

DUNGEON FANTASY
POWERED BY CURPS

HALL OF JUDGMENT

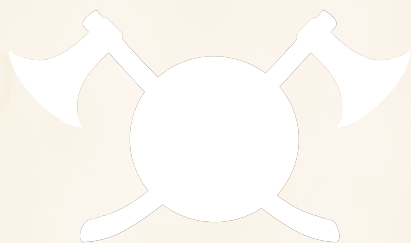
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BY DOUGLAS H. COLE





HALL OF JUDGMENT



— AFRAPUUT 18A —





HALL OF JUDGMENT

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HALL OF JUDGMENT

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HALL OF JUDGMENT would not exist in its current form without the generosity of the following contributors:

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NORÐLOND GLOSSARY

The glossary gives Norðlond terms used in Hall of Judgment, their pronunciation, and a brief description of the word or phrase's meaning.

Term	Pronunciation	Notes
<i>Alf</i>	AHLF	A generic term for faerie in Norðlond
<i>Alfar</i>	AHLF-ahr	Plural of alf
<i>Alþingi</i>	AHL-ting-yay	Town council meeting
<i>Ána Rottur</i>	AHL-nah Roh-tyr	River rat; those that ply the waters between Isfjall and the rest of Norðlond seeking riches through commerce
<i>Braeðralag</i>	BREYE-dthra-lach	Brotherhood. The loose organization of Torengur who worship a common Aesir in a settlement
<i>Dánarhátið</i>	DAHL-nar-hal-tidth	The Valor Festival, held in late fall/early winter
<i>Eðlafolk</i>	EYE-dth-la-folk	Lizard folk; servitors and warriors for the true dragons
<i>Einmannafjall</i>	AYN-mahn-nah-fyath	Lonely mountain
<i>Firkinbarn</i>	FYEER-kehn-barn	"Child firkin," a barrel of liquid with roughly seven gallons capacity
<i>Gangaeðla</i>	GONG-eyedth-lah	Lesser dragonkin; "leg-lizards." Kobolds.
<i>Gestur</i>	GUESS-tur	Guest, visitor, or tourist
<i>Guðrun</i>	GUDTH-ruun	God's secret lore; messages and commandments from the Norðlond gods
<i>Hafura</i>	HAH-vur-ah	Tall Pine forest. Oddly enough, also "goat"
<i>Hrogn</i>	HROH-ken	Spawn; used for small demons and the manifestations or creations of certain undead
<i>Hulder</i>	HUHL-duhr	A beautiful faerie with subtle animal features, such as a cow's tail or furry legs, and often an opening on her back the consistency of bark.
<i>Huskarls</i>	HOOS-kar-uhls	The pledged military retainers of a jarl. Not necessarily always warriors (they may be spellcasters)
<i>Idunite</i>	IH-doon-ite	The clerics of the Goddess of Renewal are sometimes referred to as Idunite priests
<i>Isfjall</i>	EYEZ-fyath	Ice Mountain. A town in the northwest corner of Norðlond
<i>Jarl</i>	YARL	The chiefs of Norðlond; more broadly, a generic term for the noble class, or "folks in charge."
<i>Jökull</i>	YER-kull	Literally "glacier." Refers to those that stay in Isfjall year round.
<i>Karl</i>	KAHRL	The bulk of the Norðlond people, neither chiefs (jarls) nor slaves (thralls). Indicates a free yeoman, landowner, or equivalent
<i>Krabbari</i>	KRA-ba-ree	A crab-like demon with giant pincer claws. It appears in this glossary for no particular reason. Really.
<i>Lögfræðingur</i>	LUGH-fra-dthing-uhr	The Law Bringer. A powerful enchanted sword.
<i>Logiheimli</i>	LOW-yi-haym-lee	Law Home. A fortified town, lying in ruins for over 500 years.
<i>Muspelheim</i>	MUHS-pell-haym	The realm of fire, home of demons

Term	Pronunciation	Notes
<i>Mylja Ormur</i>	MEEL-ya Orm-uhr	Crushing worm. A writhing, poisonous degenerate dragonspawn
<i>Norðalf</i>	NORDTH-ahlf	A small, capricious, malicious faerie found in Norðlond, especially near the Frostharrow
<i>Norðlond</i>	NORDTH-lund	The barbarian lands in the far north of the continent.
<i>Seax</i>	SAY-acks	A term used for a long, single-edged knife or a short single-edged sword. The Norðlanders don't much distinguish.
<i>Sérstakt Konar Heimskur</i>	SEE-ehrr-staht CONE-ahr HAYM-skoor	"A special kind of stupid." In Isfjall, used nearly exclusively for those that wander alone in the wilds near the Frostharrow.
<i>Slátrun</i>	SLAU-troon	Slaughter. The annual meat harvest of domestic animals, held in October.
<i>Snjófugl</i>	SNYOH-vigk	"Snow-bird." A nickname given to those who live in Isfjall only during the summer, and "fly home" to warmer weather in winter. Only the rich can afford this.
<i>Stóralfar</i>	STOHR-ahlf-ahr	"Large" or "Big" faerie. Man-sized alfar.
<i>Svartalfheim</i>	SVAHRT-ahlf-haym	Dark elf home. The spirit realm of faerie pocket dimensions
<i>Thegn</i>	THAYNE	A particularly well-respected or wealthy karl. The word conveys a sense of personal power and influence and is a descriptor, rather than a title.
<i>Thurs</i>	THURZ	A large faerie, related to trolls
<i>Úlfjarl</i>	UHLF-yarl	Wolf-lord. A Norðlond term for dire wolves
<i>Vaettr</i>	VIE-tyrr	Literally "spirits." The undead corpse of a fallen, angry warrior refused entry into the afterlife and very bitter about the whole thing
<i>Vaettrhrogn</i>	VIE-tyrr-hroh-ken	Spirit-spawn. A type of zombie formed when a vaettr kills a foe
<i>Vaknatré</i>	VAHK-nah-tray	Awakened trees. Also here for no particular reason.
<i>Vatnvikur</i>	VAHT-ehn-vik-uhr	Water week. A barrel holding seven gallons of water, enough for one active person for one week.
<i>Veiddarlond</i>	VAY-tahr-lund	The Hunted Lands. A region in Norðlond that is overrun with faerie
<i>Vesturham</i>	VEST-uhr-hahm	The mountain range that forms the western border of Norðlond. The northern reaches of the Vesturham range are towering peaks, home to faerie, called The Frostharrow
<i>Viðskipti</i>	VIDTH-skip-tee	Bronze blades used to barter for one's life if caught by faerie alone. A taboo subject.
<i>Weregild</i>	VEHR-yeld	Payment to an injured party as redress for a crime or slight
<i>Wodenheim</i>	WOH-dinh-haym	A town on the east shore of Lake Odin
<i>Ýlir</i>	EEE-lihr	The name of the Allfather's Hunt, a festival and bonfire ending with the Winter Solstice





FOREWORD

by Sean Punch

I'm the designer of the **DUNGEON FANTASY ROLEPLAYING GAME**, so it should come as no surprise that when the game got the green light on January 18, 2016, I was thrilled! Steve Jackson Games kept the project largely under wraps at first. Still, we knew we'd need our loyal freelancers onside to create supporting content, so we let them in on the secret almost at once.

The first author to express an interest in boosting the signal—within the week, in fact—was Douglas Cole, mastermind of Gaming Ballistic. He proposed interviewing SJ Games staff about the game on Gaming Ballistic's "Firing Squad." We agreed, and Doug interviewed CEO Phil Reed on August 31, 2016, and Yours Truly on September 7, 2016.

Doug also put his money where his mouth was, backing the **DUNGEON FANTASY ROLEPLAYING GAME** Kickstarter at the "Private Game Session at Gen Con 2017" level. That was the opposite of cheap—especially because it meant Doug had to travel to and attend Gen Con in August 2017. There, he and I discussed the possibility of future support for the game, but SJ Games wanted to see how the game did before committing to anything.

Doug remained a high-profile supporter as summer became autumn became winter. Then in January 2018, discussion began in earnest between SJ Games and Gaming Ballistic: Doug proposed adapting **LOST HALL OF TYR** as **HALL OF JUDGMENT**, a licensed mini-setting and scenario for the **DUNGEON FANTASY ROLEPLAYING GAME**.

At SJ Games, we don't issue many third-party licenses for our games because we have exacting standards. We agree to partnerships only with people we know and trust. As it happens, Doug was known to us as a longtime playtester, as a regular contributor to our 'zine, Pyramid, and as the author of **GURPS MARTIAL ARTS: TECHNICAL GRAPPLING**. He earned our trust by doing a great job, being on time and organized, and always keeping us posted on the progress of his projects.

Thus, when the people who make decisions asked those who work on games, "Is this a risk worth taking?", our answer was, "Yes!" That didn't settle the question, but it improved already-good odds: We owed Doug for all the support he had given us over the years—in particular for being one of the loudest unpaid voices promoting the **DUNGEON FANTASY ROLEPLAYING GAME**—and we knew he was someone who could deliver.

Which brings us to where we are today: **HALL OF JUDGMENT**, designed by Douglas H. Cole and crowdfunded by you. And by backing this project, you've done something else: You've sent a message to SJ Games that there are lots of gamers willing to buy third-party content for the **DUNGEON FANTASY ROLEPLAYING GAME**.

So what does that actually mean?

For one thing, it bodes well for Doug. **THE HALL OF JUDGMENT** Kickstarter was fully funded on opening day and is past the 400% mark as I write this. Nothing succeeds like success, so odds are that if Gaming Ballistic asks SJ Games for a license to publish more **DUNGEON FANTASY ROLEPLAYING GAME** content, we'll agree. Enthusiastically.

For another, it bodes well for **DUNGEON FANTASY ROLEPLAYING GAME** fans and fans of SJ Games products in general. We now have evidence that licensing third-party publishers to crowdfund content for our games pays off. That isn't a guarantee we'll agree to every proposal—our standards remain exacting, and we still prefer people we know and trust—but it means we'll listen. Intently.

But here's the final and most important test: Do you like **HALL OF JUDGMENT**? I think it's cool, and I hope you'll agree!

Sean Punch,
GURPS Line Editor,
Steve Jackson Games
July 9, 2018



PREFACE

I wrote **LOST HALL OF TYR** for GenCon 2017 to showcase the rules in **DUNGEON GRAPPLING** (released in 2016). **DUNGEON GRAPPLING** is an OGL product for several versions of the lead fantasy RPG. It makes grappling as important, exciting, and enjoyable as it has appeared since the first stories told by humans, all the way up to pulp action and onto the silver screen. It is also based on my prior work for Steve Jackson Games—**GURPS MARTIAL ARTS: TECHNICAL GRAPPLING**. While that book is conceptually solid, repeated noodling and play experience allowed me to improve it, though not for **GURPS** or **POWERED BY GURPS**. At least not yet.

A MODEST PROPOSAL

I mentioned to Steve himself that I thought the project I was working on—an adventure for my **DRAGON HERESY** game—would work well for the **DUNGEON FANTASY ROLEPLAYING GAME**. He seemed interested, and I filed that under “ask again later.”

Then the **DUNGEON FANTASY ROLEPLAYING GAME** hit the streets. The boxed set was beautiful and playable. It had great production values. Sales, on the other hand, didn’t show the breakout behavior that demands follow-up print runs. The PDFs, on the other hand,

are available and support in the form of **PYRAMID** full issues and articles continues.

I decided to ask for a license to convert **LOST HALL OF TYR** into a **DUNGEON FANTASY ROLEPLAYING GAME** product, and ultimately Steve Jackson Games was interested enough to allow a proposal. My pitch was “I have a published book that was a 2-4 hour one-shot; I’d like to turn this into explicit **DUNGEON FANTASY ROLEPLAYING GAME** support and expand it to provide more options, more agency, and more awesome.”

Then I waited. Patiently, I swear. Much to my amazement, they said yes, and we agreed April 1 was a delightfully horrible date to announce third-party support for a core RPG product, in this case, the **DUNGEON FANTASY ROLEPLAYING GAME** boxed set. The responses were at times extremely colorful, but ultimately folks were pleased at the development.

I spent a lot of frantic time putting the **DRAGON HERESY RPG** into its finished state. I sent it to the printers on June 18, launching the **HALL OF JUDGMENT** Kickstarter on June 19: the very next day. The response to **HALL OF JUDGMENT** blew me away—thanks for that!



HALL OF JUDGMENT

REVISITING THE HALL

The expansion of the adventure enabled me to revisit some of the concepts of **LOST HALL OF TYR**. It would get an expansion and mini-setting. I loved **DUNGEON FANTASY: CAVERNTOWN** and "Town" in this game got the same treatment.

The journey to the Hall was now a core adventure segment. This encouraged me to ask Glynn Seal if he'd do cartography (he said yes). Now there's an amazing map the players can consult to figure out how to get from A to B...plus four more!

More agency! Less Linear! That required reworking plot devices, plus I tossed in three mini-dungeons. Yay, content.

The main adventure got a rework for geography, and the magic in the **DUNGEON FANTASY ROLEPLAYING GAME** enables different things than the original work. That was actually strongly beneficial.

OF LENGI LAS ÆKKI

That's "too long, did not read" in Icelandic.

The adventure is in several parts:

Town (called Isfjall). Whether the players are locals or visitors, Isfjall has something for you. Having the party wander into town in the middle of a festival was a great introductory device. There's always something important going on culturally. That also allows the collection of rumors, and there's some key information that should fall into the player's hands in the table for **RUMORS: MISSION CRITICAL**.

Travel. The journey to the Hall is long, and

reaches into the Frostharrow, a stronghold of the winter faerie. Random encounters by terrain type, and a wilderness survival section that is fast and simple to resolve, but makes "man vs. nature" a real thing. You'll be glad for your barbarian or scout. And a cleric or druid with **Purify Food** and **Purify Water**.

Explore the Ruins. Easily bypassed...but if the players come to Logiheimli, there's great info to be had there as to why rediscovering and opening the Hall is important to Norðlond itself. Maybe the whole world, because "that's always the story." (**THE MUMMY RETURNS, 2001**)

The Dómsþóllinn. More Icelandic. Dómsþóllinn is pretty much literally "seat, hall, or throne of judgment" in that language, and it's a magical place. Why would the God of Law come down to the mortal realm to chat with even his favorite priests? The **HALL OF JUDGMENT** is actually in the realm of the gods itself. And somehow, a demon got in. So the Law God, with help from the God of Thunder, and the Lord of Warding (and yeah: that's Tyr, Thor, and Heimdallr with the serial numbers lightly etched off for portability) sealed off this vital conduit to their people, and Norðlond has suffered ever since. If the players can redress the balance, the reward will be...well, more well than you can imagine.

(Say it with me: "I don't know: I can imagine quite a lot!")

MORE WHERE THIS CAME FROM

As one might imagine, this isn't my only idea, nor my only adventure set in Norðlond. If it continues to do well for me and for Steve Jackson Games, I hope to do more. In fact, I hope that it does so well for both that the demand for such things is insatiable, at least insatiable by only me. A rising tide lifts all longships, so grab your axe and come on board. There's raiding to be done!





ISFJALL

Nestled at the feet of the Vesturham mountain range, deep in the midst of the Norðlond realm, is a prosperous but isolated settlement called Isfjall. It's population oscillates between a "town" and a "city," depending on the season. During the summer, population swells as folks surge into the area, harvesting the natural resources of the area. In the winter, these "snowbirds" flee, as the winters are

harsh and cruel even for the hardy Norðlonders. The permanent residents like to say "Many are cold; few are frozen." The snowbirds disagree.

Regardless, it is a seat of commerce, sitting on a river that is navigable for nearly its entire length. It is also dangerously close to the Frostharrow, stronghold of the winter faerie.

THE MOUNTAIN OF ICE

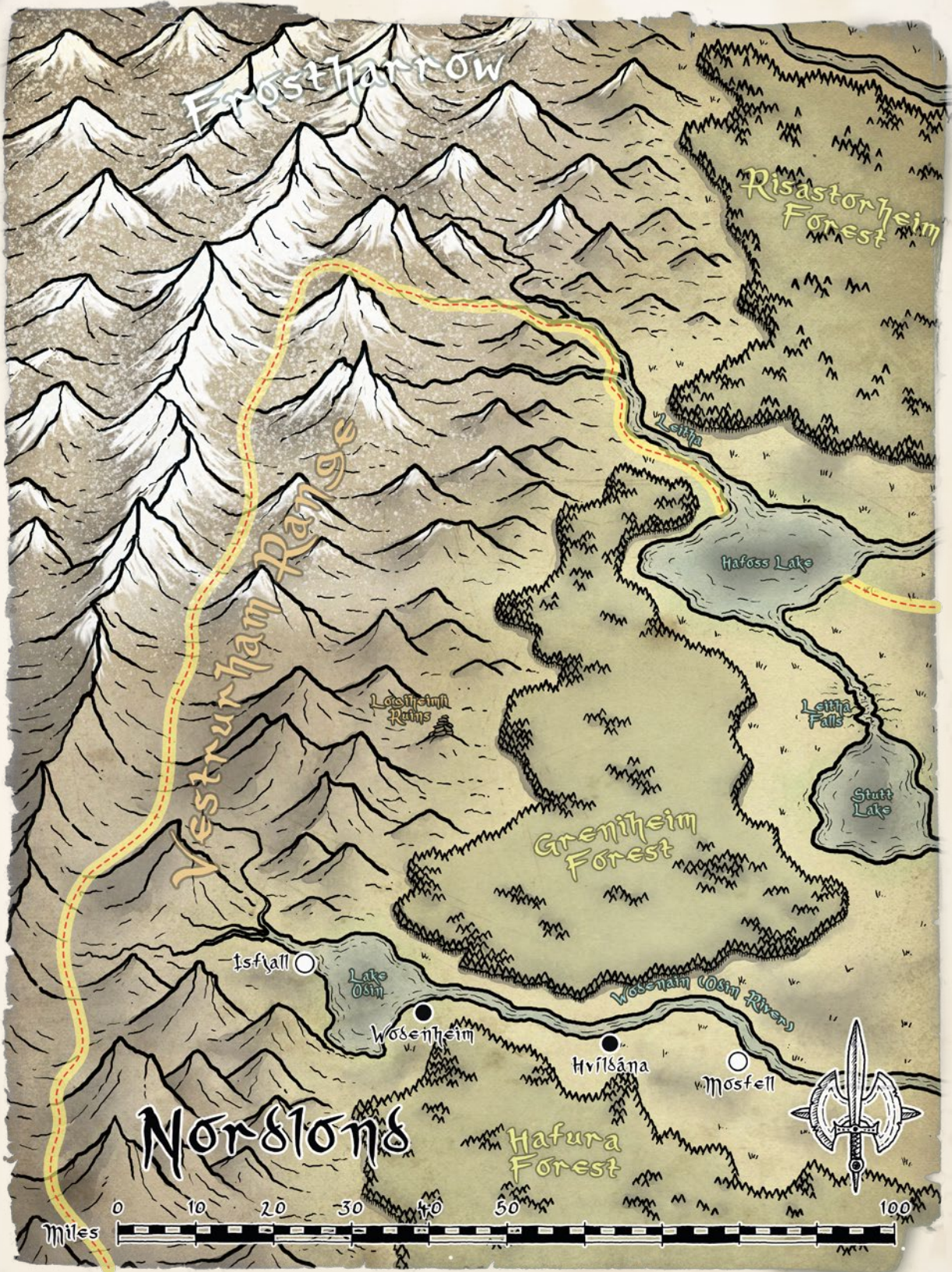
Isfjall isn't *quite* the most geographically isolated prosperous town in Norðlond—the city of Hvammr, some hundreds of miles to the south, carries that honor. It does hold the dubious honor of being the most extreme in terms of geography and climate. The Isfjall residents are obsessively—and loudly—proud of this fact.

HISTORY

The town, like most in Norðlond, was created when the Norðlonders fled south from a greater threat: an ancient empire of dragons and other creatures that had enslaved the humanoid populations. When that empire fell, the now-freed population moved south out of the conflict. Situated at the tip of a lake nearly fifteen miles wide (and thousands of feet deep; the lake's origin is not entirely natural) that teems with fish, Isfjall and Wodenheim (across the lake) vied for supremacy in a not-entirely-friendly rivalry.



HALL OF JUDGMENT





That rivalry was eventually settled the way most are in Norðlond: by violence ending in marriage. The Norðlonders are funny that way. The raiding died down, but the victorious jarl in Isfjall had the time, money, and interest to invest in the town. The jarl constructed a dwarf-hewn long-keep and permanent stone docks, and a walled, multiply-ringed town grew around it.

GEOGRAPHY AND RESOURCES

While it gets extremely cold in the winter, driving many of the residents (the wimpy ones, assert the hard-core) to seek residences elsewhere, the natural resources of the area make for a prosperous town. The broad plain to the south of Isfjall is quite fertile, and Lake Odin provides ample protein (some of the fish are large enough to swallow a small boat, let alone a fisherman).

The lake is fed by the runoff from a spur of the Vesturham mountain range, which looms over Isfjall to the North, and a singular isolated ice-capped peak—*Einmannafjall*—to the west.

The hills to the north contain ample deposits of a type of granite much sought-after in the south, called goldstone, and the broad, deep Wodenain River allows transport of the goods produced by Isfjall to several large cities, flowing all the way to Raven's Bay on the Reiður Sea.

In short, they produce ample food during a restricted growing season whose yield is boosted by the inherent magic of Lake Odin. Isfjall has access to luxury stone goods, ample wood from the Hafura forest to the south by way of Wodenheim. The prosperity of the town and its substantial defensive fortifications help it thrive. Víðir Stefánsson, the hajarl (high chief) of Isfjall is a profoundly wealthy individual (see **HIGH AND MIGHTY**).

MAGIC

The use of magic of all sorts is important to Isfjall and Norðlond in general. It's a cold place with short growing seasons, so druids (*trevinur*) and clerics, plus the odd hedge wizard, work tirelessly to boost crop yields, decrease growing times, and keep the area prosperous.

LAKE ODIN

Partially due to natural geography, and partially due to supernatural tampering long ago, Lake Odin provides a stabilizing and nourishing influence over the area. Spells that are designed to upset the local climate, such as hostile weather spells, are resisted by the lake's magic field as if it had HT 20. This field extends from Wodenheim to the foot of *Einmannafjall*, for the largest width of the lake itself.

Food, Plant, and Water college spells are cast at +5, and critical failures are treated as normal failures.

THE NORÐLONDERS

The Norðlonders are considered barbarians elsewhere, but like any society, they have rules and customs that they live and thrive by. Though in many ways the Norðlond customs are coarse by other standards, it's a culture that works well for a people in a harsh climate sitting on the border of the stronghold of treacherous and deadly faerie to the north.

In Isfjall, there are—broadly speaking—four types of people.

GLACIERS (JÖKULL)

Those that live permanently in Isfjall are referred to as jökull, or "glaciers." Visitors who purposefully refer to these hardy folks as 'yokels' are in for a four-knuckled attitude adjustment.

The jökull are stubborn, tough, and proud of their chosen lives. They farm, fish, engage in wood-crafting during the winter, and delight in stories of revelry from (exaggerated?) tales of winter festivals, and equally harrowing stories of raids of the norðalfar that sweep out of the Frostharrow while the population of the town is low.

SNOWBIRDS (SNJÓFUGL)

"When the snow falls, the birds fly south." The cyclical population of Isfjall that leaves during the long, frozen winter are referred to as "snowbirds," and they embrace the name. While somewhat derogatory, in order to be a proper snjófugl, you have to be wealthy or successful enough to be able to afford to *leave* during the winter. That might be heading into the south on a longship for raiding, moving to an alternate dwelling, or other activities that keep a person busy through the cold winter.



HALL OF JUDGMENT

Even beyond the obvious (the winter is ridiculously cold), a town such as Isfjall requires a huge influx of materials that are much less expensive elsewhere. Weapons and armor from Vopnferð and farther south, grains, fruits and vegetables from the lush fields and crops from central Norðlond, metalworking necessities such as raw iron, steel, finished nails and hardware, and other trade goods come to Isfjall in a giant surge as the deep, isolating snows of winter fade.

