

FREE LEAGUE

DRAGONBANE



BESTIARY



DRAGONBANE

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PREFACE

Oh, will no good deed go unpunished? I suppose time will tell, but right now things are looking bleak indeed. I have wandered, ridden, climbed, crawled, and swum all over this earth; I have spoken with all manner of creatures, observed, analyzed, and recorded almost everything worth knowing about the people and beings of the world. Not for personal gain, mind you – I’ve endured all this hardship, misery, and toil for the sake of you and all others. And yet here I am, unthanked and crouched in a godforsaken crevice along with my companions, hunted by several of the creatures that I’ve graciously included in my catalog. How astoundingly rude!

My name is Theodora Sneezewort, and I am by far the most inquisitive and curious specimen of the halfling kin. I left Sevenswallow as a girl and have been wandering, riding, climbing, crawling, and swimming ever since. Over the years, others have joined my selfless quest for knowledge. First to accompany me was the tight-lipped dwarven recluse Brasimor Galla, who turned out to be a highly talented artist – the creator of the artworks that give color to my catalog. A little later, at different times, we were joined by the spell-collecting elemental Virdal and the self-proclaimed master thief Kvalka, both of whom have played a significant (if somewhat tiresome) role in my thus far successful pursuit of learning.

Our problems began as we approached the cave complex where Arknarath slumbers – the father of all dragons,

resting on a mountain of gold, gems, and the scorched bones of adventurers. The vicious attacks of a mantichore forced us to seek refuge in a ravine which, it turned out, led into the mountain. After some crawling we tumbled out into an open hall, landing by the claw-like toenails of a group of cave trolls. If we neglect to give a detailed account of the spiders, the stray shadow demon, and the queen wraith that we eventually managed to escape, it can all be summarized here, at the damp bottom of a crevice in the bedrock – Brasimor muttering about his broken axe, Virdal wrapping the bleeding back of his head, Kvalka unconsciously croak-snoring. Not to mention my sprained ring finger!

That you are reading this probably means that you have ended up in said crevice and pried this tome from my lifeless grasp. Either way, I hope with all my soul that these painstakingly penned, delightfully illustrated pages have fallen into the hands of someone who will care for them – who stops their search for Arknarath’s den and heads for the nearest monastery, where the catalog can be preserved and reproduced. After all, we are dealing with one of the most important works in the history of the world – one that can change everything for all who have chosen the adventurous path.

You’re welcome!

– THEODORA SNEEZEWORD, ONE OF A KIND

USING THIS BOOK

Welcome to the Bestiary for *Dragonbane*! This book provides the Gamemaster with many exciting creatures to place in the poor player characters’ path.

In addition to descriptions and stat blocks, each creature in this book comes with a random encounter and an adventure seed. The random encounter can be introduced at any time during the player characters’ travels in the world of *Dragonbane*. The adventure seed is the beginning of a longer story that the GM can expand into a complete adventure.

But this book is also intended for the players, as chapters 1 and 2 contain a total of nine new playable kin, each with a unique innate ability (which can also be used by NPCs). All playable kin are listed in the adjacent table, which replaces the table on page 9 in the Rulebook if you want to randomly select your character’s kin.

Attributes, derived ratings, skills, and abilities listed for the playable kin represent typical NPCs – for player characters, these ratings are generated in the usual way according to the Rulebook.

All of the new kin have base movement 10. This rating is modified for Agility as per the table on page 25 in the Rulebook.

PLAYABLE KIN

D20	KIN	ABILITY
1–4	Human	Adaptive
5–6	Halfling	Hard to Catch
7–8	Dwarf	Unforgiving
9	Elf	Inner Peace
10	Mallard	Ill-Tempered, Webbed Feet
11	Wolfkin	Hunting Instincts
12	Orc	Tough
13	Ogre	Body Slam
14	Goblin	Resilient
15	Hobgoblin	Fearless
16	Frog People	Leaping
17	Karkion	Wings
18	Cat People	Nine Lives
19	Lizard People	Camouflage
20	Satyr	Raise Spirits





NIGHTKIN

I call them the nightkin, or the kin of the night, these people who are uncomfortable in the sun and therefore laden with a heavy burden: almost everyone else regard them as servants of darkness and minions of evil. Brasimor has recounted the feuds between his people and the nightkin around many a campfire, and I myself can easily list numerous battles between elves and orcs, between humans and goblins. But even long ago, when I spoke with the orc Garbaduk – an odd sort of knowledge-seeker who has since gained some recognition among scholars of other kin – I thought I glimpsed a different truth about this kin. He maintained that the nightkin have always had to struggle to be seen as equals by others, and that they really want nothing more than to live in peace. He told of heroes who defended their clans from oppression, of warriors who banished wights and ghosts and thus secured a brighter future for their suffering people.

Whatever the case, the nightkin are undoubtedly a short-tempered lot. Equally true is the fact that they are frequently seen ravaging, burning, and pillaging villages, castles, and farms, often under orders from some powerful overlord. Indeed, anyone with nightkin for neighbors would do well to prepare for confrontation. The best, and probably only, way to avoid combat is to show strength at all times, for weakness is seen by many nightkin as an invitation to conquer. It would not be at all incorrect to say that the only thing preventing them from conquering large parts of the world is their woeful sensitivity to sunlight.

GOBLIN

“Oh yes, in my line of work you come across the occasional nightkin. Goblins are probably my favorites. With a good swing, you can split two or three of them right away!”

– ANTOS FLANDEL, CARAVAN GUARD

It is well established that the core of the army that the sorcerer Visimir assembled to conquer the territory of the Bloodfist orc clan was made up of goblins. He tempted several clans with fine words of plunder and treasure, but also with promises that they would get to keep part of the valley for themselves. It may seem like a blatant lie in retrospect, but this duplicity also cost Visimir his life – when his treachery was discovered, a young scout named Gutsy shot a poisoned black arrow straight into the two-faced sorcerer’s heart. What happened next is common knowledge, at least among the nightkin: the surviving goblins rallied around Gutsy, and she led them deep into the nearby forest, away from the eyes of enemies and traitors.

SCOUT

Movement: 10 **Damage Bonus:** — **HP:** 9

Typical Armor: Leather (1) **WP:** 8

Skills: Awareness 10, Evade 10, Sneaking 12

Typical Weapons: Short bow (skill level 12, damage D10), short sword (skill level 10, damage D10)

WARRIOR

Movement: 10 **Damage Bonus:** — **HP:** 10

Typical Armor: Studded leather (2) **WP:** 8

Skills: Awareness 10, Evade 10, Sneaking 12

Typical Weapon: Long spear (skill level 12, damage 2D8)

RANDOM ENCOUNTER

A badly wounded woman comes staggering towards the player characters but collapses before reaching them. If someone hurries, she has time to whisper a few words before she dies: *“Follow the blood trail. Save my darling, before they eat him... with mustard...”* Anyone who succeeds with a SPOT HIDDEN or HUNTING & FISHING roll can follow the blood trail deep into the wilderness, to a clearing where a handful of cheerful goblins (two scouts and three warriors) have lit a fire and set up a roasting spit. Lying on the ground is the intended meal: a tied-up man.

Non-Monster: Goblins do not count as monsters in combat, but as ordinary NPCs.

Nocturnal: In direct sunlight, goblins get a bane on all rolls and suffer D6 damage per stretch. A thick layer of clouds, dense foliage, or full-cover clothing are enough to avoid the effect.

Player Character: If the gaming group agrees on it, goblins can be created as player characters. They will then have the innate ability Resilient (see sidebar below).

D6 FIRST NAME

1 Flifos

2 Ilola

3 Luts

D6 FIRST NAME

4 Trulli

5 Luregg

6 Soli

ABILITY: RESILIENT

♦ Willpower Points: 1

Goblins are resilient creatures capable of withstanding all kinds of hardships. By activating this ability, goblins get a boon on a CON roll for resisting poison or disease (pages 52–53 in the Rulebook) or can make camp without rolling BUSHCRAFT (page 103 in the Rulebook). In addition, goblins can always eat raw food without falling ill (no WP required).

ADVENTURE SEED

From the darkest depths of a vast forest, small bands of goblins are setting off on raids. Successfully robbing merchants, priests, peasants, and nobles has made them bolder. So far they have not killed anyone who put their hands in the air, but several guards have lost their lives trying to stop them. It is Gutsy herself who is behind the attacks. In the autumn of her

life, her mind is stuck in memories of being betrayed and forced to hide in the woods with her companions, like rats in filthy holes. Now she intends to take what she was once promised by Visimir. Any gold the goblins scrape together is used to buy food, weapons, and equipment for the growing army. Someone must stop Gutsy before her goblins grow so strong that they pose a real threat to everyone in the area.



HOBGOBLIN

“Hobgoblins are said to be hard-working, determined, and averse to laziness. Tell that to Truutul, that drunken hobgoblin who has moved into the inn’s broom closet and never does anything but drink and sleep!”

– FIALINA RUMBLE, POTTER

The hobgoblins I have encountered on my travels have, without exception, been extremely hard-working and almost unstoppable in their zeal. In fact, I would go so far as to call them the opposite of halflings in this respect

– while my relatives (especially my third cousins from Wortfield) prefer long lunches and endless smoke breaks, most hobgoblins labor tirelessly and loyally toward the goals set by their clan leader. Mainly inhabiting forests and swamps, their work often involves picking berries, chopping trees, extracting bog ore, and searching for treasures buried in sunken ruins. However, it should be added that some hobgoblin lords are known to value gold and precious stones above all else, which leads them to send their loyal subjects to raid the settlements of humans, dwarves, and elves.

SCOUT

Movement: 10 **Damage Bonus:** — **HP:** 9

Typical Armor: Leather (1) **WP:** 8

Skills: Awareness 12, Evade 12, Sneaking 14

Typical Weapons: Short bow (skill level 10, damage D10), dagger (skill level 8, damage D8)

FIGHTER

Movement: 10 **Damage Bonus:** — **HP:** 12

Typical Armor: Studded leather (2) **WP:** 8

Skills: Awareness 10, Evade 10, Sneaking 10

Typical weapon: Short spear (skill level 10, damage D10), small shield

THIEF

Mov.: 12 **Damage Bonus AGL:** +D4 **HP:** 7

Typical Armor: — **WP:** 8

Skills: Awareness 12, Evade 12, Sneaking 14, Sleight of Hand 12, Spot Hidden 10

Typical weapon: Dagger (skill level 10, damage D8), sling (skill level 8, damage D8)

Non-Monster: Hobgoblins do not count as monsters in combat, but as ordinary NPCs.

Nocturnal: In direct sunlight, hobgoblins get a bane on all rolls and suffer D6 damage per stretch. A thick layer of clouds or full-cover clothing are enough to avoid the effect.

Player Character: If the gaming group agrees on it, hobgoblins can be created as player characters. They will then have the innate ability Fearless (see sidebar below).

D6 FIRST NAME

1 Gruush

2 Kloorg

3 Feeger

D6 FIRST NAME

4 Aamash

5 Haggra

6 Ploot

ABILITY: FEARLESS

♦ Willpower Points: 2

Hobgoblins are stalwart individuals who are not easily fazed. A hobgoblin can activate this ability to automatically succeed with a WIL roll for resisting fear (page 52 in the Rulebook). The ability must be activated before any roll is made.

RANDOM ENCOUNTER

A player character who succeeds with a **SPOT HIDDEN** roll notices two boots sticking out of a thicket, as if someone is lying there. It is a dead woman, an adventurer by the looks of her clothes, killed by countless cuts and stab wounds. She is clutching a bloodstained map in one hand; it shows three distinct landmarks in the area – a hilltop and a marsh that the player characters have already passed, and a circled squiggle that may represent a ruin. If the characters go there, they find what is left of the hobgoblin clan Phubarra (a scout, a thief, and three warriors) and a large number of dead hobgoblins. The hobgoblins are frantic with grief and crave revenge after the adventurer's murderous visit.

ADVENTURE SEED

A small village that makes its living from mining bog ore has a problem: a hobgoblin clan has moved into caves in the forest and taken control of the operation. The villagers want someone to help them drive the hobgoblins away, but if the player characters talk to one of the clan members, the hobgoblin claims that it was actually they who once lived here and mined the ore – in other words, that the villagers stole their land and drove them from their homes. Perhaps the characters can get to the bottom of this by talking to older villagers and **PERSUADING** them to tell the truth? Or maybe they must visit one of the more inhospitable neighboring settlements in search of information? Ultimately, they have a choice to make: taking sides, brokering peace, or leaving both parties to resolve the situation by violent means.



OGRE

“My great-grandmother had an ogre. It came to the farm one day, hungry and alone. Before long it had moved into the barn and started helping with everything from pulling the plow to ditching and heavy lifting.”

– JULINEL GARPE, FARM WIFE

FIGHTER

Mov.: 10 **Damage Bonus STR: +D6** **HP: 16**

Typical Armor: Leather (1) **WP: 12**

Skills: Awareness 8, Brawling 12, Evade 6

Typical Weapon: Large wooden club (skill level 10, damage 2D8)

CHIEFTAIN

Mov.: 10 **Damage Bonus STR: +D6** **HP: 24**

Typical Armor: Studded leather (2) **WP: 16**

Skills: Awareness 12, Brawling 14, Evade 8

Abilities: Veteran, Robust × 4

Typical Weapon: Heavy warhammer (skill level 12, damage 2DI0)

Ogres are heavy-set, human-like creatures with an impressive physique and an unpredictable temperament. They can be as meek as lambs and as good-natured as napping halflings, but tend to be mean drunks and are easily offended in general, especially when hungover or suffering from toothache – conditions that are recurrent in the life of any ogre. They normally make a living as brigands or mercenaries, either alone or as naturalized members of various orc or goblin clans. Ogres get along well with goblins, who sort of regard them as their simple-minded cousins. Their relations with the orcs are more strained, as they basically despise the orcs for their undisciplined lifestyle.

RANDOM ENCOUNTER

In the middle of the night, the player characters hear heavy footsteps approaching. A moment later the ogre Gvorm crashes howling into their camp. Combat-ready characters can attack immediately, but anyone who succeeds with an AWARENESS roll notices that the traveler does not appear to be violent, just violently hungry and very drunk. Gvorm throws himself at the player characters’ packs in search of food; if allowed to eat, he calms down and proves to be a pleasant and helpful fellow. However, it takes a successful PERSUASION roll to communicate with him in any way.

D6 FIRST NAME

1 Glorm

2 Barg

3 Arra

D6 FIRST NAME

4 Klog

5 Orluk

6 Urla

Non-Monster: Ogres do not count as monsters in combat, but as ordinary NPCs.

Large: Ogres are Large creatures as per page 83 in the Rulebook.

Nocturnal: In direct sunlight, ogres get a bane on all rolls and suffer D6 damage per stretch. A thick layer of clouds, dense foliage, or full-cover clothing are enough to avoid the effect.

Player Character: If the gaming group agrees on it, ogres can be created as player characters. They will then have the innate ability Body Slam (see adjacent sidebar).

ABILITY: BODY SLAM

♦ Willpower Points: 3

Ogres can use their large bodies to slam an opponent with tremendous force. This counts as an unarmed melee attack with a boon that inflicts 2D6 bludgeoning damage (plus any damage bonus) and cannot be parried. The ogre can also dash before the attack (but does not have to). Humanoid targets of Normal size or smaller who are hit by the attack are automatically knocked down.

ADVENTURE SEED

A group of inebriated ogres has staggered into a logging site, demanding tribute in the form of all the beer in the village. Despite being provided with barrel after barrel, the ogres refuse to leave, which soon becomes unbearable for the villagers – they send for heroes to free them from this drunken yoke. If the player characters answer the call and

try to solve the problem by force, the locals beg them not to, as this could lead to the destruction of the entire village. Perhaps the ogres can be **PERSUADED** to go to another village, but would that really be good for neighborly relations? No matter what the player characters do, the ogres soon get tired of the chatter and start turning the village upside down. Now it is time to act fast!



ORC

“Peaceful orcs? Wise orcs? Are you out of your mind!? There is nothing good, sound, or wise about orc scum. They are monsters, plain and simple!”

– LUMERT WRED, MERCENARY

Countless battles have been fought between orcs and other kin. However, few besides yours truly will acknowledge the cause of these misfortunes. The orcs I have spoken to during my travels said they encountered arrogance and ignorance wherever they went, that they were often

subjected to outright oppression after accepting false promises of peace and mutual respect. As far as I can tell, the orcs’ collaborations with other kin – be it humans, elves, dwarves, or wolfskin – always end the same way: with a betrayal where their contemptuous, supposed allies bring them to their knees in the mud. But mark my words: sooner or later the roles will be reversed. In fact, although I am familiar with almost every legend in existence, it cannot be ruled out that it has already happened, somewhere, at some point – that the orcs gained the upper hand and had the chance to settle old scores.

WARRIOR

Mov.: 10 **Damage Bonus STR:** +D4 **HP:** 12

Typical Armor: Studded leather (2) **WP:** 9

Skills: Awareness 10, Evade 8

Typical Weapon: Scimitar (skill level 12, damage 2D6)

SHAMAN

Movement: 10 **Damage Bonus:** — **HP:** 10

Typical Armor: — **WP:** 16

Skills: Animism 14, Awareness 12, Evade 8

Spells: Ensnaring Roots, Lightning Flash, Treat Wound

Typical Weapon: Staff (skill level 10, damage D8)

CHIEFTAIN

Mov.: 10 **Damage Bonus STR:** +D6 **HP:** 24

Typical Armor: Chainmail (4) **WP:** 15

Skills: Awareness 14, Evade 12

Abilities: Veteran, Defensive, Dual Wield, Robust × 4

Typical Weapon: Two scimitars (skill level 16, damage 2D6)

Non-Monster: Orcs do not count as monsters in combat, but as ordinary NPCs.

Nocturnal: In direct sunlight, orcs get a bane on all rolls and suffer D6 damage per stretch. A thick layer of clouds, dense foliage, or full-cover clothing are enough to avoid the effect.

Player Character: If the gaming group agrees on it, orcs can be created as player characters. They will then have the innate ability Tough (see sidebar below).

D6 FIRST NAME

1 Mauga

2 Muzorg

3 Radbag

D6 FIRST NAME

4 Snagrat

5 Ug-Gash

6 Gor-Nakh

ABILITY: TOUGH

♦ Willpower Points: 3

Orcs can take extraordinary amounts of pain and keep on fighting. An orc with zero HP can activate this ability to automatically rally (page 50 in the Rulebook), without rolling against WIL or being PERSUADED by someone else. Usually, this ability is only used by player characters and important NPCs.

RANDOM ENCOUNTER

Calls for help reach the player characters. With his foot caught in a snare, the orc warrior Ogder is dangling upside down in a tree. Helplessly trapped, he curses and shouts, commanding them to free him. If the adventurers decide to help Ogder, despite his rather gruff personality, the orc mutters his thanks and warns them of a giant spider lurking nearby, before leaving them to return to his clan.

ADVENTURE SEED

Exhausted and bloodied, an orc staggers into the square of the village where the player characters are staying. She croaks out a few words before losing consciousness: "*Messenger... friend wounded, important letter from Chieftain Grimner... in cave, half a day, west-northwest. Death... is coming...*" A successful **SPOT HIDDEN** or **HUNTING &**

FISHING roll can lead the adventurers to a small cave where a recently deceased orc is curled up. In their knapsack is a letter: a warning from Orc Chieftain Grimner that a troop of orcs from another clan is planning to attack the village. Can the player characters make it back in time to stop the attack? And why did Grimner want to warn the village? The only way for the characters to find out is to visit the dreaded warrior chief.







RARE KIN

I may be a master of the cataloging arts, but even I must resort to suboptimal solutions from time to time. In this chapter I have collected some of the more obscure, less numerous species that populate our world – some of them solitary creatures, others living in small groups. They are clearly intelligent cultural beings, but of the kind found on the fringes of larger societies, often featured in the tales and legends of other kin, surrounded by an air of mystery and linked to specific natural environments such as forests, mountains, vast marshes, or glassy lakes.

Although these rare kin share many traits with the dominant peoples of the world, there are natural or cultural factors that limit their expansion, and they are generally quite shy. Had it not been for my colleague Kvalka's ability to move silently, we would have had a hard time getting close to them, and without her disarming personality there is a good chance that those we wished to meet would have run away or resorted to violence. And understandably so.

Based on conversations with representatives of humans, orcs, and other dominant kin, it is clear that the creatures featured in this chapter are frequently mistaken for (or portrayed as) monsters, unholy spirits, or even demons. They are often thought responsible for all sorts of misfortunes that befall other kin, such as droughts and floods, fires and earthquakes. Even missing children are often blamed on these "fairy tale people." I can confidently say that such accusations are far from always supported by the facts.

CAT PEOPLE

“One thing I’ve been wondering about ever since that group of cat people passed through the village the other day... well, how do they clean themselves?”

– STINLA HUMLE, CURIOUS GIRL

Even I do not know the exact size of the world’s cat people population, largely because they live in such seclusion and isolation. However, I am convinced that they have come here from warmer regions somewhere in the south, where their kind should be more numerous. The few I

have personally encountered were kind but secretive souls, curious but cautious. One of them, a hunter who called himself Situs, was less reserved and actually answered some of my questions, albeit tersely, as if he had more important things to do. That conversation, combined with other observations, has led me to conclude that cat people are basically individualists who only cooperate when they have something to gain, and always on their own terms. In addition, they are clearly masterful at avoiding attention in both settlements and the wilderness, and I dare say they can defend themselves if necessary.

HUNTER

Mov.: 12 Damage Bonus AGL: +D4 HP: 8

Typical Armor: Leather (1) **WP: 9**

Skills: Acrobatics 14, Awareness 12, Sneaking 14

Typical Weapons: Short spear (skill level 14, damage D10), short bow (skill level 12, damage D10)

THIEF

Mov.: 12 Damage Bonus AGL: +D4 HP: 8

Typical Armor: — **WP: 9**

Skills: Awareness 14, Evade 12, Sleight of Hand 12, Sneaking 14,

Typical Weapons: Dagger (skill level 14, damage D8), sling (skill level 10, damage D8)

Non-Monster: Cat people do not count as monsters in combat, but as ordinary NPCs.

Player Character: If the gaming group agrees on it, cat people can be created as player characters. They will then have the innate ability Nine Lives (see adjacent sidebar).

RANDOM ENCOUNTER

The howling of wolves is heard not far from the player characters. The pack sounds excited, and there is an occasional whimper of pain. If the player characters follow the noise, they find that a pack of wolves has surrounded a tree where the cat man Amiz has taken refuge. He is trying to repel the attackers with his sling. If the wolves are killed or dispersed, Amiz climbs down and thanks the player characters before continuing his journey alone. The player characters can PERSUADE him to join them.

D6 FIRST NAME

1 Star

2 Bast

3 Esme

D6 FIRST NAME

4 Mira

5 Lune

6 Lapiz

ABILITY: NINE LIVES

♦ Willpower Points: Varies

Cat people have an incredible ability to emerge unscathed from even the worst of ordeals. Activating this ability grants a boon on a death roll (page 50 in the Rulebook), at the cost of 2 WP. The ability can also be used to reduce the number of D6s rolled for fall damage by one per WP up to a maximum of three (after the ACROBATICS roll to mitigate the damage, see page 53 in the Rulebook).



ADVENTURE SEED

A cat woman named Inis is held prisoner by the mage Haldur Grumble. The wizard encountered Inis as she wandered the land and lured her to his tower, where he is now trying to learn all about cat people by interrogating his prisoner through magical means. But her friend, the cat

man Feliz, has finally figured out what happened to her and wants the player characters' help to free her. Haldur will not let anyone see Inis and claims that he has imprisoned a demon, knowing full well that he cannot incarcerate another intelligent being with impunity. The only way to free Inis is to break into the tower!

CENTAUR

“Think about it. Why have an ordinary horse when you can have a centaur? They understand what you’re saying so it’s easy to give them orders. And they can swing a sword and shoot a bow to fend off robbers. It’s perfect!”

– GULTRUB SKACKLE, A FOOL

Although my colleague Virdal would object vociferously, I believe the centaurs are best described as savage and boisterous nature beings. For some reason, Virdal seems to think that they are noble creatures who personify the task of watching over the world’s forests and all that inhabit them. But I have no time for such unscholarly nonsense. Centaurs are big and characterized by a brash, almost cocky attitude – that much is beyond dispute! They can certainly relax at their regular, wine-drenched, excessive parties and appear both light-hearted and good-natured – especially if a satyr or two shows up and adds to the fun. But this is of little comfort to the settlers, hunters, and adventurers who, according to the centaurs, do not show proper regard for nature and therefore incur their wrath.

RANDOM ENCOUNTER

The centaurs Atos and Atene suddenly appear before the player characters, demanding to know what business they have in the area. The centaurs immediately become suspicious if they are told a blatant lie or if anyone admits to having goals that could somehow threaten the area’s natural environment. Can the player characters talk their way out of this precarious situation? If not, Atos will likely gallop off for reinforcements...

ADVENTURE SEED

Someone has stolen a wagonload of the centaurs’ most potent ale! A band of dwarves has made off with a dozen barrels, and the centaurs have followed their trail to the foot of a nearby mountain range. But where the earth turns to rock, the trail is lost. Can the player characters help the centaurs track down the dwarves and persuade them to return the barrels while there is still some ale left? If successful, they are invited to a marvelous party where they meet not only centaurs but many other forest creatures over the course of a truly magical night. In the

morning the player characters’ memories of the party are fuzzy at best and they are struck by a massive headache. But they have made new friends in the forest – friends who could prove invaluable in the future.

Ferocity: 2 **Size:** Large

Movement: 20 **Armor:** — **HP:** 28

Alcohol Tolerance: Centaurs can drink copious amounts of wine and beer without getting particularly drunk.

Typical Gear: Short spear, longbow, quiver of arrows.

MONSTER ATTACKS

D6 ATTACK

- 1 **Horse Kick!** The centaur kicks back at an opponent. The attack hurls the victim 2D6 meters and inflicts an equal amount of bludgeoning damage. The victim lands prone.
- 2 **Spear Thrust!** The creature thrusts its short spear at an opponent, inflicting 2D10 piercing damage. The attack can be parried.
- 3 **Crushing Hooves!** The centaur rears up and strikes with its hooves at two opponents within 2 meters of each other. Each victim suffers 2D6 bludgeoning damage.
- 4 **Quick Shot!** The creature uses its longbow and quickly fires an arrow at an opponent within 30 meters, preferably a mage or another archer. The victim suffers D12 piercing damage.
- 5 **Ramming Attack!** The creature lunges at an enemy with its full weight. The attack inflicts 2D10 bludgeoning damage and knocks the victim down.
- 6 **Mocking Laughter!** The centaur lets out a burst of deafening and mocking laughter. All enemies within 10 meters must make a WIL roll to not become Angry. Anyone who is already Angry suffers another condition of their choice.



18

FAIRY

“The hair and wings of a fairy can be brewed into a powerful love potion. But be sure to kill the little bugger, or you and your lover will be haunted by vengeful fairies for the rest of your lives!”

– FASIMO KVAGGER, DRUG MONGER

Fairies are the bane of my existence. In fact, I considered omitting them from my catalog altogether as punishment for all the misery they have caused us on our travels. At least a wolf or a band of orc bandits has reasonable motives for their actions, but not the fairies – oh no, they cause mischief just to amuse themselves! Indeed, these elf-like little fiends are not content to play innocent pranks on passing travelers; they are most delighted when their victims get into real trouble or suffer harm. To take an example from our own journey, we lost several days’ rations of food when the rascals threw itching powder up the backside of Molly, our trusty mule – she panicked and ran straight into a

Ferocity: 1 **Size:** Small

Movement: 16 **Armor:** — **HP:** 6

Swarm: Fairies fight together and some of their monster attacks are performed by several fairies as a group. Such attacks still only use up the turn in the round for one fairy. Once half of the fairies have suffered damage, they flee, but will likely come back for revenge later.

Wings: Fairies fly around in erratic patterns. They always attack from the air and can only be attacked with ranged weapons or Long melee weapons.

Invisibility: As an action, a fairy can become invisible except for its shadow. If the fairy performs an action that affects another creature, it immediately becomes visible and cannot become invisible again for one stretch.

rapid, kicking off her packs which were then taken by the current. You better believe there was a lot of giggling from the surrounding bushes!

RANDOM ENCOUNTER

The player characters pass an area inhabited by a group of fairies. The creatures subject them to a number of pranks as they make their way through the forest, and if the adventurers take it all in good humor, the fairies may even give them a simple parting gift once they tire of the game.

MONSTER ATTACKS

D6 ATTACK

- 1 **Teasing!** The fairies hurl insults and taunts at their enemies. Everyone within 10 meters must succeed with a WIL roll or gain the Angry condition. Those who are already Angry gain another condition of their choice.
- 2 **Pinprick!** Several fairies swarm around an opponent and stab them with their needle-sharp daggers. The victim suffers D10 damage (armor has no effect) and gains the Dazed condition.
- 3 **Blinding Dust!** A fairy throws a fistful of glitter into the air which may blind anyone within 10 meters. Those affected must succeed with an EVADE roll (not an action) or act as if in total darkness for D6 rounds (page 52 in the Rulebook).
- 4 **Sweet Dreams!** A fairy sneaks up behind an opponent and stabs them with the poisonous thorn of an enchanted rose. The victim is injected with a paralyzing poison with potency 12.
- 5 **Enchanted Kiss!** One of the fairies blows an enchanted kiss at a victim, who must succeed with an EVADE roll (not an action) or gain the Disheartened condition. Anyone who is already Disheartened gains another condition of their choice.
- 6 **Magic Arrow!** A fairy fires an enchanted arrow at an enemy within 10 meters. The victim suffers D10 piercing damage and must make a WIL roll to resist fear.

ADVENTURE SEED

A confused merchant is walking on the road in front of the player characters. She does not know how she got there or where her horse and wagon with all the goods have gone, but mutters something about ghosts and malevolent spirits. The adventurers can follow the tracks to her wagon, which has been looted of most of its cargo. In the distance they can hear singing and laughter, and it soon becomes clear that the perpetrators are a group of fairies who have enriched themselves at the expense of the merchant. Can the player characters take back the stolen goods?



FROG PEOPLE

“First one of ‘em pops up, throwing a spear. Then there’s another one, throwing a spear. And then another one. Fighting the frog people in their natural habitat is... challenging...”

