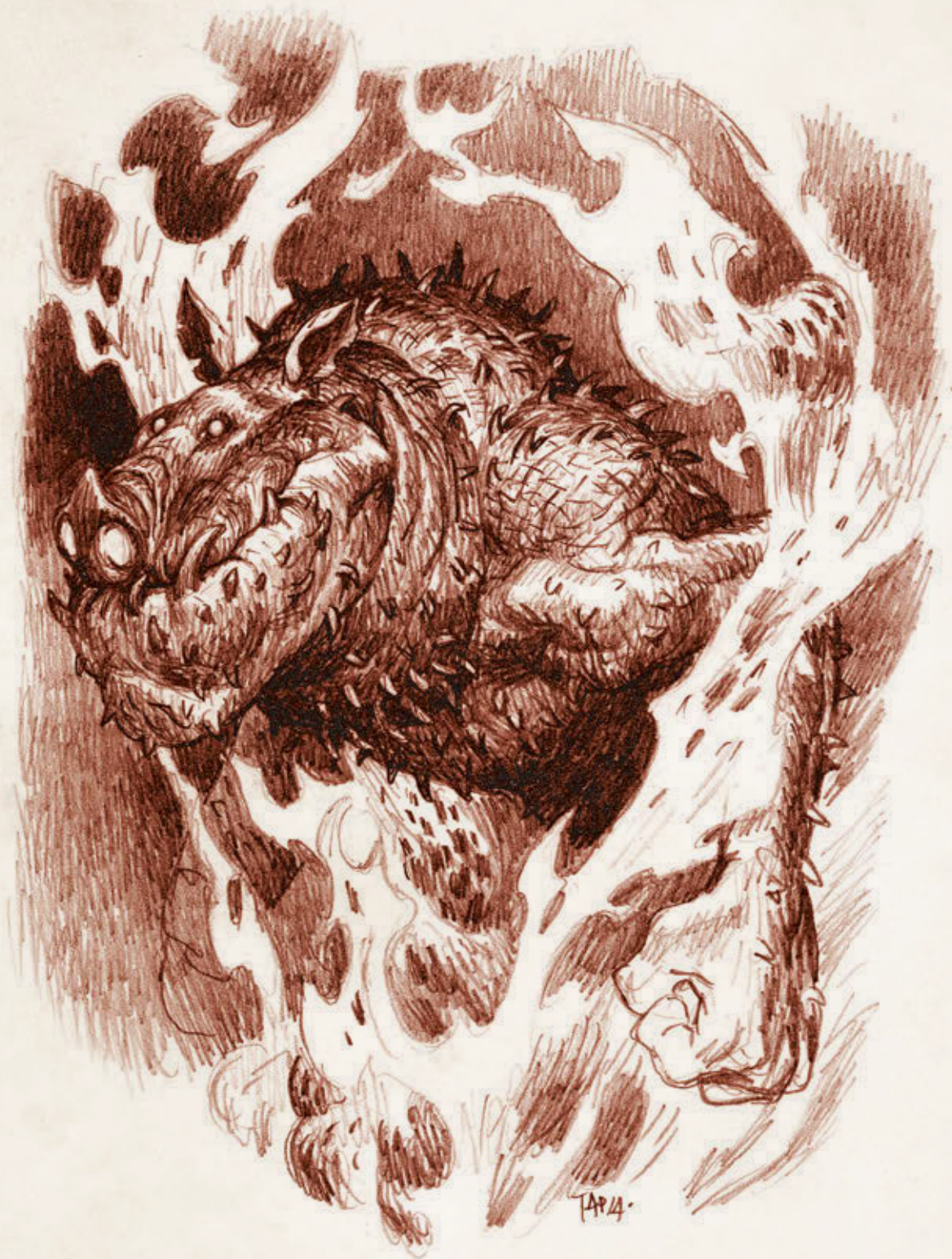
Initiative:

0

Combat Points: Free 7; Natural Weapons: Bite 6; Claws 10

Samples of Attacks: 2 actions per 1 round

Bite SV 13; Claws SV 10



◆ MARE ◆

In the western lands, the mare has many names: litha, nightmare, troll mare, and dream banshee, just to name a few. People used to believe that the mare was a manifestation of a demon that had reached our world, and I had to spend many years to prove that the mare is actually a physical creature that shares many traits with the hulder and the king troll. One of the most important traits of the mare is that it can become invisible on certain days. It is said that this power is especially strong when the moon glows bright. At such times the mare sneaks into households and bewitches people who forgot to lock their doors properly. The mare stuns its victims by kissing them, a so-called mare's kiss, and then she will strangle them slowly as she sucks the life force from them, for it is the essence of life that she lives off, not flesh and blood.

Most people who get mare-kissed fall into a long and deep sleep. Some never wake up but instead lie numb in their bed until old age takes them. It is said that those who have been kissed are constantly plagued by nightmares. Anyone touched by a mare should at once seek a blessing from a holy man, which makes the nightmares go away.

Usually the mare lives in the forest or the outskirts of the great wild, preferably close to human settlements. The best way to

protect oneself from a mare is to craft a so-called mare's broom to place outside the door. A mare's broom is a broomstick made from birch with a silver shaft. The mare cannot stand birch or silver.

Anyone who manages to capture a mare should rejoice. It is said that the mare will fulfill one's wish in exchange for being set free. I once heard of man in Mittland who captured a mare and wished for the most beautiful wife in the world, even though he looked like a troll. He got what he wished for, and it is said that the woman he married was half elfen.

The mare lives its physical life in the outskirts of the forest. Most often she will appear as shy and kind, like someone lost and in need of help. She will do anything to come into physical contact with her victim. Thereafter she will attempt to escape as fast as she can. The mare will not often choose to fight since her physical prowess is very small. However, some mares have learned magic.

The mare's physical form is bent and crooked like that of an old woman. The face can be taken for a young girl with small or big horns on her head. Some mares can conceal their horns through illusions.

Mare's Kiss

When a mare becomes hungry, she breaks into the house of a victim during the night and gives them her mare's kiss. By sneaking up to the sleeping victim and carefully placing her hands on their chest, she can plunge the victim into a deep sleep. The victim must make a situation roll with a situation value of 12 (Psyche modifiers apply). If the roll is successful, the victim will awaken in cold sweats

from a horrible nightmare, and can make a new situation roll with a situation value of 6 (Perception modifiers apply) to see if they glimpse the mare before she escapes. However, whether the victim knows it is a mare or thinks it is an illusion from the nightmare is not decided.

If the first situation roll fails, the victim is plunged into a deep sleep, after which the mare steps onto the victim's chest and performs the mare's kiss (very

carefully, so as not to waken the rest of the household). For the next 1d10 (OR 10) action rounds, the mare will suck the victim's life force, causing 1d5 points of damage per action round. In each round, the victim can make a situation roll with a situation value of 5 (Psyche modifiers apply) to see if they wake up, with the same effect as when the mare tries to plunge the victim into sleep, as described above.



Misthal's Dream

The mare lives off of people's dark dreams. She consumes life force through dreams, and anyone who encounters the mare will wrestle with their worst thoughts and phobias. In order to enter someone's dreams and change them into nightmares, the mare needs only to come in bodily contact with the victim, who

must instantly make a situation roll with a situation value of 9 (Psyche modifiers apply). On a success, the victim has nightmares the following night, with no lasting impact. On a failure, the victim rolls 1d20 and consults the chart below.

When you as a game master describe the dreams, you should do so as vividly as possible. The afflicted character

should wake up from a dream thinking it was real life. A nightmare can be a whole new adventure. It does not need to be a battle for life and death.

Night's Sight

A mare can see without a light source as if it were day.

EFFECT OF MISTHAL’S DREAM

- 1d20 Results**
- 1-5 The victim is haunted by nightmares for 1d5 nights; -1 on everything that the victim does the following day.
 - 6-11 The victim is haunted by nightmares for 1d10 nights; -2 on everything that the victim does the following day.
 - 12-15 The victim is haunted by nightmares for 1d10 (OR 10) nights; -3 on everything that the victim does the following day.
 - 16-19 The victim suffers from insomnia following the nightmares; -2 on everything the victim does until a blessing is performed. The victim awakens with a bloody nose.
 - 20 The victim is haunted by nightmares for 1d10 (OR 9-10) nights; -3 on everything that the victim does the following day.
The first night of nightmares, the victim must make a situation roll with a situation value of 12 (Psyche modifiers apply). On a failure, the victim loses one level in Psyche until a blessing is performed. If the victim already has the lowest level of Psyche, another -2 is applied to the existing modifiers.
The victim awakens with a bloody nose.

STATS: MARE

Type: Humanoid; **Age:** varies, max varies; **Size:** 1,5t; **Movement:** Land 2 CP per 1 m (Max 6 m); **Initiative (Base):** +1; **Fear Factor:** 1d10 (OR 9-10).

Body Points: 20-25

Damage Levels (for 22 BP): 1-6 (0) / 7-12 (-1) / 13-17 (-3) / 18-22 (-7) / >22 (Dying)

Character Traits: Charisma +1, Dexterity +1, Strength -2

Feats: Mare’s Kiss, Misthal’s Dream, Night’s Sight

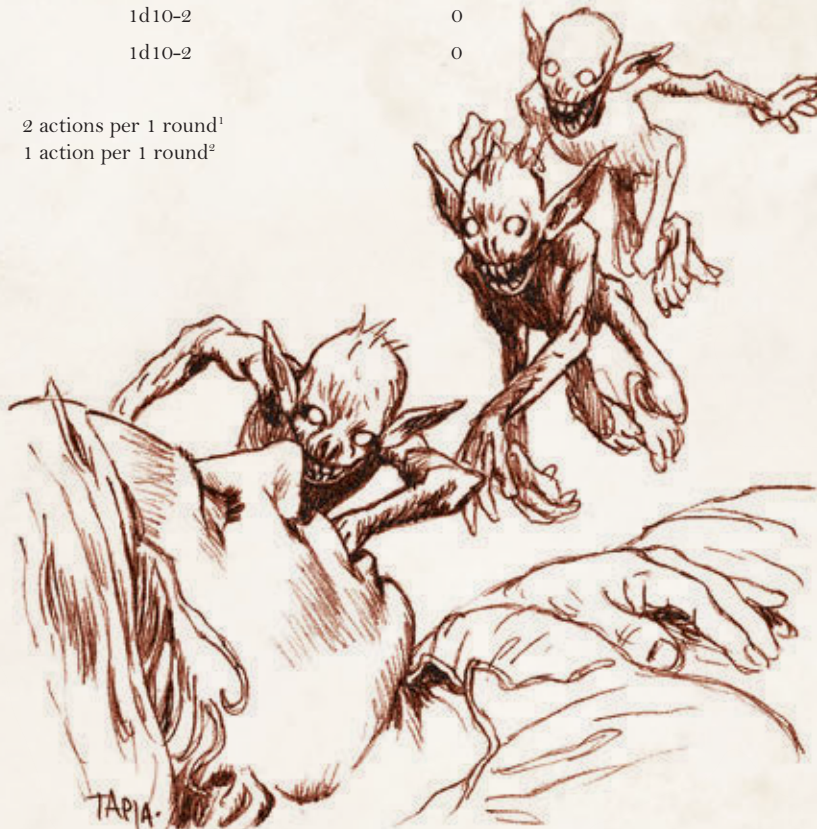
Weapons:	Damage:	Initiative:
Bite	1d10-2	0
Claws	1d10-2	0

Combat Points: Free 14

Samples of Attacks: 2 actions per 1 round¹
1 action per 1 round²

¹ Bite SV 8, Claws SV 6

² Claws SV 14



◆ NYMPH ◆



he naked feminine creature that one should beware of when close to the wild rapids and water sources of the forest is called a nymph. Many stories and tales warn of her power. The nymph is a very beautiful womanly creature that some mistake for an elf. Wanderers tell of a naked woman that lures folk with her beautiful song and formidable bosom. They say that she can change both her appearance and the mind of a man. In truth, a nymph is not very dangerous, but once per year she must mate, and then she will bewitch with her lovely song. Like the hulder, the nymph can have children only with a human. The nymph, also known as a “maremill,” lives both in the water and on the land but mates only at the bottom of a lake or other source of water. The song that she uses to lure folk is enchanting, and many are the men that have been lured into the water to be drowned.

Nymphs can be found all over Trudvang but prefer the protective shadows and darkness. To compensate for its bad hunting ability, it has developed an enchanting ability. By humming, the nymph can make its audience hear the most beautiful song they have ever heard. If several people who speak different languages hear the song, each hears it in their own language.

The nymph is indeed a strange creature, but even stranger is the warg hare, which always stays close to the nymph. In some ways, it seems as if the two are connected, as if every nymph has a warg hare as a counterpart. The beast is a predator but never leaves the side of the nymph for any extended time. Perhaps it is a sort of protector or spirit that the nymph can control when in need. The link between the two is a great riddle, and even though I have searched and searched, I have not found a good answer.



Enchanting Song

Anyone who hears the nymph's song sees the woman of their dreams and feels a great desire for her. The victim must make a situation roll with a situation value of 5 to 10 depending on how strong the nymph is (Psyche modifiers apply). On a success, the victim sees past the illusion and sees the natural form of the nymph (which is that of a beautiful girl, albeit not the woman of the victim's dreams). On a failure, the victim is enchanted, and additional rolls will decide the effect of the spell.

In the following action round (after the failed resistance roll), the victim must make a new situation roll with the

same situation value and modifiers as before. On a success, the nymph will still appear as their dream woman, but the victim can think rationally (this is called the first state of bewitchment). If this roll should also fail, the victim's desire grows so strong that they will never use violence against the nymph for anything other than self-defense (this is called the second state of bewitchment). In the next action round, a victim who failed must make yet another situation roll with the same situation value and modifiers as before. On a success, the victim remains in the second state of bewitchment. On a failure, the bewitchment is complete, and not even attacks from the nymph would

make the victim use violence against the nymph. The victim is prepared to die from the nymph's killing bite.

If several people are bewitched at the same time, they all see their own vision of their dream woman. When a whole pack of nymphs attacks, the victims only need to face the leader of the pack. The nymphs always wait three action rounds for the spell to take effect before they attack with their bites.

Night's Sight

A nymph can see with a weak light source (stars, moonlight, torchlight, and so on) as if it were day.





STATS: NYMPH

Type: Humanoid; **Age:** 60, max 120; **Size:** 1t; **Movement:** Land & Water 2 CP per 1 m (Max 8 m); **Initiative (Base):** 0; **Fear Factor:** 1d5

Body Points: 26–32

Damage Levels (for 29 BP): 1–8 (0) / 9–15 (–1) / 16–22 (–3) / 23–29 (–7) / >29 (Dying)

Character Traits: Charisma +2, Intelligence +1

Feats: Enchanting Song, Night's Sight

Weapons:

Unarmed

One-Handed Light Weapons

Damage:

1d5

1d10 (OR 10)

Initiative:

0

–1 – –3

Combat Points: Free 8;

Samples of Attacks: 1 action per 1 round

Unarmed SV 8

Weapon SV 8

Skills: Agility SV 10, Entertainment SV 7, Faith SV 1, Fighting SV 8, Vitner Craft SV SV 1, Wilderness SV 8

Care SV 10

Entertainment SV 10

Knowledge SV 10

Shadow Arts SV 8

Tradesman 1 (*Brewer 2; Cooking 2*);
Healing and Drugs 2 (*Extracts and Potions 2; First Aid and Nursing 2*)

Music and Dancing 2 (*Singing and Playing Instruments 4*); Storytelling 1 (*Playwright 2; Libel 1*)

Language 1 (*Mother Tongue (..) 3*)

Shadowing 2 (*Camouflage and Hiding 3; Finding and Spotting 1; Walking in Shadows 2*)

◆ SKJULD ◆

Among the elves there are many stories of Salivehen in Turvanaika, perhaps the wisest of all elven kings. He was a bearer of traditions of great measure, and he thought that no other creatures on Trudvang, save for the fjol trolls, bore any claim to the knowledge that the elves had been given by the gods. It is said that he tamed the wild skjulds to watch over the knowledge of the elves, since the skjulds spoke only in riddles.

Once in my many travels, I saw a skjuld and at that time only a glimpse of it, for they live in the shadows of the forest and use camouflage in the unending crowns of the woods. But hear me when I say unto thee, the creature is as dangerous to encounter as it is filled with riddles.

We decided not to tread any farther on the lands that the skjuld guarded. I was told that it was a braiding garden, a place where the elves braided in their dead ones so they could again be one with creation, and that the trees would bring the leaves high up into the crowns so they could gaze upon the stars and the night's sky even though they were not alive to truly see it.

Some say it is in this way that yggdras are born, but I have my doubts. However, it was my guide who told me that each skjuld is positioned to guard a special area, and they will defend their territory with their lives. Ever since Salivehen

tamed the first skjulds, the beasts have been loyal to the elves and their traditions.

A skjuld is clad in wings, with the legs of a cat and the body of a troll. They have long, pointy ears and tusks like a warhog. Their thick hair is raven black and grows like a mane down their back.

Skjulds are very rare and often stay in the forests near places abandoned by the elves. They are watchers of a place of special significance or a special knowledge, and to gain access to those, one must wield the right key. Most often the key consists of solving a riddle or having the correct answer to a question. The skjuld will defend the place or the knowledge very aggressively. Anyone who tries to break into the place or gain the knowledge without having the proper key will meet a dangerous creature that will fight to the death.

The skjuld lives alone, and only in rare cases will explorers encounter more than one at the same place. This will only be a pair that stand together as watchers.

The skjuld is immortal like some elves, but very few are still alive. Often the secrets and riddles that they carry have been passed on from mother to daughter, and in this way the watchers have kept their hidden treasures.

The elves view the skjuld as a mythological friend and bear great respect for this animal and will never try to harm them.

Abilities

It is not unusual for a skjuld to have learned spells or elven abilities.

Night's Sight

A skjuld can see with a weak light source (stars, moonlight, torchlight, and so on) as if it were day.





STATS: SKJULD

Type: Winged humanoid; **Age:** 5,000, max immortal; **Size:** 1.5t; **Movement:** Land 2 CP per 1,5 m (Max 15 m); Flying 2 CP per 3 m (Max 30 m); **Initiative (Base):** +4; **Fear Factor:** 1d5.

Body Points: 40–50

Damage Levels (for 45 BP): 1–12 (0) / 13–23 (–1) / 24–34 (–3) / 35–45 (–7) / >45 (Dying)

Character Traits: Dexterity +4, Intelligence +2

Feats: Abilities, Night's Sight

Natural Weapons:	Damage:	Initiative:
Bite	1d10	0
Claws	1d10 (OR 10)	0

Combat Points: Free 12; Natural Weapons: Bite 6; Claws 14

Samples of Attacks: 3 actions per 1 round

Bite SV 12; Claws SV 12, SV 8

Skills: Agility SV 10, Entertainment SV 1, Faith SV 1, Fighting SV 8, Shadow Arts SV 10, Wilderness SV 10

Care SV 8

Knowledge SV 10

Vitner Craft SV 8

Vitner Capacity: 45

Haeling and Drugs 2 (*Extracts and Potions* 2; *First Aid and Nursing* 2)

Language 1 (Mother Tongue (..) 3)

Call of Vitner 1 (*Vaagritajja* 2); Vitner Shaping 1 (*Galding* 2, *Vitner tablet (Delusion Vitner)* 2, *Vitner tablet (Perceiving)* 1, *Vitner tablet (Power of Thought)* 1)

Galding SV 13

◆ STONEHINJE ◆

Tidriotuns, hrimtursirs, and logrjotuns have all caused difficulties in my travels, but it is the stonehinje that has given me the greatest trouble over the years. How can a giant made completely of stone, with a heart made of gold and a stomach as hollow as a cave, even be alive? Something tells me that vitner is indeed involved in keeping the giant alive. The mystical dwarves speak of a special part of the mountain that is alive, and that one can use songs and drums to call forth something that is born when the mountain trembles and opens. They speak of a creature that slumbers in the mountain but emerges in the form of a great giant. Sometimes the stonehinje will decide for itself when it is time to come forth from the mountain, but most often they are lured out, and at that time they serve the ones who called them.