RIVER RATS (ÁNA ROTTUR)

Connecting the snowbirds with the glaciers are the “river rats.” These itinerant traders ply the deep Wodenain river conducting trade between the five major cities and countless villages along the river itself. These water-folk are clannish and prone to violence. They have to be—the culture of raiding and plundering hits these sailors hard, as there can be a huge amount of wealth in the holds of the deep-keeled cargo ships that row along the Wodenain.

Some river rats will winter in Isfjall itself (they are usually affiliated with the shipping guild), while others will maintain one or more dwellings along the river.

VISITORS

The rest of the population of Isfjall are the visitors (*gestur*). They don't live there, and frequently come from outside even Norðlond, but are mostly welcome nonetheless. They might be traders from far away, or adventurers. The permanent residents of Isfjall are wealthy but sometimes don't seem to have much time to enjoy their wealth: you can't eat coin, and food, shelter, and safety must still be provided against the very real threats from natural and supernatural threats.

As such, there are always things to do (see [HELP WANTED](#)) in Isfjall for those willing to do them. And if the Norðlonders are a bit clannish and suspicious of outsiders at first, much like their longhouses, the cold exterior has a warm fire in the hearth inside.

HIGH AND MIGHTY

The society of Norðlond is relatively “flat,” with little differentiation between kinds of noble. Personal honor, face, and influence provide informal differentiation within the few formal hierarchical levels. You can usually tell the “mighty” by looking at them: Norðlonders tend to wear their wealth in the form of embellished weapons and armor, jewelry, and fine clothing.

JARLS, KARLS, AND THRALLS

There are three levels to Norðlond society: jarls, karls, and thralls.

JARLS

Feudal duties flow to the royal house from the jarls (chiefs, or nobles) to maintain their peerage status. Each title reflects the duty that noble must pay to the crown. There are only four noble titles in Norðlond: hajarl (high earl or high chief), jarl (earl, or chief), herra (lord), and riddar (rider, or landed knight). Both men and women can hold primary title over a land and rule in their own right. Only the royal house can raise and maintain a standing army, with the other nobles restricted to *thegns*, sometimes called *huskarls*. Thegn may refer to any person that makes their living

as a professional warrior, proven dangerous in real combat, while huskarl implies sworn allegiance to a particular noble, who will provide arms and armor in exchange for service.

While titles are hereditary, they are not necessarily permanent. Misrule to the extent that it threatens the security of the kingdom, or a disruption in the revenue flow that is so critical to Norðlond, could cause the royal house to first have a stern conversation with the noble in question, and if that fails, provide the title to someone else. Thus far, Víðir, the hajarl of Isfjall has given the king of Norðlond no reason to complain.

The nobles may not maintain standing armies, but they must provide guards and security to their cities, keep their lands under control, deal with any marauders (either monsters or monstrous people), and defend against raids or punitive expeditions from other houses and realms. One of the reasons that visiting adventurers are so welcome in Norðlond—and Isfjall in particular—is that providing such defense is a full-time job that stretches a jarl's finances and resources to their limit.



KARLS

A freeman with their own land or property is called a karl. They make up the bulk of the Norðlond society. Prosperous karls may work many farmsteads, own many businesses, and may be more influential than some low-grade jarls.

THRALLS

The underclass in Norðlond are the thralls. Thralls are considered valuable objects, and a person who is both thrall and outlaw can be killed on a whim with no more consequence than one might have over crushing an insect under a hard-soled boot.

Thralldom is not necessarily permanent: the thralls are indentured rather than chattel slaves. They work the land, act as porters and laborers, and stay part of the thrall caste until their debt is paid. One of the more common causes of thralldom is punishment for a crime, especially killing in a non-righteous or dishonorable manner.

CLERGY AND RELIGION

The religion of Norðlond is one of worship and veneration for the pantheon (really an extended family) headed by The Allfather and his wife The Queen of the World. It is a truly polytheistic practice, and the worship of any one particular god indicates that one has an affinity with that deity's realm

or area of influence, or the deity's demeanor and attitude towards life and conflict. It does not indicate a disavowal of the power or existence of the other gods. It is not considered polite (or wise) to speak ill of another's affiliation. Doing so can result in a challenge to judicial combat as a matter of honor; extreme cases might invite the gods themselves to intervene.

Those that share a common affinity to a particular god gather together to form a *Braeðralag*, or Brotherhood, to share in the *Guðrun*: "God's secret lore," communicated by the gods to their followers through the clerics.

The worship of the Norðlond gods is a personal and immanent connection. The gods are real, occasionally walk the world, and converse with their followers and their clerics. To be an atheist in Norðlond is to be deluded, blind to the reality of the world. The brotherhoods exist to provide connection between those with a common interest in advancing the cause of the gods with which they feel an affinity.

Some important braeðralag are found in service of:

The Allfather. Father of all the gods, patron of foresight, wisdom, and knowledge. Beloved by bards and sages.

Goddess of Death. She rules over the underworld and ensures that deceased Norðlonders are properly sorted into the right destination in the afterlife. The Goddess of Death also is the patron of old age.

Druidism. The tree-friends, or trevinur, have a multitude of spirits and divine beings to whom they pay respects. Particularly important in Isfjall is the Goddess of Springtime, the Goddess of the Harvest, and The Lifegiver, god of fertility and prosperity.

The Fates. These three goddesses hold great import in Isfjall, and fortune, both good and ill, is laid at their feet.

God of Law. The patron of fair play, justice, and self-sacrifice. The cleric and holy warriors of the God of Law are permitted to act as judges in judicial duels.

Lady of Life. The goddess of renewal, healing, youth, and springtime. Her followers are renowned as healers of great skill. Her holy warriors are charged with the aggressive protection of beauty, innocence, and peace.

VÍÐIR STEFÁNSSON, HAJARL OF ISFJALL

The current hajarl (high lord) of Isfjall is Víðir Stefánsson, of house Pennisverð. He is most known for his skills as an administrator and one of the more successful jarls in making limited resources stretch to their utmost. He is in his late fifties, immensely wealthy, even given his high rank, and his public persona is sober and serious: dwarves love doing business with him.

In private, he is jovial and displays a quick and ready wit; he also displays a casual facility with rune-based spellcasting that most would never surmise.



HALL OF JUDGMENT

God of Mischief. The lord of trickery, patron of change, and king of revels. At least in Isfjall, there is a famous yearly festival featuring a pun-off and prank contest, which happen concurrently, much to visitors' consternation.

Queen of the World. Wife to the Allfather, goddess of magic, beauty, love, and transcendence. Lover of all things valorous, her handmaidens seek out the bravest dying actions amongst the living and reward them in the afterlife.

Lord of Warding. The protector and gatekeeper, sounder of the battle horn. Patron of commanders and those that stand watch to safeguard others. Holy Warriors of the Lord of Warding are accorded great respect. His battle horn will summon gods and men to battle at need, and throughout Norðlond, sounding a horn is always construed as a warning or call for help.

God of Wind and Sea. The patron of commerce as well, those that follow him ply the winds and waters in search of wealth. Contracts made in his name are considered especially trustworthy. Also the patron of death on the water.

CHANGE OF CASTE

The Norðlond culture is based on that of the Vikings in Iceland, more or less. While the society was flatter than in many other places—including other Scandinavian lands such as the more-stratified Norway—it still had the lowest strata of society occupied by thralls: slaves.

That's deservedly repugnant. What to do if that's not right for your game?

Indentured Servitude. While harsh and brutal, an indentured servant is at the very least not property. Since thralldom can be part of a punishment, make the status of thrall more akin to a prisoner. They have basic rights to their own body and cannot be murdered or have other gross violations inflicted upon them. It's supposed to be a harsh life, but you can draw the line such that it fits within your campaign's expectations.

Freedom! The natural instinct for most modern gamers confronted with slaves is to free them. Run with this, recognizing that that's a major societal upheaval. May you fare better than Spartacus and his allies!

GUILDS AND MERCHANTS

The hajarls have the power to give licenses to merchants to conduct trade to Norðlonders, and that has mostly been delegated to merchant guilds.

Guilds seek to encourage the growth and protection of their kind of work, steer apprenticeship and training, and ensure the preservation of crafting methods. A network of crafting bards (*iðnskalds*) help circulate this knowledge from town to town (not always with the guild's strict approval). Craft and professional guilds create important social ties between villages, towns, and cities, providing common ground and networking.

They also regulate trade—sometimes brutally.

The Snow Queen. Goddess of winter and vengeance served cold. And skiing! Harsh, unyielding but fair, she provides a counterpoint to the dispassionate perspective of the God of Law. She is considered the patron of the Winter Games held every February.

God of Thunder. Jovial and wild, the lord of storms is considered to be the protector of mankind. Reckless bravery in the Thunder-god's name is praiseworthy in Norðlond.

IMPORTANT GUILDS

The top guilds to contend with in Isfjall are:

Directors of the Board. There is a cartel of manufacturers of high-quality furniture that meets each fall to discuss supply of these luxury items. Each potential crafter petitions to make certain pieces, secures needed materials, and makes commitments to pay for those materials during a highly raucous series of meetings held three or four weeks after the fall equinox.



Mining Guild. This guild oversees the extraction and sale of goldstone and valuable minerals from the quarries north of Isfjall. The goldstone trade, in particular, is heavily regulated. The practice of Earth magic for the purpose of mineral extraction is handled by the Mining guild, not the Wizard's Guild.

Mixologist's Guild. The guild that regulates alchemy and the making, sale, and identification of magical and herbal potions calls itself the Mixologist's Guild. Much like the Directors of the Board, this is more of a cartel or association than a licensing body. Potions are brewed in the cold months of winter.

Shipping Guild. The shipping guild keeps the docks operating and regulates trade in and out of Isfjall. They oversee loading and unloading of cargo (and will provide crews) and own a considerable fleet of deep-hulled trading vessels ranging in size from 30 feet to 80 feet long, with cargo capacities from 15 to 100 tons of goods.

Wizard's Guild. Naturally, there is a wizard's guild that oversees trade in magic items, provides magical services, and keeps tabs on the magic emanating from Lake Odin. As most magic, whether clerical, divine, or otherwise in Norðlond is cast through the use of magical runes to facilitate spells, any magic-user in Isfjall is welcome to join this guild. Guest membership for Norðlanders from outside of Isfjall is inexpensive, and reciprocal membership with guilds in other Norðlond cities is arranged personally on a one-for-one basis by sponsorship.

NOT GUILDS

There are several crafts, trades, or practices that are not regulated by guilds.

Adventuring. The culture of Norðlond strongly encourages acts of bravery, and seafaring (lake-faring) and raiding are common pastimes. There is no adventurer's guild, and every Norðlond is expected to be an adventurer at heart. The reality, of course, is that fewer than 10% of any given population wanders out seeking to be potentially killed and eaten by monsters in return for vast glory. Nonetheless, that's the ideal. As such, private purchase and sale of found loot is essentially unregulated.

Fishing. Much like woodworking, fishing is simply a way of life, and everyone who wishes to do so can build or buy a boat and hit Lake Odin for take-out seafood.

Healing. There are no guilds for healing services. The clerics of the Goddess of Renewal are the best healers in Isfjall (in truth, in all Norðlond), but these Idunite clerics do not form a guild. They will provide (for a modest fee; see **HEALING**) healing services to anyone who has a local sponsor, which means that adventurers that cannot take care of healing themselves will need to get in good with at least one local. Better make it several, just to be sure.

Woodworking. Nearly everyone in Isfjall seems to be an expert—or at least has basic skills—in wood-crafting. Norðlond is a historically metal-poor realm, and while mining is ridiculously challenging in the Norðlond winters, a healthy stock of fallen trees kept to season allows woodworking safe and warm indoors. While production of trade goods is mediated through the furniture-making cartel, nearly everything else, from shield-making to boat-building to the construction of longhouses, is done by the inhabitants themselves.

UNLICENSED COMMERCE

The buying and selling of merchandise under the purview of a guild is a jealously guarded ability. Unlicensed trade undermines the ability for guild members to make a living and is regarded as theft in Norðlond society.

Theft is bad. Very bad. Kill someone and take their stuff honorably, sure...but don't steal.

Guilds tend to deal with violators with a simple escalation process (first offered up as policy by Njáll Stephenson and approved by the *Alþingi* of Isfjall):

- ✧ A polite warning on first discovery, and a fine of 50% of the value of the sale. After all, perhaps you didn't know.
- ✧ The second trespass will find the lawbreaker cornered in a dark alley and beaten to within an inch of their life.
- ✧ The third time? There are truly monstrous fish in the depths of Lake Odin, and your friends will never find your tasty, tasty remains.



ISFJALL CITY LIFE

Isfjall, the city located at the foot of the perpetually ice-covered solitary mountain to the west, is a bit of a bimodal city. The hustle and bustle of the warmer summer weather is transformed to comparative isolation during the winter. The “glaciers” who remain throughout the entire year are very proud of their tenacity. The “snowbirds” that come and go wonder whether the “glaciers” are entirely sane. A mostly-friendly rivalry between the two groups is always simmering.

VISITOR'S GUIDE

During the “spring,” summer, and early autumn, Isfjall is a bustling trading down whose population can swell to over 15,000 people. During the seemingly endless winter, that value drops to perhaps 5,000 inhabitants, as the snjófugl (snowbirds) flee the frigid cold and deep snowfall for more temperate locales.

During the summer, there is a lot going on. Trade of all sorts and seemingly endless toil in the fields and crops, as farmers attempt to get in more than one round of magically-assisted crops before the winter sets in.

There's always something for adventurers and freelancers to do (see [HELP WANTED](#)).

NOT MORE THAN ONE STEP

The Allfather has very specific advice for Norðlonders where it comes to weapons and armor: Don't leave home without them. “A man in the country must not go more than one step from his weapons; one can never be sure when a spear will be needed by a warrior.”

Even more than in most places where delvers frequent, the Norðlonders go about their day's work armed and (in many cases) armored. The tendency for arguments and issues to be settled by anything from a genial fistfight or wrestling match to a full-on blood feud that extends to sometimes not-so-close family means that one never quite knows who's attacking whom at any given moment. Men, women, and sometimes adolescents will nearly always carry at least a long knife or dagger, if not a short sword or fighting axe; weapons that are also tools are favored for this. “Casual” clothing is as often light mail or heavy leather as cloth or wool, but the weapons are stipulated in the texts, not armor. Going about armed is very normal,

though “armed for battle” versus “capable of protecting yourself” are two different things.

A side-effect of this is that those that go about visibly unarmed (a wizard's staff counts as visible armament) will be tested for bravery and valor given any opportunity. A quick stop in a tavern or for conversation might bring a potential challenger who might offer a probing insult or deliberate bump while passing. To refuse this challenge is a sign of cowardice; to accept and win considered a fine thing. The loser may well invite the winner to an inn for a drink!

Instead of arms and armor screaming “I'm a troublemaker!” ([ADVENTURERS, p. 110](#)), failure to be armed with at least a short weapon will bring -4 to reactions. Wearing armor but not carrying an obvious weapon will invite challenges to wrestling matches (-2 to reactions). Being armed for battle (shields, helmets, full coverage, long weapons) as opposed to self-defense is worth -0 to -4, depending on how impractical the kit (a small shield, skull cap, mail, and sword might be looked as OK; full plate, a spear, and a kite shield is -4).

LAW AND (DIS)ORDER

All people in Norðlond are expected to follow the guidelines of appropriate behavior and traditional culture—even the royal house. When disputes arise, they usually fall into two categories: affairs of wealth, or affairs of honor.

Affairs of wealth usually involve fair apportionment of profits or ownership, where there's a legitimate conflict about how to interpret the same facts. These disputes are usually brought to the hajarl's city court or an appropriate clerical one, although final authority on matters of wealth lies with the hajarl, and ultimately the king.

Criminal acts, such as theft, murder, and unjust violence are considered matters of honor. Simple assaults and fights—“honest brawls between folk”—are to be handled personally, so long as no permanent impairments result.

Judicial combat is a possibility in Norðlond, with either the wronged parties or their designated champions fighting to prove who is in the right. A cleric or holy warrior of Law or Winter (see [CLERGY AND RELIGION](#))



must witness the fight. The witness may allow or forbid the use of champions to one or both parties, to tamp down abuses.

Crime, Weregild, and Judicial Combat. Weregild payments (payment to an injured party as redress for a crime), even for violations as serious as murder, settle most criminal claims. When the accused and the accuser cannot come to an agreement, the dispute often leads to feuds between the families of the involved parties. It is in the interest of the jarls to encourage settlement before things get to this point. Nevertheless, vengeance for a crime is considered justifiable; it is the *responsibility* of the family to seek appropriate redress.

The most serious crimes have the penalty of thralldom and outlawry—the criminal is no longer considered a person in the eyes of the law. Anyone can do anything to a convicted outlaw and will not be punished for the act.

Matters of honor (crime as well as personal insult and injuries to reputation) can be decided by judicial duel. A disputant must find an official witness as judge,

declare the matter, and make terms. Each combatant can nominate a champion, and the judge can accept or reject those champions. Combatants unwilling to accept the terms of judicial duel will be under great social pressure to come to a non-violent end. Spellcasting is perfectly acceptable in judicial duels. Such duels are fought before witnesses and depending on the nature of the insult or issue end anywhere from “first wounds taken” to “smoldering corpse.”

A practice known as *honor coin* allows a wronged party to sell the right to extract vengeance—in short, a contractor or bounty hunter pays the wronged party for the right to extract vengeance or justice on their behalf. This is done when the party that feels wronged is not capable of pursuing the claim. The contractor is obligated to seek satisfaction through a magistrate or religious tribunal first, and if that is unsatisfactory, may pursue redress through judicial combat.

Paying to kill another is murder, and dishonorable. The honor coin is paid to the wronged party before an approved witness/judge, and the pact recorded and communicated to the jarls. It can be a fine line.

FESTIVAL OF THE WEEK

Life in Norðlond is hard, even so, on the average there's some sort of civic or holy celebration, feast, festival, or commemoration every six days, and a substantial festival every three or four weeks.

From the players' perspective, a festival is a fantastic time to socialize, get to know the townsfolk, participate in the local culture, and generally explore the town. From the GM's perspective, various competitions are a nice, usually non-fatal way to introduce new players to the particulars of fighting and struggle using the **DUNGEON FANTASY ROLEPLAYING GAME** rules. It's a great opportunity for roleplaying and showing off the abilities of the heroes.

City-wide festivals will feature one or more or all of combat competitions (brawling, wrestling, staff fighting, axe throwing, knife throwing, knife catching, archery, and simulated or not-so-simulated combat), feats of strength, demonstrations of skaldic poetry and song, crafting, cooking, ritual exchanges of formal insults, punning, singing, swimming, belching, foot races, boat races, sled races, ale-quaffing, fire-pepper eating, dancing, climbing a greased pole, kissing,

polemics, cooking, and anything else that can be thought of, argued over, or wagered on.

There are at least two festivals or holy days each month that would bring the people of Isfjall into the town square, onto Lake Woden, each other's homes, or into their braeðralag for celebration, feasting, sacrifice, and games. Some of the common ones are here, using the conventional modern calendar for reference.

The Norðlond year begins in March, with the equinox recognized as the time of renewal and rebirth. It is a time to take stock of the future and mourn those that did not survive the winter.

The Alþingi. The *Alþingi* is a gathering of much consequence, where matters of law, honor, commerce, and civics are discussed freely. It is not a governing body as much as it is an open town hall meeting. The *Alþingi* begins on the equinox or solstice and goes for not more than a week; it ends when business is done or the week comes to a close. It serves as institutionalized peer pressure in matters of law and honor: If Sigrun feels she's been wronged by Olaf, she will state her case. If the general consensus of the *Alþingi* is that Sigrun



HALL OF JUDGMENT

was in fact wronged, Olaf and his family/faction will feel great pressure to come to a settlement—if Sigrun and her family decide to feud over the issue, many will join her. If the crowd leans the other way, Sigrun and her faction would be encouraged to let the matter drop or come to a lesser settlement. In rare cases, the hajarl will actually encourage or authorize a feud or duel, feeling that the matter was so egregious that only death will suffice to answer. The *Alþingi* can be lively.

Equinox Festival (March). The equinox festival marks the beginning of the Norðlond year, and the long-anticipated (long, *long* anticipated in Isfjall) end of winter. It is marked by religious celebrations and the sacrifice of small amounts of seed grains to mark the beginning of new things. Any children born in the winter are recognized and celebrated at the Equinox. If you come across a child named Byrjun, Jólabarn, Borgny, or Dagne, they were probably born near the equinox (likely a result of activities during the Solstice Festival in midsummer).

Festival of Storms (March). Honoring the God of Thunder, this one-day festival is held a week after the equinox. It is celebrated with outdoor games featuring skiing and ice skating on frozen lakes and rivers. The competitions are held regardless of weather—and the worse the weather, the more “blessed” the event. It ends with an intimate meal with extended family, featuring music and dancing, poetry, and storytelling. And mead. So much mead.

Jester’s Week (April). This week-long event is an Isfjall original. During the week, folks try and outdo each other with pranks and jokes. Visitors and transients are considered fair game. The jokes tend to be embarrassing, gross, physical, or all of the above. The week culminates in a town-wide punning competition, a ritual contest of insults (single elimination!), and the awarding of a cask of mead or ale for the best prank of the week.

Day of the World Tree (April). This festival celebrates the connectedness of all things. Families divide and join other families for a meal. Each guest brings enough food to feed themselves—and traditionally a small bag of nuts in honor of The Great Squirrel (don’t ask)—with the expectation that they will share. Sacrifices are made in the name of the Allfather to bring wisdom and insight for the coming year. The day ends with music, storytelling, and dancing. It is also an informal occasion for matchmaking. Visitors

and travelers can be welcomed into these gatherings if they are friendly with a local. Occasionally they leave married; some are too intoxicated to recall, always a cause of great hilarity.

Festival of Renewal (May). One of the holiest days of the year, the festival of renewal asks the blessings of the Lady of Life upon the coming planting. Clerics and Druids circulate through fields, pastures, and will attempt to bless anything that will grow in the coming season. Sacrifices are offered from living things.

Planting (May). Less a festival than a time of great toil. During the month of May, most karls and all thralls are involved in backbreaking labor. It can be challenging to hold the attention of any Norðlonder unless your business has to do with this task. The labor of the day gives way to singing and dancing and drinking during the night. It is traditional for a city-dweller or merchant to buy a farmer or herdsman their first drink (usually a small one in a silver cup) to thank them for their work in growing food.

Festival of Blood (June). A week after planting ends, usually in early June, the Festival of Blood is celebrated. Combat tournaments are conducted, along with other violent sports and games. It is dedicated to the gods of war (there are many), and is effectively a giant try-out for the summer raiding season.

Summer Solstice Festival (June). A day of dancing, feasting, merriment, and romance that starts at daybreak and continues late into the night. Normal strictures are relaxed on the solstice. It is also a time of powerful magic, and those that follow druidic (trevinuric) traditions celebrate their holy rites and consecrations on this day.

Water Festival (July). Conducted during the hottest, most humid days in the summer, where the crops are planted, the herds are doing their thing, most folks just want to melt, and the weather is happy to assist them. Originally water was sprinkled on others as a sign of good luck, but that didn’t last long. The three-day festival is one giant, wet party. All sorts of water sporting competitions are held, and the unwary are likely to be doused. Frequently. Ideally with water magically chilled to just above freezing. Locals react in good fun, and children are forcibly reminded if necessary to be good-spirited if drenched. Visitors reacting to being soaked negatively may find themselves poorly thought of for several weeks (worsening reactions if buying and selling).



Aurochs Festival (July). This festival celebrates wild passions, bravery, and strength; it is a favorite of followers of the God of Storms. Those brave or foolhardy enough to do so are offered the opportunity to wrestle with a wild bull or angry aurochs without weapons. As rational people will not do this, they are encouraged to do so with alcohol, promises of rewards, and other enticements. The current hajarl's parents were famously married after the high lady promised to marry the hajarl's father if he could not just survive but defeat the animal. He succeeded spectacularly and served the fallen bull for their wedding feast. They are still known as the happiest couple in Isfjall.