– JINA CLEAVES, SWAMP RANGER

HUNTER

Mov.: 12 **Damage Bonus** AGL: +D4 **HP:** 8

Typical Armor: Leather (I) **WP:** 10

Skills: Acrobatics I4, Sneaking I0, Awareness 8

Typical Weapon: Short spear (skill level I0, damage D10), short bow (skill level I2, damage D10)

SHAMAN

Movement: 10 **Damage Bonus:** — **HP:** 6

Typical Armor: — **WP:** 12

Skills: Animism I2, Acrobatics I2, Evade 8, Healing I0, Sneaking 8

Spells: Animal Whisperer, Ensnaring Roots, Lightning Flash, Treat Wound, Sleep

Typical Weapon: Staff (skill level 8, damage D8)

Despite much digging, I have only managed to uncover a fraction of the frog people’s history, and the closest I have come to the truth of their origins is a legend in which I place little faith. It tells of a nameless prince and his consort who fled into the wilderness after being cursed with frog-like features by a vengeful witch. The young couple were never seen again, but are linked by legend to the discovery of the frog people many decades later – a people who have since established a small but significant presence in our wetlands. They live in isolation, mostly communicating with others through simple gestures and hand signals (among themselves they use various combinations of blinks and croaks). They make their living by fishing and hunting marshland creatures and animals, and their knowledge of the lands they inhabit is unrivaled.

RANDOM ENCOUNTER

Trudging through a swamp or marsh, the adventurers suddenly hear a loud croak coming from some nearby bushes. Two frog creatures step forward. The plucky youngsters Kaarvia and Saartia have had great luck fishing and hope to trade useful items from the player characters. At the slightest sign of hostility, the two of them flee headlong into the swamp.

D6 FIRST NAME

1 Karkien

2 Boll

3 Papai

D6 FIRST NAME

4 Tianen

5 Ribbiiti

6 Hotia

ABILITY: LEAPING

♦ Willpower Points: 3

Frog people can activate this ability to jump as far as their movement rating horizontally, or up to half their movement rating vertically. No **ACROBATICS** roll is required. The jump can end with a melee attack, which is made with a boon.

Non-Monster: Frog people do not count as monsters in combat, but as ordinary NPCs.

Player Character: If the gaming group agrees on it, frog people can be created as player characters. They will then have the innate ability Leaping (see adjacent sidebar).

ADVENTURE SEED

The exploring mage Ulvalf hires the player characters to escort him in his search for an ancient temple ruin; according to his calculations, it should be located in what is now a vast swamp. He has been advised to seek out the frog creature Quaark and hire her as a guide, so the first challenge is to find the frog people's settlement. Once there, Quaark demands that the expedition help her defeat a giant amoeba that is hunting in the area and has killed several of her friends. Only when the beast has been slain will she show them the way to the ruin.



HARPY

“Did you know that all the harpies’ insults and abuse originated with a large flock that long ago made the mistake of kidnapping the scandalous poet and performer Janos of Barr? Imagine that!”

– IGISMUN GLYTT, HISTORIAN

Harpies are the scourge of nobles, peasants, hunters, merchants, and all who tread the paths of the wilderness; they steal anything they can get their hands on and do not hesitate to harm, maim, or kill the person carrying the coveted treats or valuables. If beset by a large flock, you better run fast or ride hard, that’s for sure. A limping jester named Haarpu whom I met at the Eider & Feather inn last year did claim to have defeated a most ferocious flock – by answering their barrage of taunts and threats with insults of his own, so foul that the harpies fell dead to the ground in shock. Although it sounds like a tall tale, there may be some truth to it – perhaps those who can match the vilest insults of the harpies may be able to escape their unwanted attention.

RANDOM ENCOUNTER

A lone harpy named Gadd decides to steal from the player characters. She waits for the best moment to strike, hiding quietly in a tall tree until they pass below her. Then she drops down on the one that seems to be carrying the most food and grabs as much as she can before launching herself into the air and flying off, hurling mocking obscenities at her victim.

Ferocity: 1 **Size:** Normal

Movement: 24 **Armor:** — **HP:** 12

Flock: Harpies fight together, and their monster attacks are performed by several harpies as a group. These attacks still only use up the turn in the round for one harpy. Once half the flock has been killed, the rest will flee. They return later if an opportune situation presents itself.

Wings: Harpies attack from the air. All melee attacks with weapons that are not *long* get a bane to the roll.

ADVENTURE SEED

The temple in the small village of Thornvale has been invaded by a flock of harpies. They have built a nest in the highest tower of the temple, from where they terrorize the peaceful population – stealing food, throwing excrement at children, and shouting insults at anyone who walks the streets of Thornvale. Someone must rid the village of this torment, but the harpies have destroyed the stairs to the top of the tower, so the player characters must find another way to get there – without the harpies hindering them.

MONSTER ATTACKS

D6 ATTACK

- 1 **Threatening Cackle!** The harpies shower the adventurers with terrible descriptions of what they will do to them. Everyone within 10 meters must make a WIL roll to resist fear (Rulebook, page 52).
- 2 **Coordinated Attack!** The harpies flock together and attack the player character who wears the most metal. The attack inflicts 2D6 slashing damage. If hit, the victim is also lifted into the air and dropped from a height of D3+3 meters.
- 3 **Death From Above!** The harpies throw rocks and other junk from afar. Everyone within 10 meters suffers D6 bludgeoning damage.
- 4 **Eye Gouge!** The creatures target an unfortunate player character and try to tear the victim’s eyes out with their sharp claws. The attack inflicts 2D6 piercing damage and the victim is blinded and acts as if in total darkness for one stretch.
- 5 **Mass Attack!** The harpies split up and attack a number of player characters within 10 meters equal to the number of individual harpies. Each attack inflicts D8 slashing damage.
- 6 **Excrement Attack!** The harpies open their cloacae and mouths and release a rain of vomit and excrement on the player characters. Everyone within 10 meters must choose a Condition. The attack can be parried with a shield.



KARKION

“Knowledge and insights? Gimme a break. The karkions are nothing more than storytelling vagabonds; their talk of demon princes and other worlds is clearly nonsense!”

– MALCUM BERG, KNOW-IT-ALL

Karkions fascinate me to no end. I have personally had the good fortune to speak with two different individuals, and they proved to be absolute treasure troves of knowledge and insight, especially about otherworldly beings. However, they would not talk about themselves, no matter how much I pleaded. They live as lone wanderers, that much is clear, and yet they are united in a common hunt for the

demons that laid waste to their own world thousands and thousands of years ago. Some findings also suggest that they live to be very old indeed, and that they spend their time gathering information and learning all they can from other kin – particularly about demonic forces, in the hope of preventing their new homeworld from suffering the same fate as the one they were forced to abandon.

RANDOM ENCOUNTER

In a clearing deep within a huge forest, the player characters encounter a karkion mage named Sibili, meditating below a huge stone tablet covered with carvings from the oldest times. Sibili is here to seek knowledge about demons and invites the adventurers to share his camp. If they accept, Sibili will tell them about the blood demon he is looking for, in exchange for them telling him about the monsters they have slain. By morning, Sibili has disappeared without a trace.

SCHOLAR

Mov: 12 **Damage Bonus AGL:** +D4 **HP:** 12

Typical Armor: — **WP:** 14

Skills: Awareness 14, Beast Lore 14, Evade 12, Healing 10, Languages 14, Myths & Legends 14, Sneaking 12, Spot Hidden 12

Typical Weapons: Short sword (skill level 12, damage D10), short bow (skill level 14, damage D10)

MAGE

Mov: 12 **Damage Bonus AGL:** +D4 **HP:** 12

Typical Armor: — **WP:** 16

Skills: Animism 14, Evade 12, Myths & Legends 12, Sneaking 12

Spells: Birdsong, Cook Food, Animal Whisperer, Banish, Engulfing Forest, Heal Wound, Lightning Bolt, Sleep

Typical Weapon: Staff (skill level 12, damage D8)

Non-Monster: Karkions do not count as monsters in combat, but as ordinary NPCs.

Player Character: If the gaming group agrees on it, karkions can be created as player characters. They will then have the innate ability Wings (see sidebar below).

D6 FIRST NAME

1 Absu

2 Baatu

3 Gaar

D6 FIRST NAME

4 Kibili

5 Maastu

6 Ubus

ABILITY: WINGS

♦ Willpower Points: 1

The bat-like wings of a karkion allow it to move freely through the air at the same speed as on foot, at the cost of 1 WP per round.



ADVENTURE SEED

Something has happened to the mage Siman – her tower high up in the mountains is shrouded in fog and darkness. Before disaster struck, however, she managed to send a magical thought to her friend, the karkion Abas, who in turn seeks out the player characters and offers them the job of escorting her to Siman's tower. Once there, the adventurers realize that Siman has lost control of a blood demon she summoned, who now rules the tower and its residents. How will they save Abas' friend?



LIZARD PEOPLE

"Never try to learn the language of the lizard people! I made the mistake of confusing a [hiss] with a [grr], and that was enough for the woman I was talking to to reach for her spear."

— AMON ACALES, FISHMONGER

HUNTER

Mov.: 12 Damage Bonus AGL: +D4 HP: 9

Typical Armor: — WP: 8

Skills: Awareness 12, Evade 14, Sneaking 14

Typical Weapons: Short bow (skill level 12, damage D10), dagger (skill level 10, damage D8)

FIGHTER

Mov.: 10 Damage Bonus STR: +D4 HP: 10

Typical Armor: — WP: 8

Skills: Awareness 12, Evade 12, Sneaking 10

Typical Weapon: Short spear (skill level 12, damage D10), sling (skill level 10, damage D8), small shield

MAGE

Movement: 10 Damage Bonus: — HP: 8

Typical Armor: — WP: 14

Skills: Animism 12, Evade 12, Healing 10, Sneaking 12

Spells: Animal Whisperer, Banish, Engulfing Forest, Lightning Flash, Heal Wound, Sleep,

Typical Weapon: Knife (skill level 10, damage D8)

MERCHANT

Movement: 8 Damage Bonus: — HP: 8

Typical Armor: — WP: 8

Skills: Awareness 10, Bartering 10, Bluffing 10, Evade 12, Persuasion 12

Typical Weapon: Knife (skill level 8, damage D8)

If there is any creature that truly personifies bogs, swamps, and marshes, it is the lizard people, even though they occasionally settle in river deltas and other coastal marshes. Having spent more than two moons with a peaceful tribe in a swamp called [Hiss][click][click][hiss][cluck], I would describe them as mysterious, generally incomprehensible creatures with an almost symbiotic relationship with the element of water. As far as I can tell, most lizard people tribes live a quiet and secluded life, making a living from eel fishing, mussel farming, and peaceful trade with other kin. But there are warlike clans as well, engaged in raiding, slave trading, and other unpleasantness. These aggressive clans often harbor a profound contempt for all non-aquatic life forms – a hatred fueled by hissing shaman kings who demand regular blood sacrifices to appease various swamp and river deities.

Non-Monster: Lizard people do not count as monsters in combat, but as ordinary NPCs.

Player Character: If the gaming group agrees on it, lizard people can be created as player characters. They will then have the innate ability Camouflage (see adjacent sidebar).

D6 FIRST NAME

1 [Cluck][hiss][hiss]

2 [Click][grr][shh][cluck]

3 [Hiss][click][click][hiss]

4 [Cluck][grr][hiss][hiss]

5 [Grr][grr]

6 [Hiss][shh][cluck][click][grr]

ABILITY: CAMOUFLAGE

♦ Willpower Points: 2

Lizard people who wish to stay hidden are hard to spot. Activating this ability grants a boon on a SNEAKING roll.



RANDOM ENCOUNTER

The player characters suddenly realize that they are being watched. Hiding in the roadside bushes is a small group of lizard people. They are nervous and hiss anxiously at the adventurers, but show no real hostility. If the player characters wait a while or make it clear that they mean no harm, the merchant [Click][cluck] steps forward and offers his wares for sale – mostly smoked eel and pickled clams, but also some beautiful amber jewelry. He prefers metal tools or weapons, but will also accept silver or gold if offered.

ADVENTURE SEED

The shaman [Shh][shh][grr][cluck] has taken command of twenty warriors from a previously peaceful clan and is now attacking those who travel through her lands. Her warriors kill those who fight back and abduct anyone who surrenders – they are to be sacrificed in honor of the snake demon Sisisiss. To her subjects, the shaman claims that the demon speaks to her in her dreams, whispering promises of wealth and a great future. But the truth is that she made it all up to enrich herself. Perhaps the player characters can somehow expose her lies? Either way, the false prophet must be stopped and the captives freed, before it is too late.

MERMAID

"I was about to pass out when someone suddenly embraced me and lifted me to the surface. I hoped it was a mermaid, but it wasn't. It was Bertold..."

– UNOK BLUETOE, FISHERMAN

Mermaids can rightly be described as protectors of the seas. Apart from a few lost souls, I have found no evidence that they are upset by sailors and fishermen who live in harmony with the sea; there are even rumors of mermaids saving shipwrecked people from drowning. On the other hand, anyone who cruelly and thoughtlessly harms the waters and their inhabitants has reason to fear the wrath of the sea people. Whether it is true or not is difficult to say, but I have heard stories of mermaids hunting down greedy fishermen and whalers, and even joining with sea giants to attack great warships to prevent the madness on the surface from destroying the world below. Like the elves, mermaids live long lives and over the years they accumulate much knowledge of the sea and its secrets; knowledge that is highly sought after by mages and scholars.

RANDOM ENCOUNTER

The player characters are traveling by boat when they suddenly hear calls for help. If they follow the pleading cries, they soon find the mermaid Coralia caught in a poacher's net. She begs the adventurers to free her, promising to

Ferocity: I **Size:** Normal

Movement: 14 **Armor:** — **HP:** 16

Lifesaver: Mermaids can use artificial respiration to revive a drowned person up to one stretch after their death.

Aquatic: Mermaids are aquatic creatures with gills that allow them to breathe underwater. They can also stay above the surface for one stretch without any problems, but after that they suffer D6 damage per stretch spent on land.

repay their kindness if they should ever need her help. If she is freed, Coralia thanks the player characters before disappearing into the deep.

MONSTER ATTACKS

D6 ATTACK

- 1 **Harpoon Throw!** The mermaid grabs a whale bone harpoon from a quiver on its back and throws it with full force at an enemy within 10 meters. The victim suffers 2D6 piercing damage.
- 2 **Spear Thrust!** The mermaid thrusts its trident at an opponent. The attack inflicts 2D8 piercing damage and the victim is knocked down.
- 3 **Fishing Fortune!** The mermaid casts a net and swims with powerful tail strokes around all opponents within 6 meters. The victims must make an **EVADE** roll (not an action) to escape the net. Those who fail are unable to move or perform actions that require body movement. Breaking free requires a successful **STR** roll with a bane (action). Others can help.
- 4 **Drowning Attack!** The mermaid grabs a victim and pulls it into the water. The victim immediately begins to drown as per page 53 in the Rulebook and cannot move or perform actions that require body movement except trying to break free, which requires a **STR** roll with a bane (action). Others can help.
- 5 **Wave Attack!** The creature repeatedly slams its fishtail into the water and produces a powerful wave. All untethered objects and creatures within a 10-meter cone are pushed 2D6 meters away and suffer an equal amount of bludgeoning damage.
- 6 **Whirlwind!** The mermaid creates a great whirlwind of water. All untethered objects and creatures up to human size within 4 meters of the mermaid are thrown 2D4 meters and suffer an equal amount of bludgeoning damage.

ADVENTURE SEED

A ship has run aground on a rocky shore and the player characters have somehow been tasked with retrieving a chest of documents kept on board. After locating the site, they soon realize that mermaids are responsible for the shipwreck. They refuse to let the player characters near the ship, and under no circumstances will they allow anyone to take

anything from the wreck. But if the player characters gain their trust, the mermaids explain that the ship was carrying harpoons, meant to be used in this year's bloody whale hunt. If the player characters help them salvage the cargo from the lower deck and toss it into the sea, they may also retrieve the chest from the captain's cabin. Unfortunately, however, it turns out that there are sailors left on the ship...



MINOTAUR

“Jox was just teasing that minotaur a little, something silly about needing help pulling the plow. It just snapped. Only I managed to escape; the rest of the village was slaughtered in a blind rage...”

– KASPERT WOODSHOT, GAMEKEEPER

Based on conversations and learned texts, I would argue that almost all minotaurs view glory as the highest goal in life, or more specifically: glory in battle. This is probably rooted in the legend of King Minas – one of the great rulers of old, so huge and powerful that he could even take on dragons and demons. Minas won glory in abundance, not least by subduing scores of orc and goblin clans who were then forced to fight in the minotaur king’s endless wars with other kin. Present-day minotaurs remember their former ruler with great reverence, and legend has it that whoever recovers King Minas’ axe, the Cleaver, will restore his vast kingdom. It is no wonder that many minotaurs choose to spend their entire lives searching for the weapon in question.

RANDOM ENCOUNTER

The player characters arrive at a ford blocked by the minotaurs Gorm and Grong. They demand tribute from anyone wishing to cross the river – one gold coin’s worth of goods per person. The minotaurs are quarrelsome and short-tempered, and if anyone argues with them, the situation quickly escalates. Can the player characters **PERSUADE** the two bullies to let them pass or does fighting break out?

ADVENTURE SEED

The minotaurs Sigum and Moll roam the region in a quest for glory, seeking to challenge the greatest fighters they can find. This is causing trouble for everyone traveling through the area, and local merchants have offered a bounty of 10 gold coins for each brother killed. But the jester king Haarpu promises an even larger sum to anyone who captures and delivers the minotaurs to him, so they can be put on captive display for terrified onlookers. If Sigum and Moll are brought to him in chains, the bounty hunters are rewarded with 50 gold coins.

Ferocity: 2 **Size:** Large

Movement: 16 **Armor:** — **HP:** 32

Typical Gear: Two-handed axe

MONSTER ATTACKS

D6 ATTACK

- 1 **Bull Fist!** A furry fist hits a player character with full force. The attack inflicts 2D6 bludgeoning damage and leaves the victim Dazed, even if their armor prevents any damage.
- 2 **Hoof Kick!** Using its powerful legs, the minotaur kicks the victim with its hooves. The force of the attack throws the victim 2D6 meters away and inflicts the same amount of bludgeoning damage. The victim lands prone.
- 3 **Horn Rush!** The minotaur lowers its head and rushes toward two enemies within 2 meters of each other, hoping to impale them with its sharp horns. Both victims suffer 2D8 piercing damage and are knocked down.
- 4 **Cleaving Chop!** The beast swings its weapon over its head and brings it down with full force. The attack inflicts weapon damage plus an extra D10 and can be parried.
- 5 **Sweeping Attack!** The minotaur roars and sweeps its weapon in a wide arc, hitting everyone within 2 meters. The attack inflicts weapon damage.
- 6 **Stomping Attack!** The minotaur jumps high in the air and comes crashing down on an adventurer, who suffers 2D10 bludgeoning damage and is knocked down.



NAIAD

“Something so beautiful can’t be evil, there’s just no way – the rot of evil cannot be concealed! I mean, if I were invited to share a swamp with a naiad, I wouldn’t hesitate for one moment.”

– MUNGUS THE MILD, HOPELESS ROMANTIC

Naiads are strange creatures found in dark lakes, bogs, and marshes. Except for their pale green skin, they appear as human men or women of staggering beauty. But behind the facade there is only darkness and self-serving evil. Naiads use their powers to attract and trap innocent creatures; the victims are lured into the water, where they are quickly ensnared and brought to the monster’s cave. Only the victims know exactly why, and the few survivors I have encountered tend not to talk about it. But from what little I do know, naiads seem to feed on the dreams and

Ferocity: 2 **Size:** Normal

Movement: 12 **Armor:** — **HP:** 24

Enchant: A naiad can enchant a person’s mind and trick them into following it to its lair. If the naiad can speak with a creature undisturbed, the victim must succeed with a WIL roll to avoid being enchanted by the monster’s beauty. Anyone who falls under its power follows the naiad until the spell is broken. The victim can make a new attempt at each sunrise. The spell can also be broken with **DISPEL**.

Invisibility: As an action, a naiad can become invisible to avoid detection. If the naiad performs an action that affects another creature, it immediately becomes visible and cannot become invisible again until the next sunrise.

Aquatic: The naiad lives underwater and can give a creature it touches the ability to breathe underwater.

Beautiful: Naiads are stunningly beautiful and capable of charming creatures of the intelligent kin. Anyone wishing to perform a hostile action against a naiad must make a WIL roll (not an action) to do so.

nightmares of other creatures. Their victims often die miserable in the deep, but apparently the naiad sometimes tires of its prisoner and releases it to return home in confusion.

MONSTER ATTACKS

D6 ATTACK

- 1 **Strangulation!** The naiad stretches out its long, strong arms and grabs a victim by the throat. The attack inflicts D10 bludgeoning damage and an additional D10 whenever it is the victim’s turn. The strangled victim cannot move or perform actions that require body movement, except trying to break free, which requires a STR roll with a bane (action). Others can help.
- 2 **Broken Heart!** The naiad waves dismissively at a victim within 10 meters who suddenly realizes that their love for the creature will never be reciprocated! The victim must make a WIL roll with a bane to resist fear.
- 3 **Sharp Nails!** The naiad claws at an opponent’s eyes with its sharp fingernails. The attack inflicts D8 slashing damage, and the victim acts as if in total darkness for D3 rounds.
- 4 **Drowning Attack!** The naiad grabs an opponent with its strong arms and pulls it into the water. The victim immediately begins to drown as per page 53 in the Rulebook and cannot move or perform actions that require body movement except trying to break free, which requires a STR roll with a bane (action). Others can help.
- 5 **Enchanting Song!** With its sweet voice, the naiad seduces a victim within 10 meters. The victim must succeed with a WIL roll or immediately perform a movement and an action (must not require WP) of the naiad’s (GM’s) choosing. The victim also loses its turn in the round, if it has not already passed.
- 6 **Tidal Wave!** The naiad summons a great wave from a water source within 10 meters. The area of effect is a 10-meter-long cone emanating from the source. All untethered objects and creatures affected are pushed 2D6 meters away from the source and suffer an equal amount of bludgeoning damage.

RANDOM ENCOUNTER

Crossing a stream, the player characters notice an incredibly beautiful creature sitting on the bank. The naiad tries to lure them closer and enchant the character with the highest **CHA**. On failure the naiad flees, but it will defend itself if attacked.

ADVENTURE SEED

A young man from a local village has disappeared by the lake. Some say he was eaten by a sea serpent or a brook horse, but player characters investigating the matter soon find that a naiad has moved into the area. The naiad was driven from its former home and is now trying to start a new life in a new place. But will the villagers accept a deadly creature living so close by?



SATYR

“Satyr wine is delicious but deadly – fruity as lemonade and strong as spirits. Fortunately for the world, they refuse to share their brewing secrets...”

– LORETTA WINEROOT, TAVERN MAID

No one loves singing and dancing as much as the satyrs. Together with their naiad and centaur friends, they hold court in flower-covered glades deep in the world’s deciduous forests. I have been there myself, along with Brasimor (who does his best not to remember that night), and there is no doubt that satyrs literally worship joy. There is always a cause for celebration, and they celebrate by arranging wild feasts where they eat like princes and drink exquisite satyr-made wines. Dancing, singing, and music are part of the festivities as well. According to my observations, their joy is rarely as great in the mornings, but this is quickly remedied by someone finding a new reason to dance, drink, and feast!

RANDOM ENCOUNTER

The player characters hear music, singing, and laughter in the distance. A group of satyrs have arranged a great feast in the forest they are traveling through and anyone who wants to join them is invited. Satyrs, centaurs, and naiads are dancing among the trees. The party continues throughout

the night before the forest creatures disappear in different directions to rest up for the next feast. If the player characters join in, they will experience one of the wildest parties they have ever attended and get a surprising but welcome break from the violent grind of adventuring. Characters who succeed with **PERFORMANCE** rolls may even make a friend or two among the satyrs, but downers and killjoys will gain no respect from the dancing forest folk.

Non-Monster: Satyrs do not count as monsters in combat, but as ordinary NPCs.

Melancholy: A satyr who does not get to rejoice with friends every day quickly falls into melancholy. The satyr then gets a bane on all rolls until it can party again.

Player Character: If the gaming group agrees on it, satyrs can be created as player characters. They will then have the innate ability **Raise Spirits** (see sidebar below).

BARD

Movement: 10 **Damage Bonus:** — **HP:** 10

Typical Armor: — **WP:** 12

Skills: Bluffing 10, Evade 10, Performance 14, Persuasion 12

Typical Weapon: Short spear (skill level 10, damage D10)

D6 FIRST NAME

1 Aeson

2 Bartolome

3 Dianys

D6 FIRST NAME

4 Priapos

5 Xander

6 Sebastian

ABILITY: RAISE SPIRITS

♦ Willpower Points: 3

Satyrs are cheerful and optimistic creatures who like to raise their friends’ spirits with song or poetry. Activating this ability counts as an action and removes a chosen condition from a person within earshot and 10 meters. The ability cannot be used on the satyr itself.

ADVENTURE SEED

During their travels, the player characters encounter a haggard and melancholic satyr wandering alone in the forest. He introduces himself as Spiros and tells them that the other day he managed to escape from a traveling troupe of jesters who held him captive for years; he was put in a cage and showcased for money. Spiros asks them

to help him get back to his friends, and if the player characters accept, the search for the greatest feast in the forest can begin. As the satyr gets to know the player characters, his melancholy eases somewhat and he makes tentative attempts to turn their group into a traveling party. Soon enough, the jesters also hear about this and track down the player characters to take back what is theirs.



SWAN MAIDEN

"If you ask me, swan maidens are also the result of demonic pacts. What they can do is clearly unnatural, which should be proof enough for any thinking person!"

– GLORIMAR, NATURE WORSHIPER

Swan maidens are female elves capable of transforming themselves into magnificent white swans. The elves consider this phenomenon a gift from the gods, and to my knowledge, no one claims to know what causes it. What is clear, however, is that these select few are viewed with great respect among the elven people, sometimes bordering on fear, sometimes on envy. They often live alone in the wilderness, preferably near large bodies of water or rushing rapids, and I would venture to say that it is the feeling of being different that drives them to seek solitude – they simply feel uncomfortable in the company of others. It is also worth mentioning that there are stories of male elves acquiring a similar ability, but from demonic powers that allow them to turn into black swans. According to legend, the black and white swans are bitter enemies, and perhaps this enmity also plays a role in why swan maidens choose to live their lives in solitude.

Ferocity: 1 **Size:** Normal

Movement: 14 **Armor:** — **HP:** 16

Shapeshifter: A swan maiden can turn into a white swan (and back again) at any time. The transformation is an action. In elf form, the swan maiden counts as an ordinary NPC; in swan form it counts as a monster but retains the ability to speak. Clothes and gear change with the swan maiden unless they are made of metal or their weight exceed half the creature's carrying capacity.

Wings: In swan form, the creature's wings allow it to move freely through the air.

RANDOM ENCOUNTER

An injured swan flies clumsily over the player characters, pursued by a small flock of harpies. Suddenly the swan turns around and lands in the midst of the adventurers, where it turns into the young elf woman Laurinde. Then the harpies attack! Laurinde does everything she can to aid the player characters in the fight, and thanks them profusely if they manage to drive the beasts away.

MONSTER ATTACKS

D6 ATTACK

- 1 **Wingbeat!** The swan maiden flaps its wings and creates a gust of wind that affects everyone within 4 meters. All creatures up to human size are hurled D8 meters away, suffering the same amount of bludgeoning damage and landing prone.
- 2 **Pecking Attack!** The swan maiden repeatedly pecks at an opponent with its bill. The attack inflicts 2D8 slashing damage and the victim must make a WIL roll to resist fear.
- 3 **Swan Song!** The swan maiden sings a beautiful lament for those who have fallen in battle. Everyone within 10 meters is struck by a deep sadness at the cruelty of death and gains the Disheartened condition, or another condition of their choice if they are already Disheartened.
- 4 **Flock of Swans!** The swan maiden summons a flock of white swans that frantically attack its enemies. All opponents within 10 meters suffer 2D4 slashing damage and must make a WIL roll to resist fear.
- 5 **Pleading Gaze!** The swan maiden fixes its gaze on a victim within 10 meters and begs them to stop fighting. The victim must make a WIL roll or immediately perform a movement and an action (that does not require WP) chosen by the swan maiden (GM). The victim also loses their turn in the round, if it has not already passed.
- 6 **Gift of the Gods!** The swan maiden casts a curse on an opponent within 10 meters. The victim suffers chaotic visions from the oldest times and must make a WIL roll with a bane to resist fear.



ADVENTURE SEED

The player characters are approached by elven messengers who tell them that three swan maidens have disappeared from their forest. Convinced that someone is kidnapping them, the elves need help identifying the culprit – none other than the mage Alosie, a human who dreams of being

able to fly. It is because of this dream that she has captured several swan maidens and imprisoned them at the top of her tower, where she studies them and tries to replicate their magical powers. Once the player characters discover where the swan maidens are being held, someone has to free them, and who better than the adventurers themselves?

TREE KIN

"No, I don't doubt that you have seen walking trees. I'm just saying that there are treacherous plants in the forests, whose hallucinogenic spores can make anyone see anything."

– MANIKA HOX, WISE OLD WOMAN

One of the proudest moments of my journey was when my companions and I were able to verify the existence of a life form that is otherwise only mentioned in half-forgotten legends: the tree kin. I can now say with certainty that they exist! Though my attempts at communication were unsuccessful, I have seen them, even touched them. They roam deep in the most ancient forests, under the mighty crowns of the first trees, difficult to distinguish from the rest of the forest on account of their moss-covered, bark-crusted bodies. It is probably true, as the legend says, that they act as shepherds of the forest, older than they themselves can remember and as powerful as dragons and demons. We saw them lumbering slowly through the forests, talking to the trees and the animals in their crowns. Finally, a word

of caution: given their reaction to Brasimor's axe, they are likely very suspicious of anyone carrying such tools...

RANDOM ENCOUNTER

Traveling through the forest, the player characters notice a huge tree standing alone on a hill. If they approach it, they watch in astonishment as the tree pulls up its roots and walks away. If they follow, the tree soon disappears into the forest, but leaves a message for the adventurers... a broken axe.