I have been told that the stonehinje exists in many different sizes. Some grow as large as mountains, other only as big as ogres, but there is no doubt that this is a giant creature. It prefers places where the mountain lies strong under its feet, and the cold stone brings it great satisfaction. Stonehinjes that leave their mountains behind seek to build their own nests of stone. Like logrjotuns, they like to sleep. However, they do not fall into the same long and deep sleep as the vidrjotuns. A stonehinje usually sleeps for one year and is awake for the next year. Old stonehinjes can sleep for up to ten years at a time but are seldom awake more than one year at a time.

Everything points to the stonehinjes being as immortal as the mountains, and when the time has come for the eternal sleep, they journey into the mountains and become one with the stone. It seems highly unlikely, but dwarves claim that there are stonehinjes that awaken to life more than once. The dwarves also say that a sort of prehistoric stonehinje exists that carries great wisdom and has seen and heard things that only elves and yggdras have.

In Nhoordland I once encountered wildfolk who had killed a stonehinje to retrieve its heart of gold. They spoke of an old but very strong beast. Neither cutting irons nor fire would bring its stone shell down. After hours of hard fighting, they eventually defeated the giant by crushing it with a block of

stone. After another couple of hours of breaking open the beast, they reached its heart of gold. The wildfolk proudly displayed the heart, which to my eyes looked like the most beautiful of treasures, not at all as harsh and clumsy as the giant itself. The heart was as big as a man's fist, and even though the wildfolk had slain the stonehinje long ago, it was still warm.

Another chronicle that cannot be completely translated writes of the "soul-given stones," or the stonehinjes, as they are now called. These blocks of stone that were given a soul could change shape from a roughly carved stone creature on two legs to a specific object. The object could be a door or something else made of stone. The dwarves often created stonehinjes whose ability was to transform into a door or a wall. In this fashion, the stonehinje could be set as a guard over a room or a hallway. Sometimes the creator of the stonehinje worked in a drop of blood from the one who had asked for the creature to be made so that the giant would always recognize its master. Stonehinjes could also be set to guard an object or the owner of an object. If the object was moved, the stonehinje would move along with it.

There was a piece from a letter that described how the soul-giver could choose to give the stonehinje a consciousness of its own or no consciousness at all. The stonehinjes without consciousness were simply given orders to follow for the rest of their existence. The stonehinjes with consciousness were allowed to be the masters of their own lives however they liked, as long as the task that they were given remained their top priority. The latter type of stonehinjes were also given the ability to reproduce themselves, an ability bestowed by the spirit of the mountain. This was done so the giant could create a version of itself to follow in its footsteps and continue to carry out its assigned task, until the offspring was mature enough to create another copy that in turn would take over the task.

Stonehinjes can sleep for practically all eternity. What it is that makes them rise up and depart for the world, very few know.

The personality and appearance of a stonehinje can be likened to that of a human. Just as there are humans with bad character, there are stonehinjes with bad character and morals. They often choose a life like eremites close to their mountains,

but sometimes they will go out into the world until the time comes for them to return and become one with the mountain.

There are two types of stonehinjes, those that were born from the mountain and those that were lured forth by the dwarven stone interpreters. All stonehinjes born from the mountain have their own consciousness and live like any other creature (even though this is vastly different from any other animal life, as they neither eat nor engage in sexual activity).

Stonehinjes that have been lured forth by dwarves seldom gain their own consciousness, though on very rare occasions they might. A stonehinje that has been created without a consciousness is immortal unless destroyed. They can function for practically all eternity. These stonehinjes are often created to fulfill certain purposes, such as to serve as a door, a guardian to attack the uninvited, or a small stone creature whose only mission in life is to keep a place clean.



Immune to Fire and Cold

A stonehinje is completely immune to fire and cold.

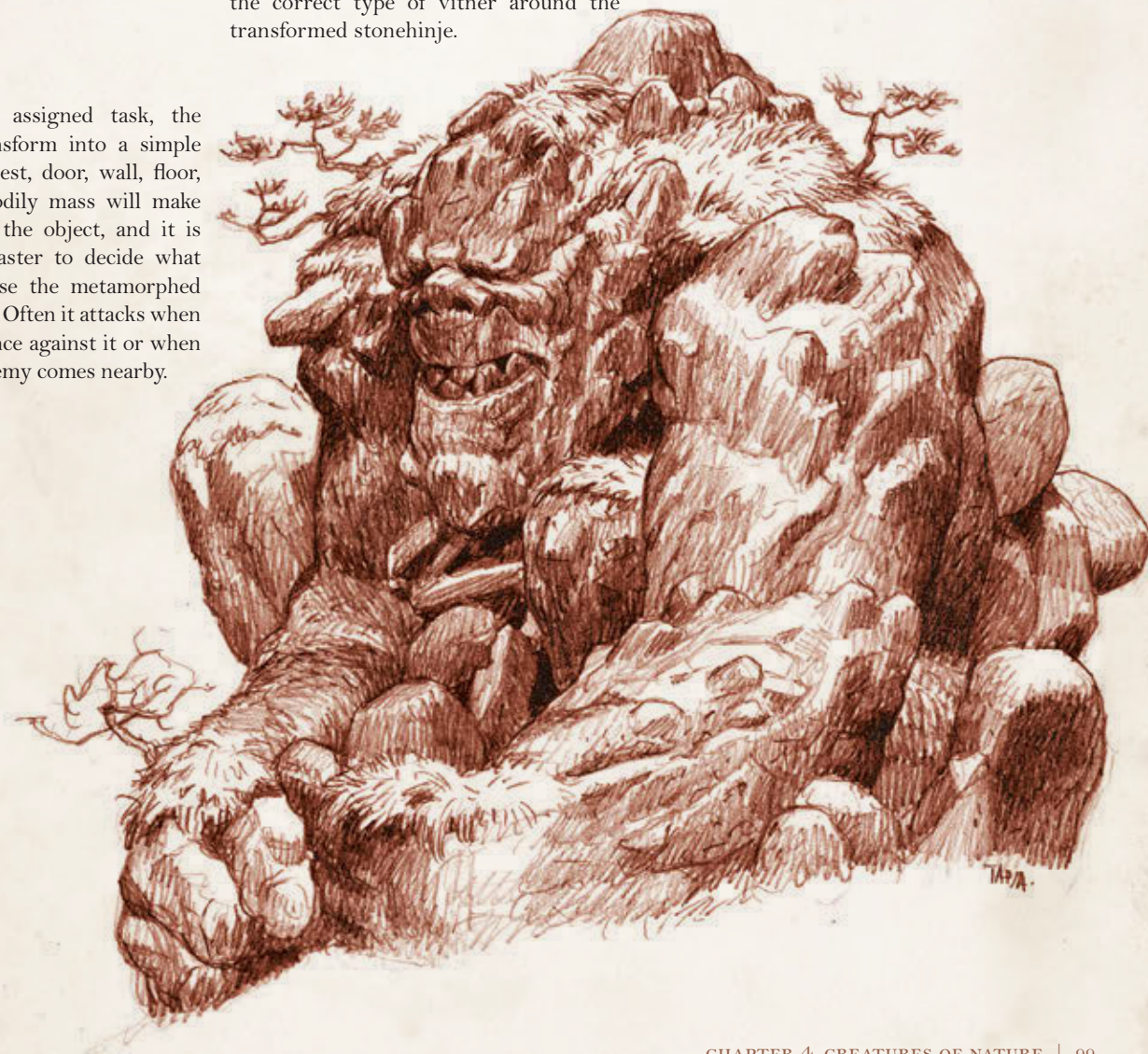
Normally one cannot detect that the object is in fact a living creature. To detect this, an observer needs to weave the correct type of vitner around the transformed stonehinje.

Night's Sight

A stonehinje can see without a light source as if it were day.

Metamorph

Depending on its assigned task, the stonehinje can transform into a simple object such as a chest, door, wall, floor, and the like. Its bodily mass will make up the material of the object, and it is up to the game master to decide what conditions will cause the metamorphed stonehinje to attack. Often it attacks when someone uses violence against it or when a predetermined enemy comes nearby.





STATS: STONEHINJE

Type: Humanoid; **Age:** varies, max varies; **Size:** 3t; **Movement:** Land 2 CP per 3 m (Max 18 m); **Natural Armor:** 5; **Initiative (Base):** -6; **Fear Factor:** 1d10.

Body Points: 80–100

Damage Levels (for 90 BP): 1–23 (0) / 24–46 (–1) / 47–68 (–3) / 69–90 (–7) / >90 (Dying)

Character Traits: Strength +6

Feats: Immune to Fire and Cold, Metamorph, Night's Sight

Weapons:	Damage:	Initiative:
Unarmed	1d10 (OR10) + 6	0
One-handed light weapons	2d10 (OR 9–10) + 6	–1 – –3
One-handed heavy weapons	2d10 (OR 8–10) + 6	–4 – –6
Two-handed weapons	2d10 (OR 7–10) + 6	–5 – –7

Number of Rounds to Spread Combat Points: Depending on size, as per table on page 7.

Combat Points: Free 10 / Attacks & Parries 14

Samples of Attacks: 2 actions to be divided among many rounds according to the Stonehinge's size.

Unarmed SV 14, SV 10

Weapon SV 14, SV 10

◆ YGGDRAS ◆



Trudvang is home to many strange creatures and beings from the world of fairy tales. A very special example is the yggdras, which is said to be the most ancient creature in all of Trudvang.

They come from the time when the elves wandered with their gods, the vanir, and it is said that the yggdras were linked to one another and were the very soul of nature. But then came the Long Storm, and the black fire of the dragons tore nature apart, and that which had been one creature now became several. The yggdras took shelter in the trees, for they lived for a long time and were protected, but the elves say that there are also yggdras that hide in animals and even in flowers, that the fairest rose can be an yggdras.

The yggdras originates from the family of creatures known as the "drajols," souls that live in total harmony with nature and are also its protectors. Even though the yggdras is a very strange creature, I have met one on three different occasions. During one of these meetings, I sat with the yggdras for several days. It told me about animals and creatures that have disappeared from Trudvang with the passing of seasons, and I wish oh so dearly that I had had more time to listen. For it is with songs and hymns that it speaks with other creatures. The yggdras sang of the moss-covered tree trolls that have long since disappeared from Trudvang, and also of dragon men that once wandered here. I was most impressed by the creature's long song about the giant spiders. The yggdras seemed to have unending knowledge about this beast of the forest.

It is also said that the yggdras are one of the few creatures that have learned to master the hidden magic; some say it was in fact the yggdras in the first place that found and polished this gift of vitner. I will let it go unsaid which type of magic the yggdras master, but let me say this: the yggdras that I

met could put a broken branch back in its rightful place with only its gaze, or create a bed of flowers and moss for one to sit on with just one tune from its lips.

The yggdras carry great wisdom and knowledge of the world that they were meant to guard. Few other beings are their equal in this regard. Any knowledge the yggdras do not possess has probably been lost to time.

All yggdras are mentally connected. They can be viewed as one single individual with several bodies. Even so, each body has its own personality and will, its own self. That is why the yggdras have such great collective knowledge. That which one individual knows or discovers is instantly known by every yggdras. With the help of the trees in the forest, they can also extend their consciousness and see into all corners of the woods.

There is no common appearance for an yggdras, since it hides in nature. If one sees something that looks like a face in the trunk of a tree, one can almost be certain that an yggdras lives there. Most commonly, one can find these souls of nature in the ancient barknut trees that, with their thick and knotty trunks, can live for more than an age of man.

The yggdras lives in symbiosis with its host tree. The nutrition that the tree takes up through leaves, roots, and branches is shared with the yggdras. The yggdras provides for the tree an essence that makes it stronger. Often yggdras live together in a group of twenty to help each other take care of the forest, their garden.

They are a shy kind, and it is always an yggdras that chooses to see someone, not the other way around. The information that they carry is given out only in small portions, and they do not share information that is too great for other creatures to handle. They often speak in riddles that tell very little about outcomes or solutions.







Feel Hostility

An yggdras can feel the presence of intelligent creatures within 200 meters and know whether such a creature is hostile or not.

Night's Sight

An yggdras sees without a light source as if it were day.

Speak With Animals

Throughout the years, the yggdras have learned to speak with animals. This has led to the animals in the forest protecting the yggdras from evil intruders.

STATS: YGGDRAS

Type: Entity; **Age:** varies, max varies; **Size:** 1.5t; **Movement:** Land 2 CP per 1 m (Max 3 m); **Natural Armor:** 3; **Initiative (Base):** -5; **Fear Factor:** 1d5.

Body Points: 31–39;

Damage Levels (for 35 BP): 1–9 (0) / 10–18 (-1) / 19–27 (-3) / 28–35 (-7) / >35 (Dying)

Character Traits: Intelligence +4, Perception +4

Feats: Feel Hostility, Night's Sight, Speak With Animals

Weapons:

Tree branch

Damage:

1d5

Initiative:

0

Combat Points: Free: 6

Samples of Attacks:

1 action per 3 rounds

Tree branch SV 6



THOMAS
WIEGEL

♦ DRAGONS - WURMS ♦



hat not many know is that the wurms arrived in Trudvang in the same moment as the elves plummeted like spears of starlight onto the surface of the world. The fact is that the dragons came down like black shadows next to the elves and the Vanir. Where they came from and why they followed the elves and their gods is shrouded in mystery.

Learned men believe that it was when the starlight passed Bloodheim, the world of demons, that the beings of dragons were created in the shadows that fell on terrible surfaces of the demonic world. The shadows then followed their bright siblings to Trudvang and landed at their side.

While the Vanir and the elves spread knowledge, the shadows slowly began to shape themselves. The creatures were filled by the hate of Bloodheim and an incomprehensible desire to own and possess. When the dragons crawled forth from their lairs and for the first time saw Trudvang through their reptile eyes, this desire was awoken in them. They intended to own Trudvang. It would be their world, over which they would rule with fear and chaos. And so fell upon Trudvang the Long Storm, the war between elves and dragons in which the elves, in the end, were the victors.

The dragons that survived sought their way back to the dark places whence they came to lick their wounds. In the depths of their hollows they cursed the elves and swore that they would one day return to Trudvang united in power to reclaim what they thought to be theirs.

*Many a year passed, and the dragons' sleep formed them into new creatures. During the Long Storm they had all appeared the same, but when the dragons awoke again, they had been reshaped by their long slumber. It was revealed that the places in which they had slept determined how they appear to this day. For example, the *jarnwurms* found themselves deep under the mountains, the *hrimwurms* formed in the ice, and the *yggwurms* found their rest high upon the mountain peaks of Trudvang (being close to the light is perhaps also the reason why they differ so greatly from their more ferocious cousins).*

Today only a few hundred dragons roam the world, but learned elves fear the day when all the dragons will awaken in full strength. These elves constantly try to decipher the stars and search for signs that a new storm shall arrive.

◆ BRASKELWURM ◆

The braskelwurm is a strange creature, perhaps one of the most dangerous in Trudvang. A Mittlandian skald once told me that the braskelwurm was born when a stone rooster swallowed the egg of a lindwurm. I myself have never seen a living braskelwurm, but only visited a place where one had its nest. Petrified creatures bore witness to the stories of a beast that can petrify its enemies with its gaze. In the nest of the braskelwurm, I found objects made of gold and silver, and a collection of eggs both great and small.

The great beastologist Hauklon Breid is said to have encountered a braskelwurm once during his travels in Mittland. He told of a creature the size of a wolf that walked on all fours and had a great head with bright, glowing eyes. It resembled both a stone rooster and a lindwurm. Its thin scales were white, almost transparent, but could change their color to green and gray just like the thoorkalian Breijtja lizard.

The braskelwurm has a love of nesting on eggs from certain creatures. It can, however, never bear any spawn itself. Because of its regenerating heart, just like the lindwurm, a new braskelwurm is created only when the old one dies.

One can find this creature in the deepest forests or the darkest caves. It cannot stand sunlight. A braskelwurm that is exposed to sunlight will catch fire, so it stays in its dark den during daytime. Moonlight seems to have a powerful effect on the braskelwurm, which likes to go hunting when the moon is full and glows the strongest.

Thanks be that the braskelwurm is a rare beast. There are few who have encountered it and survived.

The braskelwurm is a strange little creature that in spite of its small stature can petrify even the greatest dragon with a well-aimed gaze. It produces a clucking sound just like a rooster, which has given rise to its nickname: braskelrooster. Braskel is Vrok for "big stone."

The braskelwurm, or braskelrooster, is a reptile that lives in the deepest forests or caves, where it is protected from the dangerous rays of the sun. It lives mostly on roots, bark, mushrooms, and such. It is a very selfish beast that seldom allows any other living creature to step onto its turf. The braskelwurm usually attacks only with its gaze, but in rare cases it will use its bite or claws.

The braskelwurm seldom grows taller than knee high, and it moves on four legs. It is clad in scales that oscillate from green to gray, which allows it to easily camouflage itself in the landscape.

Fast

A Braskelwurm knows how to get the best from its four legs, which he can easily coordinate during combat more than other quadrupeds. A braskelwurm that wishes to move during combat while maintaining control of its surroundings can move up to up to double the rate that its size would allow. This means that it can move up to 4 m per 2 CP spent. However, it can never move farther than its total movement capability per action round.

Petrify

When the braskelwurm attacks with its eyes, it tries to force the victim to face its gaze. It does this by clucking seductively and pointing its glowing eyes toward its chosen victim. Even if the clucking is neither beautiful nor seductive, it is hard not to turn one's attention toward this sound and then fall into the deep eyes of the reptile.

Everyone who hears the clucking noise must make a situation roll with a situa-

tion value of 14 (Psyche modifiers apply) to avoid looking into the beast's eyes. The one whom the braskelwurm has chosen to be its victim has a negative modifier of -6 (situation value 8). Depending on the age of the braskelwurm, the situation value may be modified. A young braskelwurm is much more dangerous than an old one, and the most dangerous are the ones that were just born. It is up to the game master to give modifiers based on the age of the braskelwurm.

Victims of the gaze can withstand the incoming spell by making a situation roll with a situation value of 6 (Psyche modifiers apply). If the roll fails, the victim is instantly turned to nearly unbreakable stone. This means that the petrified victim gains a Protection Value of 10 and a Break Value of 100. When the Break Value is lowered to 0, the victim starts to take damage like normal, and if the victim takes as much damage as double its Body Points, the stone statue will break and the victim will die.

A petrified creature is in a constant state of sleep and cannot comprehend the passage of time or what happens around them. The victim cannot affect anything in its surroundings. One can set free a petrified person with the spell Remove Petrification (Braskelbrotja). When the petrification runs out, the victim returns to its original form.

A petrified creature is not attached to the ground in any way besides gravity, and can be moved by someone strong enough to do so. The statue weighs around ten times the victim's original weight.

Regenerating heart

The braskelwurm cannot breed; rather, it multiplies due to its regenerating heart that creates a new braskelwurm when the old one has died. It can take between one and two years before a new one is born. Sometimes, the heart will split and two identical twins will be created. The difference with the lindwurm, which also has a regenerating heart, is that no one but the braskelwurm has any use for its heart.

Sunlight

A braskelwurm that stays in a place where the sun directly shines on its scales will catch fire within mere moments (1d6 + 2 action rounds). First the scales will start to smoke lightly, and then they will be set aflame. The braskelwurm will survive longer in places where the rays of the sun do not directly hit its scales. It is very rare that braskelwurms will come out of their dark den during daytime, but one can sometimes spot a braskelwurm departing at dusk.

STATS: BRASKELWURM

Type: Quadruped; Age: 100, Max 250; Size: <1/3; Movement: Land 2 CP per 4m (Max 8 m); Initiative (Base): +2; Fear Factor: 1d10.

Body Points: 13-16

Damage Levels (for 14 BP): 1-4 (0) / 5-8 (-1) / 9-11 (-3) / 12-14 (-7) / >14 (Dying)

Character Traits: Perception +2

Feats: Fast, Petrify (SV 11), Regenerating Heart, Sunlight.