Harvest Festival (August). The harvest month of August is as busy a month, if not more so, than planting in May. Constant work and toil begins in the heat of summer, but temperatures begin to cool (mostly) toward the end of the month. The "festival" is a month-long celebration and thanksgiving for the bounty of the land. A spectacular feast, accompanied by much gift-giving, marks the end of harvest, on a day declared each year by the hajarl. For the last decade or more, the hajarl has paid for the entire festival out of his own deep pockets.

Equinox Festival (September). The Equinox in fall marks the turn into winter, as days get colder and shorter. Things stand in the balance, with day and night of equal length. The day is marked by prayers and druidic celebrations of the harvest past, with meals mainly of vegetables. The day is given over to asking the Fates to reveal themselves, and visitors may be surprised to find out that many decisions are made by flipping a coin (the highest value coin the person possesses). Businesses do no trade on the Equinox festival.

Remembrance Day (October). This somber day is given to honor the spirit and memory of departed ancestors. Storytelling with much embellishment, costumed parties, and dressing up in the guise of spirits and monsters is common. This is also a day to offer sacrifices to the small faerie that exist throughout Norðlond that are not of the nasty, violent, and cruel variety (but are nonetheless unforgiving of trespasses and slights).

Winter Sacrifice (October). On this day, Norðlonders make sacrifices of live animals to the Snow Queen for a mild winter. These sacrifices initiate the *Slátrun*. The Snow Queen is also the goddess of cold revenge, and during the Winter Sacrifice, grievances are aired in front of magistrates and witnesses. The grievances are settled by ritual non-lethal combat—wrestling or fisticuffs—which provides an escape valve for tensions and arguments that can otherwise turn into feud. One can offer a formal apology in the form of a challenge without losing face during the winter sacrifice.

Slátrun (October). Following Winter Sacrifice, the livestock to be turned into food are slaughtered.

Valor Festival (November). In the middle of November is the Valor Festival (*Dánarhátíð*). The day brings combative contests of all sorts, some of which can lead to crippling injury or death. At the end, a town-wide set of celebrations is held honoring martial deeds of those present and those departed. It is a day of great storytelling, embellishment, and drunken violence. Good times.

The Allfather's Hunt (December). This festival occupies the twelve days leading up to the Winter Solstice, and is also called *Ýlir*. It is an extended hunt, consecrated each night in front of a blazing bonfire. Sacrifices of live animals (to the Allfather) and valuable objects (given to the clergy and braeðralag) are traditional. By day, hunters stream out into the wilderness seeking wild goat, boar, and bear, in order to bring them down with spears—and only spears. It celebrates the Wild Hunt, and this is a very dangerous time to be a visitor in Norðlond, as not only are the hunters inhibitions low and bloodlust high, but the undead and faerie are more active during this time.

Festival of the Bells (December). The winter solstice festival honors the Lord of Warding for standing watch through the depths of the winter and protecting the town and its citizens from harm. At the moment of solstice, bells and chimes are rung in every household, building, and steading in the region. Gifts are exchanged, typically weapons or replicas of weapons. At the evening meal, every head of household will spill a drink, and pledge in the name of the Lord of Warding to be vigilant and stand fast before evil. The meal is traditionally mutton.



HALL OF JUDGMENT

Snow War (January). Another holiday unique to Isfjall, held one month after the Winter Solstice. The town divides randomly into two teams, designated by colored cloth given to each (purple or green). Each day for three days, teams will meet on the fields of battle, armed with a padded wooden buckler and a snowball launcher. As the “fields of battle” can be nearly anywhere, visitors must be cautious lest they find themselves in a swirling but merry snowball fight. The victors of the three-day war are given a copper farthing stamped with the runic symbol \mathfrak{R} ; no one is quite sure why. The farthings from repeat victories are typically strung onto a necklace and worn as casual adornment.

Husband's Day (January). The culmination of the Snow War ends with “Husband's Day,” a tradition where wives will pamper their husbands with a special meal, an evening on the town, or other kindnesses. For the unmarried, a small weaving or carving might be given to a prospective partner, indicating interest or favor.

Valiblot (February). Also known as the festival of love, this is celebrated with a cold meal washed down only with water: cups of ale or mead are filled, then poured out in sacrifice. The gatherings are usually very small, with only immediate family present. A toast is offered to lost love and companions. Each member of a family is expected to state grievances and insults that have been suffered, and pledge to let one go unremarked and unavenged, and to attempt peaceful redress for another. The day honors the Queen of the World.

Wives' Day (February). The weekend following Valiblot is Wives' day. Husbands and prospective partners will gift their wives or love interests with flowers and hand-made craft pieces of little practical value, but of great artistic and personal worth.

Winter Games (February). An entire week, starting one month before the equinox is spent in riotous competition. Nearly anything that can be competed

against, or for, will occur, with extensive wagering and trash-talk occurring all week. The final day of the games is celebrated with a famous boat race, beginning in Wodenheim and ending at the docks of Isfjall. The victorious team is richly rewarded by the hajarl...and hotly sought after in the next season's summer raids!

GOODS TO BUY AND SELL

The Norðlonders are top-shelf mercantilists. They journey, buy, sell, and trade all over the world, using



surprisingly fit deep-hulled ships (called *knarr*) to voyage over long distances.

The price lists, rules for used and new items, and which items available are as listed in **CHAPTER 7 of ADVENTURERS**, with the following notes.

WEAR YOUR WEALTH

Norðlonders love their bling. Golden torcs, weapons engraved with runes or embellished with non-functional silver inlay, and fine clothes with precious metals or gems sewn into them as ornamentation, or as jewelry, are ostentatiously worn and appreciated.

Frugal adventurers will be given a gimlet eye; wearing “serviceable” gear while a bulging purse belies your status is frowned upon.



A PLACE LIKE ANY OTHER

The notes under **GOODS TO BUY AND SELL** are designed to add cultural flavor to the place by making some items rarer than others, along with some bargains to be had. They're based on a vaguely Viking-ish sense of what was used and what wasn't, with a dose of fantasy and "could have been" mixed in. This means a lot of embellished weapons and armor, very little plate, and remarkably few two-handed swords, for starters.

If that's not what you want or need, just use the price lists and availability from **ADVENTURERS** unmodified and get on with the game!

Regardless, do not apply any price changes to the cost of *starting* gear!

As such, while "serviceable" items of basic cost and quality are of course available in every shop that sells such, adventures will find Ornate items much more commonly offered. It is legitimately fine work. Weapons and armor of high quality and great beauty are quite common. The trick can be finding basic gear, especially if one is looking for cheap items.

Shopping Notes: Status-implying items such as weapons, armor, clothes, and adornments on display have an additional cost factor of 1d-1 in common stores, and 2d-2 in high-end ones. This will be a combination of **Balanced** (+4 CF), **Dwarven** (+4 CF), **Fine** (+2, +3 for swords and fencing weapons, +9 for other cutting or melee weapons). The **Ornate** modifier is extremely common. It's cheaper to get "blinged-out" weapons and armor in Isfjall and Norðlond than in other places: apply a 15% price reduction to mundane items with the modifiers above; this does not affect *value* (for example, its capacity as a Power Item). **Silver-Coated** (+2 CF) weapons are common, but the silver is deeply inlaid in knotwork and other patterns rather than a uniform coating.

THIS IS A SHIELD!

Most shields in Norðlond are made with a buckler grip rather than strapped to the arm. They tend to be round or kite-shaped, with an iron boss, and a handle or leather straps used as a handle. The fighting style is very distinctive.

The Norðlonders take great pride in their shield-making, and will discuss the particulars of different types of wood, methods of crafting, which animal skin makes the best facing and edging, handle shape, and can very easily drone on and on about the ins and outs of the craft with an alarming regularity.

Shopping Notes: Regular strapped shields cost 100% more and are available by special order.



Norðlond Battle Shield. The typical Norðlond shield is very light and very well made, with thin plies of wood butted together with animal or milk glue, tapered at the edge, and faced, backed, and edged with parchment-thick animal hide. They are very light and very expensive. Treat it as a Fine Medium Shield: \$600; 8 lbs.



HALL OF JUDGMENT

WHAT KIND OF SWORD?

Norðlonders use two-handed axes and two-handed spears, but a two-handed sword is very unusual. They are available, but always Ornate (+1 at least).

Shopping Notes: Bastard swords and long swords cost 50% more as a base price, beyond the additional factor that they are made as ornate luxury items. A true two-hander costs 100% more! Fencing weapons (rapiers and estocs) and the unusual curved katana are treated as collectible art objects by most, rather than weapons.

CAN YOU MOVE IN THAT?

The people of Norðlond have very definite opinions about armor (about everything, really). A history as a metal-poor society (even though that has changed) leads them to look at segmented plate and plate armor as an overly-lavish use of material, all the while stipulating the utility of such well-protecting armor. Really, you should be a good enough warrior to not need it.

Shopping Notes: Norðlonder armorers charge a 50-100% premium on plate and segmented plate armor; this also increases the price of such items when sold.

HMM...DON'T HAVE ONE OF THEM

Ornate, fine, and balanced weapons can be found at nearly every shop of quality; the trick is affording them. Serviceable, mundane weapons are also available, of course...they're just not as prominently displayed.

Shopping Notes: For non-magical items with modifiers other than **Ornate**, **Fine**, and **Balanced**, make a Merchant skill roll at -5 to find a seller. Each +10 CF for those modifiers adds another -1 to the penalty. Success finds a seller after a day of looking; critical success locates the item in an hour.

THAT THERE'S AN ALFAR BLADE

Tucked into the corner of most weapon shops is a selection of blades that are obviously not steel construction. They are usually knives, shortswords, or falchions, but are occasionally of broadsword length. The Norðlonders will not openly discuss them, even when buying and selling, instead calling them *viðskipti*, simply "trade."

Their purpose is as a sacrifice or blood-price if a Norðlonder is caught in the open by a marauding group of faerie. Alfar will not use iron or steel weapons, and prefer bronze or orichalcum if they can get it. They will occasionally accept an offer of a bronze blade (plus an embarrassing and debasing surrender, and often a promise of a favor-debt) to let an over-matched traveler live. These blades are kept and carried for such occasions, but it is considered a grave insult to any Norðlonder's bravery to mention it.

Shopping Notes: These weapons are made of bronze, are +1 to breakage (they bend and become useless on a failure, rather than snap), and are only 50% of the cost of a normal weapon of that type.

PACK ANIMALS

Getting to and fro in Norðlond can require a lot of gear. Consider putting it on a horse, mule, or to the great amusement of the *gestur*, a reindeer.

All of the animals listed here have Temperature Tolerance 1 (Cold). See **BEASTS OF BURDEN** in the **BESTIARY** for details.

Carry Capacity is set at 2× Basic Lift; this is Medium encumbrance (×0.6 to Move). Animals suffer the usual loss of FP due to encumbrance during loaded travel (See Fatigue, **EXPLOITS PP. 63-65**).

PACK ANIMAL	COST	CARRY CAPACITY	BASIC MOVE
Donkey	1100	105	8/12
Draft Horse	2000	230	6/12
Mule	1900	210	7/14
Pack Horse	1900	210	7/14
Pack Pony	1600	175	7/14
Reindeer	900	80	7/14



LIQUIDATING LOOT

Various factors, shops, and individuals will gladly help delvers take loot off their hands. The acquisition of fine items of interesting provenance is of immense pride to Norðlonders.

Some Enchanted Object. Magical items are particularly sought after, and as a result are not often available in stores for purchase. Someone, be it a wealthy karl or a noble of any rank, will have attempted to acquire a found magical item for their collection, or to wear and use.

The best way to obtain such an item is not by purchase, and definitely not by theft. Norðlonder nobles are very generous with gifts to those that perform valuable services for them. Gain favor with a noble, or win a contest of ritual insults, or a wrestling competition at an important festival, and you might find yourself gifted a very shiny reward.

SERVICES AVAILABLE

Isfjall is a trading town, which means not only is there stuff to be had, but lots of folks will provide services and skills as well, for a price or bartered favor.

A PLACE TO STAY

Isfjall has a large, frequently itinerant population, with 2/3 the maximum population absent from town in the winter months, and the place stuffed to the gills during the busy summers.

House Rental. During the late fall through early spring, roughly half the homes in Isfjall are empty; Factors will facilitate renting a house; the price is the normal cost of living given the quality of the home rented.

Inns. These may be the only option during the time from late spring to early fall that the population of Isfjall swells to its peak, and thousands of people come and go as quickly as possible. During the flush times, roll 3d; on a roll of 10 or less, there's a vacancy at an inn at the usual cost of living fees. If the roll is between 11-14, there's a vacancy, but it's near the docks (loud), the tannery (stinky), or otherwise not where one would choose to sleep. If the roll is 15 or higher, there are no lodgings to be found; find space in the stables, above the common room of an inn, or other temporary abode, but at \$85 per night. You may check for new weekly vacancies each day.

ALE AND MEAD

The folks in Isfjall work hard, and there are establishments of all stripes in all locations to help unwind. People have their favorites, and some places are more likely to have the patrons bait or tease visitors than others (see **NOT MORE THAN ONE STEP**).

WE CAN DO MAGIC

Magical services are one of the things in Isfjall protected by guild control. Freelancing is discouraged, strongly. Special items may be created by the guild using the rules for adding enchantments to items from **ADVENTURERS (PP. 117-18)**.

HEALING

These services are provided at the temples dedicated to the Lady of Life. They are offered to all, as the Lady's followers consider it their calling to help those who are injured. Use the prices in **EXPLOITS (PP. 62-63)** with one exception.

Resurrection. The Lady of Life does not bring folks back from the dead. For that you need to speak to the priests of the Goddess of Death. This is a complicated process, as the Norðlonders believe that a person killed in righteous, brave battle delights the gods, and is headed to a glorious afterlife. The Fates must be consulted, and the Death-priests convinced that bringing the adventurer back helps fulfill a greater destiny. This requires a favorable reaction roll and \$5,000. Each extra \$2,000 in sacrifices adds +1 to the reaction roll, to a maximum of +5.

KARL FOR HIRE

The Norðlonders love a good adventure, and those with free time actively go raiding in the summers, an especially-favorite pastime of young men and women with no family attachments as of yet (or a nice, bloody get-away for a pair of newlyweds: The family that slays together, stays together).

Finding Hirelings is therefore relatively easy, assuming folks aren't busy. Use the rules for Hirelings (**EXPLOITS, P. 90**) as written to find and hire extra help.



HELP WANTED

In a town as hard-working as Isfjall, there's always a lot to do. The population fluctuates such that those that are in town are very busy. Further, the area is currently in a state of great unrest, and the usual compliment of warriors and guards (known as huskarls when they're in service to a jarl, and thegns when they're working for hire) is much reduced. Rumors are flying as to why this is the case, but it's not normal.

ODD JOBS

Many of the tasks that would normally be done by the population living under the hajarl's rule fall to outsiders and freelancers, as the adventuring-capable population is frequently otherwise occupied.

Bandit Booty. Bandits have acquired a family heirloom from a local Jarl. This is a simple wooden game board (or other fairly inconsequential thing) but it has value to the family. A reward is offered. (Add it to the loot in the **BANDIT CAMP**).

Faerie Eviction. Some annoying but persistent faerie have taken up residence on the land of a karl outside of town. They must be removed before their presence allows other faerie to use their powers to form a faerie

gate, bring in ever-larger groups, and wreak havoc.

Hunting Party. During the winter months, securing food is an issue, especially meat. The townspeople need help in bringing in game. This can be a very individual request, with particular families needing help to get through the harsh winter.

Monster Problems. Any sort of wandering monster, with norðalfar, troll-kin and dragon-kin being common, might decide to make an incursion into the lands surrounding Isfjall. Particularly dangerous are groups of gangaeðla (use **DINOMEN, MONSTERS P. 20**) and eðlafolk (use **LIZARD-MEN, MONSTERS P. 41**), as they are looking to expand their territory. Eðla incursions usually occur to the north-east of the town; faeries to the north and west.

The Verminator. While basements are uncommon, some exist, and a once-prosperous shop has been closed for business. Perhaps there's an infestation of rodents causing problems? Because **I SMELL A RAT**.

Wild Animals. A pack of wolves, a particularly wily mountain cat, or a giant hungry bear is causing problem in the outlying farms and needs to be dealt with.

RUMORS: MISSION CRITICAL

The stories and news that follow contain important hints as to some of the threats on the quest. While not all of them are needed to survive, the more carousing and gossip the players can scrounge up, the better.

1. Geirolf Tyrthegn has been censured by the priesthood of the Law God for driving thegns and even some huskarls to venture north on some foolish quest.
2. A group of thegns, including a holy warrior and the champion of last years Valor Festival sword competition, ventured into the wilds a few months ago. All were slain, but one made it nearly to Isfjall, and was brought into town carrying powerful artifacts.
3. A small hamlet 20 miles northeast of Isfjall was completely wiped out. Shocked survivors described the dead arriving in the middle of the night and slaughtering the villagers in their beds.
4. Druids, priests, and wizards alike have said that the magic in the lake, and the lands north, has started to become unstable and unpredictable.
5. Over 50 members of a demon cult were recently discovered performing a ritual designed to weaken the boundaries between the Nine Realms.
6. The archivists in Isfjall have been complaining about the theft of some centuries-old manuscripts and maps.
7. Ylva Hreintrödd, noted skald and entertainer, was killed after performing an edda about "The Law Giver," a legendary magical sword lost centuries ago.
8. The holy warriors and clerics of Warding are spread very thin chasing down demon-worshipping cults in the area.



9. The Veiddarlönd (The Hunted Lands) are so overrun with dangerous faerie that the hajarls of Isfjall, Mosfell, and even the Castellan of Northwatch have denuded their cities of huskarls to pacify the area.
10. Travelers are warned to steer clear of stone circles and dark clefts in old trees, lest they fall into a norðalf warren
11. All Norðlonders are well advised to carry iron and steel weapons at all times; wood or bronze is of little to no use against faerie.
12. Some demons—the powerful ones—and certain undead can only be injured or killed by magical weapons.

THE LOST HALL OF JUDGMENT

The search for the Lost Hall likely begins when rumors around town lead to Geirolf Tyrthegn, a cleric of the God of Law who is convinced, against all counterargument, that the artifact and sword recently returned from the slain holy warrior Gyrid portend dire consequences and events in the Frostharrow, and perhaps in all of Norðlond.

Geirolf is in possession of both sword and relic (which he calls a *tiwstakn*); he is also in possession of the stolen manuscripts and maps from the Isfjall archives. He is actively looking for another group of thegns to rediscover the Lost Hall (the original Norðlond word thegn means a freeman warrior, also interpreted as “thegn (n): person who can kick butt and take names by any means, mundane or magical. See also: adventurer, delver, monster-chow.”)

Isfjall and its surrounds are hard-pressed. This is always the case: the town is prosperous but the life is hard, and its location near the Hunted Lands (Veiddarlönd) as well as the Frostharrow pose a constant threat. The Veiddarlönd has been particularly active of late, and if that’s not bad enough, reports of a surge in the dead rising have reached the hajarl. If there is manpower to be spared, Víðir Stefánsson wants it applied to preserving his jarldom, and none blame him.

Nonetheless, Geirolf is looking for a few good thegns. He is at odds with the other priests and wardens of the Law God: they believe that while the Hall of Judgment is a powerful legend whose rediscovery would be valuable, now is not the time. Geirolf feels that the uprising, demon-cult activity and the finding of the relic are connected. The last meeting of the *Alþingi* was somewhat boisterous.

Norðlonders love a good conspiracy theory and story, however, and tales of questors seeking the Hall have

begun to become popular again. Skalds have started retelling old tales. Some are tragic, some triumphant, but the town is buzzing with possibilities.

Geirolf has taken to frequenting the inns and taverns that adventurers like to visit. He is looking for the right mix of outsiders and locals who can survive the trip into the wild north of the Frostharrow, but won’t be swayed by the town’s opinions against him.

He will offer the last remaining fortune he has in the form of four pack ponies (four gold coins each!) each with a week’s worth of water in a *vatnvikur* (a 7-gallon barrel) and 20 meals worth of concentrated rations. This leaves him destitute.

Geirolf’s discovery and theft of the old map is fairly recent, and he will invite the adventurers to examine it for clues with him.

He is loathe to part with the *tiwstakn*, but will do so, as his perusal of the stolen historical documents revealed references to them in conjunction with questors seeking the Lost Hall.

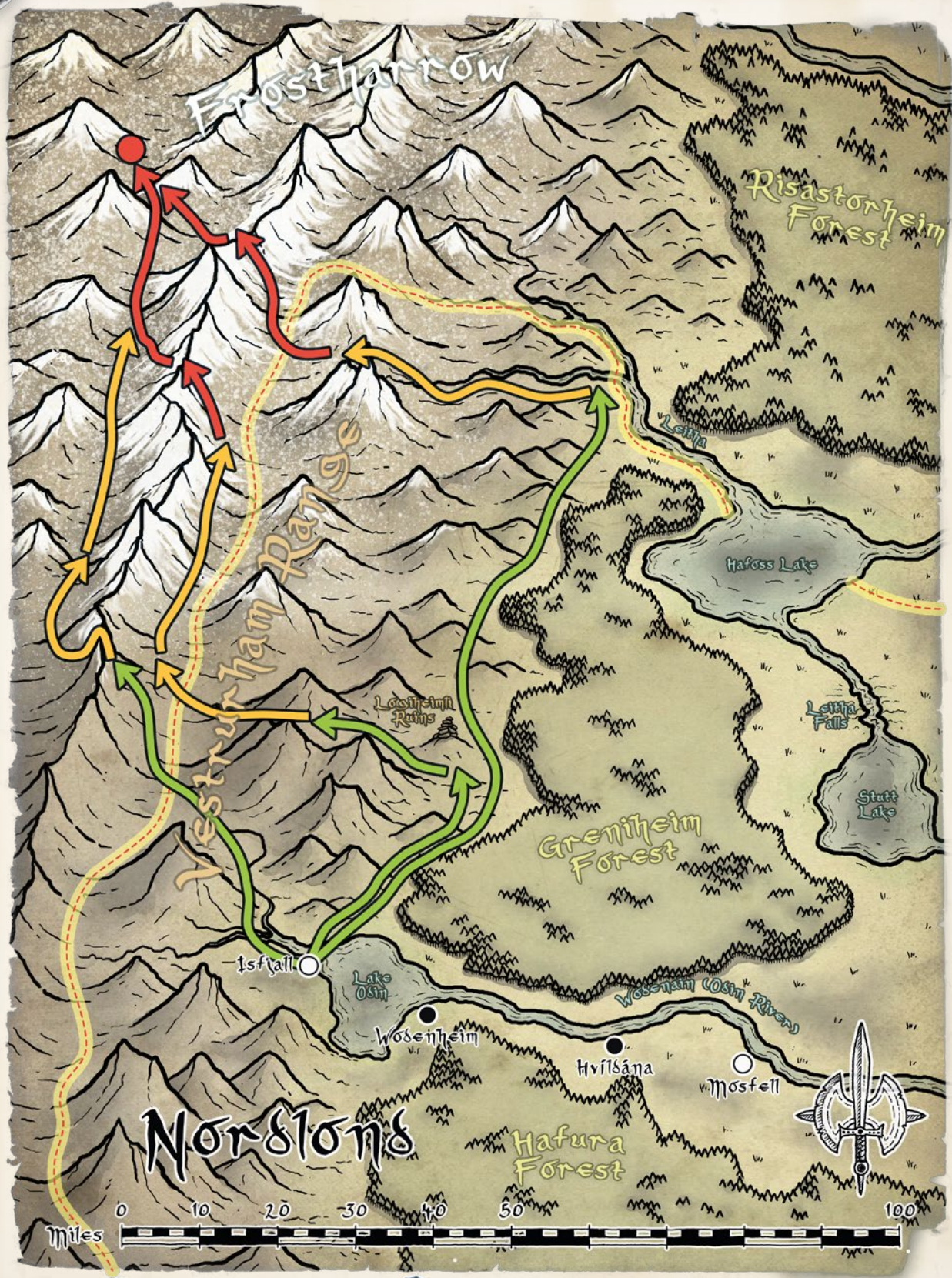
If the PCs ask, he will also allow them to take Gyrid’s sword, a rare two-handed blade forged in Vopnferð of pattern-welded steel. He claims it was blessed by the gods: He’s correct. It bears runes that glow faintly green by moonlight. Translating them will reveal an inscription “Who worships evil, beware my power.” It is an **Ornate** +2, **Fine**, **Balanced** bastard sword (5 lbs, \$34,000), blessed with **Affect Spirits**.