MONSTER ATTACKS

D6 ATTACK

- 1 **Command!** The tree kin speaks commanding words of power from ancient times. Everyone within 10 meters is shaken by its thunderous words and must make a WIL roll to resist fear.
- 2 **Death From Above!** A swarm of small birds swoops down on all opponents within 10 meters. All victims suffer D8 damage and lose their next turn in the round, if it has not already passed.
- 3 **Spear Thrust!** The creature shapes a long branch into a spear and thrusts it at a victim, inflicting 2D10 piercing damage. The attack can be parried.
- 4 **Crushing Blow!** The tree kin gathers all its strength and slams its thickest branch into the head of the victim, who suffers 2D10 bludgeoning damage and is knocked down.
- 5 **Up, Up and Away!** The monster grabs the victim and hurls it 2D8 meters. The attack inflicts an equal amount of bludgeoning damage and the victim lands prone.
- 6 **Hang Them High!** The tree kin extends a long branch and wraps it around an opponent's neck. The attack inflicts 2D6 bludgeoning damage and an additional 2D6 whenever it is the victim's turn. The victim cannot move or perform actions that require body movement, except trying to break free which requires a STR roll with a bane (action). Others can help.

Ferocity: 2 **Size:** Large

Movement: 8 **Armor:** 6 **HP:** 64

Illusion: At any time, a tree kin can conjure an illusion that disguises the creature as an ordinary tree. The next time the tree kin performs an action, the illusion is broken.

Vulnerable to Fire: The tree kin fear fire above all else. They take double damage from fire-based attacks and will do everything they can to stop opponents using fire.

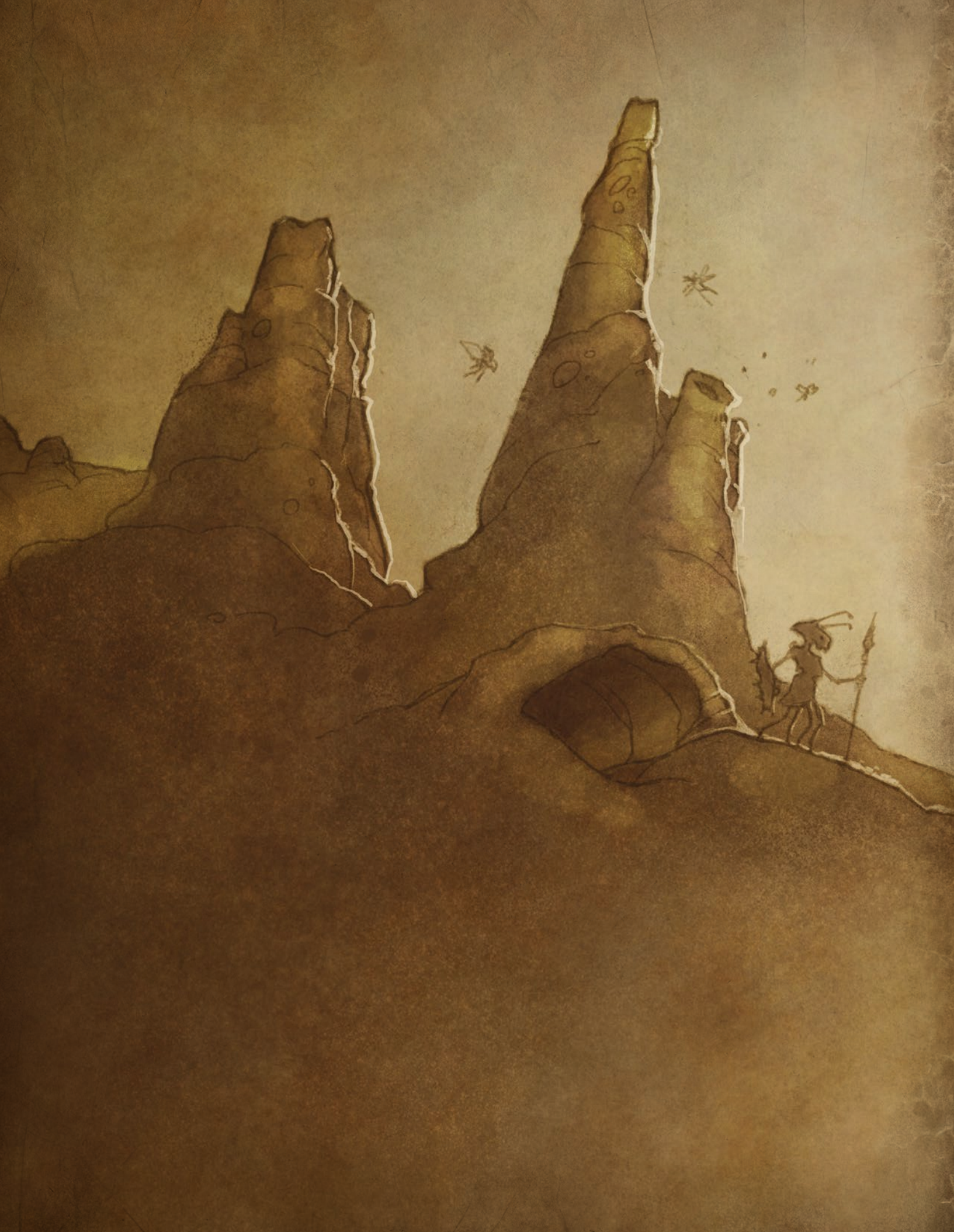
Resistance: Piercing and bludgeoning damage are halved.

Giant Stride: Tree kin are serene creatures by nature, but when traveling long distances they can move faster, up to 60 kilometers per shift. They never get tired and keep walking until they decide to stop.



ADVENTURE SEED

The player characters come to a small village on the brink of despair. Every able-bodied person has disappeared! All the villagers know is that their woodcutters went into the deep forest looking for wood and never returned. If the player characters seek out the woodcutters' camp, they find traces of a struggle and realize that someone has taken them away against their will. What happened is that the woodcutters tried to cut down trees that are loved above all else by the tree kin Hommbom the Herder, who for this reason has imprisoned them in a nearby cave and ordered them to consider their life choices. Hommbom can be persuaded to release the prisoners, but only if the player characters can convince the tree that they will leave his part of the forest alone.





INSECTOIDS

Of all the creatures in our world, insectoids are the most alien. Their kinship with common insects serves them poorly in the eyes of others and they are regularly persecuted by unsympathetic surface dwellers who see them as pests to be exterminated at all costs. This has of course shaped their societies and their view of other creatures, and there is relatively little exchange between insectoids and more humanoid kin.

Having spent a relatively long (or “unreasonably long”, according to my companions) time with insectoids of various kinds, I know for a fact that they long ago came here from another world. I have seen images painted in the depths of their forbidden caves – images that tell of a world being consumed in a sea of fire, of how a few managed to escape through a magical portal, and according to which the place they escaped to cannot be interpreted as anything other than the world you see around you.

It is not clear who opened the portal – not from the images, nor from the legends that further support my interpretation. Today’s insectoids claim to know nothing about it, but I am not convinced by this alleged ignorance. Perhaps it is true, as some contend, that the insectoids were rescued from their burning inferno by demons, who led them to us in the hope of gaining grateful champions in their battles against fire-breathing dragons? Whatever the case, I strongly suspect that their homeworld fell victim to the conflict between dragons and demons, and if so, their fate should be a clear warning to us all.

ANT PEOPLE

“If you want to get rid of an ant people colony, go all out to get the Queen. Take out the regent and the rest of the ant people will scatter to the wind, lost and adrift.”

– EGGMUND HILT, MILITARY STRATEGIST

My colleagues and I were invited to stay with Queen Fzzwzz ww Ozzbazz for twelve hectic days. Judging by what we saw and heard, the ant people live in families of a few hundred individuals, subject to the will and dictates of a queen. The queen plays an extremely important role and is always closely guarded – through her, all individuals are connected; as long as they are within ten kilometers of the regent, they share each other’s sensory impressions.

In other words, they communicate telepathically within the family, while sign language is used to communicate with outsiders and ant people from other families. This probably explains why one rarely encounters ant people far from their homes. Groups of warriors are sometimes dispatched on scouting missions or to strike at potential threats. Workers may also join the patrols, tasked with making things more difficult for the enemy, for example by setting traps or destroying cave entrances.

RANDOM ENCOUNTER

Xipst the antling has angrily run off from his family after being denied a second helping of waxworms for the twelfth time. A group of ant creatures takes to the surface to find the runaway, and catches up with him just as the ever-hungry Xipst makes himself known to the player characters (in their camp or on the road). The ant creatures, upon viewing the scene, come to the conclusion that Xipst has been captured or is under attack. Verbal communication is impossible; to avoid combat, the player characters must either drop their weapons and raise their arms in the air or explain using gestures, which gives them a bane on PERSUASION.

Ferocity: 1 **Size:** Small

Movement: 14 **Armor:** 2 **HP:** 8

Coordinated: Ant people live close together and develop an almost supernatural ability to coordinate their actions. Because of this, ant people may choose their initiative cards freely (before any cards are drawn) instead of drawing randomly, as long as they do not fight alone.

MONSTER ATTACKS

D6 ATTACK

- 1 **Painful Bite!** The ant creature bites hard, inflicting D8 slashing damage and injecting the victim with a paralyzing poison with potency 9.
- 2 **Sword of Bronze!** The creature swings its bronze sword and deals D10 slashing damage.
- 3 **Wrestling Attack!** The creature pounces on an enemy, wrapping its arms and legs around the victim and wrestling it to the ground. The attack inflicts D8 bludgeoning damage and an additional D8 whenever it is the victim's turn. The victim cannot move or perform actions that require body movement, except trying to break free, which requires a STR roll (action). Others can help.
- 4 **Electrocution!** The ant creature quickly rubs its antennae together and creates an electric charge. The creature then shocks an opponent, who suffers D8 damage (armor has no effect) and drops anything held in their hands.
- 5 **Confusing Dance!** The four-legged ant creature scurries in circles around an opponent. Round and round it dances, and the victim must make a WIL roll with a bane (not an action) to avoid being Dazed.
- 6 **Healing Kiss!** The ant-creature uses its mandibles to clean the wounds of one of its family members participating in the fight. The wounded ant creature recovers up to D8 HP.



ADVENTURE SEED

The player characters run into Szzzt, a lonely ant worker wandering the forest downcast and confused. If they make the effort to communicate with the worker, they eventually learn that he is the last of his family – a monster laid waste to their home and slew the queen, so Szzzt is now looking for a new family, a new life. If the

player characters agree to take him under their wing, he promises to lead them back to his abandoned home and its “treasury” where the family kept coins, items, and other things they acquired over the years. Is the monster still there? If so, what kind of beast is it? And how will the world react to the player characters traveling around with an ant creature?



BEETLE KIN

“Demonic vermin, that’s what they are – fleas from some ancient demon prince’s neck hair! Okay, the shells of beetle kin would probably make good shields, but other than that: vermin!”

– TRAUT THORNMAN, ORE MAGNATE

Those who venture underground in search of gold and other riches may have the misfortune of ending up in a beetle hole. These dug, carved-out burrows are home to the beetle kin, enigmatic creatures as big as humans and as armored as knights. They usually live in small groups, about a dozen individuals gathered around an authoritarian leader. The digging of burrows and tunnels is the main cause of conflict between them and other digging creatures, especially dwarven miners.

The beetle kin are also formidable warriors, as demonstrated when the group we were following suddenly burrowed their way into a small gnome mine. But as far as I can tell, they prefer not to fight; they are almost always outnumbered and would rather find another dwelling than challenge a stronger opponent. Finally, it should be mentioned that beetle kin can occasionally be encountered above ground, usually as mercenaries or exotic bodyguards at the residences of wealthy nobles or mages.

RANDOM ENCOUNTER

It begins as a barely noticeable subsidence in the ground where the player characters are walking, on the surface or underground. It takes a successful SPOT HIDDEN roll to notice the subsidence in time to warn the others before the ground gives way in an area 10 meters in diameter. Everyone in the affected area must make an EVADE roll to avoid it. Those who fail plummet four meters into a newly dug egg chamber; moments later, as many beetle kin as there are player characters come rushing to protect their family’s future.

ADVENTURE SEED

A group of dwarven miners needs the player characters’ help. The dwarves have dug deep in search of iron and silver, but now their mine is haunted. Miners have vanished without a trace deep down in the tunnels, and the survivors want help banishing the ghost they are sure

is responsible for the disappearances. It is not a ghost, of course, but a group of beetle kin whose homes are threatened by the dwarves. They are trying to eliminate the threat by picking off the miners one by one, but can be convinced to leave them alone, as long as the dwarves promise not to encroach on the beetle kin’s domain.

Ferocity: 1 **Size:** Normal

Movement: 12 **Armor:** 6 **HP:** 18

Digger: The digging ability of the beetle kin means that they are always counted as having a shovel, which halves the time spent digging.

MONSTER ATTACKS

D6 ATTACK

- 1 **Clobbering Blow!** The beetle kin slams an opponent with a rock-hard claw. The victim suffers D10 bludgeoning damage.
- 2 **Double Strike!** The creature lunges at an opponent with both its claws. The victim is hit by two attacks, each inflicting D8 slashing damage.
- 3 **Bite!** The beetle creature bites an opponent with its strong mandibles. The bite inflicts 2D6 damage and the victim is injected with a paralyzing poison with potency 9.
- 4 **Surprise Kick!** The beetle kin suddenly delivers a hard kick to an opponent, who is pushed D6 meters away and suffers an equal amount of bludgeoning damage. The victim is also knocked down.
- 5 **Acid Spit!** The creature spits a gob of corrosive poison at an opponent within 10 meters, inflicting D8 damage (armor has no effect).
- 6 **Shattering Shriek!** The beetle kin lets out a shriek so high-pitched it becomes inaudible. All victims within 10 meters become Dazed and must make a WIL roll to resist fear.



SPIDER KIN

“They’re demon princes in disguise, the spider kin – lords of all insectoids, plotting to conquer the world. And they’ll strike soon...”

– ELFEA PETRELLA OF MERRYWALD, DRAGON KNIGHT

Spider kin seem to be the least numerous of the insectoids, and certainly the most mysterious. Our visit to their dark, cobwebbed part of the forest felt almost dreamlike. Brasi-mor and Kvalka refused to go, so I sought them out with only Virdal in tow. The dozen spider creatures we encountered did not answer when spoken to and seemed barely aware of our presence, as did their friends and neighbors, ranging from giant spider monsters to colonies of ten or so smaller arachnids of different species.

Virdal was just as eager as I was to seek confirmation that our hosts were not only hyper-intelligent creatures,

but also highly gifted in the arcane arts. We could not find any actual evidence to support the latter assumption, but much suggests that our suspicions are correct. They have a written language and even own works penned by elves and humans; they weave sparkling webs that seem to catch magical energies rather than bugs, and much of what we experienced in the forest can hardly be explained by natural means. It seems to me that whoever antagonizes these immensely powerful creatures will not live to regret it.

MONSTER ATTACKS

D6 ATTACK

- 1 **Poison Bite!** The spider creature bites an opponent with its strong mandibles. The attack inflicts D10 damage and injects the victim with a paralyzing poison with potency 12.
- 2 **Too Many Eyes!** The spider creature stares at the player characters with a terrifying multitude of eyes. All victims within 10 meters must make a WIL roll to resist fear.
- 3 **Ominous Vision!** There is a sparkle in the creature's eyes as each one shows a chaotic, reflected vision of the victim's ominous future. A player character within 10 meters must make a WIL roll with a bane to resist fear.
- 4 **Poison Sting!** The creature spins around with incredible speed and attacks with the poisonous stinger on its rear. The attack inflicts D8 piercing damage, and a victim who suffers at least 1 point of damage is also injected with a paralyzing poison with potency 12. The attack can be parried.
- 5 **Sticky Web!** The spider creature shoots a sticky web at an opponent. The victim is unable to move or perform actions that require movement. Breaking free requires a successful STR roll (counts as an action). Others can help.
- 6 **Hypnotizing Eyes!** The victim must succeed with a WIL roll (not an action) or immediately perform a movement and an action (must not require WP) as determined by the spider creature (GM). The victim also loses its turn in the round, if it has not already passed.

Ferocity: 2 **Size:** Normal

Movement: 16 **Armor:** — **HP:** 28

Many Eyed: Spider kin view the world through multiple sets of eyes, which allow them to see everything happening around them. They can never be taken by surprise and all attempts at SNEAKING around spider kin are rolled with a bane.

Climber: Spider kin can climb any surface as quickly as they move on the ground.

Fate Weaver: Spider kin can spin magical webs in which they collect dreams and prophecies that get caught like flies in ordinary webs. They interpret these fragments of information to predict and shape the future in their favor, which is why spider kin are highly sought after by those who seek what is hidden. The Game Master decides how much information a spider creature can gain from the web of fate; if someone else has access to it, it should be vague and ambiguous but still provide information that will help the player characters in their adventures. Spider kin will often demand magical items in exchange for their knowledge of the future.

RANDOM ENCOUNTER

One of the player characters suddenly spots a large spider creature no more than ten meters away, among the trees or partially hidden behind a boulder. It does not seem hostile and gives the character a welcoming wave, but because it is hidden by a magical veil, no one else can see it. If it takes damage, the spider becomes visible to all and can be fought, but if the character approaches peacefully, the spider creature hands over a piece of bark carved with letters in the human language: *"You have been chosen by the web of fate. Beware the darkness. Slay Ulugum the Destroyer."* The GM decides whether the prediction is true and what it means.

ADVENTURE SEED

A curse has been placed on the regent's firstborn, who will wither and die before his first birthday. The desperate parents are looking for someone to help them break the curse, and they send the player characters to find the shespider Sharlot, who is said to be able to predict and even alter the future. The player characters bring with them plenty of gifts for the fate weaver, gifts that the regent's enemies are eager to get their hands on. When the adventurers find Sharlot, they must convince her to break the curse using a combination of beautiful speech and magical gifts.







TROLLS

I have no hesitation in saying that trolls are the most fascinating creatures lumbering around under the sky. On the one hand, there is hardly a single child who has not been threatened with being taken by trolls after some mischief or other. According to these threats, there are wicked beasts lurking hungrily in the bushes around our farms, on the prowl for sheep and goats or some little shepherd to nibble on. My friend Virdal confessed, after a night of tossing and turning in a cold sweat, that he still has trouble sleeping for fear of the trolls coming to get him.

On the other hand, I can personally vouch for the fact that mountain trolls are truly majestic and clearly uninterested in munching on peaceful folk, at least those of halfling size. One such encounter is enough to make anyone wonder if my fellow scholar, the derided Wulfert of Ditchwick (or “Dimwit”, according to his detractors) was on to something when he claimed that many of the world’s ancient artifacts were actually crafted by trolls – rather than by elven, dwarven, and human master smiths.

Whatever the case, there seems to be many mysteries surrounding the horrible, foul-smelling, and in many respects terrifying figure of the troll. The mountain trolls I have personally encountered and exchanged tales and legends with were careful not to mention anything about their kind and its history. But remember my words the next time you come to a ford where a troll demands wine casks or money to allow passage – I cannot say for sure that it is a good idea, but you may want to try negotiation before resorting to violence...

CAVE TROLL

“Cave trolls love gold. As food, that is! If you want to get rich quick, track down and kill one of them and you’ll reap a fortune straight from the beast’s belly!”

– EULOLA EVENLIGHT, FORTUNE HUNTER

Neither I nor other explorers can claim to know much about cave trolls. Trying to talk to them is futile, so all we have to go on are observations. Evidence suggests that they are even more sensitive to sunlight than the night-kin – they live in caves and never leave, except at night or when the fog lies thick over the mountain valleys. They appear to see everything and everyone as a potential meal and their hunger is seemingly insatiable, at least according to all the stories of single trolls devouring entire parties of travelers, draft animals and all. It is true that the occasional orc chief or human ruler has managed to tame cave trolls and use them in battle, perhaps by providing them with a constant supply of food. But I would not dare to, nor would I want to serve in the same unit as such voracious and unpredictable warriors...

Ferocity: 2 **Size:** Large

Movement: 12 **Armor:** 2 **HP:** 42

Stubborn: Cave trolls are very stubborn and always finish what they started.

Sensitive to Sunlight: When in direct sunlight, cave trolls suffer D6 damage per round, and cannot regenerate. A troll that reaches zero HP because of this is turned to stone. Dense foliage, a thick layer of clouds or full-cover clothing are enough to avoid the effect.

Regeneration: A cave troll automatically heals D6 HP per turn in combat, unless it has reached zero HP.

Treasure Eater: Nothing tastes as good as gold! Cave trolls have a voracious appetite for gold coins and small gold items. The belly of a cave troll usually holds DI2 gold coins.

RANDOM ENCOUNTER

After half a lifetime of slavery, Iogulg the cave troll has finally escaped his goblin captors in the mountains. Though the wounds from their whips have healed and formed an all-encompassing web of scar tissue, he still sees red whenever a goblin pollutes his field of vision – and sadly, his eyesight is now so poor that everyone he meets looks like a goblin. When he encounters the player characters, he attacks in a berserk rage while shouting in troll tongue: “*Death to all goblin filth!*” It takes a successful **PERSUASION** roll to convince him that they are not goblins, but if someone is, the person talking must also succeed with **BLUFFING**. Iogulg may also calm down if he is offered a hearty meal.

MONSTER ATTACKS

D6 ATTACK

- 1 **Rolling Attack!** The cave troll curls up into a large, boulder-like mass and rolls towards an enemy. The attack inflicts 2D8 bludgeoning damage and the victim is knocked down.
- 2 **Cave Bats!** The troll disturbs a flock of bats in the cave, which immediately attacks its enemies. For stats, see page 99 in the Rulebook. The bats continue to attack the enemy for D3 rounds.
- 3 **Head to Head!** The troll headbutts an enemy. The victim becomes Dazed and suffers 2D6 bludgeoning damage. Only a helmet can reduce the damage taken.
- 4 **Gobble!** The cave troll opens its mouth and bites an enemy, inflicting 2D8 piercing damage. The victim is then stuck in its maw and must make a **STR** roll (as an action) each round to break free. On failure, the victim suffers an additional 2D8 damage.
- 5 **Golden Spit!** The cave troll clears its throat and spits a gold coin hard at an opponent within 6 meters. The attack inflicts DI0 bludgeoning damage, and the victim suffers a condition of their choice and becomes one gold coin richer.
- 6 **Troll Throw!** The troll lifts an enemy over its head and tosses the victim like a rag doll 2D8 meters in a random direction, inflicting an equal amount of bludgeoning damage. The victim lands prone.

ADVENTURE SEED

The player characters pass through a ravine with lots of large and small cracks in its sides; one of them notices something glittering in a cave that opens inside one of the cracks (polished tin bowl, worth 1 gold). If the characters enter, they walk straight into a trap – the cave troll Ymor knocks a boulder over the top of the ravine, which crashes down and blocks the opening. Then he sits back and waits for hunger to weaken his victims. One way out is to somehow trick the cave troll (**BLUFFING**); otherwise a successful **SPOT HIDDEN** roll can reveal a place where the cracks in the mountain widen into an exit about ten

meters from where Ymor is waiting. But the characters can also head deeper into the mountain, where they may find the remains of a hero's tomb... watched over by an honor guard of skeleton warriors.



FOREST TROLL

“Imagine mixing fish guts with butter, stomach acid, pine needles, and various forest herbs. Then you leave the mixture out in the summer sun for a week. There you have it, troll odor!”

– ELORI HEIA, EXPERIMENTAL ALCHEMIST

Ferocity: 2 **Size:** Large

Movement: 12 **Armor:** — **HP:** 44

Impulsive: Forest trolls are impatient and rarely think before they act. In combat they draw an extra initiative card at the beginning of each round and keep the two lowest. They never wait or dodge.

Greedy: Forest trolls love collecting anything that glitters. Their lairs are filled with gold, silver, copper, amber, and gems of all kinds. The more treasures it hoards, the more status a forest troll enjoys among its kin. This also means that a forest troll may fall victim to its own greed and be induced to spare an opponent if gold is offered in exchange (BARTERING roll).

Sensitive to Sunlight: When in direct sunlight, forest trolls suffer D6 damage per round, and cannot regenerate. A troll that reaches zero HP because of this is turned to stone. Dense foliage, a thick layer of clouds or full-cover clothing are enough to avoid the effect.

Regeneration: A forest troll automatically heals D6 HP per turn in combat, unless it has reached zero HP.

Illusion: In a forest, the forest troll can blend in with its surroundings at any time, making it invisible as long as it stays still. To anyone looking at the hidden troll, it appears as a large moss-covered rock or a fallen tree trunk.

Overwhelming Stench: Forest trolls reek of musty old forest and damp, rotten wood. This is one of the best ways to detect them, but also means that anyone who comes within 10 meters of a forest troll must make a CON roll (not an action) to avoid being Dazed.

Forest trolls really are incredibly stupid. Not like animals or their hunger-driven cousins the cave trolls; after several attempts to converse with them, I would describe them more as defiant children – they think themselves clever and all-knowing and get extremely annoyed if the conversation reveals that they actually have the intellectual agility of a dung beetle. The difference is that defiant children, even if they should want to, rarely have the strength to rip your head off. Forest trolls are usually content to hunt for prey in their woods, but if the pickings are slim, they do not hesitate to target livestock pens and pastures. Nevertheless, I have come across several cases where villages have managed to maintain a fragile peace with forest trolls in their vicinity by offering them regular gifts of ale, prey, and cattle.

MONSTER ATTACKS

D6 ATTACK

- 1 **Uprooting!** The forest troll grabs a tree, yanks it from the ground with a might tug, and brings it down on its opponents. Two victims within 2 meters of each other suffer 3D6 bludgeoning damage each and are knocked down.
- 2 **Troll Blade!** The monster draws a sharp stone knife from its belt and slashes at an enemy. The knife inflicts 2D8 slashing damage and automatically hits a gap – armor has no effect.
- 3 **Rotten Breath!** The forest troll blows its foul breath at an opponent within 4 meters. The victim becomes Sickly and must succeed with a CON roll (now with a bane) or lose their turn in the round (if it has not already passed).
- 4 **Sinkhole!** The troll lures a victim within 10 meters into a sinkhole that suddenly opens. The victim must succeed with an ACROBATICS roll (action) to climb back up.
- 5 **Stomping Attack!** The troll stomps wildly at all opponents within 2 meters. The attack inflicts 2D6 bludgeoning damage and knocks the victims down.
- 6 **Bludgeoning Club!** With its club, the forest troll aims its strongest blow at an opponent. The victim suffers 4D6 bludgeoning damage and becomes Dazed.

RANDOM ENCOUNTER

A herd of goats rushes past the player characters in a panic. A moment later two forest trolls come stumbling along, clearly intent on a filling meal. If the characters let them pass, they will continue their hunt, but if they are stopped, the trolls get angry, shouting and growling at the characters to leave them alone. Unless the forest trolls are appeased with food or gold, they soon become furious and decide that the characters will have to do for supper.

ADVENTURE SEED

A group of forest trolls has ambushed a squad of soldiers transporting a priceless crown to the summer residence of a noble family. The crown and a number of other gold items are now in the hands of the trolls, and the player characters are hired to retrieve them. But when they find the trolls, it turns out that the crown has been given to Hackla, the local troll shaman, who proudly wears it between her horns. To further complicate matters, the shaman has enlisted a group of forest trolls to raid the noble family's summer castle. Will the characters manage to steal back the crown and/or deter Hackla from her plans?



MOUNTAIN TROLL

"Peaceful, my foot! Usually it's true, but some of them lose their minds to old age, hunger, or severe pain. Then there is no safety, no mercy."

– EGOR THE WISE, TROLL EXPERT

Mountain trolls seem to thrive in barren highlands and on desolate tundra. That is where they return after their far-flung wanderings in search of places where significant, often world-changing events have taken place. Once back in the frigid north, they carve their observations and newly acquired insights directly into flat rock faces or into boulders they leave behind on mountaintops or tundra plains.

The mountain trolls live in solitude and are essentially peaceful creatures. Anyone who angers them, for example by desecrating historical sites, will no doubt suffer their merciless rage, but I am a living example of how these venerable giants are open to conversation and friendship with other kin. Historical anecdotes, a barrel of pipe weed, and patient listening are the way to any mountain troll's heart.

Ferocity: I **Size:** Large

Movement: 10 **Armor:** — **HP:** 42

Sensitive to Sunlight: When in direct sunlight, mountain trolls suffer D6 damage per round, and cannot regenerate. A troll that reaches zero HP because of this is turned to stone. Dense foliage, a thick layer of clouds or full-cover clothing are enough to avoid the effect.

Healing Blood: The mountain troll's blood is a thick, sweet sap with healing properties. The mountain troll heals D8 HP per turn in a combat, as long as it has not reached zero HP.

Memories of Ages Past: Mountain trolls have skill level 18 in **LANGUAGES** and **MYTHS & LEGENDS**.

Troll Staff: The mountain troll's staff allows it to cast all magic tricks listed under general magic (page 61 in the Rulebook) as well as **DIVINATION**, **FARSIGHT**, **LONGSTRIDER**, and **SCRYING**. All the spells can be cast at power level 3. The staff has 12 WP that reset every dawn. The staff is bound to the mountain troll's soul and loses its ability to regain WP if taken from the troll.

RANDOM ENCOUNTER

The player characters encounter the mountain troll Jorma who is taking a break on her way to the battlefield where the ancient dragon Hrimhir is said to have been slain by an army of demons. Puffing on her pipe, she asks the characters to tell her about their adventures so that she may learn more about what happened in the area. The troll promises them a story in return – a tale that leads them to a hidden treasure nearby.

MONSTER ATTACKS

D6 ATTACK

- 1 **A Hundred Years of Solitude!** The troll fixes its gaze on an opponent within 10 meters who is immediately overcome with loneliness and sadness. The victim becomes **Disheartened** (anyone who is already **Disheartened** must choose another condition) and must succeed with a **WIL** roll or lose their turn in the round, if it has not already passed.
- 2 **Horn Thrust!** The mountain troll thrusts its horns at an enemy. The victim suffers 2D10 bludgeoning damage and is knocked down.
- 3 **Entangling Roots!** With a gesture, the troll calls forth roots from the ground that snare a player character within 10 meters. The victim becomes unable to move or perform actions that require movement. Breaking free requires a successful **STR** roll (counts as an action). Others can help.
- 4 **Memory Lapse!** The mountain troll draws a strange rune in the air. All enemies within 20 meters and in line of sight must make a **WIL** roll to look away from the rune – on failure, they forget what they were going to do and lose their turn in the round (if it has not already passed).
- 5 **Terrifying Visions!** The troll digs into his pocket and takes out a fistful of mushroom powder. With a powerful exhalation, the creature blows the powder at a player character, who must make a **WIL** roll with a boon to resist fear.
- 6 **Sweeping Blow!** The mountain troll sweeps its staff in a circle. All enemies within 2 meters suffer 2D6 bludgeoning damage and are knocked down.