Weapons:	Damage	Initiative:
Bite	1d5	0

Combat Points: Free 10, Natural Weapons 22

Samples of Attacks: 4 actions per 1 round¹
3 actions per 1 round²

¹ Bite SV 11, SV 8, SV 8, SV 5

² Bite SV 15, SV 9, SV 8



◆ HUVFURWURM ◆

The so-called “huvfurwurm” has many oddities that make it unique, but also clearly related to other draconic beasts. For a long time, many believed that a jarnwurm had mated with a lindwurm and thus spawned the huvfurwurms, though my research shows that any relation to jarnwurms can be almost completely disregarded as naught but a myth. However, this draconic beast bears much resemblance to both the lindwurm and the braskelwurm. All the same, the huvfurwurm is a unique species, different from all dragon kinds.

Their wounds close swiftly, and even more so when the worm suffers great pain. Moreover, their severed limbs grow anew like they had never been touched by a weapon. From that fact springs the myth that huvfurwurms grow new heads when the old ones are cut off or badly wounded. But even age seems to have this effect on the dragon. The huvfurwurm is born with only one head and it is in this fashion quite like all the other dragons. What sets it apart from its cousins are great lumps and growths on its neck and body that create new heads when the dragon grows older. As a sort of biological defense these lumps produce new heads rapidly when the dragon experiences pain. A head that has been removed from the body is not replaced with a new one in the same place, as the myth would have it.

Only once in my life have I seen a huvfurwurm, and at that point I encountered it after its demise. But if my theories about the lumps are true, there is no limit to how many heads the dragon can have, for its body is covered in these growths. I mean hundreds of them, perhaps even thousands.

The beastologist Raka Tinderfaogla once told me that the huvfurwurm has an organ that lies close to its heart that seems to control the dragon’s impulses. When the huvfurwurm is exposed to great pain, the pain is sent to this organ, which instantly

develops a new head. This new head is always unique, but Raka considered that the greater pain caused to the dragon, the greater and more dangerous the new head will be. She told me that she had once seen a huvfurwurm with over a hundred heads, and it eventually became unable to move and fell over so that it could be slain.

The huvfurwurm can be found in many environments, but for the most part it prefers moist places such as marshlands, fens, or bogs. This devourer of all things lives in a cave that it claims as its own. If it does not find a den, it will dig its own cave that can be several hundreds of meters deep.

A huvfurwurm is not very intelligent and mostly operates as a great carnivore. It does not eat often, at most once a month. At these times, it does not stray far from its den as it has a tendency to fall asleep after it has devoured food. When the huvfurwurm has eaten, it lies asleep deep inside its cave until a few days prior to the time of the next meal. The beast awakens a day or two before it needs to eat again. It is during these days that the huvfurwurm is most active and can leave its cave.

If someone tries to sneak up on a huvfurwurm that lies sleeping, he risks being discovered by the beast, since it is not certain that all of its heads will sleep at the same time.

Since the huvfurwurm often has several heads in motion, it can engage attackers from all directions. Each head that is attacking can reach up to 6 meters from the point where the drake is standing. The huvfurwurm does not coordinate its attacks, which means that a head can engage a target without any regard to what the other heads are doing or whom they are fighting. Hence, all attacks lash out randomly at targets within reach of the huvfurwurm. The one exception is that, when a head has snatched a victim in its jaws, all heads also engage that target.







A huvfurwurm can be killed in two different ways. The first and probably the most difficult way is to get close to the body of the huvfurwurm and deal so much damage that the body's Body Points reaches below 0. A more time-consuming way is to cut off all heads four times. Each time the head is regenerated, but on the fourth time the new head will be too mutated to be functional. This fourth-time regenerated head can not even regenerate again, if it is cut. If there is no functional head, the huvfurwurm dies.

Number of Heads

There is no exact amount of heads for a huvfurwurm. It is up to the game master to determine how many heads a dragon has and how many times each of them have been regenerated. To decide randomly, the GM can roll $3d6 + 2$ to determine the number of heads. Treat each head as an individual creature. Each head has a neck that can withstand about $25 (\pm 5)$ points of damage before it is removed. The heads do not suffer penalties from damage levels linked

with their own BP but only those coming from the body BP. The GM can allow aiming hits at specific heads but suffering penalties which are totally up to the GM's judgement. Remember that the huvfurwurm is a 7t sized creature, therefore its Combat Points should be spent across 3 rounds and only after that time will the CP regenerate. All heads share the same pool of Combat Points and do not have separate CP.

Consider that the number of heads can both increase and decrease during combat

and wounds, especially decapitations, could trigger the creation of more heads, according to GM's judgement and the rules above described.

Regenerate Head

When a huvfurwurm takes great damage (20+ points of damage) or if a head is cut off, a new head is created from one of the many growths and lumps that cover the dragon's body (the game master decides how often this happens). The greater the damage, the more dangerous the head. A few have their own abilities and can be used in battle. The GM can create other heads with special traits and powers. Below are examples of heads and their traits.

In order to remain functional a head cannot be severed and regenerated more than three times. This is due to the fact that every time a new head grows it is mutated, both in shape and property. The first three times the GM rolls 1d20 on the table below while the fourth time the head is so mutated that it can not cause any injury anymore or even work normally. Should such a mutated head also be cut off, it does not grow a new one to replace it. You will notice that some head regeneration can result in two or more extra heads. Regarding the number of regenerations, the extra heads will not be considered anew, but they will keep the same regeneration status (first, second, etc..) that they should have had, if they were singular heads.

Night's Sight

The huvfurwurm sees without any light source as if it were day.



HEADS OF THE HUVFURWURM

2d10 Results

- 2-4 Instead of one head, two normal heads are regenerated.
- 5 Head with a thin neck; halve Body Points to cut off the neck.
- 6 Head with a thick neck; double Body Points points to cut off the neck.
- 7 A head with hypnotic eyes which can be used without spending CP. The victim must succeed on a situation roll with a situation value of 8 (Psyche modifiers apply) to avoid being hypnotized. A victim that is hypnotized is paralyzed and cannot awaken for 2d6 action rounds or until it takes at least 1 point of damage.
- 8 The head is visually impaired; SV -3 on attacks.
- 9 Mutated head with great tusks; the chance of an open roll increases by 1.
- 10 Frenzied head that attacks its own kin.
- 11 Grabber head that is broad with a great jaw and a set of small, sharp teeth. On a successful attack, the head deals half damage, but if the victim fails a situation roll with a situation value of 12 (Strength modifiers apply), the victim is held firmly by the mouth. All other heads gain +2 SV on attacks against that target until the victim has freed himself by succeeding on another situation roll.
- 12 Short neck; -4 m in reach.
- 13 Extra-long neck; +4 m in reach.
- 14 Defective scales; 0 in Protection Value (only for this head).
- 15 Heavily scaled head; +3 in Protection Value (only for this head).
- 16 Mutated giant head with giant teeth and a huge maw; +3 SV on attacks, and chance of an open roll increases by 2.
- 17 Acid head that can spew acid up to 7 m in the shape of a cone with a diameter of 4 m at the end of the cone. It deals 1d10 (OR 8-10) points of damage. The head can spew acid two times per day. The acid spit does not cost CP.
- 18 Fire head that can breathe fire up to 10 m in the shape of a cone with a diameter of 4 m at the end of the cone. It deals 1d10 (OR 7-10) points of damage. The head can breathe fire two times per day. The fire breath does not cost CP.
- 19 Two extra heads grow (roll two times to see which ones).
- 20 Three extra heads grow (roll three times to see which ones).

STATS: HUVFURWURM

Type: Quadruped; **Age:** 200, Max 375; **Size:** 7t; **Movement:** Land 2 CP per 14m (Max 28 m); **Natural Armor:** 5; **Initiative (Base):** -4; **Fear Factor:** 1d10 (OR 7-10)

Body Points: 153-187

Damage Levels (for 170 BP): 1-43 (0) / 44-86 (-1) / 87-128 (-3) / 129-170 (-7) / >170 (Dying)

Heads Body Points: 20-30

Damage Levels for Heads: none

Character Traits: Intelligence -4, Perception +2,

Feats: Night's Sight, Number of Heads, Regenerate Head.

Natural Weapon:

Damage:

Initiative:

Bite

3d10 (OR 8-10) + 6

0

Number of Rounds to Spread Combat Points: 3

Combat Points: Free 10; Natural Weapons: Bite 20 (+ 2 CP per head)

Samples of Attacks: Up to 9 head attacks per 3 rounds
(no head can spend more than 14 CP per bite)

Bite SV 14, SV 12, SV 8, SV 6 (Huvfurwurm with 5 heads)

◆ HRIMWURM ◆

Late summer offered up warm weather and shining sun when I arrived in the little village of Kwudhwa in southern Fylgjes. I had for several days steered my horse's hooves towards Ymertwal and now when I stood by its foot, I could do nothing but marvel at the great peak that towered above me like a giant pillar from the mountain mass of Ymergrind, reaching to the blue heavens above. Without a doubt, this is one of Trudvang's highest and most beautiful mountains. Surely there are high peaks in Nhoordland too, but there you must already be high up in the mountains to spot them. Ymertwal, on the other hand, rises without warning from the plains and does not seem to stop until the end of the heavens above.

I do not know how long I had been standing there, in awe of the mountain. But it must have been quite a while, for an entire gathering of children had begun to flock around me when I eventually managed to pull my gaze from the mountain. I heard cheerful words from both men and women who bade me welcome to their village. When I turned to take care of my horse, I noticed that a young boy had already done my intended job for me and now stood grooming it in a stable of sorts. The hospitality was so sudden and great that it made me oddly suspicious. It was later revealed that the villagers were incredibly hungry for news and tidings from far-off places, and since they had seen my instruments, it was not long before I was asked to perform. The night grew long, filled with laughter and with much to drink, and quite frankly I cannot remember how it ended when it eventually did.

When I awoke the following morn, I realized that something was not right. I was very cold, cold as if it were midwinter in some of the countries farther north. I wrapped the thin blanket around me and made haste out of the house and to my great astonishment, I found myself standing barefoot upon frosted grass. Around me the villagers came out of their houses equally surprised at the landscape's sudden shift in character. However, it was not long before their astonishment was replaced by horror. "Hrimunen has awoken," I heard someone whisper, and soon this was repeated like a horrid mantra by the villagers. "Hrimunen?" I asked, but received

no answer. Soon all the villagers had disappeared and left me standing alone in the yard.

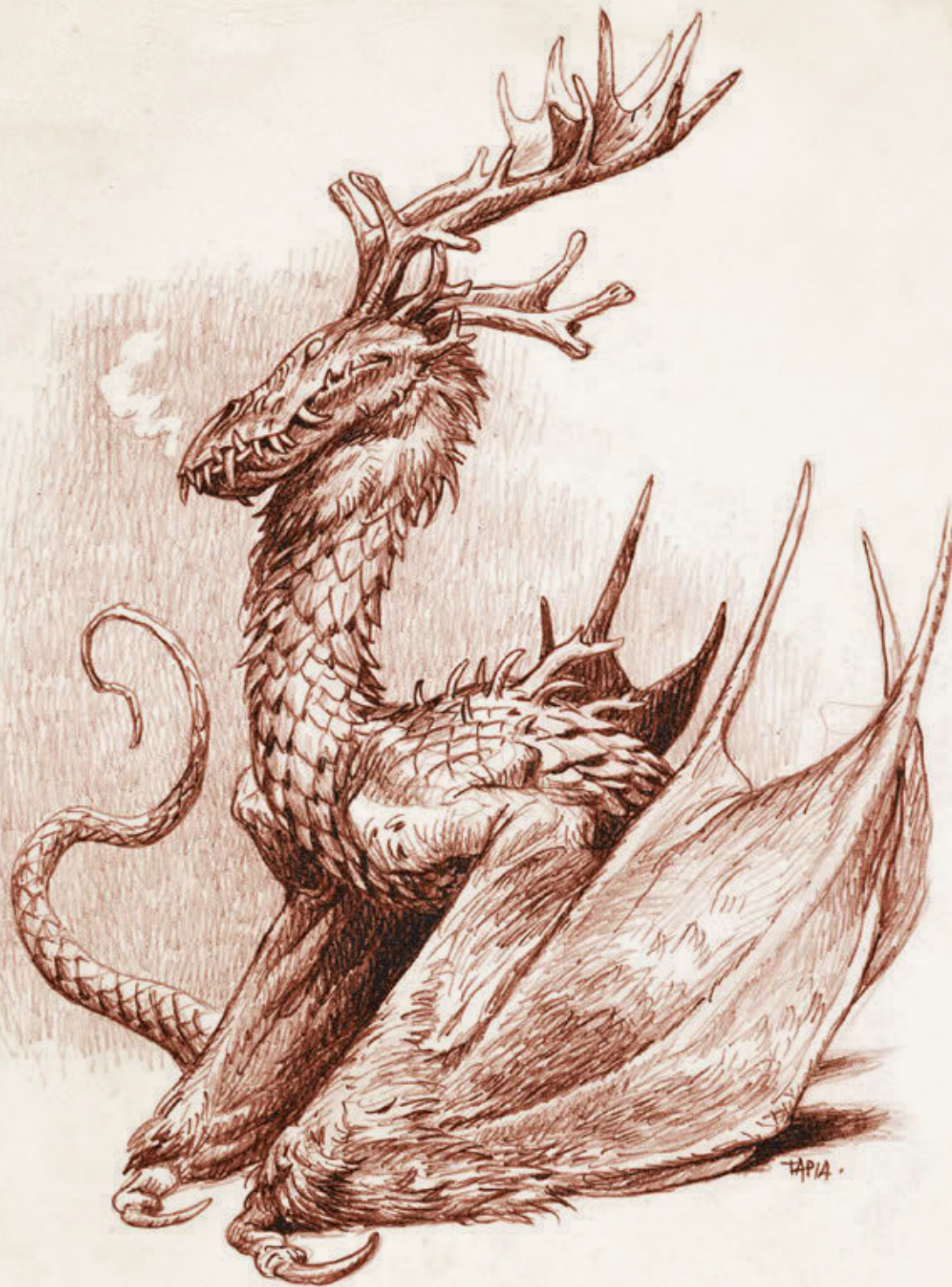
Great and featherlike snowflakes started falling around me. The cold breeze brought them along from the south, from Ymertwal, and when I turned my gaze toward the mountain, I could see the black storm clouds surrounding it. Dazed and confused, I stood there in the sudden winter and watched the mountain as the snow grew more fierce and the wind started hissing.

Suddenly, I thought I saw movement among the clouds. Yet I was surprised and stunned when the white dragon broke through the great black clouds and dove from the heavens downward toward me. Paralyzed by horror, I saw its shape grow larger and larger as the temperature dropped. Trembling in a combination of fear and biting cold, I stood unable to move and watched as the dragon landed upon my poor horse that stood bound thirty steps away. The horse was not given any warning or time to react, and I watched in despair as the dragon devoured it with great hunger. The red blood was sharp in contrast to the chalk-white scales, and I realized that I was next in line to be eaten.

Even though the horror was so great that I was completely incapable of moving, I could not help but witness what happened around me. A great round sphere with the dragon as its center had taken shape. On the inside, where the dragon was, the cold air stood completely still. But on the outside I witnessed a blizzard of snow that swirled like a storm in the great ice plains. Suddenly the dragon lashed out with its great wings and I knew that my time had come. But instead of eating me for supper, the dragon took to the skies, and when it did, the protective sphere followed. I was left standing in the snow and witnessed the great storm that surrounded the dragon as it disappeared toward the peak of Ymetwal.

To this day I wonder why I was left untouched by the hrimwurm.

The hrimwurm, or frost dragon, is a rare creature that was first sighted during the Age of the Queen. It has since lived in the farthest northern regions or high upon the peaks of mountains where the cold is most intense and chilling. There



it has made the ice into its home, building its nest deep within one of the many icy caves that have been carved there. The dragon is clad in thick white scales that protect it from the cold and make it hard to discover in the snowy landscape. The white scales serve as somewhat less viable protection than those found on others of the dragon's kin. However, the skin

of this dragon is considered to be some of the best protection that a warrior can carry in the great ice plains, since it serves as a shield against incoming blows and the unthinkable cold. The hrím breath is the hrímwurm's breath weapon. It does not deal as much damage as the breath weapons of other dragons, but it puts the victim into a type of frosty sleep.



Hidden

In order to spot a hrimwurm that lies in the snow at a distance, a successful roll of the Shadow Arts skill with a modifier of -10 is required; on a failure, the dragon is mistaken for a large pile of snow. If the dragon is in motion, a situation roll with a situation value of 8 (Perception modifiers apply) is required to discover it or, alternatively, a skill roll with a modifier of -3. At a smaller distance, a situation roll with a situation value of 15 (Perception modifiers apply) is enough. It is up to the game master to apply his own modifiers depending on the environment.

Hrim Breath

Like other dragons, the hrimwurm has a breath weapon. This one is called Hrim breath, and it turns everything in its path to ice. To perform a Breath Weapon no Combat Points are spent and a SV13 roll must be made. A person that is exposed to the hrim breath suffers the damage dealt by the breath, and must also make a situation roll with a situation value of 7 (Psyche modifiers apply).

On a success, the victim gets frostbite and has a modifier of -3 on everything they do for 1d10 action rounds.

On a failure, the victim is chilled so thoroughly that they cannot bear to do anything for 1d10 (OR 7-10) action rounds. The victim becomes so stiff and unable to move that he can only hope to curl up and hold himself while trembling from the cold.

If a victim who fails the situation roll is exposed to another hrim breath and fails that situation roll as well, they fall into a hrim sleep for 1d10 (OR 7-10) hours. A victim wearing a full outfit made from the fur of a mastomant takes only half the damage, and a modifier of +5 is added to the situation roll, which means that the roll equates to 12 instead of 7.

The dragon can use its hrim breath up to three times per day.

Hrim Body

The hrimwurm has lived in the cold for such an extensive amount of time that its body has absorbed the cold, constantly releasing it in a phenomenon called “Hrim Body” which does not require the expense of any CP. An ever-present frost pulsates in a sphere around the dragon. The sphere is 15 meters in diameter. All who stand within the sphere must make a situation roll with a situation value of 10 (Psyche modifiers apply) in order not to flee from the sphere. The cold within the sphere deals the following damage per action round to any who stand within it.

Winter clothes halve the damage during the first three rounds, but for this to have any effect, the clothes must be counted as winter clothing. The following count: thick pants, fur coat, fur hat, fur shoes, and thick gloves.

A character with a full set of winter clothing made from the fur of a mastomant takes no damage.

HRIM BODY DAMAGE

Action Round	Damage
1	—
2	1d6
3	2d6
+1	+1d6

(Hrim Body Damage per round spent within the sphere)

Night's Sight

The dragon can see up to 100 meters in pitch darkness as if it were daylight. Beyond that, visibility decreases and disappears completely at about 300 meters.

Thermal Sight

Hrimwurms can see heat sources up to 300 meters away, using this sense to determine how far away the heat source is located as well as how large it is. The dragon can suppress the thermal vision when necessary and cannot be shocked by a sudden source of heat.

STATS: HRIMWURM

Type: Quadruped winged creature; **Age:** 350, Max 500; **Size:** 7t; **Movement:** Land 2 CP per 14 m (Max 28 m); Flying 2 CP per 14 m (Max 42 m); **Initiative (Base):** -4; **Fear Factor:** 1d10 (OR 7-10).

Body Points: 183–224

Damage Levels (for 204 BP): 1-51 (0) / 52-102 (-1) / 103-153 (-3) / 154-204 (-7) / >204 (Dying)

Character Traits: Perception +2

Feats: Hidden, Hrim Body, Hrim Breath (SV 13), Night's Sight, Thermal Sight.