Geirolf is convinced that the time is ripe to rediscover the Hall, and that the Hall, the activity of faerie in the frostharrow, the surge of demonic cult activity, and the growing instability of the magic of Lake Odin are connected.

Pro tip: He’s right.



HALL OF JUDGMENT





THE JOURNEY

The first stretch of the trip to find the Hall of Judgment is an overland journey. As a famous halfling once said: “There’s nothing for it.” Unless extreme magic can be utilized to bypass the journey’s most difficult stages, it’s time to pack up and schlep.

The delvers will need the “big three” each day: about a gallon of water, 2-3 pounds of food, and a safe, relatively comfortable place to rest. Water is the bulkiest and heaviest of the staples: a *vatnvikur* (also called a *firkinbarn*) is a barrel that contains 7 gallons of water: enough for one person for one week. It weighs 100 lbs when full, and 40 lbs empty. Pack animals are a good idea.

Geirolf can provide a very old map of the area north of Isfjall. He claims that the map was said to bear the location of the Hall, but that it faded over time. Nonetheless, he is convinced that the Hall is somewhere in the north portion of the map.

THE RELIC: TIWSTAKN

Geirolf is correct: the map does bear the location of the Lost Hall. To bring out the knowledge:

- One must state in the name of the God of Law that they seek the Hall of Judgment
- They must be holding or wearing the relic that Geirolf now possesses, called a *tiwstakn* or *skilti*.
- Someone must cast the **Pathfinder** spell (*SPELLS, P. 44*) as the other recites the prayer.

There’s not much of an adventure if the players can’t find the Hall! There are other clues in Logiheimli ruins; Geirolf knows the fort was important to questors in the past and can direct the group there.

Alternately: Geirolf has already done the required ritual and provides a map; it’s just no one believes it’s real, or even if it is real, it won’t help with the current issues for Isfjall.



HALL OF JUDGMENT

THE LOWLANDS

Travel through the lowlands (green on the map) takes the party through plains, low hills, and the tail ends of forests. It is reasonably passable terrain: Take the slowest encumbered Move of the party or walking animals, multiply by $\times 0.75$ to account for the terrain, and that gives the party's average speed in mph. Halve that again if it's raining or snowing. In truly horrific weather (Dire Weather on the encounter table), travel becomes impossible, unwise, or a trudging march at no more than a horrible 1 mile per hour.

Each day, roll 1d twice on the **LOWLAND ENCOUNTERS** table (1d for row, 1d for column), and consult the Encounter Descriptions section for details. It might be

LOWLAND ENCOUNTERS

	1-3	4-5	6
	ANIMALS AND MEN	LOCATIONS AND WEATHER	CONFLICT!
1	Ruined Hut	Sudden Downpour (Dire Weather)	Hulder
2	Epic Animal	Abandoned Longhouse	Predator
3	Howling wolves	Impassible Terrain	Eðlafolk
4	Herd of elk or reindeer	Stream Crossing	Bandits
5	Brown Bear	Circling Ravens	Hostile Faerie
6	Wild Boar	Giant's Skull	Skeletons

possible to avoid a hazardous encounter, or steer into a beneficial one (such as happening across a herd of red deer waiting to be turned into venison). As always, you should substitute your own good ideas in place of those below!

HILLS AND VALLEYS

Travel through the hills and valleys below the Frostharrow (colored yellow on the map) takes the party through the beginnings of mountains. The terrain is difficult even if it's not constantly sheathed in ice like the Frostharrow. Take the slowest encumbered Move of the party or walking animals, multiply by $\times 1/3$ to account for the terrain, and that gives the speed of travel in miles per hour. Halve that again if it's raining or snowing. In truly horrific weather (Dire Weather on the encounter table), travel becomes impossible, unwise, or a trudging march at no more than a horrible 1 mile per hour.

HILLS AND VALLEYS ENCOUNTERS

	1-3	4-5	6
	ANIMALS AND MEN	LOCATIONS AND WEATHER	CONFLICT!
1	Drunk Warrior	Allfather's Riddle	Thurs
2	Solitary Trapper	Cursed Hall	Lake of Illusion
3	Bearly There	Severed Dreams	Hobs
4	Herd of Elk or Reindeer	Impassable Terrain	Vaettr/Zombies
5	Bandit Camp	Sudden Downpour (Dire Weather)	Death Valley
6	Watching Wolves	No Campsite	Questors

Each day, roll on the **HILLS AND VALLEYS ENCOUNTERS** table (1d for row, 1d for column), and consult the list for details.



THE FROSTHARROW

Travel through the Frostharrow (red on the map) takes the party through mountains and more mountains, and also ice-capped mountains. The group is hiking through enemy territory, and the odds of meeting something powerful, hungry, or both are high.

The terrain is treacherous and difficult, even more so for pack animals than humanoids. Take the slowest encumbered Move of the party or walking animals, multiply by $\times 1/6$ to account for the terrain, and that gives the speed of average travel in miles per hour spent. Halve that again if it's raining or snowing. In truly horrific weather (Dire Weather on the encounter table), travel simply becomes impossible.

FROSTHARROW ENCOUNTERS

	1-3	4-5	6
	ANIMALS AND MEN	LOCATIONS AND WEATHER	CONFLICT!
1	Mountain Goats	Rockslide!	Faerie Lady
2	Bandits	Hot Spring	Predator
3	Flush Birds	Difficult Climb	Hostile Faerie
4	Corpse(s)	Impassable Terrain	Thurs
5	Abandoned Mine	Dire Weather	Ice Alf
6	Druid Shack	No Campsite	Mylja Ormur

Each day, roll on the **FROSTHARROW ENCOUNTERS** table (1d for row, 1d for column), and consult the details. This is the most difficult and dangerous stage of the journey. Even were it not filled with faerie who want to torture or kill the players, the mountains themselves, snow-capped year round, are inherently challenging.

ENCOUNTER DESCRIPTIONS

Consult the ideas below for the results of the table, or simply choose your favorites and adjust to taste.

Abandoned Longhouse. An old farmstead or hunting lodge, in surprisingly good repair. There are no goods to be found within, but it has a stone fireplace hearth and will make a comfortable and defensible place to shelter for the night.

Abandoned Mine. The remains of a small, forgotten quarry. Some low tunnels carved into the rock reveal that the rock itself consists of "goldstone," a valuable decorative rock that is sought after by the artisans of Isfjall. The rock of course weighs 170 lbs per cubic foot and requires specialized tools or magic to extract.

Allfather's Riddle. A stone slab sits at the foot of a gigantic old oak tree. On it in the Norðlonder runic language is carved: "What creature is that which cradles men, bears a bloody back, and shelters fighters from shaft and point, gives life to some, and lays itself inside a soldier's grasp? Guess my riddle." The answer is "a shield," and if a shield is placed upon the slab

as the sun rises, it will become enchanted (+1 DB) for 3d days. After the first shield is enchanted, the runes will fade.

Bandit Camp. This one time, at bandit camp, there were 3d+6 bandits and a bandit chief. This is a "home base" for a group of raiders that have been plaguing the area, and the source for other encounters involving bandits. They have set up in a cave complex where they store their armaments and (limited) loot, plus some ramshackle longhouses. They will have patrols out consisting of two pairs of bandits each. Not all bandits are simple fighters, and there are likely spellcasters among the group.

Bandits. The party comes across 1d+3 bandits. They are hungry, dispirited, and unevenly armed, but dangerous and unpredictable nonetheless.

Bearly There. As the group crests a rise, they will begin to hear the screams of a young woman. If they follow, they will find a beautiful village girl up in a tree. Her throat is hoarse from shrieking, and she appears



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to be fleeing higher and higher into the reaches of a tall tree, clearly trying to escape something on the ground. There's nothing there; the poor girl resisted the advances of a persistent faerie lord too successfully; he cursed her and she sees a monstrous bear trying to climb the tree to get her.

Brown Bear. A hungry brown bear (*MONSTERS, PP. 16-17*) charges the pack animals with the intent to down one and make off with the provisions and water contained in the packs.

Circling Ravens. Two ravens are seen circling a location perhaps a mile off of the current path. If the group investigates, they will find a natural spring bubbling out of a cleft in a large rock in the ground, flowing down a sluice in the stone, and then soaking the ground. There's nothing magical or sinister about it: it's a source of clear, clean water. The two ravens are omens of being watched by the Allfather. If thanks and a small sacrifice to Allfather are proffered, a single penny will fall from the sky; on it is stamped the ansuz rune (ᚹ). It is not the recognized coin of any realm; the bearer gains +1 to Perception while carrying the raven's penny.

Corpses. 1d humanoid skeletons are found along the trail. Their weapons are rusted, their clothing rotted, and the food long-ago spoiled or eaten. One skeleton's leg has clearly been broken in many places, and near one hand lies a stone carved with the words "Still Lost."

Cursed Hall. In the valley between hills is an impressive longhouse in good repair. Around it are numerous rock piles, on top of each are multiple runic warnings for "curse," "bear," "jarl," and "faerie." Inside, a well-dressed jarl is being kept from a table piled high with delicious-smelling food by two spectral bears (use the entry for Bear, *MONSTERS PP. 16-17*, but the class is **Undead**, and add **Diffuse** to the trait list). If the party can kill the bears, the jarl will reward each character with an ornate silver torc (0.65 lbs) worth \$650 for the metal; a successful Merchant roll determines their actual value at \$2,000 and the jarl will also invite them to dinner. The jarl will urge them to depart before sunrise, as the curse is eternal; the party have only bought one day's meal—but it is the first the jarl has had in over 200 years. At sunrise, the entire longhouse and all the markers will fade and disappear; if the party remains, they will each take 2d FP damage as the house fades.

Death Valley. A necromancer has taken up residence in a secluded valley in the hills. Entering the valley will reveal skeletons of men and animals littering the valley floor. The entire area is considered High Mana for Necromantic spells, but Low Mana for everything else. Sanctity is Low, and Nature's Strength is considered as if the entire valley were defiled (see *SPELLS, P. 5-8*). The Necromancer was banished from Isfjall and the braeðralag of the Goddess of Death, and has been luring in travelers and questors ever since.

Difficult Climb. The heights of the Frostharrow are the definition of challenging terrain. The pathway over a ridge requires scaling 3d×10 feet of near-vertical terrain. If the party is unwilling or unable to make the climb, it will take another 1d days to find a safer, less difficult path, halved with a successful Navigation roll.

Dire Weather. A heavy, wet snowfall is followed by a significant (but short-lived) temperature drop (one level lower than it is currently; if it is already lethally cold, HT or Survival rolls are at a further -3) that lasts for 4d hours. 1d feet of snow will fall.

Druid Shack. Tucked into a cleft in the rock is a snug little shelter that, upon inspection, used to house a solitary druid. There's nothing left in the shack other than long-ago abandoned implements of little value. It will, however, make an excellent place to stay the night, especially in tough weather.

Drunk Warrior. The party bumps into a befuddled warrior who claims to have met another fellow along the trail not far away. He is pleasant, not aggressive, obviously drunk, and smells of mead. He tells a tale of an encounter with a red-haired man with a thunderous laugh and a seemingly endless capacity for drink. If pressed, he will indicate a direction. If the party searches, they will find the remains of a campfire, strips of cooked goat, and an impression in bare rock left by the head of an impressively heavy war-hammer. No traces of the red-bearded man can be found. If it is raining, the traveler will fail to notice that everyone else is getting rained on but himself. This encounter is best when immediately following a thunderstorm.

Eðlafolk. A group of 2d eðlafolk have made it into Norðlond on an expedition. They are scouting new territory. Their usual stomping grounds are hundreds of miles to the northeast; if they are allowed to return, a full invasion with a complete tribe will follow. They must be destroyed.



Epic Animal. The party finds unmistakable signs of a gargantuan creature. Something large enough that the entire party could shelter in a footprint. A giant. A dragon with wings that blot out the sun. A mammoth the size of a hill.

Faerie Lady. A powerful faerie noblewoman comes across the party. She is thousands of years old and in the mood for sport. Offering violence would be... unwise. She may be satisfied by an offer of a bronze blade and a debasing surrender.

Flush Birds. As the party passes, a flock of game birds bursts from concealment to flee. Animals and delvers alike must make a fright check; the party might snag a bird or three if traveling prepared...or have to chase down panicked pack animals that are suddenly expressing a desire to be anywhere else.

Giant's Skull. Recent weather has unearthed the skull of a giant. The skeleton will reveal itself as mildly magical, and if a palm full of bone powder is used to aid the casting of magic having to do with healing and growth, it will give +1 to the spell's skill roll.

Herd of Elk or Reindeer. The party comes across a grazing herd of elk, reindeer, or some other wild prey animal. A typical small herd is 4d animals, while a large one could number hundreds. Mmm. Meat.

Hobs. A group of 1d+2 hobs is venturing out of the Frostharrow to ravage the lowlands. They travel at night and will hide during the day unless the weather permits travel without exposure to sunlight. The most likely encounter is thus the hobs attacking the party between dusk and dawn. They will seek to eliminate the sentry (if there is one) and then murder the rest as they sleep.

Hostile Faerie. A wandering troop of stóralf comes across the party's path. If they detect the party first, they veil themselves and set an ambush. If the party detects them first, the tables can be turned. This encounter will not take place during daylight hours.

Hot Spring. The party comes across a cave out of which steam flows merrily (the steam might be visible for miles if it's close to the top of a ridge or could only be visible if passing close by if down in a valley). Inside the air is warm and moist, and in the depths of the cave a hot spring can be found. It's not a trap or trick: it's a natural hot spring, and a good place for a bath and to shed winter gear for a short rest. The humid environment makes for damp clothing and gear, though—unless the delvers dry off outside by a fire, they will be subject to being considered wet for 4d hours! (see [WIND AND WATER](#))





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Howling Wolves. During the night, the party's campsite is stalked and surrounded by 2d+3 wolves. They will circle the campsite, occasionally drawing near, and howl and make noise all night. They will not attack unless attacked first, but they're loud and the characters will find no rest that night.

Hulder. The party encounters a hulder. The faerie will wander out of the forest and pretend to be lost, asking to be guided home (which will be 1d miles away). They will lead adventurers down a wandering path, where they will have ample opportunities to step on a beehive, trip over a viper, wander under a dead tree—only to have it fall on them—or other potentially harmful pranks. Once arriving at its home, the hulder will attempt to charm the party member with the highest reaction bonus.

Ice Alf. Despite its name, the Ice Alf isn't alfar, but rather a form of ice elemental. They are universally hostile and resemble icicles when not trying to freeze or impale adventurers. 1d Ice Alfs will attack once half the party has passed.

Impassible Terrain. A rockslide, flood, avalanche, not-entirely-stable lake, or other terrain feature blocks the way. It will take 1d days to scout a new pathway; a successful Navigation roll halves this time.

Lake of Illusion. The group approaches an isolated lake. A shiny object can be seen on the shore of a small, low island rising from the lake. If the party can see it, they will perceive a silver and gold piece of jewelry wrapped around the neck of a skeleton wrapped in fine clothes and bearing quality armor and weaponry. The jewelry is real; the weapons and armor are not: they're illusions. The lake is a No Mana zone, and will remain liquid even in Lethally Cold temperatures. If the group attempts to swim to retrieve the jewelry or weapons, grasping vines will grapple the swimmer from below with ST 14, attempting to drown them.

Mylja Ormur. A medium-sized MYLJA ORMUR (crushing worm) lunges from out of its burrow in a nearby tree or rock outcropping at the either last party member in line, or one of the pack animals (if present).

No Campsite. As night falls, there is no good land on which to make camp. The top of the hill or ridge is not suitable, and the valley is deep and dark. Does the party make what fitful camp they can on the top of the ridge, or proceed into the valley below? If they

proceed, they will be attacked by a THURS that has taken up living in the valley below.

Predator. A MOUNTAIN CAT will stalk the party, and attack if it can approach animals or a straggler within pouncing distance. If it is attacked or after 1d×1d hours, it will lose interest and leave the area.



Questors. The player characters aren't the only ones looking for the Lost Hall. Grab 3-6 characters not currently in use and roll 1d.

- ✧ (1-3) The group is friendly but not interested in cooperation; they may exchange rumors and legends with the PCs, but otherwise will bid them good day after sharing a meal. They will fight if attacked, but not otherwise.
- ✧ (4-5) The group is neutral and opportunistic. If they can, they will rob the party. If not, they may attempt to shadow the PCs unless convinced they are outmatched.
- ✧ (6) The other party is hostile and will attempt to kill and loot the PCs. They will set an ambush if they can, or resort to main force if they cannot. 3am is always a nice time for a raid.

Rockslide! The weather, the delvers animal's footsteps, or a capricious faerie triggers an avalanche or rockslide that will directly threaten the characters. Each delver must take shelter behind something very solid (a man-sized boulder would do) or risk being swept down a steep slope. Those caught in the open must make an Acrobatics roll or suffer 2d crushing damage due to the impact of rocks and ice (DR protects normally).



Ruined Hut. The travelers come across a ruined hut or trapper's shed. It may be empty, contain a corpse, or a sleepy or startled bear! If empty of animals or other occupants (and if it isn't haunted), it may contain 1d meals worth of preserved rations or a full sealed vatnvikur of water.

Severed Dreams. Each of the party has horrible nightmares. In them, a one-armed man places his one good hand on a large, flat stone. A creature that shifts between a beautiful man, woman, and a slaving fiend steps up wielding a flaming sword in one hand and a thorned whip in the other. The creature raises the sword, and...

Skeletons. A group of skeletons shamble into the party's camp or line of march and will attack mindlessly the first characters they encounter. These fallen warriors hail from Logiheimli, and characters that can speak with the dead can discover the location of the village from them.

Solitary Woodsman. As the group travels, they come across a solitary trapper, hunter, or shepherd. Roll 1d:

- ✧ (1) They are desperate for any food that isn't meat, and will trade for fruits or vegetables at 4× the fruit's value in animal pelts.
- ✧ (2) The trapper is jovial and invites the party to share a meal. While eating, the trapper will attempt to get the party blind drunk and rob them.
- ✧ (3) The trapper is desperate for company, and will offer a fine meal in exchange for stories, especially from a bard or skald. The best wine (and it really is quite excellent) is brought out and shared, but the trapper will get so intoxicated that the meat will be undercooked. Each dinner guest—including the trapper—must make a HT roll at -2 or become nauseated for 4d hours.
- ✧ (4) The trapper is very knowledgeable about the current area, and will answer questions with Area Knowledge-15.
- ✧ (5) The shepherd's flock was scattered by a predator, and has only recently been re-flocked. They may be willing to trade or sell animals to the party.
- ✧ (6) The hunter is jovial, friendly, and has a campsite nearby that is the best ground in the

area. Unfortunately, their last bath was many, many months ago.

Stream Crossing. A fast-moving shallow stream blocks the best travel path. Make a DX or Acrobatics roll or plunge into the water. Animals will have no trouble crossing, but wheeled vehicles risk breaking a wheel against the rocks.

Sudden Downpour. A heavy, soaking rain is accompanied by a significant (but short-lived) temperature drop (one level lower than it is currently; if it is already lethally cold, HT or survival rolls are at a further -3) that lasts for 4d hours. 1d/2 inches of rain will fall; multiply that by 1d+1 to determine snowfall depth if it's Uncomfortably Cold!





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Thurs. A small group of 1d/2 **THURS** has taken up residence in a shadowed valley. Well-hidden and inactive during the day, they emerge at night to attack the party. They will strike from ambush, but their tactics tend towards “thurs smash!” rather than stick-and-move.

Vaettr/Zombies. A group of **ZOMBIES** shamble out of the night into the camp and attack the first characters they encounter. After 1d rounds of combat, the **VAETTR** commanding them will make an appearance.

Watching Wolves. The head of a **WOLF** pack of 3d animals approaches the party either as they make camp or are traveling. The wolf is curious, not hostile, and may even approach close enough to touch. If the party reacts violently, the wolf will dodge with surprising agility and he and his pack will leave the area.

Wild Boar. The party spooks a **WILD BOAR**; If the party loses a contest of Intimidation, the boar attacks!

WILDERNESS SURVIVAL

Traveling overland, especially if schlepping your own gear, is hard, hard work. The rules below will help when circumstances dictate the ancient plotline of “man vs. nature” takes on immensely immediate relevance.

EATING AND DRINKING

The simplest wilderness challenge is also the most basic, and the most important: The requirement for food while adventuring in temperate weather is the equivalent of 1.5 pounds (three meals) of concentrated rations and eight pounds of water per day. If you cannot forage off the land, the requirement for prepared food and water is on the order of 70 lbs per week per person. This makes the ability to obtain food and find and procure fresh water absolutely critical.

Game animals such as deer can be assumed to provide, as a rule of thumb, one third to one half their live weight in meat suitable for consumption, but they have less energy content than more domesticated meats. Treat 1 pound of fresh deer meat (or similar) or 0.75 pounds of beef or bison (or similar) as equivalent to one meal if the party cannot supplement with grains or other starches. If the party *can* supplement with beans, hard-tack, or other high-energy starches, drop the daily (raw) meat requirement by half. For simplicity, treat each 3 pounds of meat and other foodstuffs as one day's rations—20 lbs per week of travel per person traveling is required in good weather.

Water is rather easier to figure, in that you need about a gallon of it per day—just over eight pounds, and that's where most of the required weight of provisions comes from (60 lbs per person-week!). So long as someone in the group knows **Purify Water**, they can be sure that any water they gather from streams, rivers,

and puddles can be rendered potable.

The party does have access to this spell, right? *Right?* There are several other spells that make such necessities far easier to gather, including **Create Food**, **Create Water**, **Essential Food**, and more.

Magical purification of food and drink makes one of the most severe hazards of low-technology overland travel and survival suddenly more about hunting and finding, and a lot less about long, painful, lingering death from disease and toxicity. Lacking this ability within the party, overland travel and survival becomes much more difficult—and that's just where eating and drinking are concerned.

FIELD DRESSING GAME

If the party successfully brings down game such as a deer (the red deer native to the region average around 300-400 lbs), all the inedible bits need to be removed in a way that does not cause the meat to be contaminated. As shorthand, if the party is not in danger of running out of food or it's not critical to the plot, assume that an animal provides about 40% of its live weight as edible meat and get on with the game.

If it is critical—hunting and feeding the party has become a major plot point—amp up the drama by asking for Survival rolls to turn the animal carcass into edible food. Make a Survival skill roll at +2 to get any good meat at all, obtaining 20% of the animal's live weight as easily-accessible delver chow. Increase the food obtained by 5% per point of margin of success, to a maximum of 70%.



If the party has access to **Purify Food**, and they fail the basic Survival roll, they can still get 1/5 of the animal's live weight in food but must cast the spell on the meat or else they risk disease—they've contaminated the meat with nasty bits from the entrails or something equally disgusting.

If they're fortunate enough to know a spellcaster with **Prepare Game**, you get 70% the weight as food and the other 30% of the animal's weight neatly partitioned out into usable bits. Sinew for cordage and bow-making, cleanly-scraped rawhide (if that's what you want) or a fur pelt (if that's what you want), hooves for rendering into glue, intestines for stuffing to make sausage, etc. Even the poop is given to you as a small pile of fertilizer.