ADVENTURE SEED

A settlement is being ravaged by an angry mountain troll – it has struck a handful of buildings and reduced them to rubble, with little regard for the people who, more or less deliberately, got in its way. After examining the sites, the player characters realize that the razed buildings all have

one thing in common: their foundations are made of rocks taken from an old castle ruin in the area. One way to stop the attacks is to restore the ruin to the state it was in before the settlers arrived. But of course, the troll will likely mistake the restoration project for yet another violation of the historically significant ruin...





GIANTS

The giants are but faded remnants of what they once were. It is well-established that they played an important role in the oldest times, as a kind of balancing force between the dragons and the demons, or perhaps more accurately, as one that tipped the scales. The battles between dragons and demons always took place at the expense of all the other kin, and reading between the lines of the legends, it seems clear that the giants often sided with the strongest – not because they were spineless cowards (as some of my colleagues would argue), but to bring the battle to a quicker conclusion, in the belief that doing so would alleviate the suffering of the small folk.

Today's giants roam our world with strides as heavy as their minds. They usually live as lone wanderers or in small families based in inaccessible wilderness areas. They cherish the tales of how they lived in large communities in the oldest times, and many of them have a wistful longing to come together once again, to resume their role as a society-building kin like the elves, humans, dwarves, and others. And that is probably something we should all long for.

Although the battle between dragons and demons in our world seems to be on hold at the moment, it is far from over – it rages constantly, more or less openly, more or less explicitly. And if the fighting starts to escalate, we will need the giants for their knowledge of the primal powers' strengths and weaknesses, and to protect as many as possible of those who cannot defend themselves.

FOREST GIANT

“Twice I’ve seen forest giants and forest trolls fighting each other, and I’m obviously rooting for the giants. But there’s a problem: how can you tell who is who?!”

– MALTOS ANGEL, RANGER

Smaller than others of its kin, forest giants are easily mistaken for trolls as they roam our coniferous forests. They are the easiest giants to communicate with, possibly because of their relatively modest size, but that does not mean they have much patience for conversation. The handful that I have tried to speak with all started darting their eyes around before I had even finished a sentence; a couple of them started staring at Kvalka (who naturally loved the attention and did everything to earn it), while others were distracted by a butterfly, a hopping hare, or a newly blossomed flower. Forest giants seem obsessed with experiencing nature – breathing it, watching it, feeling it – and do not care about much else. Well, except of course for anyone who degrades and destroys their beloved environment. Such people are shown no mercy.

RANDOM ENCOUNTER

Walking through the forest, the player characters come upon a deep pit where a wolf is trapped. It whimpers pitifully, but also growls at anyone who comes close. If the

adventurers rescue the wolf, a forest giant emerges from the forest and thanks them, before calling the wolf and disappearing among the trees. If the player characters do anything to hurt the wolf, the forest giant interrupts them, ready to rumble unless they leave immediately.

MONSTER ATTACKS

D6 ATTACK

- 1 **Gnawing Friends!** Small animals swarm out of the surrounding woods to defend their friend – biting, clawing, and tearing at its enemies. Anyone within 10 meters of the forest giant suffers 2D6 slashing damage and is knocked down.
- 2 **Crushing Club!** The forest giant swings its wooden club over its head and delivers a devastating blow to an opponent. The club deals 4D8 bludgeoning damage and knocks the victim down.
- 3 **Body Tackle!** The giant charges forward and tackles an opponent with full force, inflicting 4D6 bludgeoning damage. The victim is knocked down and becomes Dazed.
- 4 **Bear Hug!** The giant stretches out its arm and pulls an opponent close. It then gives the victim a big bear hug before dropping it to the ground. The hug inflicts 3D6 damage (armor has no effect) and the victim loses their turn in the round (if it has not already passed).
- 5 **Forceful Throw!** The creature grabs an opponent and tosses them over its shoulder. The victim flies 2D8 meters, suffers an equal amount of bludgeoning damage, and lands prone.
- 6 **Snaring Roots!** The forest giant conjures roots from the ground that grab all opponents within 10 meters. The victims suffer D6 damage (armor has no effect) and are unable to move or perform actions that require movement. It takes a successful STR roll (counts as an action) to break free. Others can help.

Ferocity: 1 **Size:** Large

Movement: 14 **Armor:** — **HP:** 56

Animal Friend: Forest giants are friends with all animals in the forest. If anyone hurts an animal within a shift's walk of the giant, it immediately senses this and seeks out the perpetrator to stop the cruelty.

Woodland Camouflage: In a forest, a forest giant can blend in with its surroundings at any time and become invisible as long as it remains still.

ADVENTURE SEED

A flock of small birds appear and prompt the player characters to follow them. They lead the adventurers to a cave deep in an age-old forest, where the forest giant Umrum lies injured on a bed of brushwood and leaves. She is looked after by the small animals of the forest, who watch the player characters cautiously as they enter the cave. Umrum explains that she needs their help to stop a wicked demon that has occupied the forest's ancient wellspring and whose mere presence is poisoning the water – its goal is apparently to kill all living things. The forest giant confronted the demon but was no match for its magical powers and the undead under its command.



MOUNTAIN GIANT

“The giant we called Graycliff watched over our village for over a century. But suddenly his eyes went dim and his mind dull. We couldn’t stay; the village was abandoned and no longer exists.”

– ENID PARTING, WEAVER

Of all the giants in this world, mountain giants are the ones that ordinary people most often have the misfortune to encounter. While they are generally quite meek and peaceful, they seem to regard all small folk in the same way that dragons and demon princes do – as any other animal, or even as livestock. It takes a lot to provoke a mountain giant, but when its patience finally runs out, it explodes into unbridled aggression. Furthermore, their size, clumsiness, and short-sightedness mean that anyone who gets close risks being accidentally crushed – by a misstep or a dropped object. Mountain giants often live alone in the mountains, where they raise goats and sheep. Their temperament can vary considerably: some are accommodating and communicative, but I have also heard many stories of small folk suffering at their hand – whose barns were raided and whose youngsters were abducted and forced to look after the giant’s livestock.

RANDOM ENCOUNTER

A player character who succeeds with a **SPOT HIDDEN** roll sees the shadow of the massive boulder that comes flying in time to warn their friends. If no one notices, a random player character is subjected to monster attack #6. The victim may roll **EVADE**. The boulder is thrown by Little Trull, a giant who is trying to scare away the intruders from his domain. If the characters do not run

away, he will come charging with waving arms, roaring so hard that spittle sprays from his mouth. But he only fights in self-defense, so as long as the characters do not attack, the encounter may result in a conversation and possibly an agreement of safe passage.

MONSTER ATTACKS

D6 ATTACK

- 1 **Crushing Blow!** The giant swings its fist or club and bashes a player character with all its might. The attack inflicts 4D10 bludgeoning damage and knocks the victim down.
- 2 **Where Did You Go?** The giant’s short-sightedness causes it to lose sight of the player characters for a moment. It clumps around and shouts at them to come forward. All player characters must make a **SNEAKING** roll. If everyone succeeds, they may exit combat or perform the next attack as a sneak attack. The first person to fail becomes the giant’s next target.
- 3 **Stomping Attack!** The mountain giant stomps its feet in an attempt to crush all opponents within 2 meters. The attack inflicts 3D6 bludgeoning damage and knocks the victims down.
- 4 **Sweeping Blow!** The giant sweeps its club at all enemies within 6 meters. The attack inflicts 2D10 bludgeoning damage and knocks the victims down.
- 5 **Enough is Enough!** The giant gets fed up with an enemy, grabs the victim, and stuffs them into a sack. The victim suffers 2D6 bludgeoning damage and is unable to move or perform actions that require movement. To free the prisoner, the victim or someone else must have a slashing weapon and roll against the weapon skill with a bane (counts as an action).
- 6 **Stone Throw!** The mountain giant grabs a large rock and throws it at an enemy within 10 meters. The victim suffers 3D10 bludgeoning damage and is knocked down.

Ferocity: 1 **Size:** Huge

Movement: 16 **Armor:** — **HP:** 78

Short-Sighted: Mountain giants are short-sighted and any **SNEAKING** roll to get past them or hide from them is made with a boon.



ADVENTURE SEED

Enemies threaten Castle Brand, but there is still hope! In the northern mountains lives a pair of giants, old friends of the castle's lord, who previously helped defend the castle from attack. The player characters are sent up into the mountains by the aging Lord Brand to find the giants and persuade them to help him once more. But this time the giants have a new head of the family, and she is not prepared to do the player characters' bidding without getting something in return – the eradication of the demonic vermin infesting one of their mountains, which can only be accessed through cracks and tunnels that are far too narrow for the giants.

SEA GIANT

"It is said that Princess Maia of Arandeld tricked mermaids into believing that a hostile fleet also threatened the rest of the coastline. No less than three sea giants helped sink the enemy's ships, and the threat was averted."

— FIOLA FIRTH, COURT JESTER

As far as I can tell, sea giants are the largest of their kind, standing between eight and twelve times the height of a human. They hunt whales and giant squid in the depths of the oceans, and do not seem to be upset by members of other kin making a living in similar ways. In fact, with few exceptions, these titans of the sea never take any notice of other intelligent creatures; to my knowledge, no man, elf, mallard, or halfling has ever exchanged so much as a word with a sea giant. When they become violent towards seafarers, it is at the behest of mermaids or others who have earned their respect and can convince them that there is an imminent threat to the sea or its inhabitants. Any crew that angers a sea giant in this way would be wise to head for the nearest port!

RANDOM ENCOUNTER

Out on the open water, the gentle waves ahead of the player characters' vessel begin to boil up. The navigator

Ferocity: I **Size:** Huge

Movement: 20 **Armor:** — **HP:** 82

Absent-Minded: The sea giant is very absent-minded and finds it difficult to maintain focus on smaller creatures or tasks over a long period of time. This can be exploited to escape a wrathful giant, who simply loses interest in pursuing small, insignificant creatures after only fifteen minutes – that is, if they manage to avoid the giant's terrible attacks.

Sea Creature: Sea giants live exclusively in salt water and can swim as well as the whales they often keep as pets. They can hold their breath for several hours, but cannot breathe underwater.

must make a SEAMANSHIP roll to get out of the way. On failure, their ship sails straight into a battle between the sea giant Attia and an enormous sea serpent; their hull is breached and the angered Attia will attack as soon as she has scared off the sea serpent. If the roll succeeds, they can see the giant from a distance as she rises to the surface with a triumphant roar.

MONSTER ATTACKS

D6 ATTACK

- 1 **Thunder and Lightning!** The sea giant raises its fist to the sky, causing dark thunderclouds to gather overhead. Then it points at an opponent within 30 meters and sends a bolt of lightning at the victim, who suffers 2D10 damage (metal armor has no effect). Moments later a clap of thunder rumbles above the giant and renders all opponents within 20 meters Dazed.
- 2 **Rock Throw!** The creature picks up a large rock from the ocean floor and hurls it at an opponent within 20 meters, inflicting 3D10 bludgeoning damage. The victim, as well as anyone within 6 meters, is knocked down by the resulting wave.
- 3 **Skewering Spear!** The giant grabs a spear made from a broken mast from a quiver in its belt and throws it at an opponent within 50 meters. The spear inflicts 4D10 piercing damage and knocks the victim down.
- 4 **Whirling Flurry!** Blow upon blow rain down upon all opponents within 4 meters, who suffer 3D6 bludgeoning damage.
- 5 **Fishing Fortune!** The sea giant casts a large net over up to four opponents within 4 meters of each other. All victims must be within 10 meters of the giant. They become unable to move or perform actions that require movement. To free the prisoners, they or someone else must have a slashing weapon and roll against the weapon skill with a bane (counts as an action).
- 6 **Wave Attack!** The giant uses its arms to whip up waves in the water around it. Anyone within 10 meters of the sea giant is thrown 2D10 meters and must make a SWIMMING roll to avoid drowning.

ADVENTURE SEED

A sea giant has declared war on all shipping along a strip of coastline whose population depends on trade across the sea. The mariners' guild asks the player characters to find out why the giant has become so aggressive and what can be done to stop it. What has happened is that a small, unassuming fishing village has been taken over by poachers; their goal is to catch as many whales and squid as possible before moving on. If the player characters put an end to their activities and provide the giant with proof of this, it will soon allow the people to resume maritime trade.



TITAN

“A living creature? No, no, it’s a statue, no doubt about it. We call him Galt and the young’uns love playing with him – decorating him with flowers, climbing and clambering, messing with paint. It’s great fun!”

– WALTERT ROE, OLD-TIMER

People are afraid of dragons, demons, and ravenous trolls, and rightly so. But there may be an even greater threat lurking out there, though the risk of encountering it is far lower. The titans appear to be related to giants. They can be found standing, sitting, or hibernating in up to twenty known locations in this world, clad in full armor and armed with huge maces or warhammers. I am fairly certain that their number is much higher, and that they were the giants’ greatest champions in the oldest times,

Ferocity: 2 **Size:** Huge

Movement: 14 **Armor:** 6 **HP:** 64

Hibernation: Once a titan has completed a mission to its own satisfaction, it withdraws to a remote location and goes back into hibernation until the next time it is called to battle. It then turns to stone, but wakes up if anyone attacks it or if it is summoned by the ancient cries of those who do battle with dragons and demons.

Resistance: The magic ritual that created the titan also gave it a heart of iron. As a result, a titan takes half damage from non-magical attacks.

Shield: The titan carries a huge shield that can be used to parry one attack (including ranged attacks) per round without spending the giant’s own attacks. Roll against skill level 15. The shield has durability 24.

Heavy Footsteps: When a titan moves, the ground around it shakes in a 10-meter radius. Anyone within that area must make a WIL roll (not an action) to not get Scared. Only one roll per combat is required.

when the battle between dragons and demons raged most fiercely – possibly refined into outright monsters of war through powerful rituals. Anyway, as long as they are asleep, the titans pose no threat to anyone. But sometimes they wake, compelled by their duty to fight but unsure of who the enemy is. Sometimes they direct their anger at a halfling village, a noble’s estate, a dwarven mine, or the like. In such cases, the titan will not stop until every last enemy has been vanquished, and then, its work done, it drifts back into slumber.

MONSTER ATTACKS

D6 ATTACK

- 1 **Hammer Blow!** The creature aims three hard blows at an opponent, each inflicting D10 bludgeoning damage. The victim is knocked down.
- 2 **Battering Ram!** The titan holds its shield in front of it and plows through all opponents in its path, up to its Movement score. Anyone in its way suffers 2D10 bludgeoning damage, is knocked down, and becomes Dazed.
- 3 **Out of the Way!** With a strong hand, the titan pushes an opponent away. The victim is thrown 2D6 meters, suffers an equal amount of bludgeoning damage, and lands prone.
- 4 **Ferocious Shake!** The titan extends a long arm towards an opponent, grabbing them by the neck before lifting the victim into the air and shaking them ferociously. The unfortunate victim suffers 3D6 damage (armor has no effect) and loses its turn in the round (if it has not already passed).
- 5 **Deafening Roar!** The creature focuses its aggression and lets out a roar that shakes the ground and its opponents. Everyone within 10 meters suffers a fear attack with a bane on the WIL roll.
- 6 **Earthquake!** The titan takes a huge leap and lands on its armored feet, causing a minor earthquake. Everyone within 10 meters suffers D6 damage (armor has no effect) and must make an AGL roll to remain standing. The titan is not affected.

RANDOM ENCOUNTER

Next to an unkempt path in a deep forest, the player characters find a huge overgrown stone tablet. If they clean it, they see a magnificent engraving of a titan standing between a dragon and a demon, keeping them apart with a shield and mace. At the titan's feet lie a defeated dragon and a fallen demon, crushed by the mace. That is all the player characters can glean from the stone tablet, but they leave with an eerie feeling of having learned a secret hidden since the oldest times.

ADVENTURE SEED

An exhausted young girl comes staggering across the player characters' path. She explains that her village has been attacked by a "warrior monster" that is killing people indiscriminately. She managed to escape, but many are still hiding in basements and larger buildings; it seems that the warrior will not stop until everyone has been found and killed. This is of course a titan who has designated the villagers as "the enemy." Can the player characters defeat it in combat, or at least draw it away to give those in hiding a chance to escape? Or can they help the titan find another, more worthy adversary – perhaps the notorious mage Gadim *Dragonbane*, who is said to be a powerful demon cultist?







BEASTS

The term “beast” is here reserved for predators and creatures that, with few exceptions, pose a threat to adventurers and others wandering the wilderness. Some have rudimentary intelligence, some are mindless animals, and others are downright majestic in their monstrous splendor. Many are of magical origin, bred in the cruel experiments of mages or spontaneously developed under the influence of demonic forces. It should also be added that beasts can be difficult to both study and describe, as almost all of them have the misfortune of being the subject of both ancient and modern tales – tales that are rarely based on anything but misconceptions and prejudices.

The beasts’ overwhelming motivation is self-preservation, and they tend to be suspicious of (and therefore cautiously hostile towards) any stranger who comes their way. They should not be considered evil, although a few of them take genuine pleasure in harming and killing; attributing metaphysical qualities like good and evil to these creatures is to oversimplify the world to such an extent that any understanding of what drives them is lost. Yes, they are self-serving. And they often come into conflict with civilized societies because they see us, our horses and cattle, as easy prey. But thinking of them as stupid or evil can cause trouble for adventurers who come across them in the wild, by leading to misconceptions or underestimation. Factual and accurate knowledge and a cold, calculating mind are necessities for travelers hoping to survive encounters with the beasts of the world.

In this chapter, I shall keep the descriptions relatively brief and to the point, without speculation and based entirely on what I actually know about the creatures in question. Readers in search of fairy tales will have to look elsewhere, such as my colleague Ardelia of Harman’s rightly ridiculed “masterpiece”.

BASILISK

“The only things that stay normal when a basilisk petrifies someone are gold and gems. No really, you can break them out of the stone – all you need is a hammer and chisel and looooots of paaaaatience!”

– VANIA BELL, JOKER

The basilisk is a feared, semi-intelligent predator with an unpleasant tendency to appear near villages and other settlements, sometimes even in city catacombs. It is a terrifying abomination with a reptilian body, a rooster’s head, and huge murderous claws. On top of that, it is endowed with poisonous breath and a gaze that can turn its victims to stone. Humans are its main prey, but a hungry basilisk may also feed on dwarves and halflings. It is a formidable opponent in combat – and the bane of many an ambitious knight.

RANDOM ENCOUNTER

Rounding a bend in the path, the player characters walk straight into an unpleasant scene. Three stone statues are standing with their weapons raised to protect another statue crouching on the ground. There is moss growing on them; whatever happened here obviously took place decades ago. But perhaps the basilisk that petrified these people is still in the area?

Ferocity: 2 **Size:** Large

Movement: 16 **Armor:** 6 **HP:** 38

Afraid of Chickens: Basilisks are terrified of chickens. Their Ferocity decreases by one if such a bird can be seen within 10 meters, and they will not attack a person carrying a hen or rooster if there are other targets available. A player character can recall this weakness with a successful **BEAST LORE** roll.

MONSTER ATTACKS

D6 ATTACK

- 1 **Slash Attack!** The basilisk slashes its terrible claws at two player characters within 4 meters of each other. Each attack inflicts 2D8 slashing damage.
- 2 **Peck!** The beast thrusts its vile bird’s head forward and pecks at a player character with its razor-sharp beak. The attack inflicts 3D8 piercing damage.
- 3 **Cock-a-Doodle-Do!** The basilisk lets out a cacophonous crow that pierces the player characters and makes their ears bleed. Everyone within 10 meters must make a **CON** roll (not an action). On failure the victim falls to the ground, becomes Dazed, and loses their turn in the round (if it has not already passed).
- 4 **Whip Attack!** The basilisk uses its snake-like tail as a whip in a sweeping attack against all adventurers within 4 meters. Each attack inflicts D10 bludgeoning damage, and anyone hit is knocked down.
- 5 **Poison Cloud!** The basilisk spews a greenish-yellow cloud that reeks of poison and corrosive stomach acids. Everyone within 10 meters is affected by a lethal poison with potency 15.
- 6 **Petrifying Gaze!** A glow lights up in the basilisk’s eyes as it turns its vicious bird’s head towards the player character who currently has the highest HP. If the victim can see (i.e., is not blind or blind-folded), they must make a **WIL** roll (not an action). On failure, their body turns to stone and the victim can no longer move or perform any actions whatsoever, but also cannot take damage. A petrified victim dies after 2D6 rounds, but the petrification can be reversed with a successful **WIL** roll. While still alive, the victim may roll once per turn. The **DISPEL** spell (power level 1) can also undo the petrification, but only if the victim is still alive.

ADVENTURE SEED

Princess Qildara is afflicted by a curse that is slowly turning her into stone. Her trusted friend, the mage Wyrrahn, has a plan and asks the player characters to head out into the wilderness as soon as possible to find and kill a basilisk. They must then return with the beast's eyes, which

Wyrrahn intends to use to brew a magic potion that can reverse the effects of the curse. But someone wants to stop the player characters from completing this task – a group of cave trolls do everything in their power to sabotage the mission, before eventually attacking the player characters. If the characters capture any of them, they can **PERSUADE** the trolls to reveal the name of their employer: the princess's younger brother, Qiamtor. The brother keeps a basilisk trapped in a ruined wing of their shared castle and is using the beast's powers as part of the curse he has placed on his sister.



BROOK HORSE

“Oh yes, brook horses can absolutely be tamed. I’m told they’re extremely fond of flowers and poetry. And as mounts they are unmatched in both strength and speed.”

– EREMUND TOTE, HORSE DEALER

Among rivers and rapids lurks the devious brook horse. To us it may seem like any other horse, large and gray. But unlike our regular steeds, the brook horse is a ruthless predator that feeds on humans, elves, halflings, and anything else that comes its way. The monster can breathe both on land and underwater and makes its nest in flooded caves and caverns, a nest that is quickly filled with the bones of its victims. Its teeth are sharp and pointed and a faint stench of rotten seaweed surrounds its body.

RANDOM ENCOUNTER

A riderless gray horse is standing in the middle of a raging river. Wide-eyed, it whinnies pleadingly to the player characters as if asking to be saved from drowning. It is of course a brook horse that wants to lure the adventurers into the water to make a meal out of them. One of the monster’s latest victims can be seen in the rapids.

Ferocity: 2 **Size:** Large

Movement: 24 **Armor:** — **HP:** 34

Deceptive: The brook horse can appear as an ordinary horse and is able to keep its instincts under control when hunting. It lures its victims into the water and tricks them into mounting it. If they do, the brook horse immediately gallops towards the deepest part of the water to throw the victim off and attack them by any means at its disposal. Seeing through a brook horse’s facade requires a successful **BEAST LORE** roll.

MONSTER ATTACKS

D6 ATTACK

- 1 **Horse Kick!** The brook horse kicks back at an opponent. The victim is thrown 2D8 meters, lands prone, and takes an equal amount of bludgeoning damage.
- 2 **Ravenous Bite!** The creature bites an opponent with its sharp teeth. The victim suffers 2D10 slashing damage.
- 3 **Crushing Hooves!** The brook horse rears up and strikes with its hooves at two opponents within 4 meters of each other. Each victim suffers 2D6 bludgeoning damage and must make a **WIL** roll to resist fear.
- 4 **Hateful Gaze!** The brook horse fixes its gaze on a player character within 10 meters and focuses all its hatred on them. The victim must make a **WIL** roll with a bane to resist fear.
- 5 **Drowning!** The beast pulls an opponent into the deep and the victim immediately begins to drown as per page 53 in the Rulebook. The victim cannot move or perform actions that require movement, except trying to break free, which requires a **STR** roll with a bane. Others can help.
- 6 **Wild Ride!** The brook horse lures an opponent to climb onto its back. Resisting requires a **WIL** roll with a bane. On failure, the beast rides off with the victim at breakneck speed (up to twice its movement, i.e. 48 meters), leaving the victim Exhausted (an already Exhausted victim must choose another condition) and inflicting D6 damage (armor has no effect). This is repeated each round on the brook horse’s turn, instead of rolling another monster attack, until the victim reaches zero HP or manages to jump off. On their turn, the victim can roll **WIL** again to throw themselves off the horse – on success, they take 2D6 bludgeoning damage from the fall (armor has no effect).



ADVENTURE SEED

Several log drivers have gone missing, and the village elder of Timbercreek asks the player characters to find them, identify the reason for the disappearances, and put an end to whatever is causing them. There are two main suspects – a nearby wolfskin tribe that has been acting aggressively lately and is believed to be infected with demonic madness,

and a group of elves that have been sighted several times in recent months and are said to be fanged. But neither the wolves nor the elves are the true culprits, which the player characters will hopefully figure out without much bloodshed. It is actually a brook horse that has built a nest in the rapids and slowly but surely lured the log drivers into a cold, wet death.

CALYDON

“My dear husband wanted a calydon fur coat as a wedding gift, and he got it. If only he knew how many of our subjects paid for it with their lives...”

– VIOLET ISENGRIP, PRINCESS

With fur as white as snow and a soul as black as the night, the calydon is one of our world’s most fearsome beasts. It is the size of a bull and has huge tusks, sharp as spears. As if that was not enough, it can breathe fire from its snout – giving rise to the theory that they originated from magical experiments that escaped from captivity and established themselves in the forest. The calydon is unpredictable, extremely violent, and is not afraid to attack creatures much larger than itself or charge at large groups of opponents to create chaos and confusion. This mindless ferocity means that they can be lured into traps by skilled trappers, who then sell them to the highest bidder to be tamed and trained into raging war beasts.

RANDOM ENCOUNTER

The sound of a desperate struggle reaches the player characters’ ears. If they investigate, they find a nearby hollow where a calydon has been cornered by a small troop of warriors. The warriors clearly intend to capture the beast with nets and ropes but seem to have misjudged the strength of the monstrous swine – only a few are still on their feet. In other words, they desperately need help to accomplish their mission and can only hope that the player characters do not aid the beast instead...

Ferocity: 2 **Size:** Large

Movement: 14 **Armor:** — **HP:** 52

Resistance: Calydots take half damage from fire attacks.

ADVENTURE SEED

A battle between two warlords has resulted in the total annihilation of both sides, except for three angry calydots who now live in the ruins of the castle where the battle took place. From there they attack anyone passing through the area, crippling both agriculture and trade. Someone must find the place where the calydots are hiding and deal with the problem once and for all. Since only one calydon has been seen during each attack, it will probably come as a surprise to the player characters that there are in fact three monsters inside the castle.

MONSTER ATTACKS

D6 ATTACK

- 1 **Charge!** The monster charges an opponent and tackles them hard. The victim is thrown 2D6 meters backwards, takes an equal amount of bludgeoning damage, and is knocked down.
- 2 **Skewering Tusks!** The calydon thrusts its tusks at an opponent, inflicting 1D12 piercing damage.
- 3 **Crushing Hooves!** The monster rears up and kicks an opponent with its hooves. The victim suffers 2D8 bludgeoning damage and is knocked down.
- 4 **Hurling Attack!** The calydon catches an opponent with its tusks and hurls the victim 2D4 meters. The victim suffers an equal amount of bludgeoning damage (armor has no effect) and becomes Dazed.
- 5 **Hateful Grunt!** The monster lets out a grunt filled with hatred and malice. Everyone within 10 meters must make a WIL roll to resist fear.
- 6 **Breath of Fire!** The calydon takes a deep breath and blasts its enemies with fire. The fire forms a cone 6 meters long whose width at any given point is equal to the distance from the beast’s snout. Anyone hit by the flames suffer 2D10 damage. Armor has no effect.



CHIMERA

“The mage who created the chimeras was an idiot. First of all, a goat!? Secondly, why not start over from scratch, with a dragon, a giant, and a full-grown sea serpent!”

– LUDIFOR MIEDA, MAGE’S APPRENTICE

A chimera is most likely created by magically merging at least three common animals: it has the front body of a lion, the head and hind quarters of a goat, and a poisonous snake for a tail. My traveling companion Virdal assures me that he has seen scrolls describing experimental rituals that, if they really worked, could concoct such a creature – the answer to some archmage’s nightmare or morbid wish. Regardless, the chimera is a ferocious predator that can easily tear even large prey to pieces. With three creatures to feed, the monster is virtually insatiable and constantly searching for food. It can wreak havoc on livestock, and it is not uncommon for one or two shepherds to be killed as well.

RANDOM ENCOUNTER

The player characters come across the bodies of two large minotaurs that have fallen in battle. They have obviously suffered terrible bites, slashes, and blunt force trauma, and a **HEALING** roll reveals that the minotaurs have also been poisoned. They were of course killed by a chimera; when the player characters came clumping along, it left its prey to hide in some bushes. When an opportune moment presents itself, the chimera attacks!

Ferocity: 3 **Size:** Large

Movement: 14 **Armor:** — **HP:** 42

Three Pairs of Eyes: A chimera has three pairs of eyes and is very difficult to surprise. Any attempt to use **SNEAKING** against the monster is rolled with a bane.

ADVENTURE SEED

A local goat farmer needs help. A monster is taking her goats one by one, leaving only bloody tufts of fur. The player characters must track the culprit to its lair, where it turns out that two chimeras are taking the goats to feed their defenseless young. How should the player characters deal with this situation? If they kill the adults and get their hands on the little ones, they can surely make a tidy profit by selling them to some mage, warlord, or noble.

MONSTER ATTACKS

D6 ATTACK

- 1 **Claw Attack!** The monster lunges at an opponent, tearing at them with its sharp claws. The attack inflicts 2D8 slashing damage and knocks the victim down.
- 2 **Lion Jaws!** The lion's head opens its great jaws and bites an opponent with its big, sharp fangs. The attack inflicts 2D10 slashing damage.
- 3 **Goat Head!** The chimera jumps up to an opponent and butts the victim with its goat head. The attack deals 2D6 bludgeoning damage and leaves the victim Dazed.
- 4 **Snakebite!** The snake tail lashes out at an opponent within 4 meters and delivers a venomous bite, inflicting D8 piercing damage. If the victim takes damage, they are also injected with a lethal poison with potency 15.
- 5 **All at Once!** The chimera pounces on an opponent and directs all its attacks at the unfortunate victim. The attack deals 2D10 slashing damage, 2D6 bludgeoning damage, and D8 piercing damage. Armor protects against each of these. If the piercing damage penetrates the armor, the victim is injected with a lethal poison with potency 15.
- 6 **Cacophony!** The chimera roars, bleats, and hisses in a deafening cacophony. Everyone within 10 meters must make a **WIL** roll to resist fear.