Natural Weapons:	Damage:	Initiative:
Bite	3d10 (OR 8-10) + 6	0
Claws	3d10 (OR 9-10) + 6	0
Hrim Breath	2d10 (OR 8-10)	-4

Number of Rounds to Spread Combat Points: 3

Combat Points: Free: 10; Natural Weapons: Bite 10, Claws 13

Samples of Attacks: 3 actions per 3 rounds

Bite SV 12; Claws SV 12, SV 9

♦ JARNWURM ♦

As the elves once feared the logiwurms, the dwarves fear the dreadful jarnwurm. Much is veiled in secrecy concerning the origins of this dragon, and the stories are as few as the number of dwarves alive. The buratja dwarves who live deep in the bosom of the earth near the mighty lava rivers say that the jarnwurm was created by two prehistoric dragons that laid eggs in the lava. There the eggs lay for thousands and thousands of years before they were hatched. So devastating has this dragon's reign over Trudvang been that an entire age has been named after it: the Age of the Jarnwurm. The dwarves have always hated the jarnwurm and yet loved it at the same time. From the blood of the jarnwurm one can create the mightiest of bindings, ironblood iron. Ironblood iron is heavy but durable, and above all else, blade weapons made from ironblood iron can be sharpened like no other.

The jarnwurm is more compact than the logiwurm and yet more durable. Its iron-like skin is covered in thick, hardy black scales that are mostly impenetrable. The fire that the jarnwurm breathes from its mouth is filled with lava and conjures up such heat that not even the logi furnaces (logeugnar) of the dwarves can compare.

A jarnwurm that has found a good place to nest seldom leaves it for any purpose other than to find food or collect treasure. The jarnwurm loves treasures more than dwarves do, and its nest is often full of gold, precious gems, and magical artifacts. The jarnwurm is most at home underground and prefers to live in the homes of dwarves that it has conquered. Such a nest I visited during my travels in Grunkovorda. For almost a hundred years, the dwarves had tried to kill the jarnwurm Ogovord, and almost three hundred zvarda dwarves had died in the struggle. I arrived almost twenty years after the dwarves had finally defeated and slain Ogovord, and all I witnessed was a butchered body in an empty cave system.

The following struck me at the time. The teeth that still remained in the skull measured as long as short swords from Mittland and sharper than anything I had previously laid my hands upon. The horn that sat atop its nose smelled of pungent sulfur, and the scales that covered the mighty beast were unnaturally thick. A typical scale was as large as my hand and as thick as my thumb.

It weighed as much as a sack of flour, and I could not even begin to imagine how the dragon had been able to move when it was still alive. With a body covered in thousands and thousands of similar scales, the jarnwurm should not have been able to move, and yet the dwarves spoke of a beast that was both agile and fast. After a long and arduous negotiation, the dwarves eventually allowed me to take a scale; alas, I lost it when Bysentian roaming hirdmen attacked our caravan a year later. However, when in the twilight of my life I gather my notes, I shiver at the thoughts of this terrible beast and marvel at its anatomy and powers. It's as if the dragon were created for one single purpose: to kill.

The jarnwurm is a creature from a lost time that was awoken by the dwarves and has made the mountain ranges of Trudvang its home. It nests deep in the darkest and most ancient places of the mountain, where it's so hot that the stone is almost liquid. This dragon is evil, greedy and cruel, and almost never cares for speaking with simple creatures that walk on two legs. If someone dares to venture into its nest in search of treasure and glory, the dragon will engage in a brutal assault.

This ancient bringer of death knows no magic by itself, leading it to an interest in, and hunt for, magical artifacts and writings. The treasure that it collects is mostly of a magical nature, but more mundane riches in the form of coins, precious gems, and beautiful crafts provide satisfaction as well.

The most defining trait of the jarnwurm is its thick, red and black armor that pretty much covers the entirety of its body. The scales are a combination of dragonskin and hardened magma. Unlike other dragons, the jarnwurm is mostly protected on the underside of its body. There the already strong scales are reinforced by more thick layers of scale bindings. Its most potent defense is also the dragon's greatest weakness. The heavily armored body in combination with its short wings mean the jarnwurm cannot fly for long distances. Some jarnwurms are so great that the small wings simply cannot lift the giant body.

There is only one thing that this dragon fears: water. Large amounts of water poured over a jarnwurm's warm body produce an explosion that can lay waste to an entire system of caves. The creature flees from water as if it were the plague. When thirsty, it does not drink water; instead it gathers its required nutrition from the



flowing magma. Small amounts of water do no damage to the jarnwurm, but everything above 100 liters harms the beast.

The jarnwurm spends most of its time on the ground or in tunnels and caves.

It does not shy away from conflict. When it fights, the jarnwurm uses its claws, teeth, and tail first and foremost. Its most feared weapon, however, is its breath weapon, which it rarely makes

use of. This is because the jarnwurm loses so much of its magma blood each time it attacks in this way that it cannot live through more than three breath attacks per day.



Magma Blood

Underneath the skin of the jarnwurm flows the horrid and prized magma blood. The dragon radiates such heat that anyone who comes within 6 meters must make a situation roll with a situation value of 6 (Psyche modifiers apply) in order to hold his ground. Anyone who manages to remain within the sphere of heat takes the following damage per action round.

MAGMA BLOOD DAMAGE

Action Round	Damage
1	—
2	1
3	1d3
4	1d6
+1	1d6

Weapons that pierce the heavy scale armor cause magma blood to spew from the wound. An attacker at close quarters could be hit by the blood and take damage from the extreme heat (make a luck roll with 1d10, where 1-3 means that the attacker is hit by the blood). The attacker can avoid this by succeeding on an Agility skill roll. If the roll fails, they take 1d6 points of damage (armor protects normally but risks catching on fire).

The magma blood is of use not only to the jarnwurm but also to all the blacksmiths in Trudvang. If the blood is mixed with iron, a binding is formed that is both harder and more durable than the dwarves' mitraka. The metal is colored scarlet and called ironblood iron. Weapons made out of ironblood iron increase the chance of an open roll by 2. The Protection Value, Breach Value, and weight of weapons and armors made from ironblood iron is increased by 1d3.

Magma Breath

Like other dragons, the jarnwurm has a breath weapon that he uses not by spending any Combat Point, but by making a SV12 roll. This one is called magma breath, and both the dragon and its foe take the same damage. The damage the dragon takes is due to the great loss of magma blood used in the attack, and if the jarnwurm does more than three breath attacks in a row, it will die from blood loss. The magma blood is renewed at the rate of one breath attack per day.

Night's Sight

The dragon can see up to 100 meters in pitch darkness as if it were daylight. Beyond that, visibility decreases and disappears completely at about 300 meters.

Tail Whip

The wurm can use his tail like a whip to hit all the targets in a diameter of 10 m around. The wurm must make a successful SV6 roll and cannot perform any other action. The Initiative Modifier is 0.

STATS: JARNWURM

Type: Quadruped winged creature; **Age:** 500, Max 1000; **Size:** 10t; **Movement:** Land 2 CP per 20 m (Max 40 m); Flying 2 CP per 20 m (Max 20 m); **Natural Armor:** 5; **Initiative (Base):** -4; **Fear Factor:** 1d10 (OR 6-10).

Body Points: 391-478

Damage Levels (for 432 BP): 1-108 (0) / 109-216 (-1) / 217-324 (-3) / 325-432 (-7) / >432 (Dying)

Character Traits: Intelligence +4

Feats: Magma Blood, Magma Breath (SV 12), Night's Sight, Tail Whip (SV 6), Thermal Sight.

Natural Weapons:	Damage:	Initiative:
Bite	3d10 (OR 8-10) + 10	0
Claws	3d10 (OR 9-10) + 10	0
Magma Breath	3d10 (OR 8-10)	-4

Number of Rounds to Spread Combat Points: 4

Combat Points: Free: 12; Natural Weapons: Bite 11; Claws 14

Samples of Attacks: 3 actions per 4 rounds

Bite SV 15; Claws SV 11, SV 11

The damage taken depends on the number of people affected according to the chart below and anyone who is hit is thrown down and remains prone until he makes a Stand Up combat action.

The only way to protect oneself from the tail whip is to avoid it with a successful Evade roll.

TAIL WHIP DAMAGE

Number of People	Damage
1	2d10 (OR 8-10)
2	2d10 (OR 9-10)
3	2d10 (OR 10)
4	1d10 (OR 8-10)
>4	1d10 (OR 10)

Thermal Sight

Jarnwurms can see heat sources up to 300 meters away, using this sense to determine how far away the heat source is located as well as how large it is. The dragon can suppress the thermal vision when necessary and cannot be shocked by a sudden source of heat.

◆ LINDWURM ◆

During my long travels in the Stormlands, I bore witness to many a strange ritual. One of these is the so-called “bear mantle” that takes place when a woman is sworn into partnership with a berserker. The berserker is said to possess many mystical powers, and for the woman to show that she does not fear those powers, she allows herself to be mantled by a bear, well, purely ritually speaking. Same thing if it is a man sworn to a female berserker; he shall “mantle” a she-wolf. In this manner the person shall slay the animal, prepare a fur blanket, and then under ritualistic customs spend a night with this so-called mantle. Only then can they be sworn to a berserker. Most peculiar indeed, and I note this as part of my discussion on the lindwurm because the most dedicated followers of The Eald Tradition and worship of lindwurms have a similar ritual. The strongest believers that swear an oath in blood do this with the skin of a lindwurm wrapped around their body. The older and greater the skin, the more powerful the oath of blood.

The lindwurm is both feared and loved, worshipped and hunted. The myth of its heart giving birth to a new lindwurm when the old has withered and died has led many heroes from far and wide to seek out the den of the creature to slay it. However, the dragon is a mighty foe that is cunning and in some cases skilled in the craft of using vitner.

The lindwurm is much more snakelike in comparison to other draconic beasts. It has a body that can stretch up to 60 meters long and as thick as the greatest oak upon the plains of Viranne. The lindwurm is sly and greedy and lives in great subterranean dens, preferably at the edge of the forest. It is both said and sung that the lindwurm prefers goblins and forest trolls as a food source, but I believe that this is because this type of food is in great supply. Once I bore witness to followers of The Eald Tradition offering up a goat to a lindwurm, and a beast more gluttonous I have never seen. Like the old foul pike in the black waters, it devoured its prey in two bites and glared at us for more.

Catch

After a successful Bite attack a lindwurm can try to catch a victim with its mouth. If the lindwurm is successful, it can try to keep the victim in its jaws. By succeeding on a roll with the Catch ability (skill value 10), the creature keeps the victim in its mouth (if the victim has exceptional Strength, this is used as a negative modifier on the skill value). If the lindwurm succeeds in catching its prey, it usually slithers back to its home.

The lindwurm must succeed on a new Catch skill roll in each new action round in order to maintain its grip on the victim. Each round in which the lindwurm keeps the victim in its mouth, the victim takes 1d10 (OR 9-10) points of damage.

The game master determines whether the lindwurm loses its grip if it is attacked or damaged by an enemy. For example, a situation roll with a situation value of 15 can be rolled each time the worm takes more than 15 points of damage to see if it loses its grip. For each damage point above 15, the situation value is lowered by -1. Damage of 20 therefore translates into a situation roll with a situation value of 10 (15 - 5).

Constricting

A lindwurm can try to slither around a victim making a SV 8 roll without spending

CP. If it is successful, it wraps the victim in its powerful grip. The victim takes 2d6 points of damage each round, though armor offers protection.

The victim can break free only by succeeding on a situation roll with a situation value of 12 (Strength modifiers apply). If the victim fails his situation roll, he can then try again to loosen himself once per action round, but for each new round, a cumulative modifier of -1 is applied (three action rounds later, the situation value for getting loose is thereby 9). For each person that tries to help the victim, the situation roll is modified by +1. If the helping characters have excep-





tional Strength, the bonus from their Strength is added to the skill roll.

Each action round that the lindworm spends strangling its victim, the worm cannot do anything else. The lindworm can try to bite another opponent instead of continuing to strangle its victim. When this happens, the victim remains in the grip of the lindworm but takes no damage.

Night's Sight

The lindworm sees without any light source as if it were day.

Regenerating Heart

The regenerating heart of the lindworm is why people hunt this massive, snakelike creature. When a lindworm dies, a new one is created from the heart, which takes

1d10 weeks. However, if someone eats a lindworm's heart, they heal all wounds, they become free from all diseases, body parts that were unusable become fully functional, and body parts that were removed grow back. Depending on the severity of the damage, these effects can take different amounts of time, and it is up to the game master to determine how much time should pass before damage is healed.



STATS: LINDWURM

Type: Other; **Age:** 100, Max 175; **Size:** 5t; **Movement:** Land 2 CP per 10 m (Max 40 m); **Natural Armor:** 3; **Initiative (Base):** -3; **Fear Factor:** 1d10 (OR 8-10).

Body Points: 130-160

Damage Levels (for 145 BP): 1-37 (0) / 38-73 (-1) / 74-109 (-3) / 110-145 (-7) / >145 (Dying)

Character Traits: Constitution +4

Feats: Catch, Constricting, Night's Sight, Regenerating Heart.

Natural Weapon:

Damage:

Initiative:

Bite

2d10 (OR 8-10) + 6

0

Number of Rounds to Spread Combat Points: 2

Combat Points: Free 10, Natural Weapons: Bite 20

Samples of Attacks:

3 actions per 2 rounds

Bite SV 14, SV 8, SV 8

However, eating a lindwurm heart is risky. If someone eats the heart, entire or in part, they must make a situation roll with a situation value of 16 (Constitution modifiers apply). On a failure, they fall into a deep and magical sleep and will be transformed into a lindwurm within 1d10 weeks. Such a lindwurm is transformed back into its previous form when it dies.

◆ LOGIWURM ◆

At the end of the Age of Dreams a great storm came roaring in over the world. Thousands and thousands of logiwurms crawled forth from their dark dens and set Trudvang ablaze. Their hatred and their darkness had brewed for a long time, hidden from all. Not even the wisest of elves knew that the dragons were going to wake up, and perhaps that was why they became the most vulnerable. For the fire of the logiwurms devoured much of that which the elves cared for and it is said that after this war with the dragons, the elves never fully recovered to what they once were.

I speak of a prehistoric dragon from the ancient tribe, perhaps the most dreadful of all of Trudvang's creatures. One that can be defied only by the ancient ice demons. After the Long Storm, when the elves together with the gods eventually managed to push away the logiwurms, this draconic race disappeared for many ages. The first real sightings of living logiwurms after the Age of Dreams are first found in the Age of the Prophets, which is why many claim that it was at that time that the logiwurms were actually born, and that the time before is naught but a myth or a fairy tale conjured up by the elves to explain why their gods, the Vanir, left them.

I have never during my travels seen or even been close to a living logiwurm, but in the halls of Throneland I saw the skull of a logiwurm. It was completely black and, according to the Thronelanders, the skeleton of a logiwurm is naturally black and hot as an open fire. The skull was large, almost as large as one of the boats that the wulter fishermen use, and the teeth that sat in its jaw were as long as broadswords. The Thronelanders, the only humans with a tradition of knights who dedicate their lives to slaying dragons with their own order of dragon knights, told me that the logiwurm carries an impressively thick mantle of scales that is pretty much impenetrable. The dragon has red skin and its claws are as sharp as greatswords. The logiwurm's ability to spew flame is legendary, and it is both said and sung that not even the oldest logi furnaces of the buratja dwarves can conjure up such heat.

The logiwurm is without a doubt a mighty slayer, and its coming speaks of sudden and horrible death. It is the greatest

and most feared of all draconic beasts in Trudvang, and with its formidable size and red skin, it is indeed a sight to behold. It will settle wherever it finds a place that for the moment suits its very impulsive personality. This can be anything from an abandoned castle to an impressive network of caves. Unlike most of its draconic kin that are often more interested in riches and magical artifacts, the logiwurm is a power-hungry creature with great ambitions. It is constantly planning and organizing new conquests. The dragon does gather treasure of considerable worth, but it is not the treasure that makes the logiwurm so full of itself, but the power. Ever since their return, the logiwurms have constantly tried to reclaim the power that they once had in plenty. Through cunning, persuasion, and pure violence, they conquer small villages, cities, and sometimes great patches of land that they later rule by the crack of the whip.

The logiwurm is by no means a patient creature, and therefore it is not as successful as it perhaps should be. The dragon has an enormous amount of time on its hands, yet it rushes out into new crusades and conquests. The dragon's constant thirst for power causes it to make decisions even when the different outcomes and options have not been considered properly. The logiwurm is not directly skilled in vitner, but it can be given a few spells that it wields with caution. The spells should be used for only one purpose: to gain more power.

The red scales serve as mighty protection for the dragon, which relies on its seeming invulnerability. Its only weak spot is on its belly, where the skin is somewhat thinner than on other parts of the body. When the dragon breathes, the scales on its belly fold outward, and if one were to look between the scales, one would see the external but oh-so-well-protected black veins of blood. They are located in that area because they must have time to cool down after passing through the burning flames in the four lungs of the dragon.

In battle, the logiwurm believes itself to be almighty, despite the great defeat that its kin suffered. It attacks without thinking about the consequences, using whatever is required for the situation at hand. Claws, teeth, tail, magic, or a breath of fire make no difference as long as the foe dies.





Change Self

Over the years, the logiwurm has gained an ability that is based on the spell *Change Creature*, which allows it to transform into any creature it desires. It uses this power to infiltrate places and get close to people of importance. The transformation lasts for an unlimited duration of time, and the dragon can return to its original form whenever it chooses. The ability is, however, limited to one use per year. Since the dragon does not keep any physical attributes of its original shape, it is vulnerable while in another form and uses this power only in rare situations.

Fire Breath

Like other dragons, the logiwurm has a breath weapon (not by spending any Combat Point, but by making a SV12 roll). This one is called Fire breath. The logiwurm can make up to three breath attacks per day.

Overheat

Without spending any CP the Logiwurm can change the blood circulation in its body and warm up its blood. It can do this at the cost of one breath attack. The overheating takes 3 action rounds to activate (during

which the dragon can normally act) and lasts for another 3 rounds (during which the dragon cannot perform any other actions). All who stand within 10 meters of the dragon sustain 2d10 (OR 9-10) points of damage each action round. Those standing within 10 to 20 meters of the dragon take 21d10 points of damage.

Thermal Sight

Logiwurms can see heat sources up to 300 meters away, using this sense to

determine how far away the heat source is located as well as how large it is. The dragon can suppress the thermal vision when necessary and cannot be shocked by a sudden source of heat.

Night's Sight

The dragon can see up to 100 meters in pitch darkness as if it were daylight. Beyond that, visibility decreases and disappears completely at about 300 meters.

STATS: LOGIWURM

Type: Quadruped winged creature; **Age:** 1000, Max 5000; **Size:** 13t; **Movement:** Land 2 CP per 26 m (Max 52 m); Flying 2 CP per 26 m (Max 104 m); **Natural Armor:** 4; **Initiative (Base):** -4; **Fear Factor:** 1d10 (OR 6-10).

Body Points: 339-414

Damage Levels (for 376 BP): 1-94 (0) / 95-188 (-1) / 189-282 (-3) / 283-376 (-7) / >376 (Dying)

Character Traits: Intelligence +4

Feats: Change Self, Fire Breath (SV 12), Overheat, Night's Sight, Thermal Sight.

Natural Weapons:	Damage:	Initiative:
Bite	3d10 (OR 8-10) + 10	0
Claws	3d10 (OR 9-10) + 10	0
Fire Breath	3d10 (OR 8-10)	-4

Number of Rounds to Spread Combat Points: 4

Combat Points: Free: 10; Natural Weapons: Bite 14; Claws 17

Samples of Attacks: 4 actions per 4 rounds

Bite SV 14; Claws SV 12, SV 8, SV 7

◆ YGGWURM ◆

I do not know what came first, the storm or the dragon, but by Gave what a storm it was. I was a passenger on a small boat that was crossing an otherwise very calm ocean when suddenly the skies grew dark. The ocean lay blank, and no sign in the clear blue heaven or on the ocean could have foretold what was to come.

Without a warning the sails started moving and I could feel a light breeze from the west against my cheek. I saw the seafarers turn their heads and search the sea with troubled looks on their faces, which only further cemented the unusual situation.