PRESERVING MEAT

Meat spoils quickly if not preserved. The field-expedient method to do this is to immediately cut it into thin strips and smoke it using a fire, wet wood or

greens, and an enclosed mini-tent (often a tepee-like construction). An expert can do this in four hours by making a Survival roll at +2. If they succeed by 1, it only takes two hours; success by 4 or more gets the job done in but one hour. Increase the difficulty in bad weather, due to limited supply of wood, or suitable fuel (-2 to Skill for each negative condition).

Freeze-Dry. An expedient that trades time for skill in cold weather is freeze-drying. Make the same skill rolls, but increase the time taken by 10 in Uncomfortably Cold weather, and by 4 in Lethally Cold weather. Just be sure you're alive to eat it.

WEATHER AND TEMPERATURE

There is an old proverb: "There is no such thing as bad weather, only inappropriate clothing." (Quoting this proverb during the winter is said to be a leading cause of death by blunt fist trauma in the region. That too is an old proverb.)

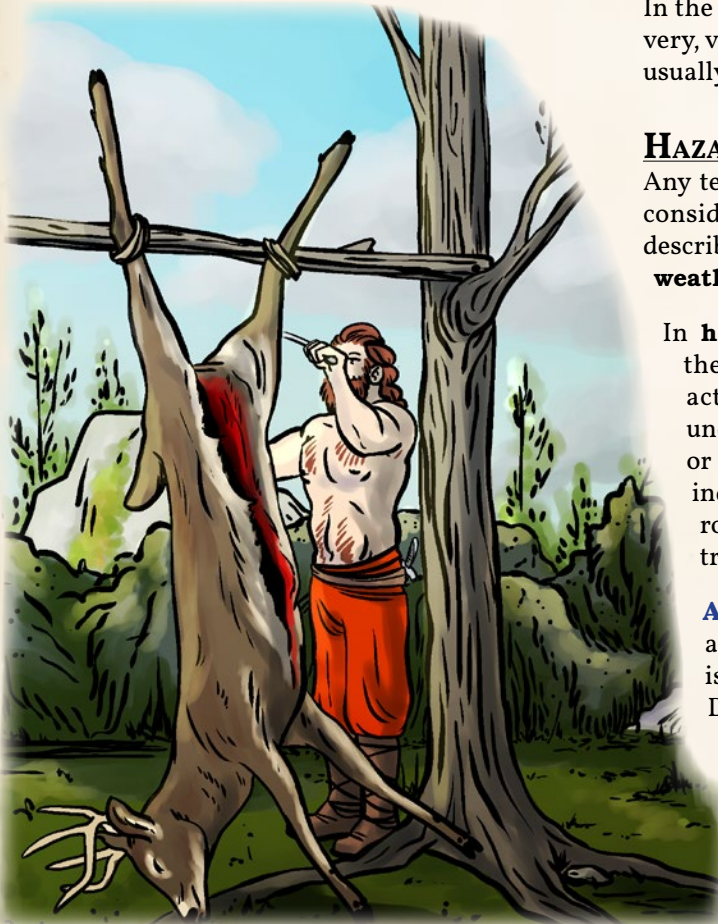
In the lowlands in the summer, it can get hot and, on very, very rare occasions in July, dangerously so...but usually only for a few days.

HAZARDOUS TEMPERATURE

Any temperature outside of the comfortable zone is considered **hazardous temperature**: **hot weather** describes hazardous elevated temperature, while **cold weather** indicates hazardous low temperature.

In **hazardous temperature**, make a HT roll at the end of each 12 hour period, or if continuous activity stops. After a four-hour hike through uncomfortably hot weather, after setting up camp, or after a night's sleep, make a HT roll at a penalty indicated on the **TEMPERATURE ZONES** table. The HT roll is modified by activity level, clothing, shelter, traits, and—for hot weather—water intake.

Activity Level. Activity in hot weather is assumed; add +5 to HT rolls if the character is lounging about in the shade during the day. During cold weather, activity such as hiking provides +5 to HT rolls. Deliberately moving around a campsite to keep warm provides the same bonus but costs 1 FP per +2 bonus to the roll.





HALL OF JUDGMENT

TEMPERATURE ZONES

TEMP ZONE	RANGE	HT PENALTY	FAIL
Dangerously Hot	105°F+	-10	1d+2 FP
Uncomfortably Hot	90-105°F	-4	1d+2 FP
Comfortable	32-90°F	No roll	No roll
Uncomfortably Cold	-10-32°F	-4	1d+2 FP
Lethally Cold	< -10°F	-10	1d+2 FP

Clothing. In hot weather, clothes come off. Wearing winter clothing is -4 to the HT roll; arctic clothing is -10. Light summer clothes are at no penalty. Buck naked is at -1 due to poor evaporation. In the wintertime, summer clothes are at -2, while nakedness is -3. Winter clothing or basic clothing with a heavy cloak is at no penalty, clothing and heavy cloak or blanket gives +2. Stacking layers over normal clothing is the simplest and traditional way to deal with cold weather. Each layer of warm clothing (up to six) costs \$50 and weighs 2.5 lbs (blankets count as a layer and weigh 4 lbs); this can represent warmer wool coveralls, a heavy cloak, a parka, etc (see **ADVENTURERS P.109**). You get +1 to HT rolls to resist cold temperatures for each layer, but this eventually gets bulky and inconvenient. If you have +4 or more in bonuses from warm clothing, you suffer a -1 to DX. At +6, you have -2 to DX. This is cumulative with any penalty for Layered Armor (**ADVENTURERS, P.109**).

Shelter. Finding the right campsite (a successful Survival roll) adds +1 to HT; in cold weather, having a decent tent provides +2. Fine and Very Fine equipment add a further +1 and +2, respectively. Sharing a tent with others lends body heat (assuming warm-blooded biology!) and provides an extra +2 in cold weather. A roaring campfire also provides +2 to the HT roll.

Traits. Fit provides +1 to HT. Outdoorsman provides +1 to HT per level. Temperature Tolerance provides +1 to HT per level in the appropriate weather condition.

Water Intake. The water requirement while adventuring is about a gallon per day. In hazardous hot weather, halve HT penalties if you drink an extra gallon per day in Uncomfortably Hot weather, or 4 gallons per day in Dangerously Hot temperature. Drinking less than 1 gallon in hot weather is -5 to HT; if you drink less than 1/2 gallon, the roll is at a further -10.

NIGHT AND DAY

Assume that during the night, in the lowlands and hills the temperature is roughly 15-25°F lower than during the day; in the mountains or the desert, increase that range to 30-40°F. This may cause the temperature zone to change, requiring different preparations for settling down at night, or even traveling during the night and sheltering during the day in hot weather.

WIND AND WATER

These temperature conditions are either worsened or moderated by two other factors: wind and water. Wind lowers felt temperature, and in the wintertime, strong winds can drive felt temperatures down by as much as 50°F.

Wind. The harder the wind blows, the colder it feels. Strong winds constitute a good reason for the GM to lower the temperature range.

Water. Wet comes in three types: humidity, precipitation, and immersion.

Excessive humidity increases the effective felt temperature by 3d °F, potentially pushing it over the edge to a new range. What would otherwise be Comfortable weather can become Uncomfortable, etc.

Being wet makes any climate condition one level colder. If a character is immersed in cold water, increase the frequency of HT rolls to avoid FP based on the table below.

WATER TEMPERATURE	ROLL FREQUENCY	HT MODIFIER
Warm (60-80°F)	Every 4 hours	+1
Cold (40-60°F)	Every hour	-1
Near-freezing (32-40°F)	Every 5 minutes	-3

HEATSTROKE, SUNBURN, AND FROSTBITE

If a HT roll due to hazardous temperature is critically failed, the victim suffers injury as well: Add 1d+2 burning damage to an exposed location (straight injury for heatstroke). Frostbite can cripple an extremity!



CLIMATE IN ISFJALL

Isfjall is considered north even in Norðlond, and the temperature rarely rises beyond the Comfortable zone for more than a few days.

Consult the **ISFJALL CLIMATE** table for guidelines on temperature and precipitation.

Determine Temperature. Start by rolling 3d to determine a temperature range given the month of the year. Isfjall is very rarely so hot that it's dangerous to be out and about if one is hydrated and healthy, like a good adventurer should be. It is frequently lethally cold in the wintertime, where exposure without proper clothing can rapidly turn to frostbite, hypothermia, and Delvercicle Syndrome.

Could be Raining. Once temperature has been determined, roll 3d again to see if it rains or snows. If the roll is less than or equal to the entry for "Rain," you

get soggy. It snows if the temperature is Uncomfortably Cold; if the temperature is Comfortable, but the roll is at the top end of the range (rolling a 10 in November), it snows, but it's a nasty, wet, uncomfortable mix of snow that melts and just makes mud, freezing rain, or sleet.

Snow Base. This row tells how much permanent snow is on the ground, in inches: It may well snow in May or June, but it won't last. This is a guideline, and can vary by location, but if there's assumed to be three feet of snow on the ground, a snowfall will simply add to it.

It's Cold Up There. Adjust the 3d roll for temperature by +3 in the Hills and Valleys regions, and +6 in the Frostharrow. It's cold there, and that cold isn't always strictly natural. Note some of the rolls on the encounter tables can drive temperatures into true extremes, including extremes in snowfall.

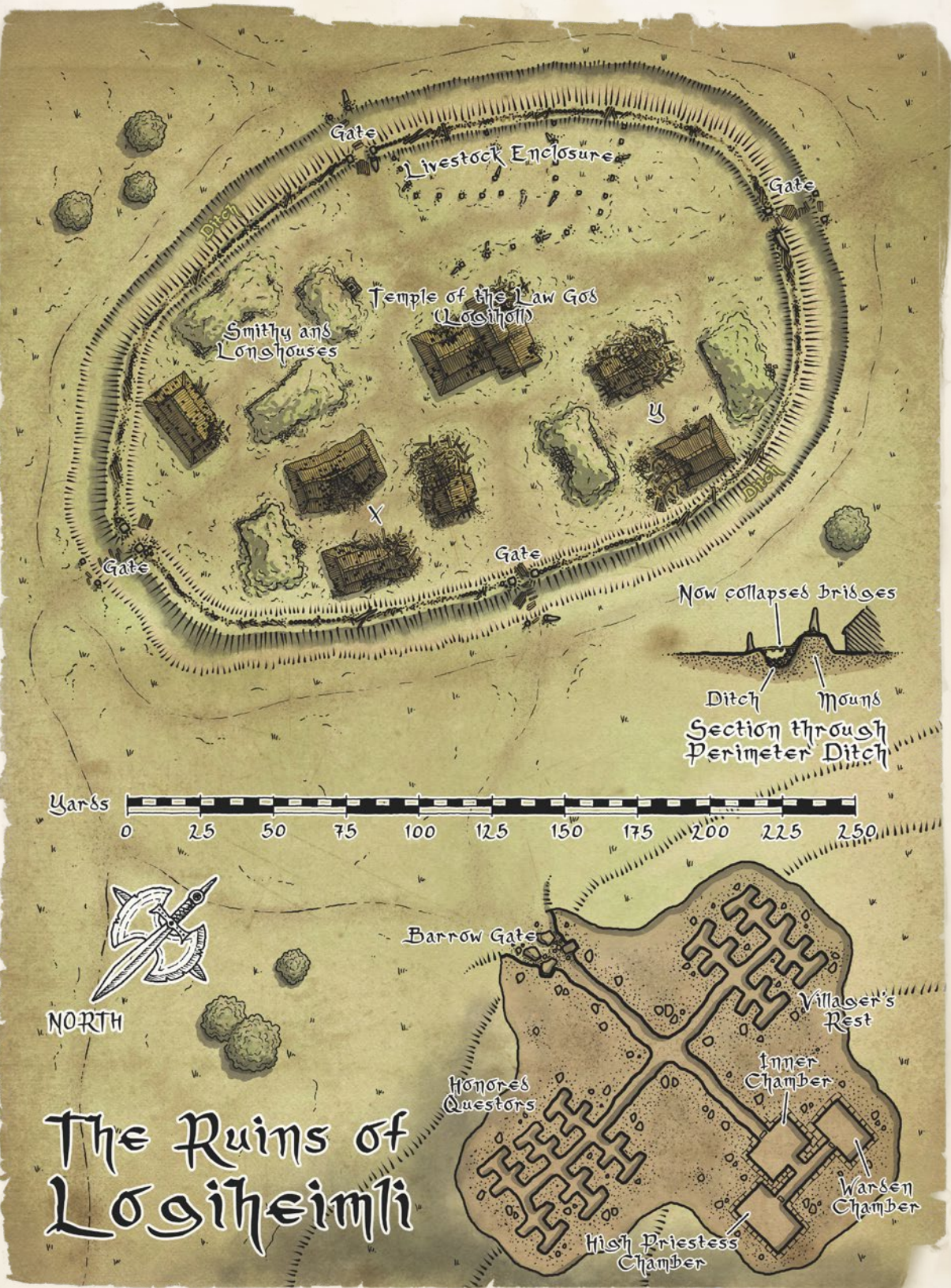
ISFJALL CLIMATE

MONTH	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	JAN	FEB
Dangerously Hot	—	—	—	—	3-4	—	—	—	—	—	—	—
Uncomfortably Hot	—	3-6	3-7	3-8	5-9	3-8	3-7	3-5	—	—	—	—
Comfortable	3-10	7-12	8-12	8-16	10-18	8-18	8-13	8-12	3-10	3-9	3-8	3-9
Uncomfortably Cold	11-13	13-18	13-18	17-18	19-22	19-22	14-18	13-18	11-14	10-12	9-12	10-12
Lethally Cold	14+	19+	19+	19+	23+	23+	19+	19+	15+	13+	13+	13+
Rain?	8	8	9	8	7	8	8	8	9	9	9	8
Snow Base	30	12	0	0	0	0	0	0	4	16	27	33
Daylight Hours	12	14	15	16	16	14	12	11	9	8	9	10





HALL OF JUDGMENT



The Ruins of Logiheimli



LOGIHEIMLI RUINS

Sitting against the first significant line of hills on the western border of Norðlond, at the very edge of the Vsturham range, lies the ruins of a village and fortress. Hundreds of years of erosion, weathering, and neglect have reduced the once sturdy settlement into a shadow of its former self. A shadow haunted by the walking dead. The area is sparsely forested, but low shrubs and other wild growth have covered what was once one of the principal holy sites in Norðlond...and is now a wasted ruin.

THE FORTRESS AND BARROWS

There are two important areas around Logiheimli: the fortified village itself, and the nearby barrow complex made for those that left on quest for the Lost Hall, and never returned. Not every building holds danger or a surprise, but some do.

Approaching the ruins, the most prominent feature is the eroded low wall. The ruins are vaguely oval in shape, but hundreds of years of erosion and weathering have left relatively few distinct “men built this” signs. One sees the wall itself, the stone pillars that held the gates, and the classic ditch structure.

When the ruin was thriving, it would have been a formidable barrier; now, only remnants of trails (less vegetation and bramble) remain, plus those features that water, wind, and time could not destroy.

WANDERING BONES

The dead at Logiheimli are rather more active than they should be. This “danger zone” extends to 1.5 miles for each hour of darkness: roughly 12 miles during the height of summer, and 24 miles from the ruins in winter. Roll every night for an encounter: the party will encounter a group of 1d skeletons on a roll of 8 or less on 3d.

Challenge. The ruins are infested with undead, including ghouls. The skeletons and zombies are powered by the force of evil runes that were carved into three obelisks by demon cultists. The ghouls and skeletons will try and kill any living creature that gets too close; ghouls in particular long to feast on human flesh.



HALL OF JUDGMENT

Concealed. The livestock and ghouls are the remains of a demon cult that was sent on a mission to undermine the fortress. They struck while the Warden and his wife, the High Prestess of the Law God, and their top retainers were meeting with a jarl at Odinheim.

The fortress of Logiheimli (Law Home) was once an important waypoint for questors seeking the Hall of Judgment. The forces of demonkind dispatched a heavily armed and trained cult to pose as questors. In the night, while the warden was away, they entered the temple, desecrated it, and breathed life into an obelisk that caused the dead to rise each night. There are three such stones: one in the temple, which covers the fortress proper, and two more in the outer barrow.

These runes cause the area to be **Low Sanctity**, **Low Mana**, and **Supernaturally Defiled**. A spellcaster who detects the lowered power levels can make an Occultism or Naturalist roll to determine that the weakened strength is due to an outside force; critical success gives the character an indication of which direction they come from. Deactivating any one obelisk will increase Nature's Strength to normal; two will restore the mana level to Normal; eliminating all three will restore the sanctity level to Normal.

Reward. The temple has clues to the precise location of the Hall of Judgment. The barrows hold the former jarl and high priestess of the Law God, and their weapons and equipment are of the finest make.

THE GATES

There are four "gates" in the oval wall, each of which used to form a tunnel perhaps 6-7 feet high through which visitors would pass to enter the fort. Each was formed of four stone posts, which both held the wooden doors and the supports for the ceiling. Over time, the timber has eroded away and the roof and walls collapsed, leaving an uneven cleft in what remains of the wall.

The corner posts are obviously artificial, and still remain, providing evidence that this area is not a natural feature.

Concealed. There is nothing untoward or malign about the collapsed gates.

LIVESTOCK ENCLOSURE

The "enclosure" is marked only by stone posts, some collapsed, some still present. Whatever fencing or roofing that used to protect the animals of Logiheimli have long since disintegrated.

While no structures still stand, the remnants of the livestock itself, in the form of skeletal remains, can be seen.

Challenge. Defeat the undead skeletal warhorses that will rise so long as the sun is not in the sky (night or overcast days).

Concealed. Several of the old skeletons are exactly what they appear to be, but the more recent remains are clearly wild animal skeletons, which have been crushed (roll Naturalist at -2).

Four sets of remains are in fact the animated skeletons of warhorses. These highly trained mounts will charge at the nearest PC that enters the enclosure by passing the stone posts. Once animated, the **SKELETON WARHORSES** can absolutely pass the enclosure boundaries. They will attempt to slam, trample, and stomp living creatures in rough order of "who's closest?"

Alternatives. The skeletons will rise instantly (treat as if standing from prone) when the first living character passes the enclosure if the sun is not in the sky (it is overcast, or from dusk to dawn). They will not rise if the sun is shining, and are susceptible to sunlight, the **Sunlight** spell, and **Sunbolt**.

THE TEMPLE: LOGIHÓLL

In the center of the fortress sits the former temple of the Law God. The stone foundations are still present, as are timbers that should have long since rotted away but have not (they were blessed and turned into essential wood; they would have lasted forever save for the evil obelisk now in the basement).

Challenge. Defeat the ghouls that will attack once the party is distracted. Un-curse or dispel the obelisk in the basement.

Concealed. Ghouls roam the ruins, and there is a stone obelisk in the basement that is defiling Nature's Strength inside Logiheimli. There are twelve ghouls in the temple itself, and they will attack in groups of three from different places within the ruin.



The temple was collapsed from within by a powerful (and long-dead) talisman after the ritual to enchant the runes on the obelisk were activated. The ghouls in the temple are the undying cultists that originally cursed the temple.

Rewards. Deactivating the obelisk will start the process of re-balancing the mana, sanctity, and nature's strength of the region. Delvers can deactivate an Obelisk with **Remove Curse** or **Exorcism** resisted by Skill-12 (this was once much more powerful, but has faded over the years).

Delvers lacking either method can just smash it (DR 6, 90 HP)—but doing so releases a wave of demonic energy that drains 2d+6 HP from anyone in the room!

Inside the basement there are several clues to how to find and travel to the Hall of Judgment.

- ✧ A polished stone slab contains an etching of the hall itself that will give bonuses to Navigation and the first real image of the Lost Hall in recent memory.
- ✧ A stone plinth that sits empty, but if the History spell is cast on it, will provide a faint image of a book into which the stories of individual questors have been written. The visible page makes mention of tiwstakn provided to questors, and later recovered either by its return, or by Logiheimli huskarls sent to retrieve them.

LIVING AND VISITORS' QUARTERS

The living quarters for those that lived in Logiheimli are located in area X, while those assigned to questors and other transients are at Y. As with all the longhouses in the ruins, there is a mix of stone, sod, and timber that has long since eroded into the barest remnants of structure.

Challenge. Skeletons will rise and attack any who draw near the buildings. There were 10-20 people in each of the longhouses.

Concealed. The skeletons lie dormant in the ruins until a living creature approaches within 10 yards, then they spring up and attack.

Alternatives. Wise parties will be wary of undead once they're attacked the first time, likely by the skeletal warhorses. A cleric or holy warrior will be

able to keep most of them at bay, or even completely vanquish them. Destroying all three obelisks will deanimate the skeletons without a fight.

Rewards: If the skeletons are armed, the party can recover well-preserved weaponry in remarkably good condition given their age (full value; the ritual that animated the skeletons preserved the weapons). Characters who take the time to scrounge through the ruins thoroughly (at least an hour) can roll as a group against Scrounging (or Perception -5); each building ruin will have 3d×(1+Margin of Success) coins worth of valuables buried in it. Roll 1d: on a 1-3, the coin type is copper, on a 4-5 it's billon, while on a 6, it's silver. On a critical success, it's tumbaga instead (**Exploits, p. 73**)! The loot can be in coins or objects, at the GM's discretion. Also, for each ruin, a scrap of parchment, clay or stone tablet, or an item that can be used as the subject of the **History** spell which reveal the pathway to the bridge across the river leading to the Lost Hall.

LONGHOUSES AND SMITHY

This set of buildings is marked by the remains of what clearly was a smithy. The building had a stone foundation and walls, and the remains of the anvil are still present.

Challenge. More skeletons!

Concealed. The skeletons rest beneath the ruins of the longhouses and will run out and strike at party members if they can. There were 10-20 people, turned into corpses and then into skeletons by the force of the cultists' ritual, in each abandoned longhouse.

Rewards. The bones of a dwarven smith lay where he was killed; a Hidden Lore (Undead) roll will reveal that the evil ritual did not affect him and suggest that **Summon Spirit** might work.

The smith's ghost resists with Will 5 (he is friendly), but he's been dead more than 400 years. He is willing to provide the location of a buried strongbox containing 2 gold and 60 silver coins under the rotted anvil.

He will tell how the wardens of the fort retreated to the barrows to attempt to free the land from evil influence. Eventually they were forced to seal themselves inside; their bones (and spirits) are still present inside. Reveal the specified **Concealed** info from **THE BARROW GATE** if the characters speak to the dwarven smith.



HALL OF JUDGMENT

THE BARROW GATE

These heavy wooden doors are still largely intact, having been constructed of essential wood and bound with iron. They are intact, but not attached to the hinges: the doors have been ripped off the entryway to the barrow. This fact is visible from the eroded western wall of the Logiheimli fortress.

Other than the shattered entryway, there is nothing hidden or buried at the gates. The tunnel proceeding into the tomb is lined with torch-holders, but the torches have long since rotted away. The somewhat rusted remains of the holders (they will still support a torch) are placed every three or four paces.

Concealed. If the delvers enter the crypt, they will come to a vertical stone marker at the intersection of three sub-passages. On top of the marker a message was chiseled in the runic language of ancient Norðlond: "Truth has Consequences."

After the marker in the middle of the intersection, the delvers see, down each of the north and south corridors, the faint outline of another marker. The markers to the North and South emit a pale, sickly green light. The third passage does not have a marker and ends at a well-constructed set of double doors.

The **DWARVEN SMITH** will reveal that the barrow was dug for the purposes of interring questors that perished during their attempt to reach the hall. The Huskarls would periodically scout the then-known ways to and from the Hall and bring back tiwstakn and the remains of any deceased. Those that perished without leaving other instructions were buried in one barrow, huskarls that perished were buried adjacent to the Warden's Tomb, and those villagers and priests that lived in Logiheimli were buried in an interior chamber.





THE HONORED QUESTORS

The barrows reserved for the questors occupy the northernmost section of the tomb. The marker placed halfway down the corridor glows with a green light and is the second obelisk upon which the dark spell that curses Logiheimli was placed. The marker is inscribed "Valiant," though that is obscured by the Evil Runes.