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GIANT AMOEBA

“Amoebas are perfectly edible, as long as you neutralize the corrosive properties of the ‘flesh’. Stuff them with meat, root vegetables, or fruit and you have a delicious, slightly acidic aspic.”

– JANS LUGUBER, MASTER CHEF

Here I must make a value judgment: the giant amoeba is one of the most revolting creatures an adventurer can possibly encounter. It was created or conjured by demon cultists in the oldest times; it is not clear why, but I am convinced it was an accident. The monster in question is a huge lump of slime whose life revolves around finding and consuming organic matter. The amoeba uses its jelly-like form to hide in pits and holes or crawl through narrow cracks to surprise its victims and pull them into its body, where their flesh slowly dissolves. You are not likely to encounter the creature anywhere but in swamps or deep caves, but they have been sighted elsewhere: in ruin complexes, dark forest lakes, and even in city sewers

RANDOM ENCOUNTER

The player characters see something very strange on the road ahead: a hole in the ground, filled with murky water, with the rear end of a horse sticking out. It is not moving and there are flies buzzing around its legs. The horse and its rider have been devoured by a giant amoeba that has strayed from its habitat and found a deep pit where it now feeds on unwary travelers and their mounts.

ADVENTURE SEED

At Castle Rosencrest, the princess and her husband tremble with fear. Their servants are disappearing without a trace, one by one, and at an accelerating pace. Soon

no one wants to work at the “haunted castle” and the Rosencrests fear that they themselves will vanish before long. The player characters are hired to search the building and find out what is causing these disappearances, and if possible, bring them to an end. The answer to the mystery is that two giant amoebas have entered the castle’s dark cellar, from which they hunt its residents at night. But the castle is also haunted by the monsters’ victims – the ghosts of servants and courtiers who appear threatening but simply want to show the player characters the way to their murderers’ lair.

MONSTER ATTACKS

D6 ATTACK

- 1 **Tentacle Attack!** The monster forms tentacles that strike at all enemies within 2 meters. The victims suffer D10 bludgeoning damage and risk being exposed to the giant amoeba’s corrosive poison (see above).
- 2 **Faces of the Dead!** Twisted faces appear on the surface of the shapeless body mass – floating by, dissolving, or morphing into something else, in a mocking imitation of intelligent life. All opponents within 10 meters must make a WIL roll to resist fear.
- 3 **Theft!** The slimy creature launches a long tentacle at an enemy within 6 meters, snatching a weapon from the victim’s hand. The weapon is absorbed by the giant amoeba’s body and can only be recovered by killing the beast.
- 4 **Slime Ball!** From the depths of its gelatinous being, the giant amoeba spits a disgusting ball of slime at an opponent within 10 meters. The victim suffers D8 bludgeoning damage and risks being exposed to the monster’s corrosive poison.
- 5 **Poison Cloud!** The giant amoeba gathers its strength and emits a stinking cloud of poison that affects everyone within 10 meters. The victims become Dazed and are exposed to a paralyzing poison with potency 12.
- 6 **Absorption!** The monster sends out tentacles towards an opponent, enveloping their body and pulling them into its slimy interior. Once inside the giant amoeba, the victim is immediately exposed to its corrosive poison (see above) and suffers D6 damage (armor has no effect). The victim takes an additional D6 damage per turn but can continue to attack the amoeba from within. The victim gets out when the amoeba is dead.

Ferocity: 2 **Size:** Large

Movement: 8 **Armor:** — **HP:** 64

Corrosive: The monster’s entire body is slightly corrosive. Anyone who touches the giant amoeba or takes damage from its attacks is exposed to a paralyzing poison with potency 9.

Resistance: The giant amoeba takes half damage from non-magical weapons and attacks.

Immunity: Amoebas are completely immune to piercing damage, magical or non-magical.

Vulnerable to Fire: The giant amoeba takes double damage from fire.



GIANT OCTOPUS

"Listen, I once saw a group of wreckers trying to escape a giant octopus. But the beast kept chasing them, on land. It was fast too!"

– ROSAMUNDA OF HYL T, WINE DRINKER

Giant octopi are typically found in large bodies of water such as oceans and great lakes, and I am personally skeptical of reports that they can also be encountered in rivers and swamps. The fact that they live in both salt and fresh water suggests they are bred or magically created, possibly to guard moats or the waters around islands and peninsulas. The giant octopus's many abilities certainly make it well suited for that purpose. It has large eyes and excellent vision and can sense the presence of other creatures through vibrations in the water if they so much as go near the water's edge. Furthermore, it is able to squeeze through narrow cracks to reach escaping prey or escape its own hunters. Finally, their remarkable wintering ability should be mentioned: in extreme cold, they can freeze solid and thaw out when the temperature rises again.

RANDOM ENCOUNTER

A lone rowing boat is floating on the water as the player characters pass by. If they take a closer look, they see bubbles on the surface around it – bubbles that are slowly dissipating. Someone has fallen overboard and needs help!

Ferocity: 4 **Size:** Large

Movement: 16 **Armor:** 3 **HP:** 32

Three Hearts: A giant octopus has three hearts, which makes it very hard to kill. Dragon rolls have no effect against this monster.

Elastic: The monster can stretch its body and pass through openings as narrow as 10 centimeters.

Resistance: Takes half damage from bludgeoning attacks.

But it is not as simple as it seems, because the fisherman who fell into the water has been attacked by a giant octopus that refuses to let go of its prey.

MONSTER ATTACKS

D6 ATTACK

- 1 **Disarm!** The octopus launches a long tentacle at an enemy within 6 meters and snatches a weapon from their hand.
- 2 **Crushing Embrace!** The beast wraps a tentacle around an opponent within 6 meters and tries to squeeze the life out of them. The attack inflicts D10 bludgeoning damage and an additional D10 whenever it is the victim's turn. The victim cannot move or perform actions that require movement, except trying to break free, which requires a STR roll with a bane. Others can help.
- 3 **Tentacle Slam!** The giant octopus slams a tentacle hard against an opponent within 6 meters, inflicting 2D6 damage and knocking the victim down.
- 4 **Drowning!** The creature wraps a tentacle around the leg of an enemy within 6 meters and pulls them into the deep. The victim immediately begins to drown as per page 53 in the Rulebook and cannot move or perform actions that require movement. Attempts to break free require a STR roll with a bane. Others can help.
- 5 **Devour!** The giant octopus grabs an opponent within 6 meters and swallows them whole. The attack inflicts 2D6 slashing damage. The victim can keep attacking the beast from within, where it has no armor rating. But for each round spent in the beast's belly, the victim suffers D6 damage on their turn (armor has no effect). The victim gets out once the monster is dead.
- 6 **Black Fog!** The giant octopus discharges a cloud of black ink that darkens the water around it. All adventurers within 10 meters act as if in total darkness for D6 rounds.

ADVENTURE SEED

A giant octopus is terrorizing a small fishing village that asks the player characters for help. What the quest givers do not tell them is that the villagers are actually looking for a sunken treasure in the waters near the village, and that the giant octopus is bound to defend the wreckage, along

with a group of undead warriors guarding the treasure itself. Should the player characters defeat the octopus and the guards, they are welcomed back ashore by a group of armed villagers – the quest givers have turned into antagonists who are hoping that the player characters, weakened by the ordeal, will surrender without protest or bloodshed...



GIANT SPIDER

“How typical of humans to belittle such a glorious life form by calling it a ‘giant spider.’ I prefer the ancient Elvish term Ailel Arnath: it means something like ‘God of the Woodland Darkness’.”

– ELENDEI, WANDERER

There are few predators in the wilderness that can match the giant spiders – as fast as hawks, as strong as oxen, as cunning as foxes. Add to that the ability to spin trapping webs and you have a near-perfect hunter. Their speed allows them to work together to cut off their prey’s escape route by spinning thinner webs and thus direct the intended meal to one of several sturdier webs spun in advance. They can also catch prey by simply dropping down on them from hiding places in the treetops or on ledges high up steep mountainsides. If they have a weakness, it is their eyes’ sensitivity to bright light. Those unfortunate enough to be chased by a giant spider may be able to escape by blinding the monster, but a torch is not enough – the light must be as bright as direct sunlight.

Ferocity: 2 **Size:** Normal

Movement: 24 **Armor:** — **HP:** 36

Spider Web: The giant spider’s most feared weapon is its strong web. It can spin threads as thick as a thumb, which can only be destroyed with slashing weapons, fire, or magic. Each thread has durability 8, so anyone wishing to break it must inflict at least 9 damage in a single attack. 2D4 threads must be cut for a human-sized creature to get through.

RANDOM ENCOUNTER

The hunter Deloriel is caught in a giant spider’s web. She has been languishing in the web for several days when she hears the player characters approaching. She is weak but desperately gathers the last of her strength to call for help. Will the player characters hear her cries? Will the giant spider return to silence its supper?

MONSTER ATTACKS

D6 ATTACK

- 1 **Mandibles!** The spider’s serrated mandibles swish through the air like scimitars. The attack inflicts 2D8 slashing damage on an opponent.
- 2 **Tearing Attack!** The famished spider lunges at its victims, frantically attacking with its multitude of hairy, barbed legs. All opponents within 2 meters suffer D8 piercing damage.
- 3 **Mesmerizing Eyes!** The monstrous arachnid stares at its victims with a terrifying multitude of eyes. Everyone within 10 meters must make a WIL roll to resist fear.
- 4 **Poison Sting!** The eight-legged horror raises its rear end and attacks a victim with a poisonous stinger that shoots out of its repulsive body. The attack inflicts D10 piercing damage, and a victim who sustains at least 1 point of damage is also injected with a paralyzing poison with potency 16. The attack can be parried.
- 5 **Web Attack!** The spider fixes its numerous eyes on the opponent with the highest STR. The next moment it spits sticky spider web at the victim, who must make an EVADE roll (not an action). On failure, the victim is caught in the web and unable to move or perform actions that require movement. It takes a successful STR roll with a bane (action) to break free. Other can help.
- 6 **Ramming Attack!** With a great leap, the giant spider launches its massive body at an opponent. The attack inflicts 2D6 bludgeoning damage and knocks the victim down.



ADVENTURE SEED

Krikelbik is an ancient giant spider who, by only hunting animals and other beasts, has managed to avoid being hunted by intelligent creatures. But suddenly her peaceful life is turned upside down: a group of lumberjacks have found hardwood trees near her dwelling and decided that the monster must die. With fire and axe, the humans have driven Krikelbik and her spiderkin servants from the area; now they are on the run through the forest, pursued by murderous lumberjacks. That is the situation when the already wounded

Krikelbik and her family encounter the player characters. The spider cautiously approaches her potential rescuers' camp and initiates a telepathic conversation in the form of images – describing the threat and the escape, trying to illustrate a plea for help and a promise of great rewards in the form of treasures she has accumulated over the centuries. If the player characters decide to help, dealing with the pursuers is not enough; they must also find a way to discourage the lumberjack chief from looking for hardwood in Krikelbik's part of the forest.

GRIFFON

“Oh, griffon, my griffon, how lovely you are. So unattainable, so handsome, so perfect. I am filled with gratitude that it was you who took my eye and my arms, and not some mangy calydon.”

— AMFRIDA HART, GRATEFUL GRIFFON VICTIM

Watching griffons soar on updrafts between snow-capped peaks, watching them swoop down on hapless adventurers and their mounts from a clear blue sky, is truly a wonderful and terrifying experience. But grandest of them all are the elven war griffons. Captured as cubs, they are raised over a long period of time by a single warrior who becomes the only person capable of commanding the griffin once it is old enough to be used as a mount. Together the griffin and its warrior guard the elven realms, patrolling high above our heads in search of monsters and beasts. Evidence suggests that not even dragons will pass through airspace patrolled by griffin riders.

RANDOM ENCOUNTER

A griffon dives towards the player characters with a loud cry, hoping to separate them from their mounts and pack animals. It hovers just above their heads to distract them while a second griffon lands silently behind them and attacks. This is the signal for the diving beast to land and join the fray as well. The griffons are hoping for an easy hunt and will retreat if either of them takes more than 10 points of damage. If the player characters flee and leave one or more horses behind, the griffons will not pursue them.

ADVENTURE SEED

The noble knight Griffonshield has lost his most beloved friend, the griffon Stormheart. It has been his companion since he was a young squire but has now gone missing. The

knight is convinced that someone has taken the griffon and hires the player characters to find it. Suspicion falls on Haarpu's troupe of jesters who passed the knight's castle just a few days before Stormheart disappeared. But has the griffon really been stolen, or is it just tired of being the mount of an increasingly corpulent knight? Perhaps it has found new friends among Haarpu's jesters and would rather stay with them than be chained in Griffonshield's stable? Whatever Stormheart wants, Griffonshield will only reward the adventurers if they bring the griffon back to his castle.

MONSTER ATTACKS

D6 ATTACK

- 1 **Snapping Beak!** The beast tears at a player character with its razor-sharp beak, inflicting 2D8 piercing damage.
- 2 **Rearing Strike!** The griffon rears up before a player character and tries to tear them apart with D6 rapid strikes. Each attack inflicts D8 slashing damage. The attacks can be dodged or parried, but only one at a time.
- 3 **Sweeping Claws!** The griffon sweeps its clawed foreleg in a wide arc, attacking all player characters within 2 meters. Each victim suffers D8 slashing damage and is knocked down.
- 4 **Griffon Throw!** The beast grabs a player character with its beak and tosses them with a flick of its head. The attack inflicts 2D6 piercing damage. The victim is thrown an equal number of meters and lands prone.
- 5 **Whirlwind!** The griffon uses its powerful wings to create a whirlwind that blows away all player characters within 6 meters. The victims land prone D6 meters away and suffer the same amount of bludgeoning damage.
- 6 **High Drop!** The griffon grabs a player character in its claws and takes to the sky. Unless the victim dodges the attack, the griffon grabs them and flies 2D6+6 meters into the air. On its next turn the griffon drops the victim (instead of making a new monster attack), who takes damage from the fall.

Ferocity: 2 **Size:** Large

Movement: 30 **Armor:** — **HP:** 38

Wings: The powerful wings of the griffon allow it to move freely through the air.



HIPPOGRIFF

"Hippogriff sacrifices are central to many rituals aimed at opening portals to the world beyond – they must be split while still alive, just where bird meets horse, for the rift to open."

– ANONYMOUS, WOULD BE SORCERER

With the front half of an enormous bird of prey and the back half of a horse, one might think that the hippogriff would look rather ridiculous, but nothing could be further from the truth. Exuding authority and pride, they are formidable opponents both on the ground and in the air – in fact, they are rightly feared on battlefields all over the world. They usually live high above cloud-covered mountaintops, wild and free and exceedingly difficult to tame. But legends tell of both dragon knights and elves battling demons and other horrors from the backs of gold-feathered hippogriffs. Not all of them have gold-colored plumage, however; only

the oldest bloodlines have golden feathers and white fur, while younger bloodlines tend to be mottled gray.

RANDOM ENCOUNTER

A herd of panicked deer suddenly rushes out in front of the player characters; chaos ensues as they become even more terrified and confused by the unexpected encounter. Then the hippogriff strikes. All it wants is a deer or two to feast on, but it will defend itself and any prey it has brought down if the player characters attack.

MONSTER ATTACKS

D6 ATTACK

- 1 **Horse Kick!** The hippogriff kicks back at an opponent, inflicting 2D6 bludgeoning damage. The victim is thrown an equal number of meters and lands prone.
- 2 **Razor Sharp Beak!** The hippogriff pecks an opponent with its sharp beak. The attack deals 2D8 slashing damage.
- 3 **Rearing Slash!** The hippogriff rears up before an opponent and tries to maul them with two swift claw swipes. Each attack inflicts D8 slashing damage. The attack can be dodged or parried, but only one at a time.
- 4 **Wingbeat!** The monster flaps its wings, hitting all opponents within 2 meters. The victims take D6 bludgeoning damage and are knocked down.
- 5 **Hunting Call!** The beast rises on its hind legs and lets out a ferocious shriek. All opponents within 20 meters must make a WIL roll to resist fear.
- 6 **Long Drop!** The hippogriff grabs a player character with its claws and leaps into the air. Unless they dodge the attack, the victim is lifted D6+6 meters into the sky. On its next turn, the hippogriff lets go (instead of making another monster attack) and the victim drops to the ground, taking damage from the fall.

Ferocity: 2 **Size:** Large

Movement: 24 **Armor:** — **HP:** 36

Craves Freedom: Wild hippogriffs in captivity will always try to escape. A hippogriff can be tamed if it is captured at a young age and imprints on its future rider for a year. The tamer must succeed with rolls against BEAST LORE, RIDING, and PERSUASION, all with a bane. All three rolls must be made in succession – a new attempt can only be made one year later.

Dive: A hippogriff prefers to initiate combat by swooping down on its opponents while screaming as loud as it can with its shrill bird call. All opponents within 20 meters of the hippogriff when it attacks in the first round of combat must roll WIL to resist fear.

Wings: The hippogriff's wings allow it to move freely through the air.



ADVENTURE SEED

In a mountain pass, the player characters come across the mangled carcass of a hippogriff, dead for several days. From somewhere above they hear an agitated squeak mixed with faint cries of fear or maybe hunger. It is the dead creature's foal, stuck in a hard-to-reach nest. A group of harpies has spotted the little one. They

have not yet dared to approach but will attack anyone who tries to climb towards their intended prey. Perhaps the player characters can instead find a way through the cracks and caves of the mountain, at the risk of being discovered by the ferocious goblins who dwell there. And if they manage to rescue the young hippogriff, what will they do with it?



HYDRA

“From what I gather, it doesn’t have to be fire. You can also stop hydra heads from growing by throwing salt on the wound, or easier still: with a prayer to the forest god Ferrus.”

– OLIONIORA MONKSHOOD, LEECH FARMER

Hydras live in swamps and marshes where they mostly hunt small game to survive, but they will feast on larger prey if the opportunity arises, preferably in the form of carrion. Whether hydras are related to dragons is a matter of dispute, but it makes little difference to anyone who comes face to face with this many-headed beast. The hydra’s heads are its most distinctive feature and its greatest strength. Countless fighters have succumbed to the venom-dripping jaws of a hydra, and as each severed head is replaced by two, the number of jaws soon overwhelms even the fiercest of warriors. Only through cunning, courage, and a bit of fire can the hydra be defeated!

RANDOM ENCOUNTER

Traveling by boat through a swamp, the player characters notice ripples on the water. Suddenly a reptilian head appears a short distance from the boat. The creature watches them for a few moments before another head appears, and then a third. If the hydra is left alone, it soon vanishes below the surface without attacking. But if the player characters attack, the beast defends itself until it has lost two heads, at which point it decides to seek out easier prey.

ADVENTURE SEED

The inhabitants of a halfling village have long been growing and harvesting mystical herbs on the edge of a swamp. A few moons ago, the farmers started disappearing without a trace, and the villagers have a clear idea why – the old troll hag Jorma who lives out in the swamp wants the herbs for herself and has placed a curse on the halflings. If the player characters seek out the forest troll, they find her hut surrounded by wolves trying to free the pup that Jorma has fallen in love with; that situation must be resolved before the player characters can talk to the clearly senile troll and rule her out as the culprit. A more thorough investigation of the area where farmers are said to have disappeared reveals traces of a monster – specifically a hydra, which must be lured out and slain to put an end to the disappearances.

Ferocity: 1/head **Size:** Large

Movement: 8 **Armor:** 3 **HP:** 10/head

Many-Headed: A typical hydra has D3+1 heads. Each head has 10 HP. To slay the monster, all of these must be severed or crushed. However, for each defeated head, two new ones grow out of the neck stump at the start of the next round, unless the wound is burned with fire before then, for example with a torch (counts as an attack with a club) or a spell. The player characters can realize this with a successful BEAST LORE roll.

MONSTER ATTACKS

D6 ATTACK

- 1 **Swift Bite!** The hydra thrusts its head forward at lightning speed and bites an opponent. The attack inflicts 2D6 slashing damage and infects the victim with a lethal poison with potency 12.
- 2 **Poison Spit!** One of the hydra’s heads gathers poisonous saliva deep in its throat and spits at an opponent within 10 meters, dealing D8 damage. If the damage exceeds the victim’s armor rating, the victim is also afflicted by a lethal poison with potency 12.
- 3 **Rending Claws!** The monster attacks an opponent within 2 meters with its sharp claws. The victim suffers 2D6 slashing damage.
- 4 **Tail Attack!** The hydra sweeps its thick tail at its victims. All opponents within 4 meters suffer 2D6 bludgeoning damage and are knocked down.
- 5 **Crushing Slam!** The monster suddenly lifts itself up on its strong legs and slams its heavy body down on all opponents within 4 meters. The victims suffer 2D6 bludgeoning damage and are knocked down.
- 6 **Toxic Breath!** The hydra towers over its opponents and exhales a stinking cloud of poison from one of its heads. The cloud forms a cone 6 meters long, whose width at any given point is equal to the distance from the hydra’s mouth. All victims within the cone are exposed to a lethal poison with potency 12.



MANTICORE

“Mages aren’t the only ones who have use for dead manticores. Their tail spikes can be made into armor-piercing arrowheads, their claws into easily concealed daggers, their wings into light but durable armor.”

– BANIOR HAMMER, WEAPONSMITH

My observations and conversations seem to confirm what is written in the scroll I found in the arcane library of Fanghald (author unknown): manticores are extremely rare, and although their average lifespan is quite long (somewhere between two hundred and four hundred years), their numbers are decreasing every decade. This, of course, is of little comfort to those who find themselves in the clutches of a manticore – the beast’s insatiable hunger drives it to kill and devour everything in sight. And it will not be scared or lured away; if a manticore moves into your area, it is you who must run, or hire someone bold enough to take it on. In the latter case, be sure to word the contract so that it grants you ownership of the carcass. Mages can use its parts to create potions, enchanted weapons, and ingredients for spells – if you find the right buyer, you can even make a profit!

Ferocity: 2 **Size:** Large

Movement: 16 **Armor:** — **HP:** 44

Wings: The powerful wings of the manticore allow it to move freely through the air.

RANDOM ENCOUNTER

Each player character makes an AWARENESS roll. Those who succeed notice a swarm of spikes coming straight at them and have time to warn the others. Everyone must then roll EVADE to avoid being hit (if no one succeeds with their AWARENESS roll, everyone is automatically hit). The manticore makes one more attempt to shoot spikes at the player characters (see monster attack #6) before rising higher into the sky in search of easier prey.

MONSTER ATTACKS

D6 ATTACK

- 1 **Tail Strike!** The manticore aims a dreadful ranged attack with its tail spikes at a player character within 20 meters. The attack inflicts D12 piercing damage and injects the victim with a paralyzing poison with potency 12. The attack can be parried with a shield.
- 2 **Razor Sharp Bite!** The manticore bites a player character with its many fangs, inflicting 3D8 slashing damage.
- 3 **Claw Attack!** The beast runs up to an opponent, knocks them down, and tears at them with its sharp claws. The attack inflicts 2D8 slashing damage, plus D6 since the victim is prone.
- 4 **Sweeping Attack!** The manticore whips its tail at two opponents. Both victims suffer 2D6 slashing damage and are knocked down.
- 5 **Crushing Charge!** With full force, the beast charges at the player character with the highest STR within 10 meters. The victim suffers 3D6 bludgeoning damage and is knocked down.
- 6 **Spike Rain!** The manticore fires a rain of deadly spikes from its tail. All adventurers within 10 meters suffer D10 piercing damage and are injected with a paralyzing poison with potency 12.

ADVENTURE SEED

The scholar Iblit Tilbi has a theory. He argues that the manticore is a misunderstood creature and cites a number of stories by the mad poet Alasred which describe various civilizations living in prosperous harmony with the monster in question. Iblit is willing to pay well for protection from bandits and other monsters as he begins his expedition in search of irrefutable evidence. The journey takes them to a mountain range supposedly roamed by two

manticores; once there, the player characters are ordered to place the bait: an enormous amount of smoked and dried meat. It is not long before first one, then a second, and finally a third manticore is seen circling in the sky. As soon as they approach the mountain of meat, Iblit starts reciting poetry in a melodic voice, and for a moment his crazy theory seems to be correct – the beasts land at the mountain of meat and begin to feast without bothering each other. But then the leader of the expedition takes a few steps forward and the beasts catch his scent: the delicious smell of fresh, warm flesh. If Iblit survives the attack, he is devastated for a day or two, until he is struck by another brilliant idea: the chimera is clearly misunderstood and can no doubt be tamed!



MEDUSA

"It makes no sense that wings would be part of a curse. Wings are a good thing! The whole theory of the medusa's origin seems to fall apart in light of that detail."

– PELLA ODLING, THINKER

It is hard to stick to actual knowledge here, but my overall assessment of what I have read and heard is that the first medusa came into existence when one of the most powerful witches of the oldest times challenged the tyranny of the ruling powers. She failed and suffered a terrible revenge, by demons or dragons or both – she was cursed with a petrifying gaze, a mane of mockingly whispering serpents, useless hands of bronze, and a huge pair of bat wings. As for the other medusas, the prevailing theory seems to be that they were created by the first one because she wanted others to share the curse with. But we

will never know for sure, because who would even try to approach the archmedusa for conversation...?

RANDOM ENCOUNTER

Nature suddenly falls silent around the adventurers – the birds stop chirping, the leaves stop rustling, the wind stops blowing. On the path ahead stands an exquisitely beautiful, incredibly lifelike statue of a deer caught in mid-stride. The medusa who petrified the deer, as punishment for its beauty and grace, has heard the player characters from afar and is hiding in the treetops next to the path. If the player characters approach the deer, she makes herself known to punish them as well.

MONSTER ATTACKS

D6 ATTACK

- 1 **Snakebite!** The medusa's snakes lash out at all opponents within 2 meters. The victims suffer D8 piercing damage and are injected with a lethal poison with potency 12 if the damage penetrates their armor.
- 2 **Snake Tongues!** The medusa's snakes slither and writhe while whispering mocking insults from ages past. All opponents within 4 meters must make a WIL roll to resist fear.
- 3 **Fists of Bronze!** The monster repeatedly strikes an opponent with her fists, inflicting 2D8 bludgeoning damage.
- 4 **Up in the Air!** The medusa lunges at the opponent she considers the greatest threat. She lifts the victim D6+3 meters into the air before letting go, hoping that they will be crushed by the fall.
- 5 **Gust of Wind!** The creature conjures a powerful gust of wind. All opponents within a 10-meter-long and 10-meter-wide cone are thrown 2D4 meters backwards. They take an equal amount of bludgeoning damage and land prone.
- 6 **Petrifying Gaze!** In a hypnotically beautiful voice, the medusa persuades an opponent within 10 meters to look into her eyes. The victim must immediately make a WIL roll with a bane to avoid her petrifying gaze.

Ferocity: 2 **Size:** Normal

Movement: 12 **Armor:** — **HP:** 36

Petrifying Gaze: Anyone within 30 meters of a medusa's terrible form must make a WIL roll every turn (not an action) to avoid eye contact. On failure, the victim turns to stone and can no longer move or perform any actions whatsoever, but also cannot take damage. A petrified victim dies after 2D6 rounds, but the petrification can be reversed with a successful WIL roll with a bane. While still alive, the victim may roll once per turn. The **DISPEL** spell (Power level 1) can also undo the petrification, but only if the victim is still alive. Fighting the medusa while trying to avoid eye contact makes it impossible to parry or dodge the monster's attacks. The attacker can use a blindfold to make sure that they will not meet the medusa's gaze but must then act as if in total darkness.

Resistance: Takes half damage from non-magical attacks.

Wings: The golden wings of the medusa allow it to move freely through the air.



ADVENTURE SEED

An exceptionally skilled stone sculptor has moved into the area. Her eerily realistic statues sell for hundreds of gold coins, and everyone is amazed by the detail and perfect imperfections of her work. What nobody knows is that she has used ancient magic to trap a medusa; she keeps it in the basement of her workshop and lets it petrify fascinating

people who are kidnapped by her two goons, mostly from the slums of a nearby town. The player characters are hired by a soon-to-be penniless competitor to investigate the truth behind the newcomer's extraordinary creations. Once they uncover the truth, they must choose between slaying the medusa or setting her free. And what should they do with the sculptor and her magical knowledge?

PEGASUS

“Did you know that pegasi don’t eat plants or meat? They feed through their eyes, on beauty, on things that are aesthetically pleasing. Strange, really, that they don’t flock around me...”

– METTEO OF HAGEN, BARD

So we come to the pegasus. While it does not really belong with monsters and beasts, it has at least one thing in common with the other creatures in this chapter – it is the subject of countless legends, different versions of which are found in all cultures. There is little bad to say about these noble equines; they are rightly described as peaceful and shy and would never hurt a fly. No, only a demon would find the pegasi anything other than delightful, because if there is one thing they hate, it is demons and their followers. Normally, the pegasi would rather run than fight, especially from undead which they fear beyond reason, but they will fight to the death any champion of the demonic realm. Finally, I should mention that any attempt to tame a pegasus as if it were a horse or other mount is futile. You can instead try to befriend the creature; if successful, you can count on it for help, but entirely on the pegasus’ terms, almost as if it were a farm cat.

RANDOM ENCOUNTER

A magnificent creature appears before the player characters – a horse white as snow, with a glittering mane and a strange bundle on its back. Pawing at the ground, it looks at them with pleading eyes. It is a pegasus that has escaped from vicious monster hunters and is now seeking help to free its wings from their net. If the characters free the pegasus, it immediately takes to the sky, but it will never forget their kindness and may come back to save them from certain death at some point in the future.

Ferocity: 2 **Size:** Large

Movement: 30 **Armor:** — **HP:** 32

Peaceful: A pegasus is a very peaceful creature. It always chooses flight over fight, and only engages in combat when there is no other choice.

Wings: The pegasus’ wings allow it to move freely through the air

ADVENTURE SEED

The player characters hear agonized squeals and whinnies in the distance. If they investigate, they come to a clearing arranged as a place of sacrifice, with standing stones erected around a stone table, all covered with mysterious symbols. The sounds are coming from a badly injured pegasus lying on the ground near the stone table, flapping one of its wings. The strange symbols, the pegasus’ wounds, and tracks on the ground indicate that the characters have found a cult site where demon cultists have recently summoned a greater demon; the pegasus must have tried to stop the madness but failed. The cultists and the demon can probably be found somewhere near the large village center that the characters just left, but where? If they find a way to heal the pegasus’ wounds, it can surely help them identify and vanquish this evil!