Suddenly, only a few moments after the breeze, the storm hit with full strength. The funny thing was that the wind came from the east, as if great bellows had first sucked away all the air around us only to release it once again moments later with unthinkable force.

The seafarers made quick work bringing down the sails before they could topple the whole vessel as the storm increased in strength by the minute. The boat turned with great force, and as the horror hit me like a punch to the face, I threw myself onto the deck and hugged the mast with both arms and legs. I lifted my gaze toward the skies to pray to Gave and ask him to have mercy on our poor souls. That's when I saw it. At once I rose so I could see better. The fear and dread were gone with the strong wind. That which now could be seen against the clear blue heaven was both fantastical and unique. It was as if I had lost the ability to speak when I stood there gaping, trying to take in as much as I possibly could in such a short time, for it was none other than the most mythical dragon of all that sailed in before my gaze, the yggwurm. I shivered, and each and every hair on my body rose up. Since I knew that the yggwurm was a peaceful and very intelligent creature, I was frightened no more. Or so I had read and therefore assumed to be the case. Perhaps I was mistaken, but since I survived the encounter I cannot have been completely wrong.

The dragon that circled above was incredibly, almost unthinkable large. It is written that the span of the yggwurm's wings stretches for almost double the length of that of the

jarnwurm's, and from what I could see, that could have been an understatement. Lightly it circled around us with curiosity as if it was studying us, just as I was studying it. During this prolonged stretch of time in which I had the honor of studying the dragon, it did not once strike out with its great wings, instead sailing on the invisible winds.

After a long time of circling around, it suddenly dove down toward us, and I swear by all that I hold dear that our eyes met. For these brief moments of eye contact, I was filled with something that can only have been the very consciousness of the dragon. As it departed, the winds grew calmer. Suddenly it hit me that it was the dragon who controlled the winds, for their direction had followed the creature all this time and when it disappeared, the wind too was gone.

It is said that the yggwurm touches the ground on only two occasions: once when it is born and the other when it falls out of the skies to die. After seeing it soar in the skies, I can do nothing but agree.

Because of its long and slithering body, the yggwurm cannot walk on the ground like other draconic beasts. Furthermore, it doesn't have the power to lift off the ground solely with the help of its wings. Therefore, the yggwurm is bound to a life high up on the peaks of the mountains where at any time it can leap from the snowy heights and sail on the winds. So mighty are its wings that the yggwurm can levitate upon the waves of the wind for years on end without a single sweep of its wings. They shy away from the ground and want little to do with it. This is perhaps the reason why they are invisible to most of Trudvang's residents.

The yggwurm is one of Trudvang's most intelligent creatures. It is not evil by nature, nor wholeheartedly good. It follows its own rules and those of other yggwurms. It lives high above the clouds in the highest of mountain peaks and spends most of its day conversing with other yggwurms. Yggwurms think very highly of themselves and respect only elves among the two-legged creatures because their stretch of years is a good well of knowledge. All things in the world of the yggwurms are measured in knowledge. Constantly they thirst for and seek new knowledge. A yggwurm might know all the well-



known spells of the world. However, one of its long-term goals is to learn to wield the schooling of the ancient magics.

When the Serguronts walked upon the newly born soil of Trudvang, the yggwurms and these masters of magic were good friends. Ever since the Serguronts left Trudvang, the yggwurms have longed for new brothers in arms who can trade knowledge with them. The only remaining creatures with a comparable intelligence and well of knowledge are the yggdras. Since the yggdras are bound to a life in the forest and the yggwurms are bound to a life in the mountains, it seems that no alliance can ever be made.

The yggwurm has no home. It lives its life in the air and sleeps only once every five hundred years as it sails underneath the stars. Unlike other dragons, the yggwurm does not seek material things such as treasures or artifacts. In fact, they turn their nose up at their draconic kin, believing that their brothers are bound to a life that follows that of the two-legged creatures and not the other way around. For the yggwurm, knowledge is the greatest of all treasure, one they gladly share with each other. Since it's very rare that a yggwurm ever engages in combat, it has no special techniques to this end. It uses its natural attacks and weapons when needed, coupled with its magic.



Craft Stone of Knowledge

Since the dragon does not have the skill to write, it uses magic to carve its knowledge into rocks. These stones are inlaid with insights, knowledge, and powers of all kinds. They are a way for one yggwurm to measure the enlightenment of another, and the dragons proudly show these stones to each other. The ultimate goal of a yggwurm's relentless hunt for knowledge is to fill a mountain with the most mighty insight: the stone of knowledge concerning everything.

When a yggwurm has bound together two or more sets of knowledge, it might throw the smaller stones away down the mountainside because the combined knowledge will be bound together in a greater stone. Explorers who find such a stone of knowledge can unlock its power by activating its key. This can be done only with the Read Vitner spell. When the spell is woven on a stone of knowledge there is no requirement for making a SV roll for learning the power (as per normal Read Vitner rules) but the spell has only the effect of activating the stone. After the normal weaving time of the Read Vitner spell has passed (1 hour) the stone is activated but it will disappear in 6 rounds. The knowledge will be given to the first creature to touch the stone before it disappears. If no one takes the stone in 6 rounds, it will disappear without transferring the knowledge.

The person who is holding the stone when it is activated receives its teachings. If multiple people hold the stone, the recipient is selected at random. But know this: it can be dangerous to receive the contents of a stone, since it can contain powers that no living person can handle. The effects of the knowledge are totally up to the GM.

Night's Sight

The dragon sees without any light source as if it were day.

Storm Control

The dragon can call forth a sudden storm that whirls and blows away everything that weighs less than 75 kg within a radius of 50 meters from the dragon. It is also this storm, if not as concentrated, that the dragon uses to lift its wings on the very rare occasions when it needs to strike out with its wings to gain speed. To withstand the directed storm, a creature that is exposed to it must make a situation roll (modified by the average of Strength and Dexterity) based on

weight, according to the table below. The table also shows how far they are flung on a failed roll. If the victim is blown straight into a wall, he takes the same damage as if he had fallen that distance.

If the blown-away creature is still within the radius of the storm, it can get up but must make a new situation roll to be able to move within the area without being blown away again. The victims that are not blown away can act normally within the affected area but have a negative modifier on all actions according to the table below.

EFFECTS OF STORM CONTROL

Victim's Weight	Situation Value	Blown Away	Modifier on Actions
3 times affected weight	18	—	—
2 times affected weight	14	1d3 m	-2
1.5 times affected weight	10	1d3 m	-4
Affected weight (75 kg)	6	1d6 m	-6
Half the affected weight	4	1d10 m	-8
One third the affected weight	—	2d10 m	-10

STATS: YGGWURM

Type: Quadruped winged creature; **Age:** 5000, Max 10000; **Size:** 8t; **Movement:** Land 2 CP per 16 m (Max 32 m); Flying 2 CP per 16 m (Max 112 m); **Natural Armor:** 5; **Initiative (Base):** -5; **Fear Factor:** 1d10 (OR 7-10).

Body Points: 176–216

Damage Levels (for 196 BP): 1-49 (0) / 50-98 (-1) / 99-147 (-3) / 148-196 (-7) / >196 (Dying)

Character Traits: Intelligence +6, Perception +4

Feats: Craft Stone of Knowledge, Night's Sight, Storm Control.

Vitner Craft SV 10

Call of Vitner 5 (*Vaagritalja* 5); Vitner Shaping 2 (*Vyrding* 4, *Vitner tablet (Delusion Vitner)* 4, *Vitner tablet (Power of Vision)* 5, *Vitner tablet (Power of Vision)* 3, *Vitner tablet (Dimvitner)* 3, *Vitner tablet (Vitner Craft)* 4, *Vitner tablet (Wind craft)* 2)

Vitner Capacity: 100

Vyrding SV 20

Natural Weapons:

Damage:

Initiative:

Bite

3d10 (OR 8-10) + 6

0

Claws

3d10 (OR 9-10) + 6

0

Number of Rounds to Spread Combat Points: 3

Combat Points: Free: 8; Natural Weapons: Bite 8; Claws 6

Samples of Attacks:

2 actions per 3 rounds

Bite SV 12; Claws SV 10



♦ JOTUNS AND TURSIRS ♦



hat not many know is that the origins of the jotuns, the giants, exist in the building blocks that remained when Trudvang was created: the logrjotun from water, the firdtursirs from stone, the vidrjotuns from earth, the hrimtursir from ice, and the muspeljotun from fire. If one knows that the jotuns really are true forces of nature, one would not be surprised to learn that there is gold in the belly of the firdtursirs, that one freezes to ice in the presence of the hrimtursir, and that one can make things grow and heal with the sap of the vidrjotuns.

How many giants are alive today, one cannot truly know. I believe that there are tens of thousands, perhaps even hundreds of thousands of giants in Trudvang. But do not fear this immense, almost unthinkable large number, for only a few hundred giants are awake at the same time. Giants sleep for a very long time and become an actual part of nature itself. For example, firdtursirs seem to be part of the mountain, the hrimtursir become part of the ice, and the vidrjotuns can to the bare eye seem like great hills of earth. The logrjotun rest at the bottom of the sea and can at times form small islands, while the muspeljotun close their encrusted eyes beneath the lava in the depths of the mountains.

◆ FIRDTURSIR ◆

It is said that the firdtursirs are mean, grumpy, and easily provoked. They live almost exclusively on the slopes and mountainous cliffs of Jarngand and are said to be able to endure cold almost as well as the hrimtursir. There are many stories about the firdtursirs in both Mittland and the Stormlands, and almost all tell of firdtursirs that seek their way down from the mountains to lay waste to and plunder the villages and settlements of man.

The firdtursirs often live alone and are seldom seen in larger groups. However, they have a love of gathering trolls and other such creatures at their side. Some firdtursirs gather small armies in their gigantic halls of stone in the mountains and lead them into battle against easily conquered lands. In the great Chronicle of the Armies,

which concerns the size and gathering of armies during the time when the witchmaster was at the height of his power, one can read about the firdtursirs and their awesome might. It is written, among other things, that the firdtursir Gohageddwis single-handedly tore down the northern wall of Majnjord during one of the many clashes during that great war. Gohageddwis was slain by the warmaiden Alwa Rihonn, and it is both said and sung that she let a sword be crafted from one of the ribs of Gohageddwis. Another story about Alwa and Gohageddwis says that the giant had so much gold in his belly that it covered the throne of Majnjord. That firdtursirs have gold in their bellies has been known for a long time, but why this is, no one knows. One common thought in the Stormlands is that the firdtursirs eat stone when they cannot get normal food.



Belly of Gold

The firdtursirs, unlike other giants, have actual gold in their bellies. In most cases, the amount is not large, but the gold is of a special kind that cannot be found elsewhere. It becomes significantly harder and lighter than normal gold once it has been worked with and refined. Weapons forged from this gold are light and very sharp, with a hardness that makes them resistant to damage (+1PV/10BV).

Grip

When the giant succeeds in an unarmed attack roll he can try to grab hold of a victim, without spending further Combat Points, but making a SV roll. The creature must be between 1/2t and 3t in size and the value of the SV depends on the size of the victim, according to the table below.

A victim of the grip can try to avoid the attack with the Agility skill, preferably with the Evade specialty. Each round, the giant can choose to crush or throw the victim. A crush causes the victim to take between 1d10 and 1d10 (OR 9–10) points of damage per action round (the damage depends on the size of the victim), while a fall can deal anything from d10 (OR 10) for every 3 meters fallen. This means that, since most Firdtursirs are about 20–22 m tall, most victims will suffer 6d10 (OR 10) or 7d10 (OR 10).

GRIP SKILL VALUE

Size	Skill Value
1/2	4
1 t	6
1.5 t	7
2 t	8
3 t	9

Stone Throw

With the help of its amazing strength, the firdtursir can rip great blocks of stone from the mountainside and throw them to crush its enemies. The blocks are so large and heavy that it is not possible to move them after they have been firmly placed on the ground. All over Trudvang where firdtursirs have passed through, one can find these blocks, commonly known as a “giant’s throw.” A thrown block landing on a player character would surely have only one outcome, and as a game master, you should use this ability mostly to frighten the characters and perhaps lay waste to buildings and such.

Night’s Sight

The firdtursir can see with a weak light source (stars, moonlight, torchlight, and so on) as if it were day.



STATS: FIRDTURSIR

Type: Humanoid; **Age:** 400, Max 800; **Size:** 12t; **Movement:** Land 2 CP per 12 m (Max 48 m);
Natural Armor: 3; **Initiative (Base):** -4; **Fear Factor:** 1d10 (OR 9-10).

Body Points: 313-382

Damage Levels (for 348 BP): 1-87 (0) / 88-174 (-1) / 175-261 (-3) / 262-348 (-7) / >348 (Dying)

Character Traits: Psyche +2, Strength +8

Feats: Belly of Gold, Grip, Night's Sight, Stone Throw.

Weapons:	Damage:	Initiative:
Unarmed	2d10 (OR 8-10) + 8	0
One-Handed Heavy Weapon	4d10 (OR 7-10) + 8	-4 - -6

Number of Rounds to Spread Combat Points: 4

Combat Points: Free 10 / Attacks & Parries 17

Samples of Attacks: 2 actions per 4 rounds

Club SV 15; Unarmed SV 12

◆ HRIMTURSIR ◆

I have always been amazed by giants, especially the kind that live in the cold north, the so-called hrimtursirs. It was in my youth, perhaps during the second year after that in which I decided to map out the beasts of Trudvang, that I first spotted a hrimtursir. First we saw it at a distance but understood that it soon would be able to smell us and was indeed headed toward our camp at full speed. The warriors among us explained that they were too few in number to take on the giant, nor were they properly geared for such a battle. To defeat a hrimtursir, much warmer clothes were required since the giant was said to have the power to project such cold that men died just by standing near it. Surely both steel and iron would put their mark upon the giant before they would fall to their inevitable doom, but to face the giant with fire and vitner would be much wiser. Neither of the two were in our possession. Two days later we witnessed the effect of the hrimtursir's onslaught. An entire village had been shattered and destroyed.

The second time that I saw a hrimtursir I found myself in the distant Wildland. Jarl Turgur Hrim Tongue had summoned a great gathering of warriors and berserkers by the slopes of Jarngand. The jarl had grown tired of the evil hrimtursir's constant visits and had decided to slay the giant once and for all. It was no easy task, but as I recall some twenty men fell in battle before Jarl Turgur smote his foe against the mountainside and buried his mighty blade in the

heart of the beast. The quest cost me two years and the pinky of my left hand when I came too close to the giant's terrible cold for a moment. The berserkers told me that the hrim body of the giant grows stronger and stronger the more the giant is hurt. Wise from experience, I decided that I had had enough of ice and cold and started to plan my journey south the following summer.

The hrimtursir is the smallest of the giants but perhaps one of the most dangerous. It walks with a forward-leaning stride and has a face similar to that of gray trolls.

It is commonly known that one can find gold in the bellies of giants. In the belly of the hrimtursir, you can find rare white gold, which is in high demand in the lands to the east but also among the Wildfolk of the north. This gold is called "Hrim Gold" and can be found upon the gates of the church in Erkhast.

The hrimtursirs, like the hrim trolls, are devoted followers of Haminges and constantly on the hunt for strong souls to bind to their bodies. In forts of ice, one can find rows upon rows of skulls from mighty men and creatures that the hrimtursirs have hunted and bested. The giants always carry a considerable number of skulls and other things that they hang onto their bodies and their clothes to harness greater power.

Since hrimtursirs don't believe they have any enemies that could defeat them in battle, they fight to the death when they are in a combat situation.

Fire Weakness

Hrimtursirs take double damage from any sort of fire.

Frenzy

When a hrimtursir has taken half its Body Points in damage, it fights with

a greater frenzy. In this state, it has +4 on all attacks. This also means that the giant will not parry.



Grip

When the giant succeeds in an unarmed attack roll he can try to grab hold of a victim, without spending further Combat Points, but making a SV roll. The creature must be between 1/2t and 3t in size and the value of the SV depends on the size of the victim, according to the table below.

A victim of the grip can try to avoid the attack with the Agility skill, preferably with the Evade specialty.

Each round, the giant can choose to crush or throw the victim. A crush causes the victim to take between 1d10 and 1d10 (OR 9–10) points of damage per action round (the damage depends on the size of the victim), while a fall deals 1d10 (OR 10) for every 3 meters fallen. This means that, since most Hrimtursirs are about 14–15 m tall, most victims will suffer 4d10 (OR 10) or 5d10 (OR 10).

GRIP SKILL VALUE

Size	Skill value
1/2	4
1 t	6
1.5 t	7
2 t	8
3 t	9



Horn Throw

The hrimtursir uses its great horns in battle. It sweeps them from side to side to gather as many of its enemies as possible. With a great thrust, the giant then throws those enemies high into the air. The sweep itself seldom causes more than 1d10 points of damage, but the fall that comes after having been thrown so high causes severe fall damage to be established by the GM according to how far one falls (check the falling rules in the Game Master Guide book).

Hrim Body

The hrimtursir has lived in the cold for such an extensive amount of time that its body has absorbed the cold. An ever-present frost pulsates in a sphere around the giant. The sphere is 10 meters in diameter. All who stand within it must make a situation roll with a situation value of 6 (Psyche modifiers apply) in order to not flee from the sphere. The cold within the sphere deals the following damage per action round to any who stand within it.

Winter clothes halve the damage during the first three rounds, but for this to have any effect, the clothes must be counted as winter clothing. The

following count: thick pants, fur coat, fur hat, fur shoes, and thick gloves. A character with a full set of winter clothing that is made from the fur of a mastomant takes no damage.

HRIM BODY DAMAGE

Action Round	Damage
1	-
2	1d6
3	2d6
+1	+1d6

STATS: HRIMTURSIR

Type: Humanoid; **Age:** 100, Max 175; **Size:** 8t; **Movement:** Land 2 CP per 8 m (Max 64 m); **Natural Armor:** 2; **Initiative (Base):** -4; **Fear Factor:** 1d10 (OR 7-10).

Body Points: 208-255

Damage Levels (for 232 BP): 1-58 (0) / 59-116 (-1) / 117-174 (-3) / 175-232 (-7) / >232 (Dying)

Character Traits: Strength +8

Feats: Fire weakness, Frenzy, Grip, Horn Throw, Hrim Body

Weapons:	Damage:	Initiative:
Unarmed	2d10 (OR 8-10) + 8	0
Two-Handed Weapon	4d10 (OR 7-10) + 8	-5 - -7

Number of Rounds to Spread Combat Points: 3

Combat Points: Free 10 / Attacks & Parries 15

Samples of Attacks: 2 actions per 4 rounds

Weapon SV 15, SV 10

◆ LOGRJOTUN ◆

The biggest of all giants is not found among the mountains, in the forest, or upon the icy tundra of Nhoordland, but in the never-ending oceans. Where the waves sway back and forth in the darkest of waters where the storms rip the boats of men asunder, there you will find the logrjotun, the sea giants. During most of their long lives, they slumber on the bottom of the ocean and await the right time. When they rise to the surface, they can remain sitting for decades as mighty watchers and landmarks for the seafarers who brave these waters. Many men of the sea have mistaken the logrjotun for islands and set foot on them only to discover that the giants were suddenly on the move.

This is a peaceful giant that can still cause great trouble. In spite of its great size, it moves unhindered through water. It lives in harmony with the water and its creatures. One can often find birds nesting upon a logrjotun.

It's no easy task to slay an ocean giant, yet there are adventurous men and women who hunt them for their eyes.

The eyes of a logrjotun are illuminated and said to have magical abilities that prolong the lives of those who eat them. It should be noted that this is likely naught but a myth that I, in spite of wide research, have not been able to confirm. Only once did I encounter a man who claimed to have been part of the killing of an ocean giant in his youth. When I met him, he was two hundred years old, so there might still be some truth to this.