The dead are laid out in a simple set of small passages, and the bodies are laid in alcoves perhaps three feet deep and a foot high, spaced like shelves.

Challenge. This tomb is filled with animated skeletons, but they are cursed to wander the land at night. There are quite a few skeletons that come and go as the sun sets and rises.

Concealed. Every single skeleton in the barrow has been animated by the dark power of the obelisks that have cursed the village. There are 24 burial areas, and each has room for 4 bodies, though not all were filled. This makes about 50 skeletons, most of which are armed with rotted shields (DB +1 instead of more) and rusted swords (consider them short swords).

The skeletons return to their resting place daily, and they remain there from sunup to sundown, unless the sun is hidden behind the clouds, or there is an eclipse, or a mysterious supernatural fog that appears seemingly out of nowhere. Small chance of that, but you never know.

At dusk, the dead walk and wander, and can range for a shocking distance each night and still return. They will stroll at Move 2 seeking things to kill. The area is most dangerous at dusk (when 50-80 skeletons are commuting to work) and dawn (reverse commute).

Note that the doors to the Warden's chamber (the westernmost passage) are holy/blessed, and skeletons will not proceed more than halfway down that passageway.

Rewards. Deactivating each obelisk will restore first nature's strength, then mana, then sanctity to "normal" levels.

The valuables for some of the wealthier questors are buried in a small niche beneath each body. For each search, roll 3d; on a roll of 8 or less, there's something valuable still present, worth 6d×10 silver marks.

Any character who makes a **Religious Ritual** or **Savoir-Faire** roll at +2 will understand that looting these tombs would be a desecration; delvers with Greed may not care!

For each tomb pillaged, roll 3d again...on a roll of 6 or less, the skeleton's animated spirit is enraged, and the creature transforms from a bound skeleton to an unbound vaettr, which *can* walk as it will. It somehow knows who stole its stuff, and will attempt to intercept and kill the thieves. Barrow pillaging is lucrative but perilous in Norðlond.

VILLAGER'S REST

The barrows reserved for those that served and died in Logiheimli in service of the Lord of Law were set to rest in the southernmost section of the tomb. The marker placed halfway down the corridor also glows with the curse, and on top is chiseled "Servants of Law." The dead are laid out in a simple set of small passages, and the bodies are laid in alcoves perhaps three feet deep and a foot high, spaced like shelves.

Challenge. Unlike the wandering skeletons of questors, these are likely to be found wandering the tomb itself.

Concealed. Much as with the questors, these remains are also animated each night as skeletons. There are fewer of them (only 20-30), and the magic of the curse was not strong enough to overwhelm the rites by which these servants of Law were laid to rest. They rise reluctantly and will not pass the outer doors.

If encountered, roll 1d, and on a roll of 1-3, the skeleton will turn and walk away: they are reluctant to attack the living, seeking only to return to their rest. If one is driven to attack, all others within line of sight will also turn and attempt to destroy interlopers.

The doors to the Warden's chamber (the westernmost passage) are blessed, and skeletons will not proceed more than halfway down the passage.

Rewards. There are no niches or valuables to be found here, though holy symbols of the Lord of Law are plentiful in the alcoves.

Deactivating each obelisk will restore first nature's strength, then mana, then sanctity to "normal" levels.



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A STURDY DOOR

The westernmost fork of the passage terminates at a set of still-whole double doors. They are well preserved, bound with iron, and the iron bands are etched in runes.

Challenge. Enter the chambers beyond.

Concealed. The doors are magically locked and serve as a ward against the approach of the undead. The curse animating the skeletons is too weak to drive them more than halfway down the passageway; a vaettr will not be so constrained.

The door was locked with **Magelock** at skill 20; if a spellcaster has a tiwstakn, the resistance drops to **Magelock-10**.

The runes on the door are again in ancient Norðlond. They read "Law Over All."

Alternatives. The door must be magically opened, but if **Lockmaster** or **Counterspell** are unavailable, the characters can Pray (Exploits, p.90) for divine intervention to open the door, at +10 if they are carrying a tiwstakn; this roll automatically fails if they have pillaged the graves of villagers or questors in the barrows.

INNER CHAMBER

Passing the door, the inner chamber of the Warden's barrow seems to have also served as a war room. The huskarls guard the way as ghosts. They will know instantly if the delvers have pillaged the tomb (see below for consequences). If not, they will permit the party to speak with the Warden and High Priestess, whose ghosts wait in their inner chamber.

Challenge. Communicate with the ghosts of the warden, high priestess, and huskarls.

THE HUSKARLS

The huskarls of the Warden were picked warriors, each a hero in their own right. Each a holy warrior of credible power, they maintain the warding against the undead in the outer chamber.

Challenge. The huskarls will not attack or threaten the delvers in any way so long as they have not pillaged the bodies of the villagers or questors.

Concealed. If the delvers have pillaged the tomb, the huskarls will bar the way to the Warden's tomb and point the delvers back to the questor's tomb. A successful Religious Ritual, Occultism, or Hidden Lore (Undead) will inform the miscreants that the stolen valuables must be returned before conversation with the Warden can occur.

Rewards. Each of the six huskarl warriors is wearing an Ornate (+1 CF) heavy mail hauberk (DR 5/3 covering the body and arms; \$3,720, 28 lbs), carries a Norðlond battle shield (\$600, 8 lbs) in surprisingly good condition, and is laid to rest with **Ornate** (+1), **Fine** weapons: a knife, a spear, and a one-handed sword or axe. Each carries a Blessed Holy Symbol of the Law God (**ADVENTURERS, P.114**).

If the obelisks are un-cursed, the gear remains and the huskarls will allow the party to trade their own gear for that of the huskarls. They will object to full-on looting.



THE WARDEN AND HIGH PRIESTESS

Concealed. Upon returning from their journey to the cities in the south, the Warden, High Priestess (his wife), and their huskarls found the village and fortress a smoking ruin and the curse heavily upon the land around it. They retreated to the barrow, and magically sealed the door against entry. They prayed to the Law God, who intervened with the Goddess of Death: the spirits of the group would be allowed to linger until the ruins were cleansed.

Rewards. At worst, the Warden and Priestess will grant the party the meistaratakn, the master relic that can be used to locate the other tiwstakn wherever they are. Two are unaccounted for according to the Warden. One is the relic that Geirolf possessed, and the other is in the far north, which will give the party solid directions to the Hall of Judgment itself.

The Warden and High Priestess will not discuss the challenges faced by any Questor in the Hall. They will tell the party the following:

- ✧ The Hall is not just lost; it is closed to farsight. Something is wrong at the Hall that might threaten the Gods themselves
- ✧ The cultists that ruined the village were part of some grander plan; the demons have been scheming for centuries

- ✧ The faerie also seek to possess the Hall, and are looking to gain entry and take possession of it for their own reasons; they will repeat the obvious: do not make deals with the faerie in this matter (nor any other)
- ✧ The High Priestess will note that removing the curse on the three obelisks will allow the area to return to a proper balance.

If asked for aid, the Warden will grant permission for each party member to take a single item from the barrow of the huskarls; the other ghosts will look a bit put out by this. If a holy warrior is present, the warden will offer to trade his sword for theirs.

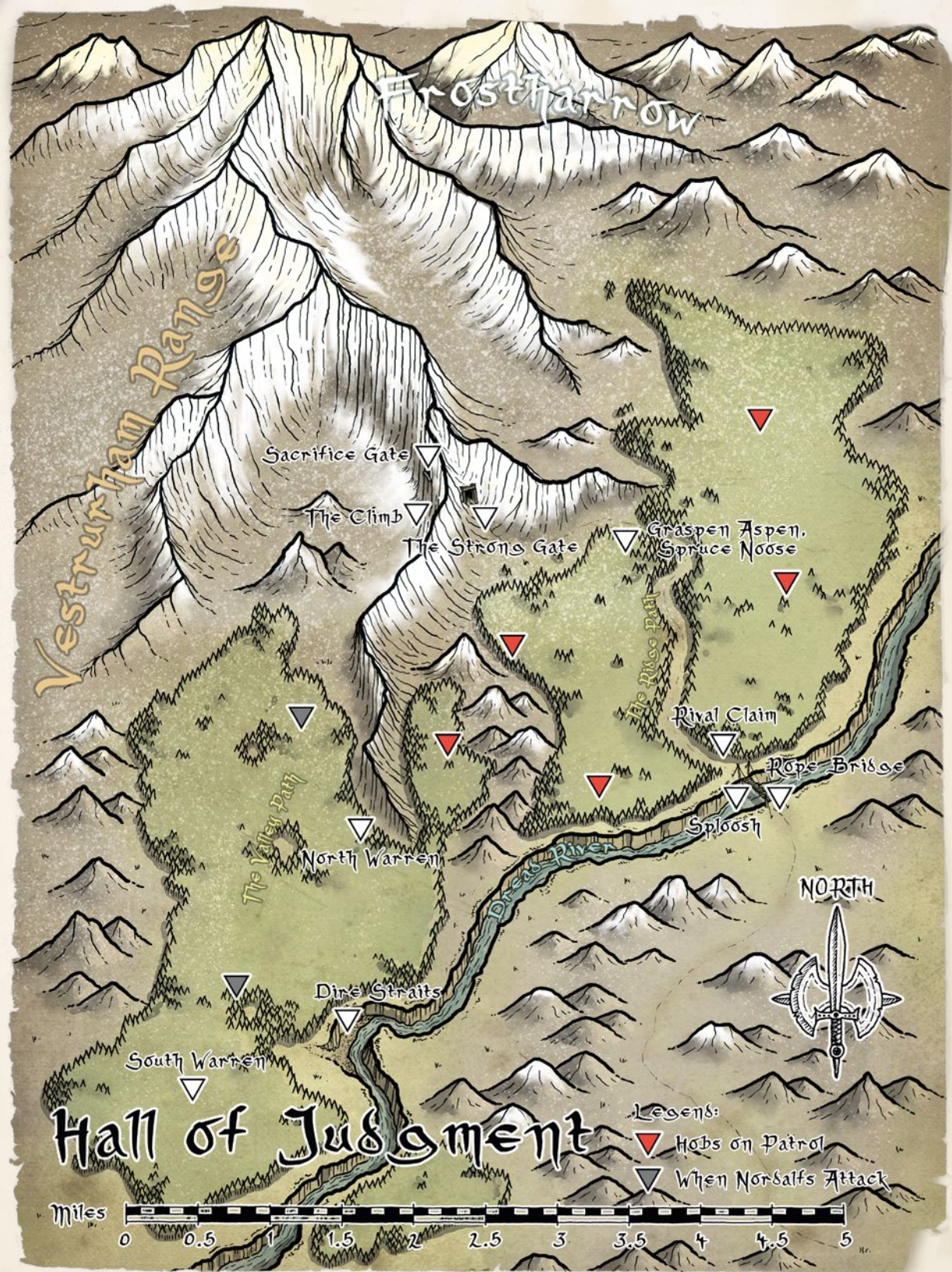
Lögfræðingur. The warden's sword is The Law Giver, a blade of storied legend. It is an **Ornate** (+1), **Fine**, **Balanced** broadsword. Its enchantments allow it to damage spirits, even when incorporeal (blessed with a permanent **Affect Spirits** spell, **SPELLS P.59**), as well as **Accuracy** +1. (\$25,100; 3 lbs)

*Note: Affect Spirits as an enchantment costs the same as Ghost Weapon (**EXPLOITS, P. 79**): \$5,000 per lb of weapon weight.*





HALL OF JUDGMENT





DÓMSTÓLLINN

The approach to the area containing the Hall itself requires crossing a deep gorge through which flows a fast-moving river. The most obvious method of crossing can be found in the form of a dilapidated rope bridge, directly southeast of the peak containing the Dómstóllinn.

THE ROPE BRIDGE

The party arrives at a deep gorge, through which a swiftly-flowing river has cut a torturous path. The gorge is 80' across at its narrowest point, which is where a bridge spans the gorge. The gorge plunges 100 feet from the lowest point of the drooping bridge to the water below.

The dilapidated rope bridge strung across the chasm has seen better days. It is very obviously in poor condition, with missing and rotting boards, frayed ropes, and other issues that more or less scream "I am in terrible shape" to even a casual observer.

The river below is moving quickly but, at least under the immediate area of the bridge, is deep and not inherently dangerous from a rapids-and-boulders

perspective. If the eagle-eyed make a Perception roll, they can see the beginning of whitewater—a sure sign of rocks and pain—beginning downstream.

Challenge. Cross the bridge without falling. Pack animals are too heavy to cross the bridge naturally.

Concealed. It is possible to cross the bridge. It will support $150 \text{ lbs} + 3d \times 10 \text{ lbs}$ (180–330 lbs), but because of the nature of the bridge's decay and how the ropes and boards will move, roll once when the first individual steps on to the bridge. Re-roll the capacity of the bridge every time the weight changes, such as an additional adventurer stepping onto the bridge. Obviously the carrying capacity of the bridge doesn't change, but the dynamic load of a crossing is more easily represented by changing the failure criteria.

Mules weigh on the order of 950 lbs (if it's important, an individual is $750 + 3d \times 20 \text{ lbs}$). Their journey stops at the gorge unless clever means are employed to allow them to cross.

If the weight of those crossing exceeds the carrying capacity of the bridge even for a moment, the bridge will partially give way. The break happens after the



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lead character has traveled $(1d+1) \times 10$ feet across the bridge. A character who causes a bridge failure must make an Acrobatics roll at -3. If the check is failed, he falls into the water and will be swept downstream by the current, which moves at 3 yards per second in this part of the gorge. If a check is failed by 4 or more, the bridge fails completely and the ropes snap, the boards fall away. That's it for the bridge.

If the Acrobatics roll is successful, re-roll the carrying capacity immediately. If it's greater than the character's weight, he's dangling from the bridge by $1d/2$ limbs (choose at random). If it's lower, it fails again, calling for yet another Acrobatics check, this time at -4. If the second try also results in a too-low weight limit, the character simply goes into the drink.

Alternatives. There are several ways to deal with crossing the rickety bridge. Some options follow, and clever players will find other ways.

- ✧ **Making and Breaking.** The **Find Weakness** spell will allow the caster to know just how sad shape the bridge is in, including the safety limit of "less than 180 lbs" implied by the random roll above. **Rejoin** and **Repair** will take a lot of energy and a lot of time, but with sufficient rope and wood, the bridge could even be made anew.
- ✧ **Martial Arts.** A regular jump won't do it unless you can naturally clear 27 yards or more. But a jump boosted by **Power Blow** will succeed if the jumper has Jumping-18 or higher! The chi-expert can also use **Light Walk** to reduce their weight on the bridge.
- ✧ **Movement Spells.** There are several Movement college spells that will aid the traverse. **Apportation**, **Flight**, **Levitation**, **Light Tread**, and **Lighten Burden** might all prove useful. **Slow Fall** will allow a full 25-30 seconds to contemplate their impending trip down the river.
- ✧ **New Ropes.** The characters may string new ropes across the 80' gorge. New rope is better than old rope. Add 125 lbs to the carrying capacity of the bridge for each rope strung. Unless there is a helper or some magical assistance on the far side to tie off any ropes that make it, a ranged weapon cannot be used to string new ropes.
- ✧ **Rafts and Boats.** It's possible the players will decide to build some sort of boat or raft. If they can do it, let them, the raft will take the

brunt of the wrath of the rapids downstream. Transporting logs and ropes downstream, staging the raft in the calm part of the river, and poling or pulling the group across would be possible, though would represent a lot of work and a lengthy delay.

- ✧ **Trebuchet.** If the players wish to build some sort of siege engine to throw themselves across, let them. It's awesome so long as they can manage the landing: treat as a 30-yard fall. Plus, you still have to get the last person across. Don't mention this fact ahead of time.
- ✧ **Water Spells.** **Resist Water**, **Walk on Water**, and **Swim** are all spells that minimize the impact of landing in the river...and would come in very handy if a party member is swept downstream.

If some fall and some do not, the PCs left at the top of the cliff may follow the drifting/swimming players downstream. At that point, the far bank is level with the stream, but the near one is still a 60' tall cliff.

SPLOOSH

If a party member goes into the drink, they will suffer no damage from the fall. But can they swim? With all of their gear?

As per **EXPLOITS, P. 21**, swimmers take double encumbrance penalties, and between **DELIVERS TO GO!** and the **SAMPLE CHARACTERS** in this book, only five of the 13 templates from have Swimming. Does your character have Swimming?

If not, Swimming defaults to HT-4, and most delvers HT is in the 11-13 range, resulting in Swimming-3 to Swimming-5 with Medium encumbrance. Failure on a Swimming roll means you inhale water and lose 1 FP. Roll again every five seconds until you succeed, drown, or are rescued. At 0 FP, you lose 1 HP per FP and must make a Will roll every second or fall unconscious; see Suffocation (**EXPLOITS, P. 70**).



THE RIDGE PATH

The pathway to the Strong Gate lies along a fairly well-defined trail running through the woods. It is obvious, but disused, with many bends and turns (the path to justice is a twisted one?). This provides several opportunities for close encounters.

RIVAL CLAIM

The faerie lords and ladies—and one faerie sorceress in particular—wish to possess the hall to enhance their status among the Winterfae nobility.

The opposite side of the rickety bridge across the gorge places the group on the crest of a wide sway of hilly and forested terrain. The pathway and the hills vary between lightly and heavily wooded. There is not enough foliage to completely obscure the trail; neither is there so little that a clear path all the way to the tower can be seen.

The trail bends and turns from hill to hill, occasionally dipping into a low section between hills before coming back to the top. It is in one of these valleys that a faerie

sorceress has her minions lay an ambush.

Challenge. The sorceress can't interact with mortals herself, for reasons having to do with how the tiwstakn relic and the holy sword came to Geirolf in Isfjall. Instead, she has chosen a single **STÓRALF ELDER**, along with three brutish **THURS** (a type of mountain troll) to ambush the party as they pass. The ambush has been set less than a half-mile from the foot of the bridge.

The stóralf elder is present to keep the thurs on target since they're none too bright. He will not engage directly in battle, only observing and reporting. The stóralf will use his faerie glamour and stealth skills to remain hidden if possible. He has been given a glass-and-bronze bead that, if crushed, will not only render himself invisible (though it will end if any aggressive action is taken, per the spell), but will help foil the effects of **See Invisible**, requiring a Perception check at -10 to notice the stóralf even with **See Invisible** (the Winterfae are excellent at this sort of thing)! He uses this to aid escape, not to engage in combat.





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The thurs will begin widely separated, with two throwing heavy rocks at the party from ahead, to draw their attention. At an opportune moment, the final thurs shrugs off its glamour and charges into the rear of the party, first slamming with its greatclub, and then closing the distance to grapple, claw, and bite. If the initial grapple fails, it will pummel the target into jelly with its club. As soon as the third thurs emerges, the other two cease throwing rocks and engage in melee.

The thurs are brutes, and if brought to lower than 10-20% of their hit points, may break and flee. Make a Will roll for the thurs at +3; success has their fear of their faerie masters overcoming their fear of death and they'll stay in the fight. Failure means they flee the valley and become someone else's problem as a wandering monster...or the players' problem again on the way out.

Alternatives. Go around. The ambush is set at the foot of the bridge, and assumes that the delvers will take the easy way down the trail. The stóralf and thurs will need to make Perception rolls to notice the characters detouring around the ambush site... and then it's a contest between the best scout of each party...and thurs just ain't that subtle. The thurs will start attacking from concealment if they can, but poor perception and low stealth—even with the faerie veil—gives the players a very real chance to either avoid the encounter or stage a counter-ambush.

Intimidating the thurs will be challenging: they use ST-based Will rolls to make and resist Intimidation checks as bullies. Bargaining with them will run into the leadership of the stóralf elder and their fear of Elunad the faerie sorceress.

Reward. The three thurs carry \$3 in copper, \$8 in copper, and 1 lb. of cooking spices worth \$10. The stóralf has a bronze mace in addition to a bronze shortsword and compact short bow, and has a bloodstone pendant worth \$250 around his neck. The charm that will cast **Invisibility** (at Skill-20), but will only work on those with faerie ancestry but is worth \$1000 if intact.

GRASPIN' ASPEN, SPRUCE NOOSE

Continuing past the encounter with the thurs, the trail continues first down a hill, and then makes a steep climb, with occasional switchbacks. The mountain again becomes visible coming around the bend of the trail next to a hill. Partway up the mountain, keen eyes (Perception at -3) might detect a feature that might contain an entrance. The party must cross a broad, flat valley filled with aspen and spruce trees, then ascend a rocky grade to what looks to be a set of stairs branching off the trail.

As they pass through a strand of trees, make Perception rolls at -2. Anyone who succeeds notices some irregular shapes and lumps scattered about the trail.

If the party stops, they will see the remains of a humanoid pelvis, a few vertebrae, and some fragments of the top of a creature's skull.

Challenge. As the party sees the edge of the **RIDGE PATH**, and the final phase of the journey, some of the trees start "walking" with undulating motions of their uprooted roots, and move remarkably quickly towards the closest target. Use as many trees as characters.

Concealed. The trees are not faerie creatures or set by an evil power. They are normal trees animated by the power of The God of Law and form the challenge of the Strong Gate. They are called **VAKNATRÉ**, and react to anyone approaching the forest's edge on the way to the Strong Gate.

Whoever is closest to the remains will draw the attention of 1d *vaknatré* immediately. The remainder attack other party members randomly.

The trees will double-team the adventurers where possible. One attempts to grapple—first to immobilize, and then to crush—while the others move in to closer range (within their 3-yard range for bludgeoning distance) and attempt to incapacitate the target. They focus on whomever is closest to them, and do not distinguish between "targets that can harm them with fire or axe" and "targets ineffectually trying to pincushion them with arrows."



The trees are resistant to control damage—root and branch are very secure—and the best way to get free of their strong grapple is to hack at the tree limbs with cutting weapons. Remove control equal to half the cutting *injury* on any successful strike.

Alternatives. The trees are a divine test of mettle, and the doors would normally be closed to those that fail the test. In this case, there's something rather wrong with the doors (see **THE STRONG GATE**), so simply fleeing faster than the trees can keep up will avoid

the encounter.

They will pursue mindlessly. If any character can win a Quick Contest of Stealth-2 vs. the *vaknatré's* Perception-10 in an appropriate place (ducking behind other trees, for example), the tree loses track of them and either pursue someone else, or simply stops moving, rooted in place once more.

Reward. The God of Law's permission to enter the Tower. A lot of firewood.

DREAD RIVER

It's not the fall that kills you. Probably.

This segment is for those who enter the river, willingly or unwillingly and then get carried downstream. There are three challenges: staying afloat and getting bashed around a bit by boulders and rapids for the first, and then when the party drags itself from the river, there's an opportunistic pack of **DIRE WOLVES** that want to come calling. Finally, a troop of **HOBBS** (more brutal and stronger than *stóralfar*) is wandering around. They may be fought or avoided en route to the Strong Gate.

THE RAPIDS

Anyone that falls in the water will be carried downstream at Move 3 (6 mph). The river at the gorge is quite deep—perhaps 100'—but gets rocky and shallow very quickly, forming brutal whitewater stretches that surge forward at Move 6 (a mile every five minutes).



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Challenge. The primary challenge is surviving the river. Resolve time in the river as “rounds,” each a minute long. Each round represents time swimming, floating, or being dashed into pulp. The first five rounds, the struggle is to merely stay afloat; subsequently the worry is being pulped to death as the swift current smashes folks onto rocks.

Note: The Swimming rules call for a roll every 5 seconds; this lower resolution method substitutes a single roll per minute at -1 in lieu of multiple sequential rolls, to keep things exciting but not drag the game. This makes up for the fact that as one is swept down the river, the swift current, passing over rocks, can “help” the swimmer to the surface as well as pulling them down.