MONSTER ATTACKS

D6 ATTACK

- 1 **Horse Kick!** The pegasus kicks back at an opponent. The victim is thrown 2D6 meters, takes an equal amount of bludgeoning damage, and lands prone.
- 2 **Horse Bite!** The creature tries to bite an opponent, who suffers D8 bludgeoning damage and becomes Angry. A victim who is already Angry must choose another condition.
- 3 **Crushing Hooves!** The pegasus rears up and strikes with its hooves at two opponents within 2 meters of each other. Each victim suffers 2D6 bludgeoning damage.
- 4 **Whirlwind!** The pegasus uses its powerful wings to create a whirlwind that blows away all player characters within 6 meters. The victims land prone D6 meters away and suffer the same amount of bludgeoning damage.
- 5 **Nosedive!** With a few powerful wing strokes, the pegasus rises majestically into the air before diving down and swooping over its enemies at tremendous speed. All opponents within an area 4 meters wide and 30 meter long must make a WIL roll to resist fear.
- 6 **Mind Strike!** The pegasus focuses its psychic powers in a mental attack against the opponent within 10 meters who has inflicted the most damage. The victim must roll WIL with a bane to resist fear.



ROC

“The idea that rocs ignore normal-sized folk is nonsense. A halfling or goblin is just enough to feed a hatchling, and before long it will happily devour humans and elves alike.”

– ARVOR ELDERBERRY, BIRDWATCHER

If you come to a region devoid of farm animals, you can be pretty sure there is a roc or two nesting nearby. Trying to raise livestock under such a constant threat is a fool’s errand. As a human, halfling, or orc, you rarely need to worry about this marvelous bird of prey – you are little more than a crumb on its floor. The only exception is if you are walking around with gemmed jewelry glittering in the sun; such ornaments are like beacons in the dark for a roc. Naturally, this has caused many a fortune hunter to think it is a good idea to raid the creature’s nests, high up in the mountains or at the top of giant pine trees – a hazardous enterprise that, as far as I can tell, often results in the fortune hunter ending up as bird food.

RANDOM ENCOUNTER

Traveling through the wilderness, the player characters suddenly notice a huge bird of prey gliding across the sky. A little later a dragon sweeps by as well, looking for its prey. The characters are about to witness something few people have ever seen: a roc and a dragon fighting for their lives. Before the monsters break off the fight and flee

Ferocity: 2 **Size:** Huge

Movement: 28 **Armor:** — **HP:** 80

Rocks From Above: In combat, a roc usually starts by sweeping over its victims and dropping large rocks on them. Anyone within 10 meters of the creature must then succeed with an **EVADE** roll or take 2D6 bludgeoning damage and be knocked down by the bouncing rocks. Then the monster lands among its prone victims.

Wings: The powerful wings of the roc allow it to move freely through the air.

in opposite directions, the player characters see something drop from the bird’s talons. What could it be?

ADVENTURE SEED

An aged knight offers the player characters a hefty sum to go out into the mountains and bring back a roc egg – it is to be a gift for his newborn grandson, who will then grow up with the chick so that in adulthood they will be virtually unstoppable together. How should the player characters deal with the two nesting rocs – by force, cunning, or stealthy maneuvers? And if they do not kill the parents, how will they make it back to the knight’s castle with the egg and their lives? Many questions must be answered if the player characters are to survive the expedition.

MONSTER ATTACKS

D6 ATTACK

- 1 **Claw Attack!** The roc sweeps its claws at two opponents within 4 meters of each other. Each victim suffers 2D10 slashing damage.
- 2 **Pecking Attack!** The roc pecks at an opponent with its great beak, inflicting 3D10 slashing damage.
- 3 **Piercing Shriek!** The predatory bird screams loud and shrill and long. All opponents within 20 meters become Dazed and must roll **WIL** to resist fear.
- 4 **Wing Attack!** The monster strikes all opponents within 4 meters with its heavy wings. The victims take 2D8 bludgeoning damage and are knocked down.
- 5 **Gust of Wind!** The roc flaps its wings and creates a gust of wind that affects everyone within 10 meters in front of the monster. All creatures up to human size are thrown 2D6 meters, taking the same amount of bludgeoning damage and landing prone.
- 6 **High Drop!** The giant bird grabs an enemy with its talons and flies D6+6 meters into the air before dropping the unfortunate victim. The victim takes D8 slashing damage from the talons and additional bludgeoning damage from the fall.



SEA SERPENT

“There are only two ways to catch a sea serpent. One, bait a sharpened anchor with a live pig. Two, get swallowed and go berserk in its belly. I’ve tried both with great success!”

– ARGHAS BEORN, KINGFISHER

Sea serpents are primitive but long-lived predators found in freshwater, primarily in lakes and rivers, but there have been reports of occasional sightings in other habitats such as moats and flooded mines. Indeed, they may even be found in deep wells, where they have waited for potential prey for hundreds of years, buried in mud and increasingly hungry. Some sea serpents do not get much bigger than a good-sized eel or pike, while others grow so huge that they can crush boats and drawbridges with their writhing bodies. The larger specimens are revered as gods by certain lizard people clans, who sacrifice both prisoners and their own offspring to these ever-hungry beasts.

Ferocity: 2 **Size:** Normal/Large/Huge

Mov.: 18 **Armor:** 1/3/5 **HP:** 40/56/72

A Taste for Blood: If an attack aimed at a sea serpent's tail (made with a bane) draws blood (inflicts at least one point of slashing or piercing damage), roll D6 whenever the sea serpent attacks. Results 4–6 mean that the beast attacks itself instead of an enemy. The player characters can become aware of this weakness with a successful BEAST LORE roll.

Varying Size: Sea serpents vary in size which affects their stats and the damage of monster attacks.

RANDOM ENCOUNTER

The player characters' boat heads out into a large lake. The water is nice and calm with not a ripple to be seen. Suddenly the boat rocks as a dark shape passes underneath. A sea serpent has developed an appetite for adventurers and tries to overturn the boat to fill its empty belly.

MONSTER ATTACKS

D6 ATTACK

- 1 **Tail Swipe!** The sea serpent swipes its tail at an opponent within 10 meters. The attack inflicts 2D6/2D8/2D10 bludgeoning damage and knocks the victim down.
- 2 **Devour!** The beast swallows the opponent with the highest STR, inflicting 2D4/2D6/2D8 damage. The player character can keep attacking the sea serpent from within, where it has no armor. But for each round spent in the beast's belly, the victim suffers D6 damage on their turn (armor has no effect). The victim gets out once the monster is dead.
- 3 **Ferocious Bite!** The sea serpent bites a player character with its razor-sharp teeth. The attack inflicts 2D6/2D8/2D10 slashing damage.
- 4 **Drowning!** The sea serpent pulls an opponent into the deep and the victim immediately begins to drown as per page 53 in the Rulebook. The player character cannot move or perform actions that require movement, except trying to break free, which takes a STR roll with a bane. Others can help.
- 5 **Crushing Blow!** The beast rises high above the water and drops its heavy body on up to two player characters within 2/4/6 meters of each other. Both victims suffer 2D4/2D6/2D8 bludgeoning damage and are knocked down.
- 6 **Constriction!** The beast wraps its tail around an opponent within 10 meters and tries to squeeze the life out of them. The attack inflicts 2D4/2D6/2D8 bludgeoning damage and an equal amount of damage whenever it is the victim's turn. The victim cannot move or perform actions that require movement, except trying to break free, which takes a STR roll with a bane. Others can help.

ADVENTURE SEED

When a sea serpent is spotted in a small lake, the inhabitants of a prosperous lakeside village announce a contest. Hunters and fishermen from near and far gather in the village and head out on the lake; whoever catches the beast wins the title of Kingfisher as well as a handsome reward. Spirits are high and the festivities attract many adventurers wanting to try their luck by participating in the hunt or

betting on the contest. There are as many approaches to catching the monster as there are contestants, and the stakes get even higher when the sea serpent turns out to be a particularly enormous specimen. Only the most resourceful adventurers could hope to catch such a beast. Can the player characters resist the challenge?



WEREWOLF

“Why are there only werewolves? There should be wererats, weresharks, wereseals, werebirds... Wait... swan maidens... Swan maidens are kind of like werewolves. But the other way around. Right?”

– DAGOFIN ANKINGHAM, CONFUSED

By day they look like anyone else, like you or me or your neighbor. But when night falls and the moon rises, the werewolf goes on the hunt, blinded by rage and bloodlust. In the moonlight, the creature changes drastically in body and mind – into a great wolf walking upright, with enormous claws, fanged jaws, and an unquenchable thirst

for blood. In monster form, the werewolf loses all control over its actions, and when morning dawns it wakes up with no memory of the evil it committed. However, some legends tell of werewolves who can control their own transformation and who do not suffer any memory loss. If that is true, these individuals must have the darkest of souls, for how else could they live with all the suffering and death they cause?

MONSTER ATTACKS

D6 ATTACK

- 1 **Furious Howl!** The werewolf raises its head to the sky and howls loudly. Everyone within 20 meters must make a WIL roll to resist fear. If the monster is outdoors, the howl also summons D3 wolves who arrive after D3 rounds to fight alongside the werewolf.
- 2 **Rending Claws!** The monster attacks everyone within 2 meters with its sharp claws. The victims suffer 2D6 slashing damage.
- 3 **Droping Jaws!** The monster sinks its fangs deep into an opponent's flesh. The victim suffers 2D10 piercing damage and risks being infected with the creature's lycanthropy. The attack can be parried.
- 4 **Surprise Attack!** The werewolf gathers its supernatural strength, hurls itself at the enemy within 10 meters who has the lowest HP, and rakes its claws across their body. The victim takes 2D8 slashing damage and must make a WIL roll with a bane to resist fear.
- 5 **Forceful Throw!** The monster grabs an opponent and lifts them over its head, before throwing the victim 2D8 meters with tremendous force. The victim takes the same amount of bludgeoning damage, becomes Dazed, and lands prone.
- 6 **Berserker!** The werewolf loses control of its rage and goes berserk. With claws and fangs, the monster kicks and tears at all opponents within 4 meters. The victims take 2D10 slashing damage and must roll WIL to resist fear. After the rampage, the werewolf becomes exhausted and cannot make any attacks in the next round (or this round, if the monster has a turn left). During this time a player character can PERSUADE the werewolf to calm down. On success, the beast flees the scene.

Ferocity: 2 **Size:** Normal

Movement: 16 **Armor:** — **HP:** 32

Shapeshifter: When touched by moonlight, a werewolf shifts into wolf form. At sunrise it changes back. If it is killed, the werewolf resumes its original form.

Lycanthropy: The werewolf's curse can be transmitted to other creatures. Anyone who takes at least one point of damage from a werewolf's bite is afflicted with a paralyzing poison with potency 9. A victim who suffers the full effect of the poison also contracts lycanthropy and turns into a werewolf in the light of the next full moon. Elves and wolfkin are immune to lycanthropy. An infected player character who shifts into wolf form becomes a monster under the GM's control. The victim can be cured by eating wolfsbane before their first transformation. However, this cure is in itself risky as the plant is a lethal poison with potency 9. There are also said to be powerful magical rituals that can cure lycanthropy.

Resistance: Werewolves take half damage from non-magical weapons, except fire and silver which inflict normal damage.

Hates Silver: Werewolves hate silver, which stinks and burns their keen senses. In wolf form, they cannot touch silver and always try to get away from places where there are large quantities of silver. In normal form they avoid contact with silver as much as possible.



RANDOM ENCOUNTER

Traveling through the wilderness, the player characters encounter a deeply exhausted adventurer. She does not remember how she got there and asks them for help before passing out. When night falls and the moon rises over their camp, the adventurer turns into a werewolf with no memory of who the player characters are and how helpful they have been. Mad with hunger, the beast pounces on them!

ADVENTURE SEED

A series of brutal attacks plague the residents of a large village, a hub for traveling merchants from near and far. As tensions rise and accusations fly, the player characters are enlisted by an elderly couple to clear the name of their wrongly accused son. The only clues are the bloody victims left on the village's cobbled streets – some dead, some unconsciousness but alive. One of the latter mutters in his sleep about “*glowing eyes*” and “*monstrous jaws*”. Then the full moon rises, and it becomes clear that a werewolf has come to the village to create a new pack for itself. How many of the infected, unconscious people will wake up in the light of the full moon as something... changed?



WORG

“Worgs are smarter than countryfolk! Mark my words, within a generation or two they’ll dominate everything except cities and larger settlements. Good thing, too!”

– ANA BLUEMOON, RESPECTABLE LADY

Worgs are larger than ordinary wolves and far more dangerous. With their glowing red eyes, they can see perfectly in the dark. But not only that – worgs also have the uncanny ability to spot camouflaged and otherwise concealed, even invisible, creatures by detecting their body heat. And yet their greatest weapon is their cunning. Among other things, they have a fully developed language based on howls and guttural yaps which allows them to communicate complex messages over long distances – for instance about approaching adventurers, heavily loaded trade caravans, and other potential prey. Worgs usually attack in packs, in a coordinated and disciplined manner, but outcasts may target armed people on their own when they are desperate.

RANDOM ENCOUNTER

A starving worg who has lost its pack targets the player characters’ mounts, or the adventurers themselves if they are on foot. It tracks them through the forest and uses all its abilities to take them down one by one in a macabre game of cat and mouse

ADVENTURE SEED

A wolfkin tribe has a new enemy. A pack of worgs has moved into their forest and now an intense war for territory rages between them. The leader of the worgs, widely known as One-Eye, is a cunning veteran with experience from previous conflicts with humans, dwarves, and

wolfkin, and he is using all his knowledge to push the enemy back. The wolfkin leader Griff soon realizes they cannot withstand the worgs’ onslaught on their own and sends his youngest daughter Lupa for help. Exhausted, she eventually finds the player characters and begs them to come to her people’s aid – something that will ultimately require them to track down and kill One-Eye.

MONSTER ATTACKS

D6 ATTACK

- 1 **Ravenous Howl!** The worg raises its head to the sky and lets out a famished howl. Everyone within 10 meters must make a WIL roll to resist fear.
- 2 **Stinking Snort!** The worg snorts out a stinking cloud of slime and rotting meat at all opponents within 2 meters. The victims become Disheartened. Anyone who is already Disheartened must choose another condition.
- 3 **Worg Bite!** The worg opens its drooling jaws and delivers a furious bite to an opponent. The attack inflicts 2D6 piercing damage and a victim who takes damage is also exposed to a disease with virulence 12.
- 4 **Charge!** The beast charges an opponent at full speed. The attack inflicts D6 bludgeoning damage and knocks the victim down. If the attack is not dodged, the worg immediately bites the victim in a second attack that deals 2D8 piercing damage. The second attack can be parried. The attacks must be dodged/parried separately.
- 5 **Dash of Death!** The worg grabs its least armored victim and drags it 20 meters across the battlefield. The victim takes D8 bludgeoning damage and cannot perform any actions that require movement, except trying to break free, which requires a STR roll. On each subsequent turn, the worg continues to drag the victim until it reaches zero HP or breaks free.
- 6 **Death Shake!** The beast leaps at an opponent and bites hold of them. It then shakes the victim ferociously before throwing them away. The attack inflicts 2D10 piercing damage and the victim is thrown 2D4 meters, landing prone.

Ferocity: 1 **Size:** Normal

Movement: 20 **Armor:** — **HP:** 18

Heat Vision: Worgs can see the heat signature of other creatures. This means that all SNEAKING rolls to hide from or sneak past worgs are made with a bane.







UNDEAD

What is evil? In my chapter on the beasts of the world, I argued that the question is irrelevant, or even dangerous, as it may lead to fatal misconceptions. But how could one possibly describe the undead without touching on this issue? In the vast majority of cases we are talking about beings that burn with hatred for all living things, for all that feels and loves; beings that systematically do everything in their power to destroy the object of their hatred. Are they evil? Or should that term be reserved for the living who use dark magic and ancient curses to pull souls from the realm of the dead and bind them to our world, dooming them to a thoroughly horrible existence?

The exceptions are few and usually consist of souls that spontaneously linger when the body dies, as a result of the circumstances of their death. Such restless spirits may initially be less hateful and even seek contact, but over time they too risk being filled with hatred for the living. The greatest tragedy of the undead – whether deliberately resurrected or spontaneously risen – is that the original soul almost always remains somewhere in its twisted mind. Evidence suggests that many undead are aware of the harm and suffering they cause, but unable to stop themselves from acting on their hatred and hunger. A common sign of this is that they seem not to fear or mourn their own death, but welcome it.

Now, I know the reasoning above contains elements that will seem controversial to some and downright heretical to others. But you can take my account for what it is and then go out into the world and form your own opinion on the matter.

GHOST

"My last words are a promise and a threat: you think you'll get rid of me by this unjust execution, but I swear by my beating heart that I shall not leave this world until you are all dead. Every last one of you. EVERY LAST ONE!"

– ISTMER THE BUTCHER, CONDEMNED

The term "ghost" is here used to refer to spirits that for one reason or another have not found peace in death. Some linger because they refuse to abandon a loved one; some because they seek justice or revenge for what they perceived as a shameful death; some because they possess knowledge or information that must be passed on. Either way, it never ends well. The ghost may have memories of the time before its death, but in spirit form its mind becomes confused and its purpose unclear. This is probably why ghosts are almost always characterized by severe mood swings and fits of anger – the inability to think and act with clarity frustrates them to the point of rage, and sometimes beyond. Indeed, it takes both courage and patience to try to help a ghost, or even to understand how it can be helped. Sometimes the attempt claims the helper's life.

RANDOM ENCOUNTER

The player characters arrive at a deep gorge or ravine. At its bottom flows a raging river and the only way across seems to be a rickety rope bridge. In the middle of the bridge

stands an elderly gentleman; he warns them that the bridge is dangerous and suggests that they instead head down into the ravine and search for a crossing. The gentleman is the ghost of an adventurer who fell to his death from the bridge, and who is now bound to warn others of the same fate. The man's body can be found in the water at the bottom of the ravine; if it is buried, the ghost will be at peace.

MONSTER ATTACKS

D6 ATTACK

- 1 **Ghost Strike!** The ghost lunges at a player character within 10 meters and strikes with great force. The victim is knocked back 2D6 meters, suffers the same amount of bludgeoning damage, and lands prone.
- 2 **Touch of Death!** The ghost sticks its translucent hand into the chest of an unfortunate player character and grasps the victim's heart. The victim suffers 2D10 points of damage and becomes Scared. Armor has no effect.
- 3 **Ghost Scream!** The undead face contorts into a horrible grimace and lets out a scream that chills the souls of all player characters within 10 meters. Everyone must make a WIL roll to resist fear.
- 4 **Death Stare!** The ghost towers over a player character, staring directly into their soul with its dead eyes. The victim sees their life pass before their eyes and is tormented by grotesque visions of all their dead friends and foes. The victim becomes Scared, suffers a fear attack, and gets a bane on their WIL roll.
- 5 **Ghostly Embrace!** The ghost emits an unnatural wheeze and suddenly appears right in front of an adventurer within 10 meters, wrapping them in a deadly embrace to smother their spark of life. The attack inflicts 3D6 bludgeoning damage and leaves the victim Dazed.
- 6 **Cold Strike!** The ghost grabs a victim and lets the icy chill of death stream into their body. The player character suffers 2D8 damage and cannot heal HP or WP until they spend one shift in a warm location. Armor has no effect.

Ferocity: 2 **Size:** Normal

Movement: 12 **Armor:** — **HP:** 27

Immunity: Ghosts are immaterial beings and immune to all damage except magic and fire. A defeated ghost is only banished for one shift, after which it returns. The only way to banish the ghost permanently is to cast PURGE or solve whatever problem keeps it bound to the world of the living.

Persuadable: Unlike other monsters, ghosts can usually be PERSUADED, albeit with a bane on the roll.

ADVENTURE SEED

Willerby is haunted! Restless spirits roam the streets with no apparent purpose or destination. They cannot be communicated with and no one knows what caused them to manifest in the world of the living. After various investigations, it becomes clear that an adventurer named Bolta disappeared without a trace on the night the hauntings started – maybe that has something to do with it? Yes, that is it! Beneath the village are a series of ancient catacombs that can now only be accessed through the well in the village square. Player characters who climb down there find a crack that leads into the catacombs. After some searching, they find the burial chamber where Bolta lies dead on the

ground, killed by a simple trap. On the floor in front of her is an open book on necromancy, surrounded by a ghostly glow. It is this energy that is summoning the ghosts, and if the book is closed, everything will return to normal. But as soon as anyone goes near it, Bolta's ghost rises from her lifeless body, ready to do everything in its power to defend its beloved treasure.



GHOUL

"Eating corpses, how absolutely disgusting! Well, I suppose we do it almost every day, but... Eating people! They are certainly cleaner than many animals, but... I mean, corpses as food! Disgusting!"

– HUMMEL ANVIL, GOLDSMITH

I struggle to find any redeeming features in the abominable ghouls. There are various theories as to their origin, but it would seem that the most plausible one is also the most horrific: that they are born from a curse that affects cannibals, those who feed on the flesh of their own kin or that of other intelligent beings.

The result is a revolting creature – both undead and alive; half-blind; with loose, spongy, grayish-white skin; reeking of death and decay. Unsurprisingly, ghouls are often found near graveyards or places where great battles have recently been fought. Some stories even mention groups of corpse-eaters secretly following armies on their march to the battlefield, waiting for a chance to feast on the fallen under cover of darkness.

RANDOM ENCOUNTER

The player characters arrive at a battlefield where dozens of mercenaries fought just a few days ago. All combatants were killed and the stench of their corpses is

overwhelming. But instead of the usual buzzing of flies, the adventurers hear only the snapping of bones and the smacking of ravenous mouths. The bodies have been discovered by a group of ghouls, who furiously defend their feast if the player characters interrupt them.

MONSTER ATTACKS

D6 ATTACK

- 1 **Vile Spit!** The ghouls clear their throat and spit a foul-smelling liquid at an opponent within 10 meters. The victim takes D4 damage (armor has no effect), becomes Sickly, and is exposed to a disease with virulence I2.
- 2 **Bone Club!** The ghouls swing a bone from a previous meal at an opponent, inflicting 2D6 bludgeoning damage.
- 3 **Scratching Claws!** The creature throws itself at an opponent, pinning them to the ground and scratching their face and body with its infected claws. The victim is knocked down, suffers a fear attack, and takes D10 slashing damage. If the attack penetrates the victim's armor, they also contract a disease with virulence I2.
- 4 **Diseased Bite!** The monster lunges at a victim and sinks its filthy fangs into their flesh. The attack inflicts 2D8 piercing damage and if it penetrates the victim's armor, they also contract a disease with virulence I2.
- 5 **Tearing, Biting, Striking!** The ghouls fall into an unnatural frenzy and tears, bites, and strikes at anyone within 2 meters. All victims suffer D8 slashing damage and contract a disease with virulence I2 if the damage penetrates their armor.
- 6 **Scream of the Dead!** The wretched creature lets out a terrible death scream. Everyone within 10 meters suffers a fear attack, and the scream attracts another ghoul who joins the fight in the next round.

Ferocity: I **Size:** Normal

Movement: 10 **Armor:** — **HP:** 16

Half-Blind: Ghouls have very poor eyesight and therefore cannot dodge any attacks.

Cowards: Ghouls are weak, cowardly monsters and prefer to attack in groups. If half the group is defeated, the rest will flee.

Nocturnal: The monster prefers to attack at night or under cover of darkness in caves and underground ruins. Only under exceptional circumstances will one attack in daylight.

ADVENTURE SEED

The player characters are approached by the head of a temple who needs help tracking down some grave robbers who are plaguing the area and have so far opened a handful of recently filled graves near his temple. In response to a direct question, he explains that all the graves contained the bodies of ordinary villagers – bodies that have now vanished without a trace. Another clue pointing away from

grave robbers is the silver jewelry that still remained in two of the coffins. Perhaps suspicion is first directed at an ascetic mage whom everyone in the area thinks is a necromancer. But after further investigation, the characters realize that the blame lies with a group of ghouls who roam the area and have raided graves in several neighboring villages as well. The evidence eventually leads to a half-ruined and completely overgrown mausoleum from the oldest times...



LIVING DEAD

“My great grandfather was infected. That’s what we think, anyway. Of course, he couldn’t walk at the end. And he always slurred his words. Smelled bad too. But we think he died and became one of those living dead...”

– IASMIRA DUSK, INNKEEPER

Are they living or undead? Well, those who like to split hairs might find this question very interesting. I tend to fall into that category myself, but in this case I am more concerned with the facts: there is a disease that prevents people from dying and instead turns them into walking, rotting corpses whose only purpose in life is to feast on living flesh. Whether the disease is demonic, magical, or even natural in origin does not really matter. What does raise questions and doubts is that these disgusting creatures seem to retain memories from before the transformation, at least judging by the reports that they are capable of recognizing old acquaintances, muttering intelligible phrases, and grasping and using tools. Surely this must mean that they are still themselves, that they are living some kind of half-life, darkened by their abominable hunger?

RANDOM ENCOUNTER

In the distance, the player characters see a group of people wandering around in a field. The people are walking slowly and aimlessly and something seems wrong. If

Ferocity: 1 **Size:** Normal

Movement: 6 **Armor:** — **HP:** 9

Resistance: The monster takes half damage from piercing weapons.

Vulnerable Neck: Rolling a dragon when attacking a living dead immediately severs its head and drops it dead to the ground.

Undead Disease: The malady that gives the living dead a semblance of life can be transmitted to the victims they harm. The disease has virulence 12 and anyone who dies from it turns into a living dead.

the characters approach them, the living dead quickly pick up the scent of their flesh and start moving towards their next meal.

MONSTER ATTACKS

D6 ATTACK

- 1 **Headbutt!** The undead grabs the shoulders of an opponent and headbutts them for D8 bludgeoning damage. The attack cannot be dodged.
- 2 **Clawing Attack!** The walking dead claws at an opponent’s face and body, inflicting D10 slashing damage. If the damage penetrates their armor, the victim is also exposed to the undead disease (see sidebar below).
- 3 **Diseased Bite!** The monster bites a victim who takes D8 piercing damage, becomes Scared, and is exposed to the undead disease if the damage penetrates their armor.
- 4 **Vile Vomit!** The corpse writhes in agony while vomiting rotten flesh, intestines, and foul-smelling fluids. All opponents within 10 meters become Sickly. Anyone who is already Sickly must choose another condition.
- 5 **Undead Embrace!** The undead extends its arms and embraces an opponent, squeezing the air out of them. The victim takes D8 bludgeoning damage and cannot move or perform actions that require movement, except trying to break free, which requires a STR roll. On its next turn, the undead bites the victim (instead of another monster attack), inflicting 2D8 piercing damage (armor has no effect). The victim is also exposed to the undead disease. The undead continues to bite its victim until they reach zero HP.
- 6 **Overpowering Hunger!** Overwhelmed by its hunger, the monster lunges with unnatural speed at the nearest opponent within 10 meters – biting, chewing, ripping, and tearing in a ravenous frenzy. The victim takes 2D8 slashing damage, is knocked down, and loses their turn in the round (if it has not already passed). If the damage penetrates their armor, the victim is also exposed to the undead disease.

ADVENTURE SEED

The player characters arrive in a small village where something terrible has happened. Dead villagers with terrible injuries litter the streets. The stench of death and decay is overwhelming. Many more corpses are found as the characters investigate the village, and when they reach

the well in the village square, they watch in horror as the dead slowly come back to life with hunger in their eyes. The situation quickly turns into a survival drama in which the characters must escape but also eradicate the living dead – otherwise the infection will spread, perhaps all over the world.



MUMMY

“They embalmed not only people, but beasts and monsters as well. I know for a fact that one of the imperial dragons was mummified. Let’s hope it doesn’t break free...”

– GRALT OF FAIRFLANK, LEARNED NOBLEMAN

In the oldest times, it was customary in certain regions to embalm the dead. Not just anyone, of course – only the bodies of deceased rulers, fallen heroes, and high-born nobles were treated with alchemy and magic; furthermore, their internal organs were removed and preserved in vessels filled with vinegar and mystical herbs. Because of this process – complemented by demonic rituals, according to some – the dead soon rose again. Wearing only their burial shrouds, they guard the crypts in which they were buried, filled with treasures brought back from the realm of the dead. If their tombs are desecrated, they may cast powerful curses on the intruders, curses that can bring down even the strongest warriors and the mightiest of mages.

RANDOM ENCOUNTER

The adventurers have made camp under a moonlit sky. As they get ready to sleep, they hear shuffling sounds from the surrounding wilderness. To their horror, they see a figure wrapped in rags coming towards them with dragging feet. The mummy has been freed from its sarcophagus by some now deceased adventurers and burns with vengeance against anyone who gets in its way. It will not stop until the player characters are dead or it is put to eternal rest.

Ferocity: 2 **Size:** Normal

Movement: 6 **Armor:** — **HP:** 42

Resistance: The mummy has no internal organs and therefore takes half damage from piercing weapons.

Flammable: Mummies are dry as tinder and take double damage from fire.

MONSTER ATTACKS

D6 ATTACK

- 1 **Curse!** The undead corpse casts a powerful curse on an opponent within 10 meters. The victim suffers a fear attack and gets a bane on their WIL roll.
- 2 **Double Strike!** The mummy swings its strong fists and attacks up to two opponents within 2 meters of each other. They take 2D6 bludgeoning damage and are knocked down.
- 3 **Swarm of Insects!** The mummy’s mouth opens unnaturally wide and spews a swarm of insects at all opponents within 4 meters. The insects creep and crawl under their clothes and armor, biting and tearing at their flesh. Each victim takes D8 piercing damage (armor has no effect) and must make a WIL roll. Anyone who fails loses their turn in the round (if it has not already passed). The attack cannot be dodged.
- 4 **Deadly Throw!** The undead monster grabs an opponent and hurls them with its unnaturally strong arms. The victim lands prone 2D6 meters away and takes an equal amount of bludgeoning damage.
- 5 **Strangulation!** The monster takes a big step forward, extends its long, powerful arms, and grabs an opponent firmly by the throat. The victim takes 2D6 bludgeoning damage (armor has no effect) and an additional D6 bludgeoning damage whenever it is the mummy’s turn. The victim cannot move or perform actions that require movement, except trying to break free, which requires a STR roll with a bane. Others can help. The mummy does not perform any other monster attacks until the victim reaches zero HP or breaks free.
- 6 **Heartbreak!** The mummy’s eyes flare up with blue light, after which the monster locks eyes with an opponent within 10 meters and extends its hand as if to crush the victim’s heart. The victim takes D10 damage (armor has no effect), suffers a fear attack, and loses their turn in the round (if it has not already passed).