The mystical ocean giants I have seen only once. It was just past the coast of Dalheim. We were traveling toward the godforsaken Stormlands, and far out upon the sea I saw three hulking figures that sat and rested in the stormy sea. The seafarers did all they could to avoid the giants so I would have to make do with observing from afar. Their green and blue skin was covered in great sea tupils, talga, and seaweed. Seabirds were circling around their great heads, searching for a spot to nest. It was truly a mighty, and strange, sight to behold. I have seldom felt as small as I did then.

Grip

When the giant succeeds in an unarmed attack roll he can try to grab hold of a victim, without spending further Combat Points, but making a SV roll. The creature must be between 1/2t and 3t in size and the value of the SV depends on the size of the victim, according to the table below.

A victim of the grip can try to avoid the attack with the Agility skill, preferably with the Evade specialty. Each round, the giant can choose to crush or throw the victim. A crush causes the victim to take between 1d10 and 1d10 (OR 9–10) points of damage

per action round (the damage depends on the size of the victim), while a fall can deal anything from 1d10 (OR 10) to 1d10 (OR 4–10) points of damage, depending on the severity of the fall.

GRIP SKILL VALUE

Size	Skill value
1/2	4
1 t	6
1.5 t	7
2 t	8
3 t	9

Mooneyes

The great eyes of the logrjotun radiate with light like a full moon during the night. This is not something that can be seen during the day, but when night falls, a seafarer may see the eyes of a logrjotun like small round moons at a distance.

Even if it is not the intention of the giant, their eye light can be treacherously attractive. Seafarers must make a situation roll with a situation value of 8 (Psyche modifiers apply) to not unintentionally steer their ship toward the light.

Even if the logrjotun is a peaceful creature, it can be annoyed by ships that stray too close or steer into them.



Night's Sight

The giant can see with a weak light source (stars, moonlight, torchlight, and so on) as if it were day.

Water Control

A logrjotun can control the water it moves through. It does not do this through the use of vitner but rather by movement. The giant can, for example, create horrid waves that it can send toward a threat. It can create huge maelstroms that suck boats down into the depths or water currents that make boats stray along a different path no matter how the wind blows.

STATS: LOGRJOTUN

Type: Humanoid; **Age:** 1000, Max varies; **Size:** 15t; **Movement:** Walking (land or sea) 2 CP per 15 m (Max 60 m); **Natural Armor:** 2; **Initiative (Base):** -6; **Fear Factor:** 1d10 (OR 9-10).

Body Points: 364-445

Damage Levels (for 404 BP): 1-101 (0) / 102-202 (-1) / 203-303 (-3) / 304-404 (-7) / >404 (Dying)

Character Traits: Intelligence -4, Strength +8

Feats: Grip, Mooneyes, Night's Sight, Water Control.

Natural Weapons:

Unarmed

Damage:

2d10 (OR 8-10) + 8

Initiative:

0

Number of Rounds to Spread Combat Points: 4

Combat Points: Free 10.

Samples of Attacks:

1 action per 4 rounds

Unarmed SV 10



◆ MUSPELJOTUN ◆



hen the god of the dwarves, Borjorn, created Trudvang, he decided to carve out the mountains, for he said that without a strong backbone the world would crumble.

For each blow that he landed, great sparks flew through the dark night. The sparks landed in the crevices and the deep pits where they were given life and became the muspeljotun, the fire giants. Like the sparks, they were spread by the wind and it was said that they had no kingdom or domain of their own, which is why these giants are more sad and silent than others. They lack a common place to call their own, which is why they lie slumbering within the earth, below the mountain, for they did not know where else to go. The ages came and went and the fire giants slept deeper and deeper, and people said that they would live forever and that they were older than anything else in Trudvang. On the other hand, this long slumber meant that no other fire giants were born. When the Long Storm began and the elves waged war against the dragons, the fire giants were awoken by the dragonfire. They were lured forth by the heat and thought that the time was right. They were sorely mistaken, and many muspeljotun were killed. The few that remained fled down to the dark pits again, severely weakened and reduced in number. Slowly their bodies began to harden, and that which had previously been flame was now naught but a hard and black husk.

It is said that few people alive today have actually seen a fire giant, even if myths concerning them are many and widely known. In the writings of the dwarves, one can read about these lonely and sad giants that live deep below the earth, near the rivers of lava, and how they sometimes find their way higher up into the kingdoms of dwarves to search for a realm for their endangered folk. The elves that I encountered in Darkwood during my travels to the lands to the far east told me that a fire giant had run rampant in parts of the forest, which had forced them to flee. They showed me the place where they had seen the giant, and to my eyes, that place looked as if a wild forest fire had just passed through. For as far as I could see, the trees were

burned and black as coal. The elves told me that the giant was large and clumsy and had a body that was as black as soot, but that they could see through cracks in its skin how its insides were still burning.

Muspeljotun, fire giant, seeker, the names for this mountain wanderer are many. It is a dying breed that has been growing smaller and smaller since the giants were awoken during the Long Storm. They live like sad and lonesome wanderers, drifting without purpose. Therefore there are no cities, villages, or homes where one can find them. The greatest chance of encountering a muspeljotun is on one of the many mountains throughout Trudvang or deep below those mountains near the lava rivers. However, it is not uncommon to find one in a forest, where it most likely has lost its way.

The muspeljotun do not stay in the same place for a long period of time before they journey on. In sadness, they leave to resume their never-ending trek across the wide world.

The giant is surrounded by a black husk that is covered with large cracks through which one can behold its burning insides. They have a look that seems happy, but this is not the case. In reality they are a sad race without goal or purpose.

When a new fire giant is born, it looks exactly as the fire giants looked before they fled the wrath of the dragons and began to solidify. However, it does not take much time before the skin of these young muspeljotun starts to harden. The life of a muspeljotun can stretch up to five hundred years since its body slowly hardens from the outside, continuing inward. During the last five years of their lives, the body has become so hardened that they can no longer move at all. When a muspeljotun eventually dies, it is nothing more than a large block of stone in the shape of a giant.

Muspeljotun and stonehinjes have been seen together. Both races have the spirit of the mountain within them and have therefore taken a liking to each other.

The muspeljotun are peaceful, but none may stand in their way. If someone tries to hinder them, they take no time to discuss the subject but immediately remove the obstacle with brute force.



Discover Cave

Over years of searching, the muspeljotun has gained an ability that helps it find caves and hallways that lead underground. The giant can feel the hollowness within 50 meters. If the muspeljotun detects a hollowness in the mountain that it cannot reach through

normal means, it will immediately start digging with both hands to reach it.

Grip

When the giant succeeds in an unarmed attack roll he can try to grab hold of a victim, without spending further Combat

Points, but making a SV roll. The creature must be between $1/2t$ and $3t$ in size and the value of the SV depends on the size of the victim, according to the table below.

A victim of the grip can try to avoid the attack with the Agility skill, preferably with the Evade specialty. Each round, the giant can choose to crush or throw the



victim. A crush causes the victim to take between 1d10 and 1d10 (OR 9–10) points of damage per action round (the damage depends on the size of the victim), while a fall can deal anything from 1d10 (OR 10) for every 3 meters fallen. This means that, since most Muspeljotun are about 25–27 m tall, most victims will suffer 8d10 (OR 10) or 9d10 (OR 10).

GRIP SKILL VALUE

Size	Skill value
1/2	4
1 t	6
1.5 t	7
2 t	8
3 t	9

Lava Blood

Under the stale skin of the muspeljotun, there runs hot lava. The giant radiates such heat that everyone who comes

within 6 meters must make a situation roll with a situation value of 12 (Psyche modifiers apply) to see if they can withstand the heat. Anyone who remains standing takes the damage per action round noted below due to the heat.

Weapons that cut through the skin cause lava blood to spew from the wound.

STATS: MUSPELJOTUN

Type: Humanoid; **Age:** 1000, Max varies; **Size:** 8t; **Movement:** Land 2 CP per 15 m (Max 60 m); **Natural Armor:** 2; **Initiative (Base):** -6 **Fear Factor:** 1d10 (OR 9–10).

Body Points: 208–255

Damage Levels (for 232 BP): 1–58 (0) / 59–116 (-1) / 117–174 (-3) / 175–232 (-7) / >232 (Dying)

Character Traits: Strength +8

Feats: Discover Cave, Grip, Lava Blood, Stone Skin, Night's Sight.

Natural Weapons:

Unarmed

Damage:

2d10 (OR 8–10) + 8

Initiative:

0

Number of Rounds to Spread Combat Points: 4

Combat Points: Free 10.

Samples of Attacks:

1 action per 4 rounds

Unarmed SV 10

An attacker in close combat could be hit by the blood and take damage from the heat (make a luck roll with 1d10, where 1–2 means that the attacker is hit by the blood). The attacker can avoid this by succeeding on a Agility skill roll. If the roll fails, the character takes 1d5 points of damage (armor protects normally but can start to burn).

LAVA BLOOD DAMAGE

Action Round	Damage
1–3	—
4	1
5	1d3
6	2d3
+1	1d3

Stone Skin

The petrified outer skin of the giant gives it an almost impenetrable defense (Protection value 4). Edge weapons with a quality lower than excellent run the risk of breaking when they strike the surface of the giant. Each time such a weapon successfully hits the giant, the game master makes a luck roll. If the outcome of the roll is 1, the edge weapon takes 1d10 (OR 8–10) points of damage and lowers its Breach Value by the same amount.

Night's Sight

The giant can see with a weak light source (stars, moonlight, torchlight, and so on) as if it were day.

◆ VIDRJOTUN ◆

Be not mistaken, thou wanderer! What you think to be a hill of grass may very well be a slumbering vidrjotun. One thing I can say with certainty: a vidrjotun can slumber for a thousand ages of man. Therefore it is not uncommon that both trees and bushes grow upon them. It is said that the outer shell of this giant is made out of earth instead of skin, and that the earth from a vidrjotun can make any plant explode into full blossom if it is planted in such soil.

In ancient carvings that I once found upon an abandoned hilltop left by the elves, I read that the vidrjotuns are a quiet folk that seldom move from one place to another. In their young years, they seek out a place in a forest preferably close to water, where the soil is fruitful as the seasons pass. This place becomes their home and resting place for their entire life. Only vidrjotuns that are forced from their homes ever leave it.

When they are born, they carry the seeds of countless flowers, trees, and other flora. It is only when these fully blossom that the giant shall awaken and look around its territory for a place to spread the seeds. This, however, seldom happens. Many vidrjotuns allow the plants to lay down roots and grow strong before they wake up. The vidrjotuns that carry seeds from, for example, copperbloom or, in very rare cases, an alfark tree, sleep for thousands and thousands of ages of man.

Two times in my life I have seen a vidrjotun. The first time was merely by chance when I made my way across Whistergalp,

but the second time I intentionally sought a place in Arje where I knew that a vidrjotun had newly awoken. The first giant was much smaller than the other, and the conclusion that I drew was that the size of a vidrjotun very much depends on the soil within which it has slumbered. Rocky and barren soil makes the giant small. Fruitful soil makes the giant grow very large. Surely the number of years during which the giant sleeps must also have an effect on its size.

One can find vidrjotuns in great and small forests, and they usually make the forest a better place than it was before they arrived. They build no homes but rather burrow their way into the soil when they wish to sleep.

The elves have been good friends to the vidrjotuns for a long time, and the giants have helped the elves build cities and villages high up in the mightiest of trees.

Since the vidrjotuns have no natural enemies, they have never cared for crafting direct weapons and instead fight by using an uprooted tree or throwing large blocks of stone toward their enemies.

The vidrjotuns are among the most peaceful of all giants, but as with humans, there are some who are evil and have developed a taste for the little folk, as they call us.

Vidrjotuns hate to be tricked by swift-minded little folk. If a vidrjotun discovers that it has been tricked, it will likely grow angry and become a bloodthirsty beast in the hunt for the trickster, possibly obliterating entire villages and cities.

Form Trees

The vidrjotuns have gained the ability to reshape trees to their liking. They can reshape anything from great living forests to individual trunks.

Grip

When the giant succeeds in an unarmed attack roll he can try to grab hold of a victim, without spending further Combat Points, but making a SV roll. The creature must be between 1/2t and 3t in size and the value of the SV depends on the size of the victim, according to the table below.

A victim of the grip can try to avoid the attack with the Agility skill, preferably with the Evade specialty. Each round, the giant can choose to crush or throw the victim. A crush causes the victim to take between 1d10 and 1d10 (OR 9–10) points of damage per action round (the damage depends on the size of the victim), while a fall deals



damage according to the normal falling rules: 1d10 (OR10) per 3 m. Vidrjotuns are usually 25-27 m tall but they often resr with the lower body fixed on an underground hole. This means that it is up to the GM to decide the falling damage, according to the height from which the victim is thrown.

GRIP SKILL VALUE

Size	Skill value
1/2	4
1 t	6
1.5 t	7
2 t	8
3 t	9

Life Sap

The vidrjotuns are very close to Trudvang and filled with the life force of the land. Instead of having blood in their veins like many other creatures in the world, the vidrjotuns have sap like that which is found in trees. The sap is full of life and can be used to heal all living things.

When a vidrjotun is hurt and its sap touches the ground, beautiful flowers and fresh grass sprout. The sap can replenish dead plants and make the most blighted place become fruitful and covered in rich plant life once more. The sap can even cleanse dark magic

from things it touches. A wounded creature that drinks a mouthful of the sap will instantly heal 1d10 (OR 6-10) points of damage.

When the sap hardens, it becomes a chewy, sticky rubbery substance that has healing attributes. A piece of hardened sap the size of an acorn will restore 1d10 (OR 8-10) Body Points to anyone who eats it. After the sap has been allowed to harden for several hundred years, it becomes amber, which also has healing powers. Anyone who carries a piece of this amber increases their natural healing by +1 point of damage per day.



Sap Defense

The sap that runs through the body of the giant instead of blood is very sticky. When a vidrjotun is wounded by a weapon that causes the sap to run out, there is a chance that the weapon might be caught in the sap.

A luck roll is made each time a weapon deals damage to the giant. The result of 1-4 on 1d10 means that the weapon is caught in the sap so severely that to remove it, the character must make a situation roll with a situation value of 12 (Strength modifiers apply). On a failure, the weapon is stuck and a new situation roll can be attempted the following round. For each action round that passes, the situation value is reduced by -1.

STATS: VIDRJOTUN

Type: Humanoid; **Age:** 350, Max 600; **Size:** 15t; **Movement:** Land 2 CP per 15 m (Max 75 m); **Natural Armor:** 2; **Initiative (Base):** -6; **Fear Factor:** 1d10 (OR 9-10).

Body Points: 391-478

Damage Levels (for 435 BP): 1-109 (0) / 110-218 (-1) / 219-327 (-3) / 328-435 (-7) / >435 (Dying)

Character Traits: Intelligence -1, Strength +8

Feats: Form Tree, Grip, Life Sap, Sap Defense.

Weapons:	Damage:	Initiative:
Unarmed	2d10 (OR 8-10) + 8	-6
Uprooted tree or boulder	4d10 (OR 8-10) + 8	-7

Number of Rounds to Spread Combat Points: 4

Combat Points: Free 10 / Attacks and Parries 16.

Samples of Attacks: 3 actions per 4 rounds

Unarmed SV 10; Uprooted tree or boulder SV 8, SV 8

An uprooted tree or trunk functions as a giant club and, depending on its size, deals 1d10 to 5d10 (OR 6-10) points of damage, one attack every tenth round of combat.



TANIA
WIEVELL

♦ TROLLS ♦

Trolls, everywhere in Trudvang there are trolls. It would not surprise me if there were as many as fifty or even a hundred trolls for each human alive. As luck would have it, they have never been very well organized, for which we most likely have their low intelligence and great superstition to thank. An obvious exception to this are the good-hearted fjol trolls and the wicked king trolls, which are both highly intelligent and far from superstitious.

There are trolls in all shapes and sizes. Sometimes it can even be hard to distinguish trolls from giants. To count trolls by species is to count flies by species. There are so many different types that only the largest groups can be collected and categorized under the same name. You see, the trolls are very good at multiplying and breeding. They do not much care whether the partner in question is a small forest troll or a giant him troll. As long as the act itself is physically possible, there is no stopping a troll. This behavior has led to there being many different species and crossbreeds, and the only thing that one can now be sure of is that a troll is simply, well, a troll. To this odd behavior, nature has added an exception that results in the spawn of two individuals differing so greatly in appearance that I think this to be some kind of trick played by Mother Nature on the trolls. How the offspring will appear seems to have nothing to do with the appearance of its mother and father, only imagination seems to be the limit for the results. I have on several occasions studied both the forest trolls and the gray trolls, since both subspecies are the most represented on Trudvang, and in nine cases of ten, the offspring bears some resemblance to its parents and therefore fits into the overall group. But sometimes the offspring differs so remarkably from its parents that one would not be able to conceive of the thought that it could be the child of a forest troll and gray troll.

However, it is when two trolls of different subspecies meet that the offspring differs the most from its parents. Several times I have seen from a distance how strange offspring can look when two individuals that look very different unite in fornication. I have seen trolls that have grown as big as longhouses, trolls that have unnaturally long arms and great hands, trolls whose jaws resemble that of a warg, trolls whose fur is so thick that they must flee to the great ice plains to survive, and trolls that walk on all four limbs.

I am now certain that the more the troll subspecies are mixed together, the more fantastical creatures will come forth. In spite of this, I have in this book tried to categorize the different subspecies, which I have seen exist in larger groups than the crossbreeds that you will certainly encounter.

◆ FJOL TROLL ◆



Throughout all time, much has been said about the mysterious serguronts, who in prehistoric times sought to master the wild magic, that which could make everything from nothing and nothing from everything, the magic that could bend time and light with only a couple of words and a song of far green meadows and moss-clad stones. There are two tales of how the fjol troll came to be. One is the tale of how the wicked troll was tricked by a master of magic to become good and thereby granted powers and abilities that were extraordinary. The other tells us that Hastalinja, the last serguront that wandered the land of Trudvang, was gifted with a flower by the meadow elf Pottja, and thus the two were drawn to each other. They split the flower in half and the first fjol troll magically sprung up from the ground. The troll shouted, "Grant me wisdom and power, and I shall forever be bound to thee." The Serguront gifted the troll with the knowledge of wild magics, and the meadow elf gifted the troll with all the knowledge there was concerning the nature of Trudvang. Thus it was that a troll, if you can imagine, was rich with knowledge like the yggdras are schooled in magic, like the gods that once created the Serguronts.

Hastalinja and Pottja then picked all the leaves of the flower, and each time a new fjol troll was created. When all the leaves had been picked, there stood fourteen trolls, all different but alike in mind. They were granted the same powers. Their task was to protect Trudvang from evil and to care for nature, from which all magic radiated.

Then Hastalinja and Pottja passed away. They were laid to rest in a hole and the trolls covered them with moss and earth. Not many days passed before a new flower like the one Pottja

had gifted to Hastalinja grew upon the grave. However, the fjol trolls had long since wandered away to the many corners of Trudvang. With their newly gained knowledge and magics, they would complete their task. It is said that no one has found the place where the flower grows, but if explorers were to do so, they would be able to create new fjol trolls.

The fjol trolls are utterly rare creatures. They can take on close to any form you can think of, but in their original form they appear like a mixture of a gray troll and a king troll. They have grayish skin and a large nose, with eyes that are as deep as wells and are said to reflect all the knowledge they have ever gained.

The fjol trolls are the guardians of Trudvang, and as such they always try to create a balance between good and evil so nature can do as it may. They are also masters of magic that through the ages have learned to wield that which is hidden and wild, which the Serguronts wielded during their time in Trudvang. However, most fjol trolls wish to be observers of what happens in Trudvang and intervene only if they consider it to be a matter of great concern. Otherwise, they will analyze everything they observe to fill their thirsty minds with knowledge. They are truly powerful creatures. Good and evil beings the world over have great respect for them.

The fjol trolls constantly hunger for new insights. There are seven insights that a fjol troll must find and discover to progress to the second form of living. You see, a fjol troll cannot die; instead it will transform into the energy that it was always able to use during its lifetime. At that point, they become one with the njord fires that surround Trudvang like a giant net of energy.