Each round, the water tries to pull each swimmer underwater, calling for a Swimming roll at -1. Successfully making the skill roll will keep the character above water; a failure subjects them to a minute of suffocation, taking 2d FP. Once suffocation reduces FP to 0, the struggle enters combat time, and five-second rounds start, using the Swimming and Suffocation rolls as written. Friends can assist a drowning person, and if they can reach their companion, they can make complimentary skill rolls (**EXPLOITS, P. 6**) to help their comrade stay afloat, or bear their entire weight as encumbrance using lifesaving techniques (read: “swim really hard and really fast.”)

Once the rapids start, each minute the river “attacks” twice: once to try and drown a swimmer (but roll at -2 per round instead of -1) and again to bash them against the rocks. The character must again make a Swimming roll, at -3, and a failure results in 1d+2 crushing damage (DR protects normally)

Once the ten “rounds” have elapsed, the current will deposit the character (or their unconscious or dead body) at a shallow bend in the river, wide and flat, perhaps knee-deep.

Alternatives. The gorge is steep and narrow. Swimming to the sides will not help. If the party is traveling down the river on a raft, the water attacks the raft instead. Treat a raft as if it had ST 25 (Basic Lift 125 lbs), 25 HP, and Swimming-14. If piloted by someone with Boating, they may make complimentary skill rolls.

DIRE STRAITS

After (hopefully) surviving passage down the river, or bypassing it, survivors come ashore on a spit of land that protrudes into the river, which jogs around it. It is wide, flat, and formed of gold and black sand, clearly the product of erosion from the gorge upstream. The sloped strand stretches for a few dozen yards, and then blends into thick forest.

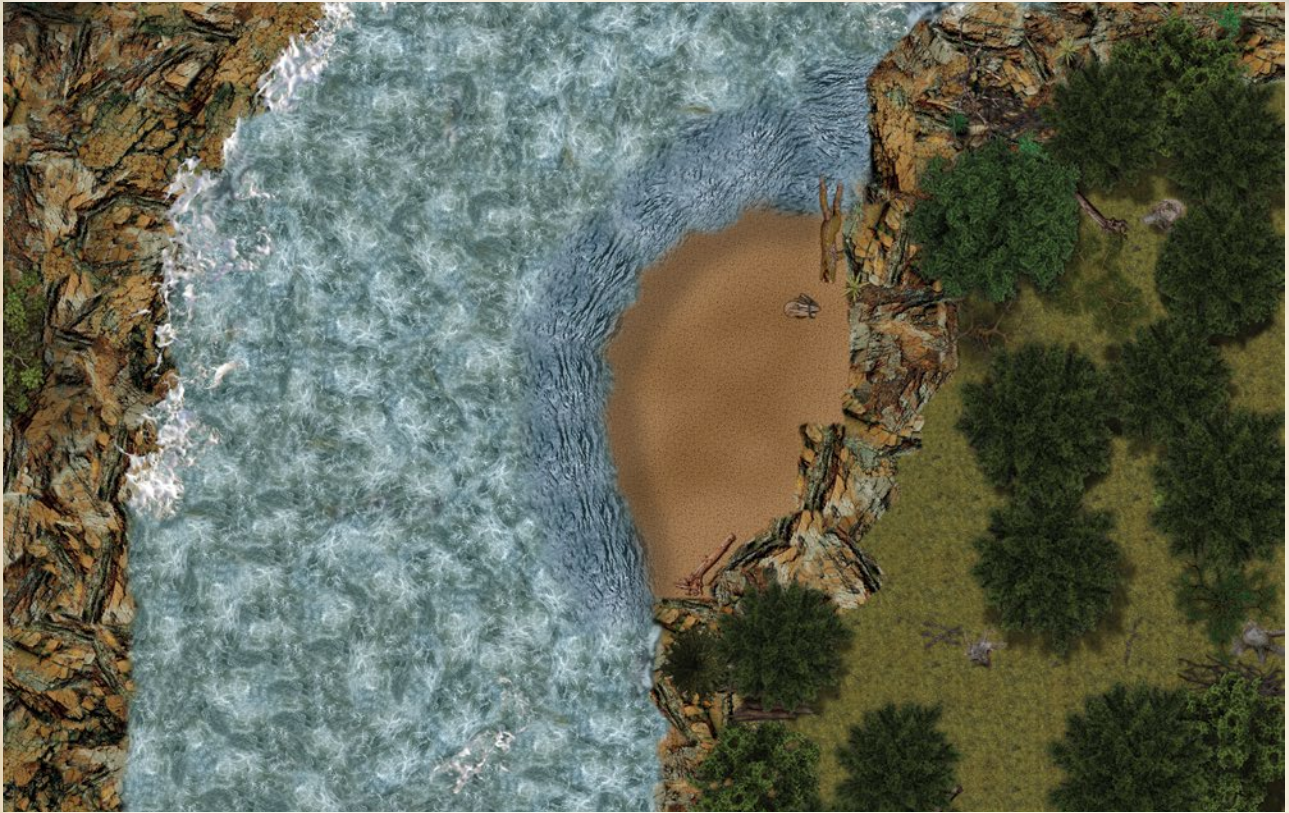
Challenge. As the party washes up on the shore, a pack of dire wolves watches them, waiting to attack. There are 1d+3 animals in the pack. Each minute that a PC washes up on the beach, the wolves roll Perception at -3, +1 for each party member washed up on the beach; if they succeed, they know that dinner is served. Once the dire wolves detect the party, they will maneuver for a minute (Perception at -1 to detect their motion and soft growls), and then attack. The wolves always attempt to double-team a victim at a minimum.

Dire wolves are bad news, but they are animals. They are looking for a meal, not a battle. Under the following conditions, a wolf must make a roll vs. Will at +3 as a morale check, and if it fails, it will break and flee.

- ✧ If any other wolf fails a morale check, the entire pack must also check morale that round
- ✧ If any wolf is killed, the pack makes a morale check
- ✧ If any wolf is forced to make a HT roll due to a loud noise, such as the **Thunderclap** spell, the pack makes a morale check
- ✧ If any wolf is outnumbered three-to-one, that wolf must check morale
- ✧ If any wolf takes burning damage, that wolf must check morale

This will tend to snowball; once the pack starts to run, eventually they will break. If that happens, make one final Will roll (no penalty). If they succeed, they will shadow the PCs, and will try again later in the same day or evening. If they fail, they will slink off, becoming a wandering monster.

During the fight, the wolves attempt to surround a target, attacking from both front and back. One will surge in, while the other, attacks to seize a limb or a throat, doing both control and crushing damage. Then the other darts in to savage the grappled target. If the control damage is insufficient to bring the foe to more



than 1/3 the control maximum, they disengage, and then lunge in to attack again, hopefully achieving a dominant position.

The worst-case scenario for the players is that they arrive scattered or unconscious at the strand. This is legitimately bad news and could easily result in character fatalities. Each round, 1d-2 (minimum 1) wolves will attack an incapacitated target.

Alternatives. The easiest alternative method to a straight-up fight is to try and frighten the wolves away with fire or noise.

HOBBS ON PATROL

The party approaches the Strong Gate directly if they manage to cross the bridge. If they fail, they approach the gate from the lower reaches of the sloping valley. It is shallow and comes upwards from the lower riverbed to the gate. As with the surrounding terrain, the area below the mountain containing the tower is heavily populated with coniferous forest.

Challenge. Elunad is not the only faerie seeking the Hall, but as yet only she has located a tiwstakn. Parties of hobs, particularly nasty norðalfar bred for battle, have been sent to harry anyone approaching the Hall. Unlike the encounter with the thurs, this is a case of the hobs patrolling the area while veiled, eager to ambush and harass the party.

The hobs are actively searching for trouble. Their Perception-10 is unimpressive: They are easy to surprise if the party can detect them first. But that will be tricky given their skill with the faerie veil and stealth they maintain: treat it as -3 to the PC's perception if done passively, or a Quick Contest vs. the hobs' Stealth-14 if they actively try to hide or disappear.

There are perhaps two or three dozen hobs scattered throughout the valley. They will be encountered in groups of 1d+2.

Concealed. If the hobs can detect the PCs, they will absolutely lay an ambush. A pair of hobs will start firing arrows from a distance, and at an opportune moment, the others cast off their veils and move into combat range with the rear of the PC's formation. The hobs try and knock their foes prone first, and then lay



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into them with axes. Once revealed, the hobs are of the “all the carnage, all the time” school of tactics, and only grapple to render a foe prone.

If the PCs find the hobs first, they will note that they tend to travel in pairs, with perhaps 5 yards between each pair. They will deploy one or two scouts with bows

10-20 yards ahead of the rest of the group.

The gate to the Hall itself can be seen across a heavily wooded area spanning the valley from the river strand to the back side of the mountain into which the hall is built. The mountain is always visible, rising like a leopardess above the valley.

THE VALLEY PATH

The pathway to the sacrifice gate is unmarked—the characters will need to find their way to the back side of the mountain by dead reckoning and orienteering.

Challenge. Trekking to the base of the cliff requires a **Navigation** roll, or some other method of finding the way. The valley is choked with vegetation, and there are many dense thickets and hedges. Success on the check allows the party to cross the valley in two hours, critical success finds the path to **THE CLIMB** in one hour. Failure means two hours of wandering, making no progress.

Concealed. If the party loses a contest of the party's worst Stealth versus norðalfar' Perception, they will be attacked by a group of them (**WHEN NORDALFAR ATTACK**).

The valley is disorienting and annoying, and astute PCs (A roll at -2 vs Naturalist, Survival, or Thaumatology) will realize that it has been “enhanced” by faerie to provide cover and concealment for warrens and lairs. The size and nature of the alterations to the terrain suggest norðalfar, rather than their larger kin.

Alternatives. If the players have had quite enough of mazes of twisty pine trees and thick bramble, they may back out, and attempt to come around back to the Strong Gate. This may run them into the thurs ambush (**RIVAL CLAIM**) and will force them to deal with the awakened trees again (**GRASPIN' ASPEN, SPRUCE NOOSE**).

WHEN NORDALFAR ATTACK

The thickets and brambles of the valley below the Sacrifice Gate conceal two **NORDALF WARRENS**.

Challenge. The norðalfar are canny and numerous: 2d+9 of them maraud around looking for trouble (16 on the average). They mostly move at night, but the deep shadows of the “enhanced” forest allow them to be active at any time of day.

One-third hide in the trees and harass the party with arrow fire. The others attempt to swarm and dogpile their victims with grappling attacks, striving to achieve at least 3-1 odds. They will first target any elves or part-elves. Once they amass sufficient control to exceed 2/3 the Control Maximum, they will attack to inflict damage instead of extra control. When the opportunity presents itself, norðalfar will spend control points for additional injury.

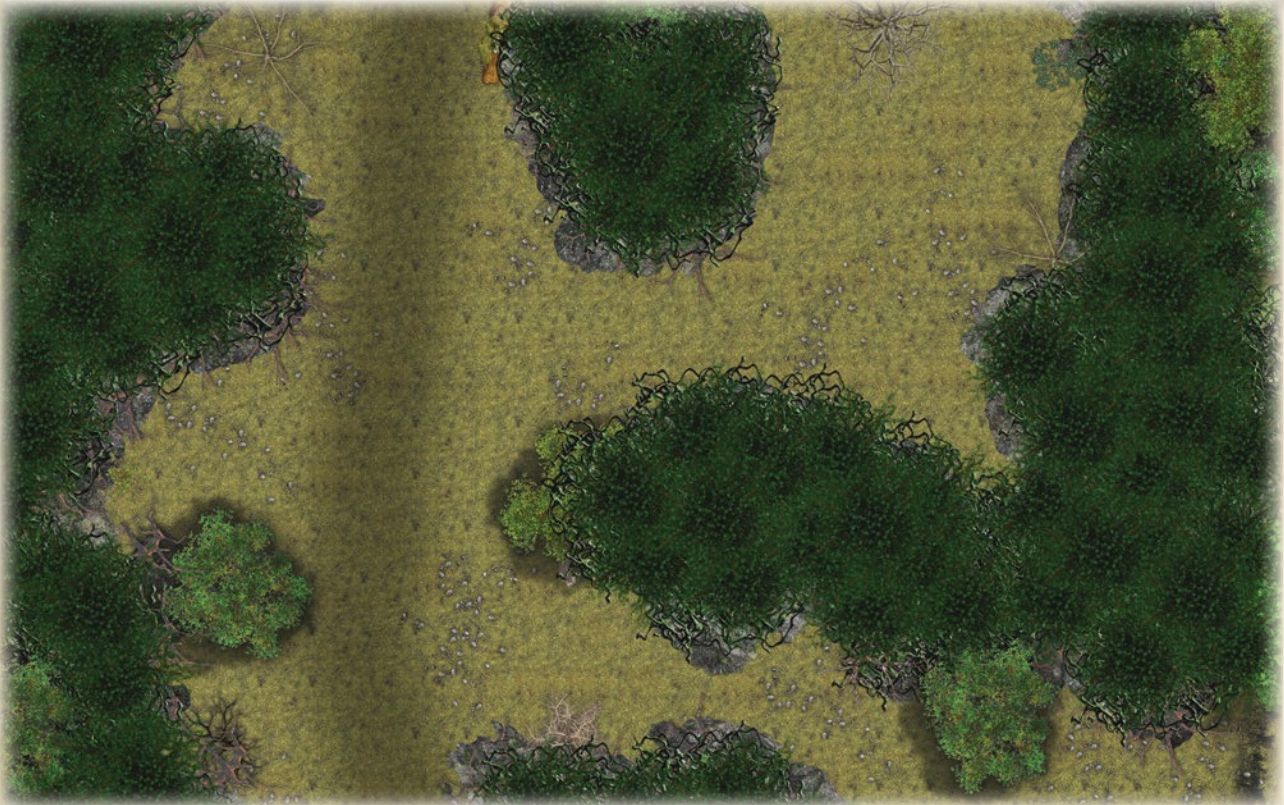
Should half their number be incapacitated or slain, they attempt to break off and disappear.

Concealed. The norðalfar come bolting out of nooks, hidden tunnels, and shadows in the ground to either side of the party. A successful Perception roll at -3 is required to detect them before they emerge from their tunnels and blinds: they are veiled with glamour.

If any magic is brought to bear that can penetrate or counter the glamour (norðalfar get +3 to resist such spells), detecting the norðalfar without the benefit of their veil is a flat contest of Perception vs. the norðalf's Stealth-14.

It is possible to either follow a norðalf back to one of the two warrens that serve as their home in the valley, or to come across one by accident. If this occurs, consult **THE NORDALF WARRENS** for a bit of micro-dungeon fun.

Reward. Other than the bronze weapons they carry, each has a pouch full of copper and silver (\$1d×10 worth). Additionally, roll 3d, and on a roll of 6 or less, a goblin will possess a piece of jewelry taken from a fallen adventurer or other questor of surprising value: 1d×\$100.



THE CLIMB

If the players can survive the norðalf encounter and any follow-up attacks by survivors, they face a sheer cliff face. Studying the cliff face shows a ledge at the top of the climb; a doorway is visible to all.

Challenge. The 150' vertical wall must be scaled to reach the doorway of the Sacrifice Gate.

The climb is conducted in three stages, all are at -4 vs Climbing; it's a supernaturally difficult climb. Unless a single climber is executing the task, roll vs. the group's worst Climbing skill; everyone else must make Complimentary skill rolls. Remember Climbing is penalized by encumbrance!

- ✧ Stage 1 is 60' of textured vertical surface, with reasonable hand and footholds. Scaling the surface requires two minutes per climber.
- ✧ Stage 2 is another 60' of distance, with very sparse hand and footholds. It requires four minutes per climber. The anti-magic zone (below) occurs 20' into this climb.
- ✧ Stage 3 has an inverted climb profile: the slope

leans outwards, requiring substantially more skill and grip (roll at -6). It is only 30' of distance and requires four minutes per climber.

If a climbing test is successful, the segment is traversed in the listed time without incident; delvers can use Extra Time (**EXPLOITS, P. 6**) to boost skill levels, trading speed for success.

If the party is cautious and/or sane, they will tie themselves together for safety. If so, double the time per climb segment to account for pausing to regroup.

Note: Again, the time scale of the tests is compressed to have enough uncertainty to be interesting, but not be an exercise in waiting for the pizza to arrive while each of five players and three henchmen make per-second die rolls.

On a failed climbing roll, a mishap occurs $1d \times 10\%$ of the way into the node. Each climber rolls their own individual Climbing skill: the lowest margin of success *and* anyone that fails the roll begins to fall. See **ALTERNATIVES** below, for how to arrest a fall. The node must be tried again until it is complete.



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Concealed. The God of Law isn't stupid: he is well aware of magical spells. There is a No Mana zone halfway up the climb (75') that will neutralize any active spells passing through the zone. The disc-shaped area of effect extends to a 200 yard (!) radius from the cliff wall. Do not mess with the God of Law.

Alternatives. While the climb can be accomplished with patience and skill, there are several methods to help out.

Setting ropes for each node, or even the entire length of the climb, will give +2 to Climbing rolls. Magic can be used to levitate or assist with some of the nodes, but that runs afoul of the anti-magic zone in node 2.

If a fall occurs, characters below the plummeting adventurer can try and grab their now-ballistic fellow. Make grappling attacks at -5 to snag a falling comrade; on a hit, the character is arrested safely if the cumulative control damage is equal to or greater than 1/3 the target's ST!

If the party employs safety ropes to secure climbers together, the grappling attacks automatically succeed, but the fall is only arrested if the control damage rolled exceeds the totals listed above for each plummeting climber. Multiple climbers may combine successful control point rolls.

THE DÖMSTÖLLINN

The tower itself has been cunningly built into the mountainside, such that a viewer must know what is present to see the structures clearly. The structure itself is simple, as befitting a temple. An entranceway with a gate, a waiting chamber down below, a winding stair to the upper chamber, which is carved as one floor into the top of the tower. The approach is overgrown, having fallen into disuse for many years.

THE SACRIFICE GATE

At the top of the sheer cliff at the back of the tower lies a flat area with a sandy, slippery floor. It has a jagged, crumbling edge, and is perhaps 20 feet wide and 10 feet deep. In the face of the mountain sits a stone door. Runes are prominently carved on its exterior: $\mathfrak{N} \mathfrak{P} \mathfrak{R} \mathfrak{P}$.

To the left of the door lies a heavy stone, marked with the eihwaz rune (\mathfrak{M}) for strength; to the right sits a stone marked with (\mathfrak{h}) kauno, the rune of fire.

Challenge. The door will not open for the characters unless they have demonstrated through sacrifice and strength that they are worthy to pass the gate.

Concealed. The door will remain barred unless a sacrifice is made. The runes $\mathfrak{N} \mathfrak{P} \mathfrak{R} \mathfrak{P}$ —uruz, thurisaz, raidho, wunjo—roughly translate as "willpower through suffering increases joy." If a character was injured in the climb and remains unhealed, simply touching the door opens it. Otherwise, a lone character must successfully lift the eihwaz stone, or touch the kauno stone.

The eihwaz stone weighs 500 lbs if a single individual tries to lift it and will not move under any circumstances if folks team up. The fire stone will inflict 4d burning damage if touched; armor will not protect, though natural DR vs fire will.

Alternatives. The God of Law may accept a sacrifice of wealth, or a challenge of law or justice, should the GM wish to allow mental suffering and challenge to be substituted for physical suffering. Physical suffering (the Allfather's eye, The God of Law's hand) is very strongly associated with rites of passage, so it's thematically appropriate to offer up that sacrifice.

THE STRONG GATE

The gate itself has been ripped from its hinges, and the heavy wood-and-metal doors are lying inside the inner waiting room. The metal hinges are unruined, but have been sundered by tremendous force. Study reveals the entryway of the waiting room, but there is no light from within.

Challenge. There are fiendish "guardians" of the temple gateway, placed there by the demon trapped in the upper floor. The hrogn serve as a warning system, brought from *Muspelheim*, the realm of fire, by the krabbari dwelling inside.

Concealed. The doorway and waiting chamber are not trapped or dangerous in any way. The hrogn are sneaky, ill-tempered, and invisible, using their powers to get the jump on an incoming party.



Roll 1d. On a roll of 1-2, the hrogn swarm and attack the party as they get within 40 feet of the doorway; on a roll of 4-6, they wait until the party is within the confines of the waiting room.

The hrogn approach invisibly, hopefully unseen, shape-shifted to look like a centipede (during daylight), or a bat (during twilight or at night). They are not terribly intelligent but know danger when they see it: they attack the unarmored or lightly armored immediately, and use **Terror** on those coated in metal. They cannot see or sense dexterity, martial arts chi powers, or magical enhancement of DR; they may make a poor choice in attacking an unarmored martial artist or barbarian, or a high dexterity thief or swashbuckler with lighter armor.

To the extent possible, they attack until threatened, then disengage, turn invisible, and approach unseen again. They may grapple to present a difficult target (you can't hit the fiend without risking your friends), but mostly hit and run, letting poison and attrition do the work.

Enslaved and controlled by the krabbari in the upper chamber, they will not break and flee, and must be destroyed.

Alternatives. The fiends cannot be bargained with by those without demonic ancestry and ties; a cleric or druid so pledged, or an eldhuð on good terms with its ancestors, would need to have established a pact with

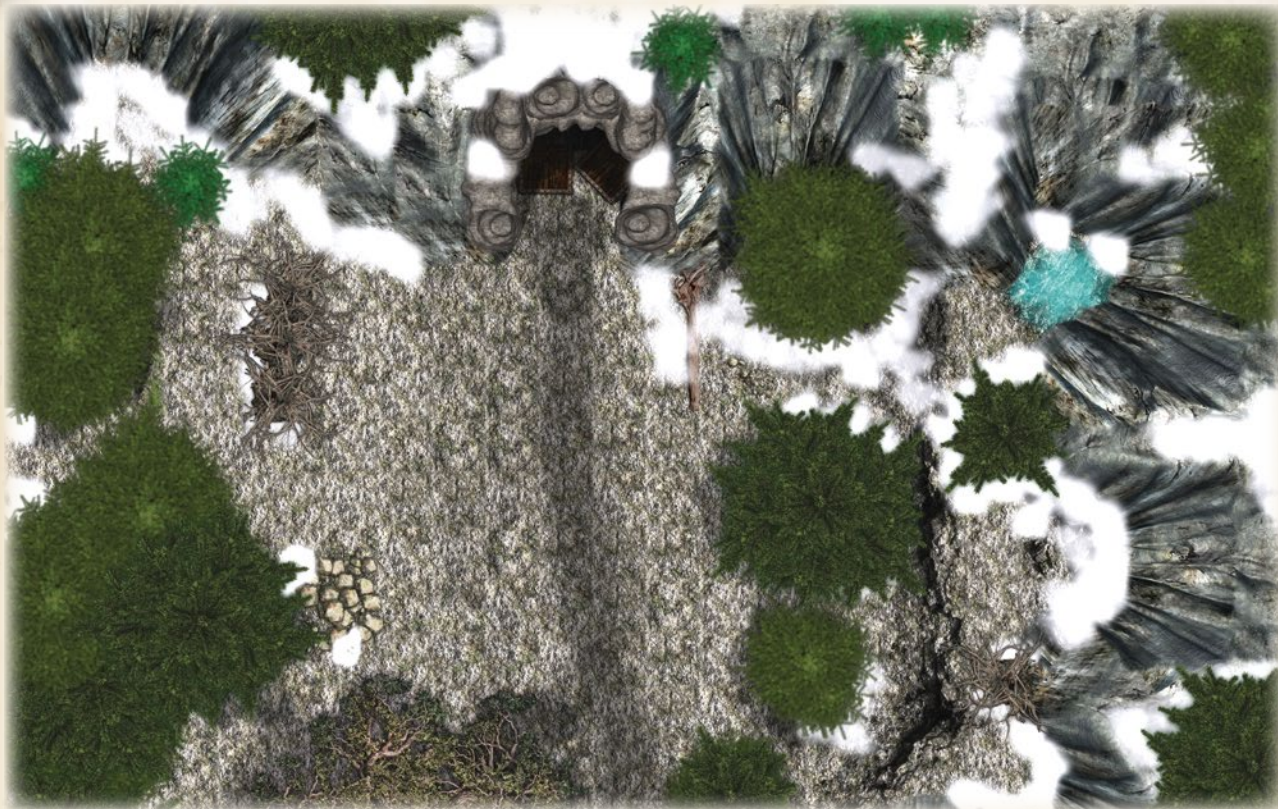
a demon, and be a credible threat to simply command the hrogn to obey. The hrogn have only moderate perception and poor intellect; luring them with a diversion is feasible, as would be catching them in a net or other snare. Avoiding them entirely will require a distraction sufficient to remove them from the inner waiting chamber, followed by moving quickly outside of their view. Even then, the hrogn wander upstairs to communicate with the krabbari on a roll of 1 on 1d, moving a dangerous fight with flying creatures into a narrow stairway.