ADVENTURE SEED

A mysterious antiques dealer from a faraway land has pitched his tent in the town square. No one has yet been allowed to enter, but everyone has received the same invitation: at the next sunrise, an auction will be held where the highest bidder will have the opportunity to acquire “magical secrets and objects”. But in the morning the

auctioneer is found dead with a blackened tongue, clearly strangled to death. And the tent is empty... The hunt for the perpetrator and (not least) the dead man's stolen items can begin! What has happened is that the mummy inside a sarcophagus that was included in the auction has awakened. It killed the scoundrel who desecrated its tomb, took the rest of the items, and shuffled down into the catacombs under the local temple. Perhaps someone saw it shuffling through town? Perhaps that person is hiding somewhere, trembling with fear?



SKELETON

“Apparently they aren’t very good warriors and guards, the skeletons. But I could sure use a dozen of ’em on the farm – both cheaper and more obedient than farmhands and maids.”

– BRYNHILD CROFT, GRAIN FARMER

There were probably both practical and cultural reasons why so many ancient rulers reanimated skeletons to watch over their tombs and shrines. They are practical in the sense that they never tire or betray their duties; culturally, they clearly became something of a fad – at the expense of golems, pact-bound demons, and other alternatives.

WARRIOR

Movement: 8 **Damage Bonus:** — **HP:** 8

Typical Armor: Studded leather (2)

Skills: Awareness 8, Evade 6

Typical Weapon: Short sword (skill level 12, damage D10)

ARCHER

Movement: 8 **Damage Bonus:** — **HP:** 8

Typical Armor: Leather (1)

Skills: Awareness 8, Evade 6

Typical Weapon: Dagger (skill level 10, damage D8), crossbow (skill level 12, damage 2D6)

CHAMPION

Mov.: 10 **Damage Bonus STR:** +D6 **HP:** 24

Typical Armor: Chainmail (4) **WP:** 15

Skills: Awareness 12, Evade 8

Abilities: Veteran, Defensive, Double Slash, Robust × 4

Typical Weapon: Longword (skill level 16, damage 2D8), large shield

Whatever the motives of their creators, there is no question that the world is full of undead skeleton warriors just waiting for someone to show up so they can fulfill their role – my companions and I have encountered plenty of them on our travels; thanks to Brasimor’s axe and Virdal’s fire bolts, we dispatched them all. But although they must be described as relatively weak, it is easy to imagine the horror of the peasant soldiers who long ago were forced to do battle with entire armies of walking, sword-wielding skeletons. We should be grateful that no ambitious necromancer has yet revived that tradition...

RANDOM ENCOUNTER

A rusty old iron gate blocks the player characters’ path; it is easy to go around it, as the wall in which it was once embedded has collapsed. As they approach, a figure sitting at the foot of the gate post rises to its feet – a skeleton that steps forward and opens the gate. The skeleton stands there until the adventurers have passed, and then closes the gate and sits back down by the gate post. If the characters ask the locals about it, they explain that the skeleton has always been there and that no one knows who created it.

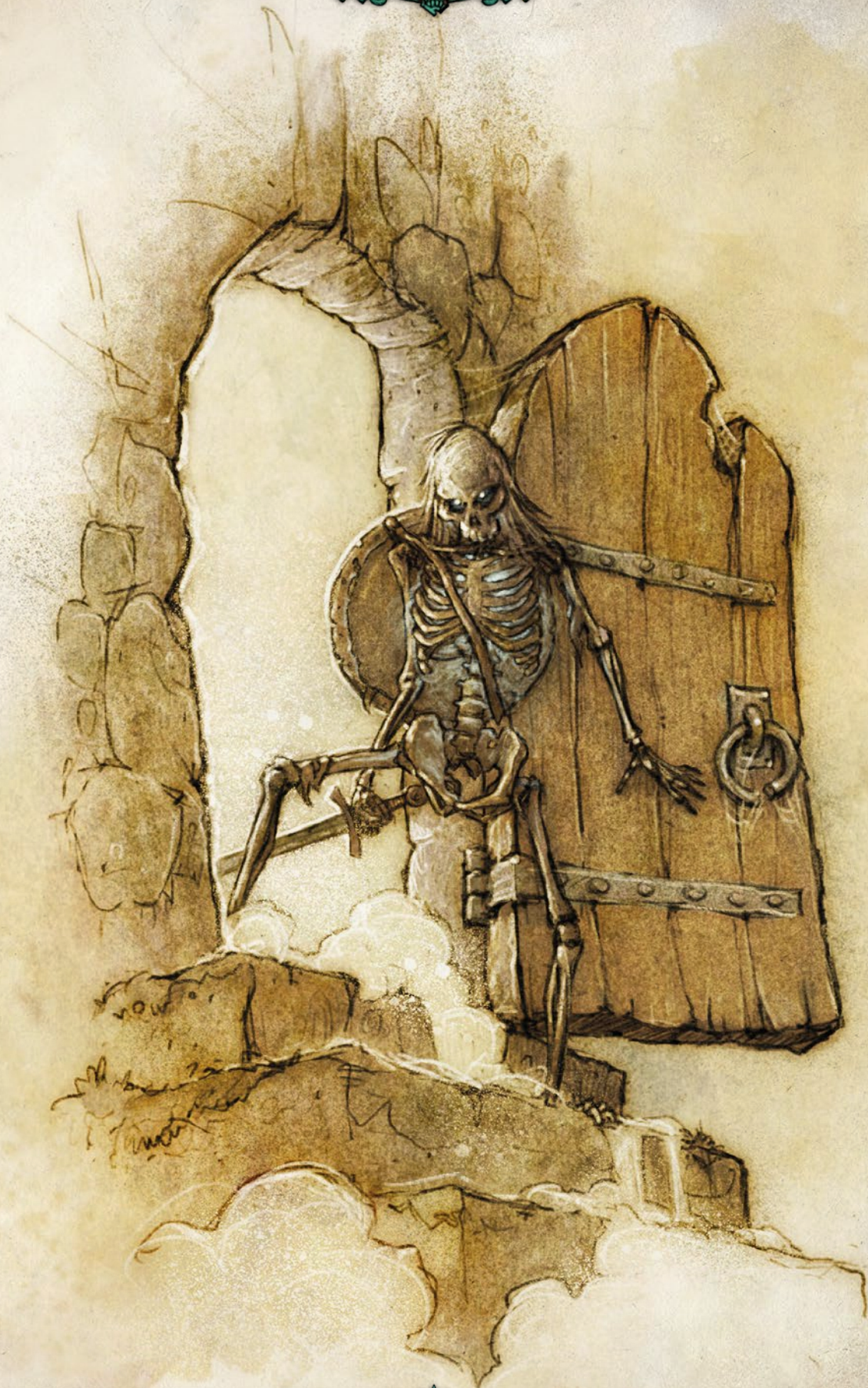
ADVENTURE SEED

The player characters find themselves in a region ravaged by grave robbers – a dozen older graves have already been dug up and robbed of their occupants. They trail leads into a misty moor where the death shaman Guralgolg and his goblins are gathering skeletons for their army of undead. Guralgolg’s plan is to use a magic scroll to reanimate the skeletons and march on the region’s main town. If the characters are spotted and the shaman sees them as an obvious threat to his plans, he rushes to the great pile of bones and uses the scroll to raise 2D10 skeletons, before ordering them to stall the adventurers while he escapes. If he manages to get away, Guralgolg will soon reappear with a new sinister plan in motion...

Non-Monster: Skeletons do not count as monsters in combat, but as ordinary NPCs.

Resistance: All piercing damage is halved (rounded up).

Immunity: Skeletons are immune to fear and PERSUASION.



VAMPIRE

"Since what happened in Budby last year, I've stopped eating black pudding, blood sausage, blood soup, and stuff like that. Nobody knows how it's transmitted and who'd want to cause another 'Bloodby'!?"

– RIGVARD TURNER, CARPENTER'S APPRENTICE

Perhaps the most powerful of the undead beings that plague our world are the vampires. They are cunning and secretive, but apart from being vulnerable to sunlight and feeding on the blood of others, they vary greatly in many respects. Some hide in cities where they prowl the streets at night; others have spent centuries building veritable kingdoms which they rule from remote castles. Either way, they always surround themselves with thralls, both living and undead; the most powerful ones also have the ability to raise the dead as new vampires, who tend to serve their creators with blind obedience. And slaying a vampire is no easy task: one must first knock it unconscious and then – before the beast can escape in the form of fog, bats, or ravens – drive a wooden stake through its heart.

Ferocity: 2 **Size:** Normal

Movement: 16 **Armor:** — **HP:** 32

Resistance: Vampires only take full damage from silver weapons, magic weapons, and spells. All other damage is halved.

Vulnerable: In direct sunlight, vampires take D6 damage per round and cannot perform monster attacks. A vampire who reaches zero HP because of this disintegrates.

Escape Route: Vampires can use an action to transform into a swarm of bats (page 99 in the Rulebook) that immediately escapes from combat. The escape can only be stopped by sealing the place where the fight occurs. The vampire must then wait until the next sunset before the action can be performed again.

Immortal: A vampire that reaches zero HP falls paralyzed to the ground and dissolves into mist after D6 rounds. In mist form, the monster makes its way to its tomb where it is restored to full HP after a shift rest. The vampire can only be killed by sunlight (see above) or by driving a piercing weapon through its heart after reducing it to zero HP, before it dissolves. This requires a successful roll against the SPEARS skill.

MONSTER ATTACKS

D6 ATTACK

- 1 **Mocking Laughter!** The undead creature lets out a terrifying and mocking laugh. Everyone within 10 meters must make a WIL roll to resist fear.
- 2 **Forceful Throw!** The vampire grabs an opponent and hurls them with unnatural strength. The victim lands prone 2D6 meters away and takes an equal amount of bludgeoning damage.
- 3 **Corrosive Mist!** The vampire dissolves and transforms into corrosive mist. Menacing wisps of mist wrap themselves around all opponents within 10 meters, inflicting D6 damage (armor has no effect) and leaving them Exhausted (anyone already Exhausted must choose another condition). After the attack, the vampire returns to its physical form.
- 4 **Hypnotic Gaze!** The undead creature fixes its gaze on an opponent within 10 meters and bends them to its will. The victim must roll WIL with a bane or immediately perform a movement and an action (may not require WP) chosen by the vampire (GM). The victim also loses its turn in the round, if it has not already passed.
- 5 **Swarm of Bats!** The vampire turns into a swarm of bats and attacks. Roll on the attack table for vampire bats on page 99 in the Rulebook. The swarm takes damage as normal and all damage is transferred to the vampire. The vampire reverts to its true form on its next turn.
- 6 **Bloodthirst!** The vampire pounces on an opponent and drinks their blood. The victim takes D6 piercing damage (armor has no effect) while the vampire recovers the same amount of HP (up to max HP). The victim also loses D6 WP.
The vampire continues to drink, sucking out an additional D6 HP and WP each turn. The victim becomes paralyzed and cannot move or perform any actions except trying to break free, which requires a WIL roll with a bane. The vampire makes no other monster attacks until the victim reaches zero HP or breaks free.
If the victim loses their last WP as a result of this attack, it is exposed to a vampiric disease with virulence 12. Anyone who suffers the full effect of the disease turns into a vampire the next night. A player character who turns into a vampire becomes a monster under the GM's control.



RANDOM ENCOUNTER

The group is being followed by a strange fog. It is a vampire that has lost its servants and now seeks other thralls to dominate. It attacks at night while the person it deems the weakest is keeping watch. If no one is keeping watch, the characters are in real trouble...

ADVENTURE SEED

A mysterious nobleman hires the player characters to retrieve an ancient tome from a ruined temple. The tome is

a collection of rituals that the nobleman believes can be used to bring the undead back to life. Complications arise as the characters are pursued by another group of adventurers who clearly want to stop them from succeeding – they have found out that the nobleman is a bloodthirsty monster, but think he is a demon rather than a vampire. If the player characters get the chance to negotiate, or manage to take one of them alive after an ambush, they can hear the competitors' side of the story. Whatever they decide to do, one thing is clear: once the book is handed over, the vampire and its minions have no intention of letting the characters live.

WIGHT

“The catacombs under the castle ruin east of here are haunted by a wight. But it’s alright because it can’t get out of there. I think... I hope... Can it, mommy!?”

– HENRIEL SKAKKE, COBBLER’S DAUGHTER

The being known as the wight is by far the most hateful and murderous of the undead.

Their entire existence is based on their hatred of all living things, and they usually spend hundreds and hundreds of years dreaming of revenge on the world that, in their minds, betrayed, wronged, and hurt them. Based on my studies, I would argue that most wights are bound to a specific location, often their own tomb or place of death. But I can also conclude that some manage to break free, which allows them to move freely through the world. Some of these immediately begin to pursue their dreams of revenge; others are able to control their urges long enough to raise an entire army of undead, which they then command against any living creature that gets in their way. In conclusion, if life itself can be said to have a mortal enemy, the wight is most certainly a candidate for the position.

RANDOM ENCOUNTER

The player characters see a hill in the distance, crowned by an ancient stone circle. Several of the moss-covered stones have fallen over and are partially covered by grass. In the middle of the stone circle, the ground has collapsed to reveal a simple burial chamber, empty and abandoned. The whole place stinks of hate and anyone who stays here for more than a stretch becomes Scared.

Ferocity: 2 **Size:** Normal

Mov.: 10 **Armor:** Same as armor **HP:** 38

Resistance: Takes half damage from non-magical weapons, except fire which inflicts normal damage.

Typical Gear: Morningstar, chainmail

MONSTER ATTACKS

D6 ATTACK

- 1 **Unholy Roar!** The wight's decomposed skull contorts and lets out a ghastly scream that cuts like a rusty blade through the victims' souls. Everyone within 10 meters must make a WIL roll to resist fear.
- 2 **Dreadful Gaze!** An unlucky victim stares directly into the wight's horrible eyes as a wheezing sound is heard from the creature's throat. The victim becomes Scared, suffers a fear attack, and gets a bane on their WIL roll.
- 3 **Hand of the Dead!** The wight raises its hand and gestures at an opponent within 10 meters, who is thrown 2D4 meters and lands prone. The attack inflicts the same amount of bludgeoning damage and cannot be dodged.
- 4 **Sweeping Attack!** With surprising speed, the wight sweeps its weapon in a deadly attack. All opponents within 2 meters suffer weapon damage. The attack can be parried.
- 5 **Crippling Cold!** The wight grabs an unfortunate victim who feels the chill of death spread through their body. The victim takes D6 damage (armor has no effect) and must make an EVADE roll (not an action) on their next turn in order to act at all. If the roll fails, a new attempt can be made on the next turn. The victim also becomes cold (page 54 in the Rulebook) and cannot heal HP or WP until they get warm.
- 6 **Power Attack!** With creaking joints, the wight swings its weapon in a powerful attack against an opponent. The damage is rolled with twice the weapon's normal number of dice, and the victim is knocked to the ground. The attack can be parried.

ADVENTURE SEED

The scholar Xeizial is searching high and low for adventurers to help her find the tomb where the wight Gildraveth is said to be trapped, somewhere in a vast marsh. Equipped with an ancient map and a mysterious book bound in basilisk skin, Xeizial leads the player characters into the swamp, towards the final resting place of Gildraveth. The closer they get to the tomb, the more disturbing the expedition leader's behavior becomes. She stops eating

and stares incessantly at the night sky, mumbling ancient phrases and flipping frantically through her unholy book. And she refuses to tell the characters what is troubling her. When they arrive, Xeizial's diabolical plan begins to unfold. Under the dark influence of Gildraveth, she has lured the characters here to become the blood sacrifices that will free the wight from its shackles. Xeizial's duplicity is revealed as they descend into the tomb and encounter the wight: then Xeizial stabs them in the back!



WILL-O'-THE-WISP

"Have you heard of Altfon's Lantern? Nobody knows where it is, but it consists of a trapped will-o'-the-wisp who, besides providing light, hisses spitefully if it notices a spelling error. Pretty useful, eh?"

– SIPERO SKALD, DRAMATIST

I have always wondered why this ghostly being was named will-o'-the-wisp – it sounds so delightfully pleasant, when in fact they are anything but. These damned entities appear to be the echoes of truly vile creatures who in life enjoyed tormenting others until they met their well-deserved demise in some marshland. Reanimated in spectral form, the cruelty is all that remains of their nature. As wraiths carrying beckoning lights, they continue to torment those passing through their swamps, possibly in the vain hope that the victims' terror will alleviate their own suffering. Will-o'-the-wisps are mainly feared for their ability to lure people off their paths, causing them to fall into sinkholes or drown in bogs. But they take equal pleasure in simply scaring people out of their wits.

RANDOM ENCOUNTER

On their way through the wilderness, the player characters see a light in the distance and hear a whispering voice calling to them. The voice promises to lead them to a lost treasure if they simply follow the light through the forest, across the marsh, down to the lake. The will-o'-the-wisp

does everything it can to lure the adventurers to the place where it once met its end, to feast on their terror and despair as they drown.

MONSTER ATTACKS

D6 ATTACK

- 1 **Sinkhole!** A bottomless hole filled with swamp water and moss opens under an opponent within 10 meters. The victim must immediately roll **SWIMMING** with a bane to avoid drowning as per page 53 of the Rulebook, and a new roll (not an action) is required each turn. Climbing out of the sinkhole requires a successful **ACROBATICS** roll with a bane. Others can help.
- 2 **Nightmares!** The will-o'-the-wisp shows all enemies within 10 meters nightmarish flashes of its mortal death. All victims become Disheartened. Those who are already Disheartened must choose another condition.
- 3 **Spectral Headbutt!** The undead horror channels its psychic powers and headbutts an opponent. Despite the creature's lack of a physical form, the victim takes 2D4 bludgeoning damage and falls to the ground.
- 4 **Blinding Light!** The will-o'-the-wisp's eye sockets light up with unholy fire. All creatures within 10 meters must roll **EVADE** to avert their gaze. Those who fail (or do not roll) are blinded and act as if in total darkness for one round.
- 5 **Death Rattle!** Unholy winds carrying wails of torment and cries for salvation sweep over the creature's opponents. Everyone within 10 meters suffers a fear attack.
- 6 **Control!** The will-o'-the-wisp takes control of an opponent within 10 meters if the victim fails a **WIL** roll. The controlled victim must immediately perform a movement and an action of the GM's choice, except for actions that require **WP**. The victim also loses their next turn, if it has not already passed.

Ferocity: 2 **Size:** Small

Movement: 16 **Armor:** — **HP:** 12

Immunity: Will-o'-the-wisps are immaterial beings and immune to all damage except magic and fire.

Restless: A defeated will-o'-the-wisp is only banished for D6 days, after which it returns. The only way to banish it permanently is to cast **PURGE** or find its remains and give them a dignified burial.



ADVENTURE SEED

Merchants and their wares have mysteriously disappeared on the trade route between two major villages. A few survivors tell of strange, dancing lights promising riches beyond imagining, but remember little else. Investigations can reveal that these are will-o'-the-wisps, probably

created from one of the fortune-hunting groups that recently perished in a ruin-strewn wetland. But which of the three failed expeditions is it? And where in the vast swamp are their corpses? The player characters must find the place where the vilest members of the expedition died and give their bodies a dignified burial.





DRAGONS

If there is anyone I find hard to forgive, it is the supposed scholars who have the nerve to classify our dragons as monsters. The dragon is as much a monster as the dandelion is a rock, or the herring a herb. In some respects and situations, it may perhaps appear monstrous to mere mortals such as ourselves. But this is only because its formidable greatness is beyond our comprehension – even though in all likelihood the dragons of today are but pale shadows of their forebears!

It is true that dragons are generally vicious, cruel, and greedy. They hoard gold and jewels even though they have no use for either. Furthermore, they tend to play with their opponents in the same ruthless way a cat does with a mouse. And one might certainly ask why. Surely such a powerful creature, superior in every conceivable way, could afford to be generous, even merciful and compassionate? The counter question then becomes to what extent the mouse understands the motives of the cat. And another reservation comes to mind: to what extent do humans, elves, and halflings show mercy and compassion towards the creatures they dominate? I would argue that the dragons appear as they do simply because they are a higher and nobler form of life than any other.

What we do know, and can know, about their nature is not much. We know they are sworn enemies of the demonic realm, for reasons we cannot hope to fathom. We know that their language alone has the power to create, alter, and destroy. We know that they not only become more powerful with age, but also less predatory, to the extent that smaller creatures can actually approach them without automatically being considered a walking snack. Finally, I should emphasize that no dragon, young or old, will tolerate having its will questioned or challenged – they regard all of us, even the largest of giants, as their subjects. And probably rightly so.

HATCHLING DRAGON

"I almost got killed because of a dragon egg. I found it in the woods and sold it to Monty, but he must have botched the incubation, because... well, out came a huge baby bird and bit off his ankle..."

– SULIMAR MOX, FARMHAND

A dragon's egg is as hard as rock and looks more like a boulder than an egg, although its scaly surface reveals what is inside the shell. Once strong enough, the dragon spawn breaks free and immediately begins to explore the world, watched over by its mother or father – adult dragons who only leave their offspring's side to search for food. As a hatchling, the dragon is not very intimidating. It cannot fly and has not yet developed the ability to breathe fire. On the other hand, the puffs of smoke coming out of its mouth can be quite dangerous, as they are highly toxic and may paralyze creatures that come too close – an effective defense mechanism that often keeps the hatchling alive until it has grown into a young dragon, ready to leave the nest.

RANDOM ENCOUNTER

In a cave deep underground, the player characters find the shell of a broken dragon egg. A successful **BEAST LORE** or **BUSHCRAFT** roll reveals that the egg has been there for years. There are no signs of where the hatchling might have gone, but there is a risk that two or more dragons may be lurking nearby.

Ferocity: 1 **Size:** Normal

Movement: 16 **Armor:** 2 **HP:** 36

Wings: A hatchling dragon has wings but cannot fly. However, it can use its wings to jump a distance of up to half its Movement, no rolls required.

ADVENTURE SEED

The nobleman Wilfrid Otterdale dreams of owning a dragon, and no one has been able to convince him that it is an exceptionally bad idea. Now Otterdale has decided to fund and lead an expedition into the northernmost mountains, where dragons are reliably reported to exist. The goal: to steal a dragon egg. It will be a grand expedition, and the nobleman searches high and low for adventurers willing to risk their lives for a large sum of money. The player characters form one of several hunting parties and must use all their knowledge and skills to locate a dragon's nest, find an egg, steal it, and transport it to Otterdale's expedition. Then they must of course survive the journey back to the castle, possibly with a couple of angry dragon parents at their heels.

MONSTER ATTACKS

D6 ATTACK

- 1 **Dragon Screech!** The dragon opens its mouth and lets out a loud screech. Everyone within 10 meters becomes Scared. Those who are already Scared suffer a fear attack.
- 2 **Claw Attack!** The dragon clumsily waves its claws at an opponent, inflicting D8 slashing damage.
- 3 **Ramming Attack!** The hatchling rushes on clumsy legs towards the nearest opponent and rams them. The victim is knocked back D6 meters and takes an equal amount of bludgeoning damage.
- 4 **Tail Strike!** The monster swings its sharp tail at all opponents within 2 meters. The victims each take D6 slashing damage and are knocked down.
- 5 **Dragon Bite!** The beast opens its mouth and takes a big bite out of an opponent. The attack deals 2D6 slashing damage.
- 6 **Toxic Smoke!** The hatchling dragon opens its mouth and breathes puffs of poisonous smoke at its opponents. All player characters within 6 meters are exposed to a paralyzing poison with potency 12.



YOUNG DRAGON

“Before the masters of the order knew better, young specimens were used as training dragons for aspiring dragon knights. Their untamable animality cost countless squires and young knights their lives.”

– KRUSIBOR ADLEFANT, LEARNED IN ANCIENT HISTORY

Young dragons have recently left their parents and learned to fly and hunt on their own. They are recognized by their size but also by being more slender than their elders. However, their hard scales and natural weapons quickly grow to proportionate size. Despite their age, a young dragon is still a formidable predator; life is a feast and the world its festival grounds. It develops by curiously exploring and playing with its surroundings – hunting small game to become fast and agile; going after larger prey to build up its strength. But whatever the prey, the hunt is everything – its entertainment, training, and survival. Later, as the dragon grows and matures, the greed awakens as well; the desire to take, own, and hoard. Even in its youth, it may start collecting gold and precious stones. These treasures are hidden in various places until, as an adult, it comes back for them and adds them to a growing pile in its very own cave.

RANDOM ENCOUNTER

A young dragon flies over the player characters. As long as they do not attract its attention, it simply passes by on its way to other adventures, but if the adventurers pique its curiosity, the dragon lands about thirty meters away from them. It has already eaten its fill and is more curious than aggressive. After studying the characters for a few rounds, it loses interest and leaves them alone. If the characters decide to fight, the dragon will gladly play with them for three rounds before it flies off.

Ferocity: 2 **Size:** Large

Movement: 24 **Armor:** 4 **HP:** 60

Wings: The dragon's wings allow it to move freely through the air.

ADVENTURE SEED

A wedding feast is held at Rosenbrand Castle, and everyone is invited! Nobles and commoners from all over the region come to join the festivities, as do the player characters – they are all there to celebrate the union between Houses Rosenbrand and Hammerfist. The delicious smell of exotic dishes is mixed with laughter and music, dancing and games. This will certainly be a day to remember, but for a completely different reason... At the height of the festivities, the sun is cast in shadow by a creature from the darkest of nightmares. The young dragon Vreltir has been drawn to the feast and decided that this will be her day. She starts by destroying the drawbridge and then makes her way into the castle. Someone must slay or drive away the dragon before she wipes out the terrified wedding guests and steals House Rosenbrand's treasures. And who better to play this game of cat and mouse than the player characters?

MONSTER ATTACKS

D6 ATTACK

- 1 **Dragon Roar!** The dragon opens its mouth and lets out a menacing roar that washes over its opponents. Everyone within 10 meters suffers a fear attack.
- 2 **Claw Attack!** The dragon sweeps its claws at two opponents within 2 meters of each other. The victims take 2D6 slashing damage each.
- 3 **Gust of Wind!** The dragon flaps its wings to create a gust of wind. Any loose objects or creatures of up to human size within 10 meters are hurled D8 meters, take the same amount of bludgeoning damage, and land prone.
- 4 **Tail Strike!** The dragon sweeps its spiky tail back and forth. All opponents within 4 meters take 2D6 bludgeoning damage and are knocked down.
- 5 **Dragon Bite!** The beast opens its jaws and bites an opponent. The attack inflicts 3D8 slashing damage.
- 6 **Fire Breath!** The dragon takes a deep breath and spews a stream of flames at its opponents. The fire forms a cone 6 meters long whose width at any given point is equal to the distance from the dragon's mouth. Anyone hit by the flames takes 2D10 fire damage. Armor has no effect.



ADULT DRAGON

“Oh yes, there’s a dragon in these parts. It never paid any attention to us until we started damming the creek. That made it furious; it smashed the dam and ate everyone working on it. Then things calmed down again.”

– ERWARD TORQUIL, PRIEST AND SURGEON

Having left the wildness of youth behind, the dragon begins to develop both impulse control and a more analytical mind. This eventually leads it to establish a home – a cave, valley, or castle ruin that it claims for itself, whether the other creatures in the area like it or not. There it begins to build its nest. The nest in question is not made of twigs and straw. No, it is made of gold, precious stones, and objects crafted from said materials, and it is built with absolute precision – even the smallest coin or tiniest ruby shard is placed with the utmost care, according to a meticulously planned design. The procedure is probably based on the fact that it makes it easier to see if anything is missing, or rather, if anything has been stolen. But it is also an expression of (or possibly reason for) the dragon’s increasing demand for order and stability as it grows older – which surely helps explain their profound aversion to the chaos-loving demons.

RANDOM ENCOUNTER

The player characters see a column of smoke rising into the sky further down the road. The closer they get, the sharper the smell of smoke, burnt flesh, and sulfur becomes, and eventually they arrive at a terrible scene. A dragon has attacked and wiped out a large retinue escorting a covered wagon. Judging by the wagon and the many dead soldiers, it may well have been transporting something of great value, perhaps the taxes collected by a bailiff. Everything but the covered wagon has been burnt to ashes, and the wagon’s interior is completely empty.

ADVENTURE SEED

During their adventures, the player characters come across several clues to where they might find the lair, and therefore the treasure, of the dragon Scarge – in an abandoned dwarven mine, high up in the mountains, deep underground. There are many ways in and out of the caves, some big enough for the dragon but many that only allow smaller creatures to pass through. Scarge’s nest is at the bottom of the mountain, spacious enough for her to stretch out fully with her wings spread wide. Soon it becomes clear that the

adventurers are not the only ones seeking Scarge’s riches: a dwarven kingdom has sent a group to reclaim the mine and seize the dragon’s treasure; an elven expedition is on its way to recover the Crown of Elderin, a priceless artifact found at the top of Scarge’s hoard; and the warlord Aknator has dispatched a small army to replenish his war chest. Who will ally with whom, and who will ultimately betray everyone else?

Ferocity: 3 **Size:** Huge

Movement: 24 **Armor:** 6 **HP:** 84

Wings: The mighty wings of the dragon allow it to move freely through the air.

MONSTER ATTACKS

D6 ATTACK

- 1 **Dragon Roar!** The dragon opens its mouth and lets out a chilling roar. Everyone within 20 meters suffers a fear attack, with a bane on the WIL roll.
- 2 **Claw Attack!** The dragon sweeps its claws at two opponents within 4 meters of each other, who take 2D10 slashing damage each.
- 3 **Dragon Wind!** The dragon flaps its great wings and creates a powerful gale that affects everyone within 10 meters. Any loose objects and creatures of up to human size in the whirlwind are hurled 2D6 meters, take the same amount of bludgeoning damage, and land prone.
- 4 **Tail Strike!** The dragon sweeps its spiked tail at its victims. Everyone within 6 meters takes 2D8 bludgeoning damage and is knocked down.
- 5 **Dragon Bite!** The beast opens its great jaws and bites a victim with terrifying speed. The attack inflicts 4D10 slashing damage.
- 6 **Fire Breath!** The dragon towers over the player characters in all its splendor before unleashing a devastating storm of fire from its mouth. The fire forms a cone that is 10 meters long and whose width at any given point equals the distance from the dragon’s mouth. Anyone hit by the flames suffers 3D10 fire damage. Armor has no effect.