As a game master, you should use this race sparingly. The fjol trolls can be used to provide counsel to adventurers in need. On very rare occasions, they can grant someone a gift. Meeting a fjol troll cannot turn into a habit.

Change Shape

Whenever it wants to, a fjol troll can change its shape to largely anything to remain unseen to passersby and wanderers.

Night’s Sight

The troll can see with a weak light source (stars, moonlight, torchlight, and so on) as if it were day.

Teachings of the Hidden Magics

The teachings give fjol trolls the ability to always be in contact with the vitner in all its forms and shapes. Therefore they have no limit on how

many spells they can use during one day. The fjol trolls can wield all spells known to man and many that only they know of. However, they use this power very seldom.

During great events that have been summoned by evil or good forces, the fjol trolls can, if they feel the need to be dire, stop time and space and cause the event to be undone.

STATS: FJOL TROLL

Type: Humanoid; **Age:** 150, Max varies; **Size:** 1.5t; **Movement:** Land 2 CP per 1,5 m (Max 15 m); **Natural Armor:** 1; **Initiative (Base):** -2; **Initiative (Base):** +2; **Fear Factor:** None.

Body Points: 40–58

Damage Levels (for 49 BP): 1-13 (0) / 14-25 (-1) / 26-37 (-3) / 37-49 (-7) / >49 (Dying)

Character Traits: Dexterity -2, Intelligence +10, Strength +2

Feats: Change Shape, Night’s Sight, Teachings of the Hidden Magics.

Weapons:	Damage:	Initiative:
Unarmed	1d10 +2	0
One-Handed Light Weapons	1d10 (OR 9-10) +2	-1 -- 3

Combat Points: Free 10 / Armed 1 (One-Handed Light Weapons 4).

Samples of Attacks: Unarmed SV 10;
Weapon SV 8, SV 7.

Skills: Agility SV 8; Care SV 10; Shadow Arts SV 8;

Entertainment SV 4 Storytelling 3 (*Playwright 4, Libel 3*)

Fighting SV 10 Armed Fighting 1 (*One-Handed Light weapons 2*).

Knowledge SV 10 Culture Knowledge 5 (*Lore and Legends .. 5; .. 4; .. 3; .. 3, Religion .. 5; .. 4; .. 3*); Language (*Foreign Tongue .. 5; .. 5; .. 4, Mother Tongue Bastjumaal 5*); Learning SV 5 (*Insight .. 5; .. 5; .. 4; .. 4*); Race Knowledge (*Monster Lore 5; Spirit Lore 4*)

Vitner Craft The fjol troll can wield all spells and can use however many they want per day.

Wilderness SV 10 Geography 4 (Orientation 5); Nature Knowledge 4, Survival 3.

◆ FOREST TROLL ◆

I have seen small trolls from the forest that are completely fearless take on a much greater foe. I have seen trolls jump across steep chasms and throw themselves into the most wild of streams in the hunt for food. I have seen tribes of up to a hundred trolls leave for a raid painted in blue mud, and I have seen a troll eaten alive by his own kin when they deemed him too weak. I call them forest trolls for they dwell in the forest, but there are other names for this most strange troll that seems to lack a sense of fear.

Like many other trolls, the forest trolls worship the dark religion and widely practice its rituals with skulls and remains, even if they do not dress in such things to the same extent that other trolls do. It has been said that the forest troll is an excellent hunter, but from what I can tell, one should rather view them as plunderers and bandits.

The forest trolls live like nomads and move in groups in the great forests. They always gather under the strongest leader, who has full right to rule over the group whether there are ten individuals or a hundred. The trolls require only that their leader be strong and brave, and they will follow such a leader blindly unto death. In Dranvelte I learned that if you kill the leader of a group of forest trolls, the rest will flee, but as long as the leader is alive, they will fight to the last drop of blood.

The forest trolls mostly live in the deep forests of Trudvang, usually in abandoned caves. Here they make their living from hunting or plunder. They have a nose as long as their ears and

a bent, sinewy body with brown or sometimes green skin. Their mouth tusks are not as strong as those of other trolls, but they do have a set of razor-sharp teeth.

The forest trolls are fearless and greedy. They have an ability to dig up dwarven caches hidden in the forest and empty them of all treasure.

By nature the forest troll is a gatherer, and it will amass many useful and useless things. They have a constant need for material objects and artifacts, and anyone who searches a forest troll will find many funny objects in their clothing and bags. The forest troll's craving is also its greatest weakness, since they always fight among themselves about who is the rightful owner of the various items.

Forest trolls have a special connection to the blue-colored mud that they like to paint their bodies with. They believe that the mud has magical properties that gives them power and strength when they rush to face their enemies, something that is not factually correct. The mud is difficult to come by and often is found in smaller pools of mud deep within the darkest forests. At that point the mud has a yellow and brown color, but when it dries it becomes blue.

Since the forest trolls cannot feel fear, they are not afraid of dying. In battle, a forest troll chooses a victim and attacks until it is dead. When the troll has defeated the victim, it tries to plunder the corpse before charging another foe.

Fearless

Forest trolls cannot feel fear. This in combination with their deep belief in Haminges make them a dangerous foe. When using forest trolls in your campaigns, you should pinpoint this as a special trait compared to other races. A forest troll never needs to roll on the fear chart when it comes to natural or magical phenomena.

Mud Camouflage

When the blue mud is struck by the rays of the moon, it seems green and its color becomes one with the night colors of the forest. This trait has led to trolls painting themselves with this mud, also known as pig's mud, which means that they are camouflaged when they are out in the forest during nighttime. The trolls become very hard to detect (–4 on all skill rolls to discover the forest trolls), and trolls that are sneaking

become even harder to see (–8). The forest trolls that move through the woods without trying to stay hidden are also hard to spot and require a successful roll with the Shadow Arts skill to be discovered.

Night's Sight

A forest troll can see with a weak light source (stars, moonlight, torchlight, and so on) as if it were day.



STATS: FOREST TROLL

Type: Humanoid; **Age:** 20, Max 50; **Size:** 1/2; **Movement:** Land 2 CP per 1 m (Max 20 m, 19 m if wearing armor); **Natural Armor:** 1; **Religion:** Haminges; **Initiative (Base):** +3 (+2 if wearing armor); **Fear Factor:** 1d5.

Body Points: 15–24

Damage Levels (for 20 BP): 1–5 (0) / 6–10 (–1) / 11–15 (–3) / 16–20 (–7) / >20 (Dying)

Character Traits: Dexterity +2, Intelligence –4

Feats: Fearless, Mud Camouflage, Night’s Sight.

Weapons:	Damage:	Initiative:
Bite/Claws	1d5	0
Hunting bow	1d10	–2
One-Handed Light Weapons	1d10	–1 – – 3
Armor: Leather Armor	PV 2 / BV 20	–1

Combat Points: Free 8 / Attacks & Parries 2 / Armed 1 (Bows & Slings 4, One-Handed Light Weapons 4, Shields 4) / Unarmed 1 (Brawling 4, Wrestling 4).

Samples of Attacks: 2 actions per 1 round

Bite/Claws SV 9, SV 6

Weapon SV 9, SV 6

Weapon SV 8, SV 5, (Shield 6)

Skills: Care SV 5, Entertainment SV 3, Faith 2, Shadow Arts SV 7, Vitner Craft SV 1.

Agility SV 9

Fighting SV 7

Knowledge SV 3

Shadow Arts SV 7

Wilderness SV 7

Battle Maneuver 1 (*Evade 3*); Body Control 2 (*Jump, Climb and Balancing 4*); Horsemanship 1 (*Riding 3*)

Armed Fighting 1 (*Bows and Slings 2; One-Handed Light Weapons 2; Shield Bearer 2*); Battle Experience 1 (*Armor Bearer 1; Fighter 1*); Unarmed Fighting 1 (*Brawling 2; Wrestling 2*)

Language 1 (*Mother Tongue (Bastjuma) 3*)

Shadowing 2 (*Camouflage and Hiding 3*)

Hunting Experience 1 (*Hunting and Fishing 2*)



◆ GOBLIN ◆



obblins and forest trolls, some would say they are one and the same. But I know better, for I have spent many years traveling, and in the great halls of knowledge where stories and rune staves are exchanged, I have learned many things. During the entire summer in the northern parts of Runvjiik, I did little else than study the goblins and their race. The first thing that struck me was how goblins view their leader, for this differs from the ways of other troll folk. Goblins choose their leader from the length and size of their nose. The greater the nose, the better the chance a goblin has of being elected leader at the annual gathering that is held between root and tree in the deep forests. This may seem odd to us, but goblins believe that a king troll lives within the goblin with the greatest nose, and therefore they believe that a long-nosed goblin can wield magic. Vitner is otherwise something that for some inexplicable reason goblins can neither learn nor control.

The goblins cannot stand sunlight. It is said that their bodies dry out and turn to stone as if a braskelwurm had gazed upon them. For the same reason, they spend most of their time under earth, where they mine and work ore. They do not have the mining skill of the dwarves, but they do well enough to mine considerable amounts during their lifetime. From the ore they make raw materials that they use to craft tools and other items, which is why goblins are better equipped than other troll kin. I should, however, add that I have seen goblins in bright daylight both inside and outside the forests, so perhaps it is nothing but common peasants' talk that goblins are

turned to stone by the sun, or perhaps it is a strange thought among the goblins themselves, as the one concerning noses and magic.

Goblins live in great tribes of about a hundred to five hundred individuals deep inside the forests or mountain halls. In rare cases, tribes have been encountered that include upward of a thousand individuals.

The goblin is a short creature, around a meter tall, that has gray skin. Almost all goblins have a small and sinewy body with a great head and a long nose. What sets each goblin apart from one another is the shape of the nose. Most goblins have something that resembles the nose of a pig, while others have a more human- or troll-like nose. These goblins are considered to be king trolls reincarnated and are also the ones that are allowed to mine the divine ore. The goblins are one of few troll breeds that do not worship Haminges.

The god of goblins is the glittering mountain ore. They mine the ore, which they then melt down or form into images of their god. These images can be found all around in their dens, and the goblins value them greatly. The goblins are excellent diggers and build their dens in the mountains. Their dens consist of ten to a hundred little glittering tunnels and hallways that lead deeper into the mountain. Some tunnels serve as living quarters, others are used to mine ore, and still others are places for the old ones to dwell.

Usually, goblins are afraid and shy. Before they decide to attack someone, they will follow the target for several days. The goblins never attack if they are outnumbered. If they become outnumbered in a battle, they either flee or give up.

Camouflage

The gray skin of the goblins gives them the ability to adapt to their background. Those that stand still against a cave wall are incredibly hard to detect (-4 on all skill rolls to discover the goblin), and goblins that are moving but trying to be sneaky are still very hard to spot (-8). Goblins that move through

a cave without trying to stay hidden are also hard to spot and require a successful roll with the Shadow Arts skill to be discovered.

Night's Sight

A goblin can see without any light source as if it were day.

Spiderlegs

Goblins have the ability to move along the walls and ceiling of a cave. A goblin moves at half their movement rate on walls and a third on ceilings.

Sunlight Weakness

Goblins that are exposed to sunlight have a modifier of -5 to all SV-rolls.

Superstitious

The goblins are very superstitious and afraid of the unknown, especially vitner and other trollcraft. When a goblin bears witness to something that in their eyes has no natural explanation (game master’s discretion), they must make a situation roll with a situation value of 8, and on a failed roll they will flee.



STATS: GOBLIN

Type: Humanoid; **Age:** 15, Max 30; **Size:** 1/2; **Movement:** Land 2 CP per 1 m (Max 7 m, 6 m if wearing armor); **Initiative (Base):** +3 (+2 if wearing armor); **Fear Factor:** 1d5.

Body Points: 11-16

Damage Levels (for 13 BP): 1-4 (0) / 5-7 (-1) / 8-10 (-3) / 11-13 (-7) / >13 (Dying)

Character Traits: Dexterity +2, Intelligence -4, Strength -2

Feats: Camouflage, Spiderlegs, Sunlight Weakness, Superstitious, Night’s Sight.

Weapons:	Damage:	Initiative:
Unarmed	1d3	+3
One-Handed Light Weapons	1d10	-1 - -3
Armor: Leather	PV 2 / BV 20	-1
Combat Points: Free 8 / Armed 1 (One-Handed Light Weapons 4) / Unarmed 1 (Brawling 4).		

Samples of Attacks: 2 actions per 1 round

Bite/Claws SV 8 SV 5
Weapon SV 8, SV 5

Skills: Care SV 5, Entertainment SV 3, Faith 1, Vitner Craft SV 1

Agility SV 9
Body Control 2 (*Jump, Climb and Balancing 4*)

Fighting SV 7
Armed Fighting 1 (*One-Handed Light Weapons 2*); Battle Experience 1 (*Armor Bearer 1*); Unarmed Fighting 1 (*Brawling 2*)

Knowledge SV 3
Shadow Arts SV 7
Wilderness SV 7

Language 1 (*Mother Tongue (Bastjuma)* 3)
Shadowing 1 (*Camouflage and Hiding 3*)
Hunting Experience 1 (*Hunting and Fishing 2*); Survival 1 (*Terrain Experience (Mountain) 2*)

TROLLS

◆ GRAY TROLL ◆



There are many names for the gray trolls, perhaps because they don't have a uniform appearance, culture, or way of life. Most people would agree that the gray trolls have drawn the short straw of all their kin. They have the naiveté of the goblins, the greed of the king trolls, the stupidity of the forest trolls, and the fear of magic of the hrim trolls. If truth be told, there are sly and fearless gray trolls, but for the most part they are among the dumbest trolls I have ever encountered. They are impulsive and greedy and do not seem to understand the simple link between action and consequence. One can hear of the stupidity of the gray trolls in the Mittlandian song Ywhagoein, in which the troll Gray Foot chooses the largest blue stone over the smallest gemstone, and the longest straw of grass over the short iron ingot.

The only thing that could possibly keep a group of gray trolls coordinated is a leader whose intelligence surpasses that of a hedgehog. In these cases, the gray trolls that are weak of mind can live together in the same den out in the woods. As far as I can tell, there is only one thing that could gather a considerably large group of gray trolls, and that is a raid. It seems as if the chance of being part of a raid is etched in their very bones as more of an instinct than logical

thinking. Gray trolls that take part in raids are both brutal and merciless.

Most gray trolls have a body that is slightly larger than a human's, upon which sits a meaty head with a large growth of a nose. One usually says that gray trolls have a very sensitive sense of smell but are too dumb to tell the difference between feces and gold. The gray troll has muscular arms, short rounded legs, and great lumpy feet. Like the king troll, the gray troll has a long cow-like tail.

Gray trolls feel most at home in a flock of others like themselves but are as disorganized as a bunch of hens. They live in all types of places, from simple forest camps to dens in the earth and abandoned human settlements. It is not unusual for them to have forest trolls that serve by their living quarters.

They rarely make their own tools, weapons, or armor, instead using what the forest has to offer, or even better things they find in the villages of men. In rare cases, gray trolls gather under one strong leader and can lay waste to villages that they then claim as their own. Sometimes the trolls venture into the homes of the dwarves to plunder, but most often the dumb trolls get lost and die in the dark labyrinths.

Night's Sight

The troll can see with a weak light source (stars, moonlight, torchlight, and so on) as if it were day.

Plaguebearer

Trolls live a primitive and filthy life, which means that they may carry many diseases. Anyone who gets within 2 meters of a troll that carries a plague must make a situation roll with a situation

value of 7 (Constitution modifiers apply).

If the roll succeeds, the person is immune for a month to plagues carried by trolls. If the roll fails, the person is afflicted with one of the following effects. Roll on the table below.



PLAGUEBEARER EFFECTS

1d20	Effect
1–5	The stench from the troll sets into the clothes of the victim, which makes the person smell very bad.
6–9	The victim feels a bit woozy and has -1 on all skill values and situation values for the next hour.
10–13	The victim is afflicted with a severe cold and has -1 on all skill values and situation values for the next day.
14–16	The victim is afflicted with a heavy cold and fever for 1d6 days. During this time, they have -2 on all skill values and situation values. Their movement ability is also reduced to 2/3 of normal.
17–18	The victim is afflicted with a severe rash for 1d6 days. During this time, they have -3 on all skill values and situation values. Thereafter, they must make a new situation roll with a situation value of 7 (Constitution modifiers apply). On a failure, the duration is extended by 1d3 days with the same effect.
19–20	The victim develops 1d10 + 5 great boils on their body. Each day, 1d3 boils burst until all have burst. Each boil that bursts causes 1d3 points of damage.

STATS: GRAY TROLL

Type: Humanoid; **Age:** 25, Max 60; **Size:** 1,5t; **Movement:** Land 2 CP per 1,5 m (Max 15 m, 14 m if wearing armor); **Natural Armor:** 1; **Religion:** Haminges; **Initiative (Base):** +1 (0 if wearing armor); **Fear Factor:** 1d10.

Body Points: 41–53
Damage Levels (for 47 BP): 1-12 (0) / 13-24 (-1) / 25-36 (-3) / 37-47 (-7) / >47 (Dying)

Character Traits: Constitution +1, Intelligence -2, Strength +4

Feats: Night’s Sight, Plaguebearers.

Weapons:	Damage:	Initiative:
Unarmed	1d10 + 4	0
One-Handed Heavy Weapons	2d10 (OR 9-10) + 4	-4 – -6
One-Handed Light Weapons	1d10 (OR 9-10) + 4	-1 – -3
Two-Handed Weapons	2d10 (OR 8-10) + 4	-5 – -7
Armor: Metal-reinforced Leather	PV 4 / BV 40	-1

Combat Points: Free 8 / Attacks & Parries 4 / Armed 3 (One-Handed Light weapons 6, One-Handed Heavy weapons 6, Shields 4, Two-Handed weapons 4) / Unarmed 1 (Brawling 4).

Samples of Attacks: 3 actions per 1 round¹
2 actions per 1 round²

- ¹One-Handed Weapons SV 8, SV 7, SV 6
- ¹One-Handed Weapons SV 7, SV 6, SV 5; (Shield SV 7)
- ²One-Handed Weapons SV 10, SV 8; (Shield SV 7)
- ²Two-Handed Weapon SV 12, SV 7

Skills: Agility SV 9; Entertainment SV 2, Shadow Arts SV 6; Vitner Craft SV 1.

Care SV 5	Handicraft 1 (<i>Hard Materials 2, Soft Materials 2</i>)
Faith SV 5	Invoke 1 (<i>Noaj 1, Holy Tablet (..) 1</i>)
Fighting SV 7	Armed Fighting 3 (<i>One-Handed Light Weapons 3; One-Handed Heavy Weapons 3; Shield Bearer 2; Two-Handed Weapons 2</i>); Battle Experience 1 (<i>Armor Bearer 3: Fighter 2</i>); Unarmed Fighting 1 (<i>Brawling 2</i>)
Knowledge SV 5	Language 1 (<i>Mother Tongue (Bastjuma) 3</i>)
Wilderness SV 7	Geography 1; Nature Knowledge 1; Survival 2

◆ HRIM TROLL ◆

No other troll is as feared in Trudvang as the hrim troll. It is a large troll that beastologists consider more of a giant than a troll. Some hrim trolls can grow as tall as ten fully grown warriors, and others are remarkably shorter. Exceptionally large hrim trolls are commonly known as “Goldenbacks,” after the yellow or red mane that grows along their back. They are more wild and dangerous than other hrim trolls and do not fear magic as much as normal hrim trolls do.

All hrim trolls are going through a metamorphosis, the older they get the more beast-like they become. Young hrim trolls often look like large King trolls but with small tusks. As the tusks grow and get heavier the hrim troll also grows bigger and start walking in a more beast-like position. Really old hrim trolls have such great tusks that it's impossible for them to stand in an upright position.

It is said that hrim trolls do not have horns on their heads, only hrimtursirs do. However, in the far west, in the land of Sylvan it is not uncommon that the great hrim trolls can have horns. Some say it's a touch by the demon forces that were once strong here. It is also said that hrim trolls with horns are more fierce and dark minded. The famous hero Gedald Tonnerman slayed such a beast once, and made a battle horn from the horn of the hrimtroll. The horn was called “Trollsound” and was magical. Unfortunately the horn was lost in the plains of Sylvan when Gedald was fighting the Amurians more than 200 winters ago.