ANCIENT DRAGON

“No, the old dragons are not capricious. It may seem that way, but that’s only because you don’t understand their motives and what they are reacting to.”

– EULINA STOLTENDAL, DRAGON SCHOLAR

It is very hard to say how many dragons remain from the oldest times, who lived in the days of the Dragon Empire and fought in the great demon wars. By their own account, they can lie dormant for hundreds of years, slumbering on their mountains of treasure, which means they are very rarely seen. What is more, they tend to move further and further into the wilderness as they get older – away from people who disturb their hunting grounds, away from the arrows of bothersome heroes. But an educated guess tells me that there may be between five and ten of them, including the legendary Arknarath and Nielfrung. These oldest of dragons rarely attack halflings, humans, and other civilized kin, perhaps because they view us as subjects or as their (inferior) equals. They are wise beyond our comprehension; they have power over language and therefore over the world; they are immensely strong and virtually invulnerable. As indicated above, they can be talked to, but know that you risk catching the dragon on a bad day – which often ends in disaster.

ADVENTURE SEED

The world is on the brink of total war. The demon prince Beliel is gathering his armies in the south, and all the peoples of the world must unite to resist the coming onslaught. But there may be a path to peace; perhaps Beliel can be defeated and driven off before the war breaks out? According to the elven elders, there is a creature that once

defeated Beliel and banished him to the demonic realm for hundreds of years: the dragon Nielfrung. The player characters are sent to Nielfrung’s cave, on the edge of a lava lake deep in the bedrock, carrying priceless gifts to trade for information on how to banish Beliel again. But there are of course forces that do not want the expedition to succeed, so the journey underground is lined with demon cultists and increasingly powerful demons. Not to mention brigands who have caught wind of the riches they carry. Will the characters make it to Nielfrung’s cave, and if so, will they be able to convince the ancient dragon to join the fight against the demon prince?

MONSTER ATTACKS

D6 ATTACK

- 1 **Dragon Roar!** The dragon opens its mouth and lets out a chilling roar. Everyone within 30 meters becomes Scared and suffers a fear attack.
- 2 **Claw Attack!** The dragon sweeps its claws at two opponents within 6 meters of each other, who take 3D10 slashing damage each.
- 3 **Dragon Storm!** The dragon flaps its great wings and creates a storm that affects everyone within 20 meters. Any loose objects and creatures of up to Normal size in the whirlwind are hurled 3D6 meters, take the same amount of bludgeoning damage, and land prone.
- 4 **Crushing Tail!** The dragon sweeps its huge, spiked tail at its victims. All player characters within 8 meters take 2D10 bludgeoning damage and are knocked down.
- 5 **Dragon Bite!** The beast opens its great jaws and bites a victim with terrifying speed. The attack inflicts 5D10 slashing damage.
- 6 **Inferno!** Towering over its opponents, the dragon takes a deep breath and unleashes a blazing inferno from its cavernous maw. The fire forms a cone 20 meters long whose width at any given point is equal to the distance from the dragon’s jaws. All player characters hit by the flames take 4D10 fire damage. Armor has no effect.

Ferocity: 2 **Size:** Huge

Movement: 20 **Armor:** 8 **HP:** 108

Wings: The mighty wings of the dragon allow it to move freely through the air. The wings also create powerful winds around the monster, preventing any other flying creatures from approaching the ancient dragon in flight.



LINDWORM

"Lindworms and sea serpents evolved from degenerate dragons, period! Anyone who claims otherwise should be labeled a fool rather than a monster expert."

— ARDELIA OF HARMAN, CHARLATAN

I thought long and hard about whether to include the lindworm in this chapter or in the one on beasts. It ended up here, because although the creature in question is not technically a dragon, I want to emphasize the theory that I myself favor (unlike most of my colleagues, including Virdal who is adamant on this point): that lindworms are what is left of the earliest ancestors of the dragon species. In terms of behavior and temperament, they have much in common with young dragons – they are predators whose lives consist of eating, sleeping, and growing. But there are major physiological differences: they are less intelligent and cannot breathe fire or fly. They do not collect treasure either, but for fortune hunters it can still be worthwhile to raid their nests. Their underground lairs always consist of a central chamber from which a number of winding passages lead up to the surface. This is where they drag their victims to eat in peace, which means that the victims' packs and belongings can often be found in some corner.

RANDOM ENCOUNTER

A lindworm has traveled the same path as the player characters just a few hours earlier. Tracks left by its powerful body indicate that it is a beast of enormous size. The remains of a bear are found by the wayside. The player characters can choose to follow the trail to the monster's lair, if they dare...

Ferocity: 2 **Size:** Large

Movement: 18 **Armor:** 6 **HP:** 64

Drawn to Glitter: If the lindworm sees a person wearing something shiny or glittery (e.g. metal armor or a handheld mirror), the beast will immediately attack them.

ADVENTURE SEED

The fishermen and log drivers at Lake Glintwater are starving. A huge creature has built a nest on an island in the middle of the lake, and from there it attacks anything that moves on the water. The player characters are promised a handsome reward if they kill or drive away the monster. There are many passages into the lindworm's nest, both on land and underwater, and many small holes where she can catch unwary adventurers. Will the characters venture into the darkness, or can they devise a cunning plan to lure the monster out of its lair?

MONSTER ATTACKS

D6 ATTACK

- 1 **Hissing Roar!** The lindworm lets out a terrifying, hissing roar. Everyone within 10 meters suffers a fear attack.
- 2 **Claw Attack!** With its claws, the beast rakes two opponents within 2 meters of each other. Each victim takes 2D8 slashing damage.
- 3 **Dorsal Spikes!** The creature rolls over all opponents within 6 meters. The victims take 2D4 slashing damage from the spikes on the monster's back and are knocked down.
- 4 **Deadly Embrace!** The beast wraps itself around an opponent and tries to squeeze the life out of them. The attack inflicts 2D8 bludgeoning damage and the same amount whenever it is the victim's turn. The victim cannot move or perform actions that require movement, except trying to break free, which requires a STR roll with a bane. Others can help.
- 5 **Ravenous Bite!** The lindworm opens its mouth and lunges at a victim to take a big bite. The attack deals 3D8 slashing damage but can be parried.
- 6 **Devouring Attack!** The beast swallows an opponent whole, inflicting 2D6 bludgeoning damage. The victim can keep attacking the lindworm from within, where it has no armor rating. But for each round spent in the beast's belly, the victim takes D6 damage on their turn (armor has no effect). The victim gets out once the lindworm is dead.







DEMONS

Most of what I know about demons comes from the ancient Codex Chaosium – an accursed tome that can only be read by the light of a dying moon. Even though I carefully followed all safety precautions when I had the chance to study the text a decade ago, I was in a state of panic the entire time, trembling with fear, cold sweat pouring down my back. Without the moral support of Brasimor and Virdal, I am convinced the book would have consumed both my body and mind.

The Codex Chaosium describes what we mortals know as the demonic realm, a plane of existence whose laws of nature are so alien that nothing good and holy could survive there. Among burning plains, boiling seas, bubbling lava lakes, and mountains lashed by corrosive rain, dwell the infinite variety of embodied chaos we call demons. From what I understand, they spontaneously arise from the “natural” environment of this infernal place and are not even particularly fond of their home world. In fact, they seem to take every opportunity to leave for other worlds, including ours. Their journey here passes through rifts in the fabric of creation – rifts that are sometimes accidental, and sometimes deliberately created by foolish mages who think they can control the ungovernable forces of the demonic realm.

According to the Codex Chaosium and all other sources available to me, there is one thing all demons have in common. They may be as large as dragons, they may take the form of plagues or storms, they may use magic or wield mighty weapons, but whatever their size and nature, they live to sunder and destroy, to overthrow all that is orderly and tear apart all things structured. This is likely what attracts cultists to follow and even worship demons – they too dream of rebelling against traditions, power structures, or something as simple as the hierarchy of a magical academy.

BLOOD DEMON

"When the bodies started turning up, the village erupted into chaos. Neighbors suspected each other; several innocent people were executed, but the murders continued. Many fled. Everyone who remained was killed, one by one. Except me. I wonder why..."

– FILIMON AMSEL, ABBOT

This vile monstrosity goes by two names: blood demon or *onaqui*. I prefer the former, which refers to the creature's thirst for blood – something that long led scholars to think of it as a kind of arch-vampire rather than a demon. The name *onaqui* stems from the oldest times, when the creatures served as scouts and advance units for the vast armies of the demonic realm; the name presumably alludes to the sound of their dreadful roar. Although the vampire theory has long since been disproved, there may be reason to consider the idea of a kinship between them. According to several accounts, both old and new, the blood demon does not only drink blood but feasts on the hearts of vanquished foes, preferably just as they stop beating. Could blood demons be the original source of vampirism?

Ferocity: 2 **Size:** Large

Movement: 14 **Armor:** 2 **HP:** 48

Undead Minions: A blood demon can raise D6 living dead (page 110) per day if corpses are available. These are fully controlled by the *onaqui* and obey its every command. At sunrise they drop dead to the ground, but the blood demon can always reanimate them again.

Resistance: *Onaquis* take half damage from non-magical weapons, except those made of jade.

Strong Heartbeat: The monster's heart beats so loudly that any AWARENESS roll to detect it is made with a boon.

Wings: The blood demon's wings allow it to move freely through the air.

RANDOM ENCOUNTER

One night when the player characters have set up camp, they hear screaming not far from the campsite. Then they see a shadow pass across the bright moon – a huge bat-like monstrosity that clumsily disappears into the night. If the adventurers investigate what happened, they find the corpses of two hunters. Their hearts have been ripped out and their bodies drained of blood. The lack of blood on the ground leads the characters to a hair-raising conclusion: the monster that killed these unfortunate souls also drank their blood.

MONSTER ATTACKS

D6 ATTACK

- 1 **Bloodthirst!** The blood demon takes firm hold of an opponent and drinks their blood. The victim takes D6 piercing damage (armor has no effect), loses D6 WP, and becomes Dazed.
- 2 **Terrifying Roar!** The *onaqui* gathers all its strength and looms over its opponents, raising its arms to the sky and letting out a terrifying roar that can be heard far and wide. Everyone within 20 meters suffers a fear attack.
- 3 **Venomous Claws!** The monster lunges at an opponent within 10 meters, knocking them down and raking them with its sharp, venomous claws. The attack inflicts 2D6 slashing damage. A victim who takes damage is also injected with a paralyzing poison with potency 12.
- 4 **Deafening Scream!** The blood demon screams at its opponents at a pitch so high it is barely audible, but strong enough to burst their eardrums. The attack affects everyone within a 10-meter cone. The victims take 2D8 damage (armor has no effect) and become Dazed.
- 5 **Long Drop!** The *onaqui* grabs a victim with its claws and leaps into the air. Unless they dodge, the victim is lifted D6+3 meters into the sky. On its next turn, the demon lets go (instead of another monster attack) and the victim drops to the ground, taking damage from the fall.
- 6 **Boiling Blood!** The blood demon casts a demonic curse on an opponent within 10 meters, whose blood begins to boil. The victim takes 2D10 damage (armor has no effect) and suffers a fear attack, with a bane on the WIL roll.



ADVENTURE SEED

After an encounter with demons or demon cultists, the player characters happen to arouse the curiosity of a demon named Gahanz. She orders her servant, the blood demon Tizinican, to follow them and report on their activities and capabilities. This goes on for quite some time, and Tizinican inevitably causes some chaos and destruction along the way – not least the trail of

bloodless corpses with torn-out hearts left in the characters' wake, which soon starts attracting the attention of those around them. Once the characters realize they are being followed and become more vigilant, they may find traces of the blood demon here and there; they may even catch a glimpse of its hideous form. The adventurers must set some kind of trap to get rid of their unwanted traveling companion.

CHAOS DEMON

“Can chaos demons possess ordinary people? I could swear Leric, our youngest, is being controlled by demonic forces. You... you wouldn’t know anyone who could help us banish the damn thing?”

– SOLIA MOREL, PORCELAIN MERCHANT

Endowed with wings and armed with black, life-leeching runic swords, chaos demons are the epitome of demonic invaders. These creatures formed the backbone of the ancient demon armies, and they are a scourge whenever they intrude into our world. They live to create chaos, to upset any kind of order, to tear down any kind of structure. Paradoxically, we may well have the chaos demons to thank for the favorable outcome of the wars. If they had been capable of submitting to the will of demon princes and fire demons, if they had not resisted any attempt at coordinated strategy, the dragons and their knights would likely never have stood a chance against the enemy’s onslaught.

RANDOM ENCOUNTER

The player characters find an old battlefield where the ground is black and the vegetation withered. The only thing that moves is a winged monster brandishing a black longsword in triumph over its fallen foes – a group of elves, dwarves, and wolfskin who died trying to neutralize the demonic threat. Realizing that it is not alone, the chaos demon turns its attention to the adventurers. More lives to destroy!

Ferocity: 2 **Size:** Normal

Movement: 12 **Armor:** 2 **HP:** 36

Corrosive Blood: If a chaos demon takes piercing or slashing damage, everyone within 2 meters takes D3 damage. If the victim is wearing armor, its armor rating is permanently reduced instead. It is possible to dodge the blood spatter.

Unnatural Aura: The demon emits an aura that causes all vegetation within 10 meters to wither.

Wings: The creature’s wings allow it to travel clumsily through the air.

ADVENTURE SEED

In the city of Sankhara, gladiators fight for their lives in front of cheering crowds. One of the greatest fighters is a mysterious winged creature dressed in full armor and armed with a black runic sword. It is a chaos demon summoned and bound by the mage Armarand; the demon wants nothing more than to win its freedom, but its master’s shackles are too strong. However, there are others who would like to gain control of the chaos demon – Aknator, owner of the city’s largest stable of gladiators, offers the player characters a princely sum if they can steal the demon from the mage. Adventurers who discover the truth behind the demonic gladiator’s great helm can also try to PURGE the creature but can then expect that both Armarand and Aknator will try to stop them.

MONSTER ATTACKS

D6 ATTACK

- 1 **Runic Sword!** The chaos demon swings wildly with its black runic sword. The attack inflicts 2D8 slashing damage and drains D6 WP from the victim.
- 2 **Horn Attack!** The monster thrusts its razor-sharp horns into an opponent. The victim takes 2D10 piercing damage and loses their turn in the round (if it has not already passed).
- 3 **Threatening Hiss!** The demon opens its mouth and hisses horrible threats in an ancient, terrifying tongue. All opponents within 10 meters suffer a fear attack.
- 4 **Scorpion Sting!** The chaos demon raises its scorpion-like tail and delivers a swift sting to its victim. The attack inflicts D12 piercing damage, and a victim who sustains at least 1 point of damage is also injected with a paralyzing poison with potency 15. The attack can be parried.
- 5 **Unseen Force!** The demon points its hand at an opponent within 10 meters. The victim is pushed back 2D6 meters, takes the same amount of bludgeoning damage, and lands prone.
- 6 **Acid Spit!** The demon spits a mouthful of acid at an opponent within 10 meters. The attack deals 2D6 damage on impact and D6 damage the next round unless the victim uses an action to wipe off the acid.



FIRE DEMON

"I didn't set fire to no barn! I'm innocent and that's the truth. It was one of them fire demons that did it, I swear!"

– FLATULDUR KNOLT, GUILTY AS CHARGED

If the disorganized hordes of the demonic realm can be said to have any commanders at all, it is the fire demons. Although they are hardly well-coordinated amongst themselves, their size and fiery authority cause many lesser demons to follow their example, on the battlefield as well as in other contexts. Those that are invited to our world, or somehow find their own way here, are inevitably drawn to volcanoes and other powerful heat sources, as some blacksmiths have experienced when the forge burns particularly hot. And if they cannot find a heat source intense enough, they do not mind creating one themselves. On the contrary, they seem to love spreading their flames, often resulting in calamitous forest fires, scorched fields, and burned-down villages.

Ferocity: 2 **Size:** Large

Movement: 18 **Armor:** — **HP:** 64

Scorching Body: Anyone who touches the scorching body of a fire demon immediately takes D6 damage (armor has no effect). The extreme heat also gives all opponents a bane on melee attacks against the demon.

Immunity: Fire demons are immune to fire damage.

Vulnerability: Fire demons are vulnerable to water and take double damage from all water-based magic. A bucket of water thrown at a fire demon inflicts D10 damage, a tankard of ale or jug of wine deals D8 damage, and a gob of spit deals 1 point of damage. Use the **BRAWLING** skill to determine whether such attacks hit.

RANDOM ENCOUNTER

Suddenly a wall of fire comes sweeping towards the player characters. Animals of all kinds rush in front of the fire to get away, and the adventurers must make an **AGL** roll to avoid getting caught in the stampede and knocked down. The fire wave dies down just before it reaches the characters and reveals a huge fire demon walking in its wake. It looks around contentedly and for a moment it stops to look at the characters. Unless they act, the demon will continue its journey up the mountain, with predictable consequences for its surroundings.

MONSTER ATTACKS

D6 ATTACK

- 1 **Sweeping Staff!** The fire demon sweeps its long, red-hot iron staff at all opponents within 2 meters, inflicting 2D6 bludgeoning damage, and a further D6 damage from the hot iron (armor has no effect). The victims are also knocked down.
- 2 **Imps!** The demon summons a swarm of burning imps that fly around taunting their opponents with vile insults. Everyone within 10 meters becomes Angry.
- 3 **Flaming Flail!** The monster swings its flail at an opponent. The attack inflicts 2D8 bludgeoning damage, and a further D8 fire damage (armor has no effect). The victim also becomes Dazed.
- 4 **Fire Whirl!** The creature swings its flail in a circle above its head, over and over, creating a fire whirl that affects everyone within 4 meters. The victims take 2D8 fire damage (armor has no effect) and are knocked down.
- 5 **Crushing Kick!** The fire demon delivers a surprise kick to an opponent. The victim is flung back 2D6 meters, takes the same amount of bludgeoning damage, and is knocked down.
- 6 **Fire Breath!** The demon spews a stream of fire in a cone 10 meters long, whose width at any given point is equal to the distance from the demon. Anyone hit by the flames takes 2D10 fire damage. Armor has no effect.



ADVENTURE SEED

The mining queen Hildebrand seeks adventurers who can help rid her mines of a monster lurking in the tunnels, whose presence has brought the entire mining operation to a halt. She claims it is a young, fire-breathing chimera – a monster that escaped from a mage’s menagerie and found its way into her domain. But this is a lie. The monster is a fire demon that the dwarves themselves have summoned and bound to service in the forges. It has

now broken free and is looking for a way back to its own world, to gather allies for a large-scale revenge attack against all dwarvenkind. Once the player characters have dealt with the demon, there are more mysteries to unravel. How could the dwarves conjure such a dangerous demon? Who gave them the knowledge to perform the ritual? Where is the portal through which the demon was summoned, and how can it be closed before he returns with his allies?

GOLEM

"There's a golem at the entrance to the Valley of Tombs; it turns its head if anyone comes near. There are probably riches to be found in the old tombs, but no one dares to go and get them."

– GINA MERRYQUIST, BREWER

Demons are not the only beings that can be summoned from the chaos of the demonic realm. It is also home to numerous disembodied spirits, dancing in seas of fire and acid rain. Skilled mages with access to ancient rituals (several of which are actually described in the Codex Chaosium) can summon such demonic ghosts and bind them to matter in our own world. Thus, a golem is formed – a creature made from clay and stone according to the creator's wishes, whose eyes burn with the fire of the tethered spirit. Once bound, the golem obeys its creator's commands without question. They are mostly used as bodyguards, as sentries guarding a certain location, or as workers doing heavy, repetitive labor. When the creator dies, the creature continues its work until the end of time.

RANDOM ENCOUNTER

The player characters see a strange figure on a hilltop, looking out over the land. It is a golem that was placed there hundreds of years ago to watch over a magical fountain; whoever looks into the water of the fountain can speak to the creature's creator, now dead for many years. The creature refuses to let anyone near the fountain.

Ferocity: 2 **Size:** Large

Movement: 8 **Armor:** 6 **HP:** 64

Explosive: When a golem is reduced to zero HP, the magic that sustains it is released in the form of an explosion. Everyone within 4 meters takes 2D6 bludgeoning damage.

Resistance: Takes half damage from piercing and slashing weapons.

Rock Hard: Since a golem is made of stone or clay, it has no internal organs or blood. Therefore, rolling a dragon has no effect when attacking the creature.

ADVENTURE SEED

The player characters are hired by a mage to retrieve a mysterious statue found in a temple ruin from the oldest times. It is a rather shapeless depiction of a human, or perhaps a giant, and must be transported by horse and cart. The statue is a golem that was rendered inactive when the archmage whose life it was assigned to guard suddenly passed away; the characters' quest giver idolizes the dead mage and hopes to reactivate his rocky bodyguard. The only problem is that one of the quest giver's old school mates, now their archenemy, has had the same idea. At some point during the journey, the characters are attacked by the archenemy and their hired goblins in an attempt to steal the sleeping bodyguard. In the ensuing fight, a thunderbolt hits the statue and brings it back to life. What will the groggy golem do? Will it quickly choose a new person to protect, and if so, whom – a player character or their enemy?

MONSTER ATTACKS

D6 ATTACK

- 1 **Wild Flurry!** The golem flails its long, powerful arms in all directions, hitting everyone within 2 meters. The attack inflicts 2D6 bludgeoning damage and knocks the victims down.
- 2 **Hard Head!** The creature grabs an opponent and slams its rock-hard head into the victim's face. The attack deals 2D10 bludgeoning damage and leaves the victim Dazed.
- 3 **Stone Throw!** The monster digs its fists in the ground and pulls up a rock, which it throws at an opponent within 10 meters. The victim takes 2D8 bludgeoning damage.
- 4 **Thunderclap!** The monster smashes its enormous fists together and produces a sharp thunderclap. Everyone within 10 meters takes D6 damage (armor has no effect) and becomes Dazed.
- 5 **Power Punch!** The golem swings its massive fists at an opponent. The victim takes 3D6 bludgeoning damage and is knocked down.
- 6 **Earthquake!** The golem stomps the ground hard with one of its large feet, causing a minor earthquake. The ground shakes and everyone within 10 meters takes D10 damage (armor has no effect), is knocked to the ground, and loses their turn in the round (if it has not already passed).



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GUARDIAN DEMON

"I managed to free him, but he was already ruined for life – tortured with fire, acid, and blades by those wretched guardians. I beheaded them all!"

– MORA NIGHTBLADE, CHAMPION

Whenever a portal opens between the demonic world and our own, the guardian demons are always there. They thrive on chaos just like any other demon, but are clearly less restless in temperament, as they usually remain in the place they have been assigned to guard. The Codex Chaosium offers no information on these creatures, but since other sources describe guardian demons as particularly vulnerable to the aggression of other (greater) demons, it may well be that they simply do not dare to leave their post. This in turn could explain why they are so brutally hard on each other and on the inhabitants of our world. I pity the halfling, malleard, or human who ends up in a prison camp guarded by guardian demons...

RANDOM ENCOUNTER

A bolt of lightning strikes a nearby hilltop, followed closely by a deep rumble of thunder. If the player characters investigate the smoke-filled site, they find a destroyed stone portal, and a successful MYTHS & LEGENDS roll reveals that it probably once led to the demonic realm. Suddenly two guardian demons emerge from the smoke, confused but determined to defend the portal, whether it is open or not. Who destroyed the portal will remain a mystery.

ADVENTURE SEED

Panic reigns in Barrowsby and the villagers are fleeing for their lives. A portal to the barren lands of the demons has opened in the village graveyard and is now guarded by a handful of guardian demons. No one knows who opened it, and no one cares to stay around and see what happens next. If the portal is left alone, the guardian demons will establish a demonic outpost in Barrowsby and use it to transport demons to and from our world on nefarious missions. The player characters must enter the village, close the portal, and defeat the guardian demons. The best way to close the portal is to break the magic circle that powers it, which is reluctantly maintained by the mage Zerzey who is trapped there after a magical mishap. Zerzey does not have the power to close the portal on his own, but if someone takes his hand and grants him additional courage and power, he can break the spell.

Ferocity: 1 **Size:** Normal

Movement: 14 **Armor:** 2 **HP:** 28

Keen Sense of Smell: These guardians have a very keen sense of smell, which gives opponents a bane on SNEAKING rolls to get past them.

Coordinated: Guardian demons are constantly trained to fight together. Because of this, guardian demons may pick any initiative card they want (before any cards are drawn) instead of drawing randomly, as long as they do not fight alone.

MONSTER ATTACKS

D6 ATTACK

- 1 **Spear Sweep!** The guardian demon sweeps its long iron spear to knock an opponent's legs out from under them. The victim is knocked down and becomes Dazed.
- 2 **Shield Bash!** The monster bashes an opponent with its large shield. The spikes on the shield inflict 2D8 piercing damage, and the victim is knocked down.
- 3 **Paralyzing Spear Thrust!** The demon thrusts its iron spear at an opponent. The attack inflicts 2D10 piercing damage and injects the victim with a paralyzing poison with potency 12.
- 4 **Impaling Horns!** The demon impales an opponent with its horns. The victim takes 2D10 piercing damage.
- 5 **Entangling Rope!** The demon pulls a rope with small weights from its belt and throws it at an opponent within 10 meters. The rope entangles the legs of the victim, who trips and falls. The victim is unable to move or perform actions that require movement, except trying to break free, which counts as an action and requires an AGL roll with a bane. Others can help.
- 6 **Teleportation!** The guardian demon sticks its iron spear into the ground and teleports to any location within 20 meters. The sudden movement does not trigger a free attack.



SHADOW DEMON

“My friend Filivandel was attacked by a shadow demon after losing his beloved. He asked us to leave him alone, and it got him killed; by the time we realized what was happening, it was already too late...”

– TORUN BROADAXE, MERCENARY

Shadow demons are another example of incorporeal demonic entities. It is a fiend that haunts our dreams and thoughts, corrupting our minds in order to bring us to our knees. It is always searching for cracks in the fabric that separates our worlds. Great sorrow, tragic fates, magical mishaps, terror and pain – all of it can open rifts large enough for shadow demons to slip through. Once here, they assault our minds, destroying and diminishing our thoughts, making us doubt ourselves, our friends, and all that is good. According to the Codex Chaosium, they literally feed on this; to them our misery and anguish are like the sweetest and most nutritious honey. No wonder they do everything in their power to cast us into the deep well of despair.

RANDOM ENCOUNTER

The player characters set up camp at an ancient ruin. The stones are hundreds of years old and if anyone examines them, a successful MYTHS & LEGENDS roll reveals that this must have been a stone circle used for magical rituals. During the night, the adventurers are haunted by nightmares of a monster made of darkness tearing at the

Ferocity: 2 **Size:** Large

Movement: 12 **Armor:** — **HP:** 54

Immunity: The shadow demon has no solid form and is immune to non-magical damage.

Vulnerability: In direct sunlight, the shadow demon takes D6 damage per stretch. Cloud cover is enough to negate the effect.

Mind Reading: The monster can read the surface thoughts of creatures it touches, for example in combat.

fabric of the world. Tonight their sleep does not count as rest, and the characters better resume their journey without delay.

MONSTER ATTACKS

D6 ATTACK

- 1 **Anxiety Attack!** The shadow demon extends its impossibly long arms towards an opponent within 6 meters, grabbing them firmly and staring with burning eyes into their soul. The unfortunate victim is struck by deep existential dread, becomes both Scared and Disheartened, and suffers a fear attack.
- 2 **Psychic Bite!** The monster opens its huge mouth and bites an opponent who loses 2D6 WP. The victim is also blinded and must act as if in total darkness. Roll D4 at the start of each shift; rolling a 1 cancels the effect.
- 3 **Dark Embrace!** The demon's pitch-black form embraces an opponent and plunges them into total darkness. The chill of solitude paralyzes the victim, who suffers a fear attack and becomes cold as per the rules on page 54 in the Rulebook.
- 4 **Doubt!** The shadow demon whispers derogatory remarks that are heard by all opponents within 10 meters. The victims are suddenly struck by doubt and become Disheartened. Anyone who is already Disheartened must choose another condition.
- 5 **Command!** The demon points imperiously at an opponent within 20 meters and commands them to obey. The victim must make a WIL roll with a bane or immediately perform a movement and an action (must not require WP) determined by the demon (GM). The victim also loses its turn in the round, if it has not already passed.
- 6 **Visions of Stars!** The monster grows huge and covers the sky above its opponents in demonic darkness, where stars live and die in just a few seconds. Everyone within 10 meters loses D6 WP and must roll WIL with a bane to resist fear. Anyone who fails also loses their turn in the round (if it has not already passed).



ADVENTURE SEED

Archmage Gabril of Berg has fallen into a deep slumber and cannot be awakened, no matter how hard her friends and servants try. She tosses and turns in her sleep, whispering blood-curdling chants about monsters and stars and indescribable gods. The player characters must help Gabril's friends identify the cause of her condition, and as they explore the Archmage's

tower, they find evidence of a failed magical ritual. They soon realize that something has come from the demonic realm, and that this is what is haunting Gabril. The culprit is a shadow demon hiding in the darkest corners of the tower, emerging at nightfall to feed on its victim's suffering. Only by banishing the demon can the Archmage's life be saved.

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Oh, will no good deed go unpunished? I suppose time will tell, but right now things are looking bleak indeed. I have wandered, ridden, climbed, crawled, and swum all over this earth; I have spoken with all manners of creatures, observed, analyzed, and recorded almost everything worth knowing about the people and beings of the world. And yet here I am, unthanked and crouched in a godforsaken crevice, hunted by several of the creatures that I've graciously included in my catalog. How astoundingly rude!

– THEODORA SNEEZEWORD, ONE OF A KIND

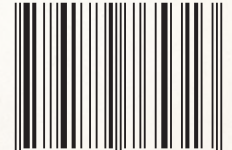
From cat people to chimeras, fairies to frog people, hippogriffs to hydras, and much more – this Bestiary for the *Dragonbane* roleplaying game includes no less than 63 wondrous creatures for the player characters to encounter. Each of them is brought to life in text and art, as well as a random encounter and a seed for a complete adventure. Among these fantastic beings, there are nine new playable kin, each with their own unique ability. This full-color hardcover book is gloriously illustrated by Johan Egerkrans and David Braggalla.



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