The hrim troll has a thick brush of hair that grows down its back to form a mane and a beard from which one can craft very good winter clothing. The thick tusks that sprout from the mouth of the hrim troll are much sought after to be used as handles and details for both working tools and weapons. A general rule of thumb is that the longer the

tusks are, the older the hrim troll is. The hrim trolls that live in the Stormlands are considered to be both wilder and larger than others. In the lands to the west, hrim trolls are an irregular sight, which is why this cold-wrapped beast always has been especially exciting for me to encounter. During my long travels both far and wide, I always sought more information concerning this most strange troll, but it was in Wildland that I first came to know the inner being of the hrim troll.

The savage Wildfolk in the east taught me everything there is to know about the so-called storm slumber, when the trolls hibernate like bears. But instead of hibernating when the cold comes, the hrim trolls rest in the summer. They hibernate deep in a pit where they can slumber through the warm summer, and the den, which is often located deep underground, becomes cold from the troll's body. The wildfolk told me that at the end of this hibernation, the hrim troll breeds its children. When they wake, the females stay a while in their dens with the children while they grow strong and ready to fend for themselves. When a hrim troll leaves its den, it is angry and hungry, and the wildfolk know better than to hunt the beast during the first months of winter.

Unlike many other trolls, hrim trolls are very quiet and observant. They have a predatory instinct that drives them to constantly scour the landscape for new prey. Often they live in smaller clans of six to ten individuals. They never live with more than one female in a clan. The clan is led by a strong leader that maintains the hierarchy in the group.

The hrim trolls are good hunters and blacksmiths. They use weapons and simple chainmail shirts crafted in a mysterious kind of silver. In very rare cases, hrim trolls carry weapons made of mitraka, which they have crafted on their own. Where and how they acquired this material is a riddle indeed.



Fear of Magic

When hrim trolls come into contact with a source of magic, they must make a situation roll with a situation value of 8. If the roll is failed, they have a modifier of -3 on everything they attempt and must also attempt a new situation roll with a situation value of 12. A new failure means the hrim troll flees from the source of magic for 1d6 rounds before attempting to approach it again. When the hrim troll dares to approach again, it must repeat the situation roll, this time with a modifier of -2, which equates to a situation value of 10. Upon failure, this process is repeated until the situation value reaches 0, at which point the troll does not dare to approach the source of magic ever again.

Frenzy

The normally leisurely hrim troll becomes a changed creature when it enters battle. For the first 1d6 action rounds, they fight with an amplified frenzy, gaining +2 on all their attacks, but at the same time having a modifier of -2 on all attempted parries. During these action rounds, the troll appears very threatening. It shouts incomprehensibly with its animalistic roar and makes wild gestures with its mighty tusks. The hrim troll does this in an attempt to intimidate their enemies so they are paralyzed or flee the scene.

Hrim trolls often enter battle with a great combat sword or big iron-laid clubs.

Hrim Body

The hrimtroll has lived in the cold for such an extensive amount of time that its body has absorbed the cold. An ever-present frost pulsates in a sphere around the troll. The sphere is 10 meters in diameter. All who stand within it must make a situation roll with a situation value of 8 (Psyche modifiers apply) in order to not flee from the sphere. The cold within the sphere deals the following damage per action round to any who stand within it.

Winter clothes halve the damage during the first three rounds, but for this to have any effect, the clothes must be counted as winter clothing. The following count: thick pants, fur coat, fur hat, fur shoes, and thick gloves. A character with a full set of winter clothing that is made from the fur of a mastomant takes no damage.

HRIM BODY DAMAGE

Action Round	Damage
1	—
2	1d3
3	2d6
+1	+1d6



Night's Sight

The troll can see with a weak light source (stars, moonlight, torchlight, and so on) as if it were day.

Tusk Throw

The hrim troll uses its great tusks in battle. It sweeps them from side to side to gather as many of its enemies as possible. With a great thrust, the troll then throws those enemies high into the air. The sweep itself seldom causes damage, but the fall that comes after having been thrown so high causes severe fall damage.

A victim of the tusk throw can try to avoid the attack with the Agility skill, preferably with the Evade specialty.



STATS: YOUNG HRIM TROLL

Type: Humanoid; **Age:** 40, Max 140; **Size:** 3t; **Movement:** Land 2 CP per 3 m (Max 36 m, 35 m if wearing armor); **Natural Armor:** 3 (0 when wearing armor); **Religion:** Haminges; **Initiative (Base):** -3; **Fear Factor:** 1d10 (OR 8-10).

Body Points: 80-100

Damage Levels (for 90 BP): 1-23 (0) / 24-46 (-1) / 47-68 (-3) / 69-90 (-7) / >90 (Dying)

Character Traits: Constitution +4, Strength +6

Feats: Fear of Magic, Frenzy, Hrim Body, Night's Sight.

Weapons:	Damage:	Initiative:
Unarmed	1d10 (OR 10) + 6	0
One-Handed Heavy Weapons	2d10 (OR 8-10) + 6	-4 - -6
Two-Handed Weapons	2d10 (OR 7-10) + 6	-5 - -7
Armor: Metal-reinforced leather	PV 4 / BV 40	-1

Number of Rounds to Spread Combat Points: 2

Combat Points: Free 11 / Attacks & Parries 6 / Armed 3 (One-Handed Heavy Weapons 6, Two-Handed Weapons 6) / Unarmed 1 (Brawling 4).

Samples of Attacks: 2 actions per 2 rounds¹
3 actions per 2 rounds²

¹ Unarmed SV 15, SV 7

¹ Weapon SV 14, SV 12

² Weapon SV 10, SV 10, SV 6

Skills: Agility SV 9; Entertainment SV 4, Shadow Arts SV 8; Vitner Craft SV 1.

Care SV 10	Handicraft 2 (<i>Hard Materials 4; Soft Materials 3</i>)
Faith SV 7	Invoke 1 (<i>Holy Tablet</i> (..) 2; <i>Noaj</i> 2)
Fighting SV 10	Armed Fighting 3 (<i>One-Handed Heavy Weapons 3; Two-Handed Weapons 3</i>); Battle Experience 1 (<i>Armor Bearer 2; Fighter 3</i>); Unarmed Fighting 1 (<i>Brawling 2</i>)
Knowledge SV 5	Language 1 (<i>Mother Tongue (Bastjuma)</i> 3)
Wilderness SV 10	Geography 1 (<i>Orientation 2</i>); Nature Knowledge 2; Survival 3

STATS: OLD HRIM TROLL

Type: Humanoid; **Age:** 90, Max 140; **Size:** 6t; **Movement:** Land 2 CP per 6 m (Max 30 m (0 when wearing armor)); **Natural Armor:** 3; **Religion:** Haminges; **Initiative (Base):** -3 (-4 when wearing armor); **Fear Factor:** 1d10 (OR 8-10).

Body Points: 100-125

Damage Levels (for 112 BP): 1-28 (0) / 29-56 (-1) / 57-84 (-3) / 85-112 (-7) / >112 (Dying)

Character Traits: Constitution +4, Dexterity -4, Strength +8

Feats: Fear of Magic, Frenzy, Hrim Body, Night's Sight, Tusk Throw (SV 11).

Weapons:	Damage:	Initiative:
Unarmed	2d10 (OR 9-10) + 8	0
One-Handed Heavy Weapons	3d10 (OR 8-10) + 8	-4 - -6
Two-Handed Weapons	3d10 (OR 7-10) + 8	-5 - -7
Armor: Fur armor	PV 2 / BV 20	-1

Number of Rounds to Spread Combat Points: 3

Combat Points: Free 17; Armed 3; (One-Handed Heavy Weapons 6; Two-Handed Weapons 6); Unarmed 5

Samples of Attacks: 1 action per 3 rounds¹
2 actions per 3 rounds¹
3 actions per 3 rounds²

¹ Tusk Throw SV 11

² Unarmed SV 15, SV 7

² Weapon SV 14, SV 12

³ Weapon SV 10, SV 10, SV 6

Skills: Agility SV 9; Entertainment SV 4, Shadow Arts SV 8; Vitner Craft SV 1.

Care SV 10	Handicraft 3 (<i>Hard Materials 5, Soft Materials 3</i>)
Faith SV 7	Invoke 1 (<i>Holy Tablet</i> (..) 2, <i>Noaj</i> 2)
Fighting SV 10	Armed Fighting 3 (<i>One-Handed Heavy Weapons 3; Two-Handed Weapons 3</i>); Battle Experience 1 (<i>Armor Bearer 2; Fighter 3</i>); Unarmed Fighting 1 (<i>Brawling 2</i>)
Knowledge SV 5	Language 1 (<i>Mother Tongue (Bastjuma)</i> 3)
Wilderness SV 10	Geography 1 (<i>Orientation 2</i>); Nature Knowledge 2; Survival 3

◆ KING TROLL ◆

Perhaps you think that a troll is only stupid and unintelligent, a brutal and primitive creature. You would be mistaken in thinking so, for there is a troll that is both cunning and adept with magic, and it is called a king troll. Perhaps the king troll is the original father of all trolls, the one from which all others have degenerated to eventually create creatures such as gray trolls and even goblins. These are questions that we may never have the answer to, but one thing is certain beyond any doubt: the king troll possesses all the traits that trolls at large deem to be important. It has long black hair, a pointy nose, pointy ears, and a long and furry cow's tail. Also, the king troll loves treasure in all forms. In the den of a king troll, one can often find both coins and tools that it has stolen from the settlements of humans. I heard about a king troll that had gathered in a most famous den in Carlonne a considerable treasure of 1,000 golden rings, 250 silver bracelets, coins and jewelry of gold and copper, and silver goblets and chests filled with weapons and parts of armor worthy of Mittland's lydgodars.

As far as I have gathered, a king troll won't wield weapons to the same extent as other trolls; instead, they rely solely on their knowledge of weaving vitner. A king troll can wield all forms of vitner, but mostly they use dark vitner. In addition,

they have developed their own type of magic and trollcraft that only king trolls know. They use their trollcraft to lay traps in their dens and camouflage themselves to steal away human children.

The king troll has a dark mind, and it often exploits other trolls and wicked creatures to fulfill their own purposes. It has also been said that king trolls love human flesh far more than other trolls do, but this I take to be factually untrue since I have seen gray trolls eagerly feast on human flesh.

King trolls either live in smaller groups together or they mingle among other trolls to build a greater community. Gray trolls, goblins, and other wicked creatures that need a king troll's knowledge gather willingly under the protection of a king troll.

King trolls usually grow larger than other trolls, but their bodies are more thin, sinewy, and wiry than those of, for example, gray trolls. They like to dress up with rings, bracelets, and other ornaments that shine. They hate the sun but are not hurt by it. They prefer to live in deep forests, near dark ponds of water. Other than human flesh, king trolls love to eat northern pike and perch from the lakes of the forest. Sometimes they use their trollcraft to catch the fish, but often they fish from the land using their long tail since it is unusual for a king troll to be able to swim.







Illusion Trick

All king trolls can use very simple illusions to trick and fool. For example, the illusions can be used to make a plate of food seem like it's full of maggots or frogs.

Mock Guidance

A king troll can hide in bushes and rocks to follow someone and whisper about the loveliness of the forest or mountain through which they are traveling. Often the troll will try to lure someone into a trap or its den where the unlucky one will be slain or enslaved. The victim must succeed on a situation roll with a situation value of 7 (Psyche modifiers apply) in order to ignore the whispers. A failed roll means that the victim follows the whispered suggestions without even being aware of the whispers. A successful roll means that the mock guidance is broken. Every time the troll wishes to lead the victim along a new path or in a new direction, the victim must make a new situation roll.

Persuade

Instead of capturing its prey with force, the king troll likes to use vitner or its power of persuasion. Victims who hear what the king troll has to say must make a situation roll with a situation value of 12 (Psyche modifiers apply) in order to not be persuaded by the troll.

STATS: KING TROLL

Type: Humanoid; **Age:** 75, Max 200; **Size:** 3t; **Movement:** Land 2 CP per 3 m (Max 30 m, 29 m if wearing armor); **Natural Armor:** 2; **Religion:** Haminges; **Initiative (Base):** +1 (0 when wearing armor); **Fear Factor:** 1d10 (OR 10).

Body Points: 82–101

Damage Levels (for 92 BP): 1–23 (0) / 24–46 (–1) / 47–69 (–3) / 70–92 (–7) / >92 (Dying)

Character Traits: Intelligence +4, Strength +4

Feats: Illusion Trick, Mock Guidance, Persuade.

Weapons:	Damage:	Initiative:
Unarmed	1d10 (OR 10) + 4	0
One-Handed Heavy Weapon	2d10 (OR 8–10) + 4	–4 – –6
Two-Handed Weapon	2d10 (OR 7–10) + 4	–5 – –7
Armor: Fur Armor	PV 2 / BV 20	–1

Number of Rounds to Spread Combat Points: 2

Combat Points: Free 8 / Attacks & Parries 4 / Armed 1 (One-Handed Heavy Weapons 4, Two-Handed Weapons 4, Shields 2) / Unarmed 1 (Brawling 4, Wrestling 4).

Samples of Attacks: 3 actions per 2 rounds¹
2 actions per 2 rounds²

¹ Unarmed SV 6, SV 6, SV 5

² Wrestling SV 10, SV 7

² One-Handed Heavy Weapon SV 10, SV 7

² One-Handed Heavy Weapon SV 7, SV 6 (Shield 6)

² Two-Handed Weapon SV 11, SV 6

Skills: Agility SV 10, Care SV 7, Entertainment SV 4, Faith SV 3,

Fighting SV 7	Armed Fighting 1 (<i>One-Handed Heavy Weapons</i> 2; <i>Two-Handed Weapons</i> 2; <i>Shield Bearer</i> 1); Battle Experience 1; (<i>Armor Bearer</i> 2; <i>Fighter</i> 2); Unarmed Fighting 1 (<i>Brawling</i> 2; <i>Wrestling</i> 2)
Knowledge SV 6	Language 1 (<i>Foreign Tongue</i> (..) 1; <i>Mother Tongue</i> (<i>Bastjuma</i>) 3)
Shadow Arts SV 7	Shadowing 1 (<i>Camouflage and Hiding</i> 2); Thievery 1 (<i>Locks and Traps</i> 2)
Vitner Craft SV 6	Call of Vitner 1 (<i>Darkhwtalja</i> 2); Vitner Shaping 1 (<i>Galding</i> 2; <i>Vitner tablet</i> (<i>Delusion Vitner</i>) 3; <i>Vitner tablet</i> (<i>Power of Thought</i>) 2; <i>Vitner tablet</i> (<i>Witchcraft</i>) 1)
Wilderness SV 10	Hunting Experience 1 (<i>Hunting and Fishing</i> 2); Nature Knowledge 1; Survival 2 (<i>Pathfinder</i> 1);
Vitner Capacity: 46	Galding SV 10

TROLLS

◆ OGRE ◆

The ogre is the smallest sibling in the strange family of giants and trolls. It is said that in days long past, there were ogres both far and wide, but that they suddenly disappeared. Perhaps this has to do with the common perception that all ogres carry lumps of gold in their bellies and that both humans and dwarves have hunted them to obtain this most precious metal.

In days long past, ogres dwelled on the plains of Mittland, but today they can be found only in the deepest forests. The ogre is a lonely and capricious creature. In my long life of searching, I have never met anyone that can say for certain how an ogre lives. They seem to make their living mostly from hunting and have no lasting homes. It is very rare to encounter more than one ogre at a time and they fiercely protect their hunting grounds.

On the highlands of Edras, I once encountered an ogre. It wandered from top to top in the search of the wild rams that live on the crags there. The ogre was much taller than I had expected, its clothing was most primitive, and so were the weapons and tools that it bore. It did not take long before the ogre discovered us and tried to scare us away from the mountain. We were not a battle-ready troupe at the time and chose to depart before we further enraged the ogre. The people of Soj are hostile towards giant- and troll kin, and ogres in particular. The villagers told us how the ogres made their way down from the mountains a few times a year to steal cattle.

In days long past, when the ogres were a more common sight, they used to be split up into mountain ogres, forest ogres, farm ogres, and river ogres. Mountain ogres were large and hairy. Forest ogres were bowed and covered in moss. Farm ogres lived close to the settlements of humans, and river ogres were usually found by great rivers, mostly in the marshlands of Visethia. Today people speak of them all simply as ogres and have melded them together into one kind. The common ogre today has inherited the size of the mountain ogre, the great teeth of the forest ogre, the temper of the farm ogre, and the greenish skin of the river ogre.

The ogre is a creature that cannot be trusted due to its unstable psyche. Its mood shifts constantly between two states, rabid and kind. If the ogre is in a kind mood, one can have conversations with it and the ogre will seem peaceful and willing to talk. In these brief moments, one might wonder where all the rumors about the horrid anger of the ogres come from.

But just as a coin has two sides, so does the ogre. As fast as one can flip a coin, the ogre can shift its mood, and at these times one would do best to avoid this unstable creature.

Ogres live in everything from caves to wooden lodges.

Due to its unstable mood, an ogre rarely has long stretches of concentration, which is why they do not build their own homes but rather take up where other trolls once lived. Such houses are often torn down in bursts of rage, which means that these structures are poorly made and never safe to dwell in.

Mood

Teamwork is a term that has never been used in regard to ogres, especially since it is very rare that two ogres are in a good mood long enough for their brotherhood to lead to anything of value.

To decide the mood of an ogre on any given occasion, a luck roll is made with 1d10. If the result is 1–5, the ogre

is normal and somewhat calm, but should the result be 6–10, it is furious. The ogre will be in this mood for 1d6 hours unless something happens to shift its mood. The mood can switch from kind to murderous just by the slightest ordeal or if there is something around them that they don't like in the slightest.

When an ogre is in its crazed state of mood, it will attack everything and everyone. If there is no living thing close enough, it will go wild on the nearest thing in range due to its need to destroy something. An ogre in battle never thinks about taking damage but only of inflicting damage. This means that ogres will not parry in battle.

STATS: OGRE

Type: Humanoid; **Age:** 30, Max 70; **Size:** 2t; **Movement:** Land 2 CP per 2 m (Max 20 m, 19 m if wearing armor); **Natural Armor:** 1; **Religion:** Haminges; **Initiative (Base):** -1 (-2 if wearing armor); **Fear Factor:** 1d10.

Body Points: 52-65

Damage Levels (for 59 BP): 1-15 (0) / 16-30 (-1) / 31-45 (-3) / 46-59 (-7) / >59 (Dying)

Character Traits: Constitution +2, Dexterity -2; Strength +4

Feats: Mood

Weapons:	Damage:	Initiative:
Unarmed	1d10 (OR 10) + 4	0
One-Handed Heavy Weapons	2d10 (OR 8-10) + 4	-4 - -6
Two-Handed Weapons	2d10 (OR 7-10) + 4	-5 - -7
Armor: Metal-reinforced Leather	PV 4 / BV 40	-1

Combat Points: Free 8/ Attacks & Parries 2 / Armed 2 (One-Handed Heavy Weapons 4, Two-Handed Weapons 4) / Unarmed 1 (Brawling 2, Wrestling 2).

Samples of Attacks: 2 actions per 1 round

Unarmed SV 8, SV 5

Weapon SV 10, SV 6

Skills: Agility SV 5; Care SV 4, Entertainment SV 3, Faith 4, Shadow Arts SV 7, Vitner Craft SV 1.

Fighting SV 7

Knowledge SV 5

Wilderness SV 7

Armed Fighting 2 (*One-Handed Heavy Weapons 2; Two-Handed Weapons 2*); Battle Experience 1 (*Armor Bearer 1; Fighter 1*); Unarmed Fighting 1 (*Brawling 1; Wrestling 1*)

Language 1 (*Mother Tongue (Bastjuma) 3*)

Hunting Experience 1 (*Hunting and Fishing 1*); Survival 1



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