Reward. A careful search of the area around the entranceway reveals a smattering of weapons and armor, some bronze and clearly of faerie origin, and some iron and steel, rusted or in poor repair (roll 1-2 on 1d and they can be made as new with Making and Breaking college spells). A smattering of coinage and non-magical loot is also lying around for the finding. There are 2d areas where loot might be found; finding one requires success at a Perception roll at -3 (make the roll once, for the best active searcher). Roll on the following table to determine what is there, or use a low-level individual treasure of your own making.

2D	COINS	STUFF
2	\$7	Rotted cloth armor, sacks, and other unusable goods
3	\$150	Two long seaxes (treat as shortswords) and a rusted breastplate; the coins are platinum
4	\$6.5	
5	\$300	The coins are made of platinum
6	\$0.6	3 bronze knives, small bracers that would fit a norðalf
7	\$8	iron spikes and a tarnished silver mirror
8	\$4.5	A broken pan-flute, some bone dice, and an iron crowbar in remarkably good shape
9	\$160	A well-preserved magnifying glass and a crushed abacus; the coins are made of electrum
10	\$140	The coins are made of electrum
11	—	A rotted (empty) scroll case and a very well-preserved steel battleaxe head with deep silver inlay (\$3lbs, \$150, treated as silver coated)
12	\$0.7	—



HALL OF JUDGMENT



INSIDE THE HALL

The hall itself is a very simple affair. It consists of a lower level, with a large waiting area carved from the stone of the mountain itself, off of which branch eight short hallways leading to anterooms clearly meant for discussions and negotiations. Each hall had a wooden door (long since rotted away) at each end of the passage. Remnants remain of the tapestries that would have concealed the doors from the waiting chamber. There is nothing of value in the anterooms or the lower chamber, and other than the massive stone doors that were thrown inward by the krabbari's might, the only remains of the room from its heyday are bits of furniture and other accessories that would have been present when the fiend came calling.

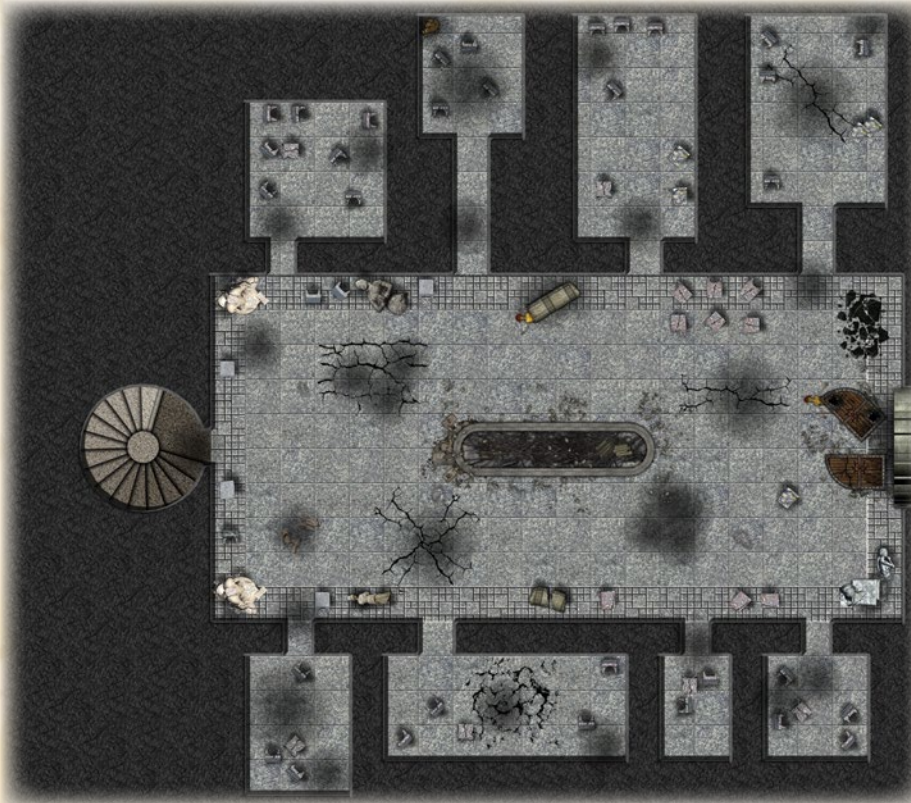
In the back of the room, a landing to a circular staircase can be seen. This winding passage is roughly 80' tall and has three landings. The bottom landing, a middle passage leading to the Sacrifice Gate's stone double door, and the end of the staircase at the top of the tower.

The upper landing leads to a large trapezoidal open chamber, filled with ruined and smashed furniture of sculpted stone, which have been scattered about. There are two open archways to the left and right of the top of the staircase landing, and an ornate door, in perfect condition in the center.

All three doorframes are covered with runes, which are glowing, and scintillating through every color imaginable.

Challenge. A fiend—a krabbari demon—is trapped by the protective runes on the other side of the rightmost archway (D). It may not pass the arch, and must be defeated before the doors to the primary chamber housing The God of Law's writings can be accessed. If the demon is not destroyed or removed from the Hall, the doors to the primary temple will not open.

Concealed. Somewhere between where the Sacrifice Gate intersects with the spiral staircase and the opening to the upper chambers, the staircase actually shifts from being inside the mountain...to the realm of the gods themselves. It is for this reason the demons and faerie both wished to possess the Hall: The God of Law did not come to Norðlond to treat with his



people...they came to him. When the krabbari demon breached the Hall, the Lord of Law had no choice but to seal off a piece of the Divine Realm to prevent easy access for any more fiends. That way lies a Ragnarök.

The field is divine in nature, and The God of Law placed it there himself—the field may not be undone by any action of demon or faerie, nor will The God of Law respond to request to lower the barrier.

Foolish mortals are another story. These powerful runes can simply be scraped off by a willing mortal. The krabbari will do its best to convince the adventures to do exactly that.

The field extends in a 30' radius from the far doors and creates a No Mana Zone from wall to wall. Magical energy will not pass through this field; spells cast into, through, or from within the area simply fail. Enchanted weapons remain potent and do not lose their efficacy (The Law God mocks the strictures on **P. 8 OF SPELLS**).

The krabbari fills the area around the entrance with it's **Aura of Darkness**, forcing adventurers into a blind zone. It will use **Whispers of the Damned**

each turn, starting with creatures that seem to be of particular threat—a holy warrior with a magical sword or an overly-clever wizard or cleric are good targets. If it can stun a foe, it will immediately attempt to make it a **Demonic Puppet**.

In melee, the demon rushes a likely victim, seizing it in its pincers, and following up with rending bites. It grapples and bites a foe until it is incapacitated and then dispatched. If it senses an opportunity for a fatal flourish, it expends control points in one large chunk to cause enough injury to rend its grasped victim asunder; this will force a Fright Check if it's visible to the other PCs.

The demon will do everything it can to keep the battle under cover of magical darkness.

The demon found the place accidentally, as its immunity to illusion and mind control allowed it to bypass the illusions protecting the place. It blasted through the lower chamber, killed and destroyed all within, and then attempted to replicate that strategy in the upper chamber. As it passed one of the archways, the Gods of Law and Warding snapped the barrier into place, trapping it.

Alternatives. The krabbari wants out. It is willing to bargain for release, but the adventurers must be persuaded to remove the runes trapping the demon. The walls of the hall are impenetrable, and deep gouges and scratches in the walls, floor, and ceiling attest to centuries of attempts by the fiend to tunnel out to no avail. If the players grant the krabbari escape, that is good for the demon, but bad for Norðlond. It will, however, restore the Hall to "active" status...but that just means the Law God himself will show up and crossly demand why the party let the demon go. Is that what the Heroes of Norðlond have come to in all this time? Why, back in his day...



HALL OF JUDGMENT

OVERWHELMED!

The krabbari demon is a deliberately difficult encounter. It's designed to challenge a party of 4-6 beginning delvers, and "challenge" means "could kill a few if they're incautious or unprepared."

The krabbari regenerates 10 HP per turn. It's kung fu is strong (Skill-22 and excellent grappling and crushing damage and a vicious bite). It has a **Terror**-inducing roar when it gets hurt, surrounds itself in darkness, and more. Legit bad news.

If the players simply charge in, and have no plan and no foreknowledge of the demon's capabilities, some may die.

Frankly, they should. The demon has been there for hundreds of years, trapped. It's not going anywhere. The characters have time to plan, or even withdraw back to Isfjall and get reinforcements. What to do?

Prepare. **Hidden Lore (Demons)** is your friend here, and successful tests reveal some of the krabbari's traits. Demonic vulnerability to magical and blessed attacks (weapons and spell damage) is probably the first hint. The lore of its magical darkness, and capability to take over the minds of its foes could be in nearly-forgotten stories. Key spells' utility (see **PUNCTURE**) is also good intel.

Protect. The **Protection from Evil** spell is a huge help against the krabbari's powers, giving +1 DR and +2 **Magic Resistance** against its attacks.

Perceive. The krabbari's magical **Aura of Darkness** is hard to counter, but since they are **magical creatures**, and also **Truly Evil**, **Mage Sight** will light them up for the spell recipient, as will **Aura. Dark Vision** will see through the **Aura of Darkness**.



Puncture. Massive mundane damage, all in one turn, can kill the demon. That means **Great Haste**. Any magical or holy damage, whether from spells or weapons, will not regenerate: Casting spells like **Icy Weapon** or **Flaming Missiles** on weapons will do the trick. **Affect Spirits** will turn any weapon into something that the krabbari cannot heal! (Demons are spirits per **Spirit Empathy**, see **ADVENTURERS P. 53**.)

THE VAULT OF LAW

The vault door will not open with the demon still in the tower, as part of the magical protections on the place. Should the party vanquish the fiend, the door will open easily to anyone wearing one of The God of Law's *tiwstakn* (they still have it, right?).

A pristine metal-cased chest, eighteen inches deep, two feet wide, weighing 25 lbs, lies on a polished goldstone pedestal in the center of the room. Inside the chest is a 35-lb hand-illuminated book, bound in goat skin (particularly astute theologians will surmise this is the skin of the God of Thunder's goats). In it are records of discussions of points of Norðlond law. Like any ancient tome, the book is fragile.



The room is designed as a library or study. Three stone tables with ornate and well-preserved chairs (made of ash, should it matter) sit with a comfortable space between them, to enable discussion and conversation of the many illuminated works contained on the walls. The books contain poetry and prose, essays and opinions, records of discussions. The books look fragile, however, and if the party attempts to handle one, it will start to crumble or crack—best leave the work to a real clerical staff to re-copy the books, or use magic: **Rejoin**, **Repair**, **Shatterproof**, and **Stiffen** will all help get the book safely into a travel container. Enough uses of **Copy** will be able to duplicate the book as well.

Reward. That does not mean the heroes that have freed the Hall of Judgment will leave unrewarded. With a sound of rushing air and the stirring of a fresh breeze, a stunningly beautiful woman will appear before the party. She carries a full complement of weaponry, each of which clearly carry so much power they cause the air to warp and shimmer. Her hair looks like pure gold (in fact, it is pure gold). She will offer a

strand of it to each hero; with a furtive and amused glance, she will also quickly approach the party member with the highest Reaction bonus and kiss that person full on the lips. It will, doubtlessly, be the best kiss this person has ever received. (Best not tell anyone, though: she's married to the God of Thunder).

The Lady of the Harvest will instruct the party to wrap the stand around their arm; once they do, it will transform into an exquisitely crafted torc of pure gold weighing 0.25 lbs. The value of the metal is \$5,000, and as a **Power Item** can hold 12 FP and also acts as a permanently enchanted **Protection from Evil** spell (+1 DR, +2 Magic Resistance).

JOURNEY HOME

The journey home will reverse the path taken on the way in. Encounters will also include surviving monsters from the journey in. The “cleansing” of the hall will radiate through the valley, and faerie will start to avoid the location instead of setting up camp.





HALL OF JUDGMENT

- 1 Yard
- (across flats)
- 5 feet



South Warrens





NORÐALF WARRENS

Two tribes of norðalfar have made their home on the back side of the ridge containing the Dómsstóllinn itself. The link to *Svartalfheim* (the dark-elf shadow dimension and faerie world) was established a long time ago by a faerie noble, and the norðalfar have been plaguing the back entrance to the Dómsstóllinn for hundreds of years.

The warrens represent a significant challenge for a party of delvers. It is faerie home turf, the quarters are very tight, and the norðalfar can use passageways denied to mortal folk without the right lineage, gifts, or spells. They will ruthlessly defend their home, and employ the vicious traps and ambush tactics to destroy any interlopers...and have a gloriously fun time doing so. They're like that; it's what makes them faerie.

Those who can find the entrances and who dare enter may attempt to clear the local environment of norðalfar by destroying the inhabitants. The warrens are not physical locations, but rather pocket dimensions into *Svartalfheim*, the dark-elf-home that is part of the faerie demesne.

There are two such warrens, and the norðalfar have been bringing loot from fallen questors and (recently) targets of opportunity inside for centuries. Their reluctance to use iron weaponry means each warren is a literal treasure trove...but also that those dwelling within have access to some fairly powerful weapons.

Any conversation about norðalfar with the inhabitants of Isfjall will have led the party to have heard of the capricious, vicious, and savage nature of this type of faerie. They will gleefully engage in torture, murder, fatal and vicious pranks, and any and all sorts of other uncivilized behavior, especially at night, and especially if they catch a person alone wandering in faerie territory. That's called "a special kind of stupid" (*sérstakt konar heimskur* in Norðlonder) to the locals. The constant wonder is which is scarier: folks going off alone into the Frostharrow, or that it happens so often there's actually a term for it.



HALL OF JUDGMENT

SOUTH WARREN

The particular clans of norðalfar occupying this warren go in for traps and ambush and slow torture rather than direct confrontation. They will strike and then fade into the shadow-realm part of their lair, inflicting a wound or two unless they feel they can strike a mortal blow.

The warrens of the norðalfar are not entirely in the same world as the mortal realm, and they extend into *Svartalfheim*, the shadow-realm of the faerie. The faerie can use these hidden tunnels to seemingly disappear into nothingness, and it takes the right kind of magic for non-alfar to follow.

OUTER ENTRANCE

The southern warren's entrance is concealed beneath an old oak tree, whose twisted and gnarled roots form a portal made of dark and shadow. The dense foliage very nearly blots out the sun at full noon, and it will be impossibly dark during the night.

Challenge. Enter the warren.

Concealed. The entrance is under a Faerie Veil and is at -3 to Perception to see. It is entirely possible to walk through the door accidentally. **Detect Magic**, **Know Illusion**, **Mage Sight**, and **Seek Magic** will all reveal the presence of the entryway.

Reward. Entry to the norðalf warren, if you can consider walking into a faerie realm filled with hostile and cruel norðalfar a reward.

INNER FOYER (TRAP A)

The inner room on the other side of the door, to all outward appearances, is a branch and root-filled cave, perhaps a tunnel or hollow under the large oak tree. The footing is obviously treacherous and prone to snag limbs, weapons, and anything else. The passage is slightly too short for humans, perhaps 5' high, but can be traversed easily at a crouch. It is about six to eight feet wide.

Concealed. The entire foyer is riddled with traps. Certain roots are pressure sensitive, and there are a lot of roots. For each yard of motion, make a DX roll at -2; failure means you jostle a root enough to trigger a trap.

Alternatives. If the players have access to flight magic, such as **Apportation**, **Levitation**, and the like, they can traverse the passageway. The target needs to make a DX roll (or Body Sense, if it's better) to keep arms, legs, weapons, and gear inside the tunnel center at all times.

Traps. There are several traps installed in the Foyer as a disincentive for mortals to go any farther. Possible traps include: **Scattershot**, **Spiked Branch**, **Fiendish Flung Axe** (or spear), and **Needle Floor**. (See **DUNGEON FANTASY TRAPS**.)

TRAP B

Proceeding out of the foyer leads to a much more norðalf-sized corridor, barely 3-4 feet wide and 4' tall. It zigs and zags for a short distance before emerging into a larger room.

Concealed. If the characters listen closely (Hearing roll at -2), they will hear voices and echoes from the room beyond. They will hear these noises even if the common room is empty: they're magical sendings meant to lure the party onward.

Traps. The corridor is trapped with a modification of the **Obvious Swinging Blade** (**DUNGEON FANTASY TRAPS**, p. 24). Moving more than 2 yards into the tunnel will cause illusions of spears and scythes of bronze to shoot out from cracks and folds in the tunnel walls; all are at a height that would allow a crawling norðalf to pass. On the far side of the passage is a root that is the only dangling, protruding part of the tunnel: a not-so-hidden lever.

Casting **See Secrets** will reveal that the root connects to areas extending to the blades and spears in the tunnel.

The root, however, is the trap. Touching it will result in 4d HP of injury per touch, ignoring DR.

COMMON ROOM

The common room of the warrens contains low tables and seating, weapons, and knickknacks of bronze, stone, and wood. It is a complete mess. It is diffusely and dimly lit (-3 to Vision rolls), and there are three



obvious norðalf-sized passages that lead out of it; one has a wooden door on it.

Challenge. A whole lotta norðalfar.

Concealed. The common area is where the norðalfar gather for whatever it is they do when they're not out terrorizing the countryside. Eating, torturing captives, and other pastimes.

There are two troops of norðalfar in the south warrens, each with roughly 10-12 members. During the daylight hours, half will be sleeping and half in the common area engaging in light carousing. During the night, three-quarters will be out roaming the forest looking for prey.

There are many shadow-passages leading in and out of the entire warren, and the norðalfar will use these to strike and fade, retreating into their sleeping areas.

If the fight goes well, they will press their advantage. If it goes poorly, they will use the shadow passages to flee to the outside and scatter.

BOWLING FOR BOULDERS (TRAP C)

The mundane passageway from the common area to the clan leader's room is of course multiply trapped. The door itself has a poison needle in the lock, and the passage itself is a trap: once the door opens, if it closes again (which it will do if someone doesn't actively hold it open), a 5-ton stone sphere will roll down the 5' diameter corridor (See *DUNGEON FANTASY TRAPS*, p. 8).

SLEEPING CHAMBERS (A AND B)

The sleeping chamber is broad and low, with perhaps 4' tall ceilings. The floors are coated with animal skins of dubious quality and cleanliness: the norðalfar are not terribly expert tanners. There's nothing doubtful about the smell.

Any norðalfar that are not outside or in the common room will be found here, sleeping or doing whatever faerie do in their spare time. The low ceiling and tight quarters make it ideal terrain to fend off full-sized intruders.

This chamber connects through at least one shadow passage to both the foyer and the common room, which the norðalfar use aggressively to either surround intruders or run away as needed.

CLAN LEADER'S ROOM

The leader of the norðalfar is nastier, larger, and more vicious than the rest. The leader gets its own room, which of course leads to the adjoining treasure hoard.

The clan leader is a norðalf with +2 ST, +2 DX, and the skill increases that come with it.





HALL OF JUDGMENT



North Warrens



TREASURE CHAMBER

There's loot to be found in the treasure chamber. Go figure.

Coins. 30 silver coins (\$600, 0.6 lbs); 15 billion coins (\$150, 0.3 lbs); 4 tumbaga coins (\$240, 0.08 lbs); 25 electrum coins (\$5,000, 0.5 lbs); 5 gold coins (\$2,000, 0.1 lbs); 3 platinum coins (\$2,400, 0.05 lbs).

Total value is \$10,390 and all the coins together weigh 1.7 lbs.

Stuff. In addition to the precious metals, there are item of note:

- ✧ Gem of Healing (\$400, neg)
- ✧ Scroll Case (with one scroll inside) (\$75, 1 lb)
- ✧ Universal Charged Scroll of Missile Shield (\$500, 0.05 lbs)
- ✧ Chest, Wooden (\$100, 18 lbs)
- ✧ Ornate (+3) Blowing Horn (\$900, 2 lbs)

NORTH WARREN

The clans of the north warren make their way through the application of spectacular violence. They are more numerous and less crafty than their cousins to the south but make up for it in ferocity. They take delight in capturing questors or other creatures that wander too close, pitting them against each other in death matches. They use powerful magic to convince pairs of fighters that they are facing their most-hated enemies.

The entrance to their warren butts up against the ridge that holds the Dómsstóllinn, perhaps two miles south of the Sacrifice Gate. It is marked by a pattern of stones on the ground, entered by stepping within.

The north warren makes extensive use of the uncertain orientation within the faerie shadow realms, and many corridors that seem straight or connected are no such thing: a group might think they have walked 30 yards straight north, only to find that they have in fact walked 10 yards north, and then 20 yards east without noting a turn. Much more than the south warren, the northern one is confusing to navigate (the other is mostly just annoyingly low).

ENTRANCE

The entrance is a vertical drop of perhaps eight feet; effectively the bottom of a pit. The key is boldness: a leap into the middle of the stone circle will bring the jumper down in a bed of spongy moss and sand. The edges are hard rock and an unprepared adventurer must resist a fall of 3 yards. The magical barrier separating the real world from the faerie world does not pass sound through it: shouting a warning will not work.

There are hidden stairs only accessible to faerie or one that can access the faerie dimension of *Svartalfheim* that will allow exit.

AMBUSH

The area of the passage away from the entrance is built to human-scale. To mundane travelers, it's just a wide corridor, narrowing to an opening on the far side that marks a smaller tunnel-like passage. To the faerie, the walls, floor, and ceiling are riddled with passages and nooks that allow for norðalfar to hide within in ambush.

There are always at least nine norðalfar waiting here for the unwary to enter the ambush site. They are bored and malicious, and strike with poisoned weapons designed to incapacitate rather than kill.

They rush in and wound delvers, rendering them unconscious for sport. If successful, they will bring them to cages underneath the stands of the gladiatorial arena. If a character is wounded, roll HT each turn for one minute. The first failure causes **nausea**; the second **retching** until the minute ends (**EXPLOITS P. 65-66**).



HALL OF JUDGMENT

SLEEPING CHAMBERS

Each sleeping chamber (there are three) is low, with 3-4' ceilings, and much like the south warren, covered with knick-knacks and rotting animal skins. Each chamber holds roughly a dozen norðalfar when full, though they never are: 3 from each chamber will be on watch at the ambush site, and the rest will be either out marauding during the night, or biding their time until sunset during the day, splitting time (and numbers) between the common area and the sleeping chambers.

The exception is when there's bloodsport to be had. Then the entranceway is magically closed, and everyone turns out for the spectacle.

COMMON ROOM

The common area is replete with low tables, a food preparation area (which resembles an abattoir more than a restaurant, it's worth noting), a flowing spring, and areas for gambling, wrestling, and other raucous behavior. Weapons and armor of bronze are stored here as well, though even more are in the gladiatorial arena.

GLADIATOR ARENA

This large oval area has black stone walls, benches or bleachers, and is very definitely a parody of the Grand Arena in the Norðlond capital of Konungshöll for those that have been there. Unlike the rest of the warren, the ceilings here are very tall, perhaps 20' tall.

There are two breaks in the walls visible to mortal eyes. The first is the pathway from the ambush site. The second is a tunnel leading to the **MAGIC CIRCLE**. That tunnel is human-high: six or seven feet tall and perhaps four feet wide, the only large passageway other than the ambush site.

The room is ringed with cages that are set into the stone around the walls; these cages can also be hoisted into the air dangle suspended 10-15 feet in the air.

CHIEF'S COUNCIL CHAMBER

The chief's chamber is attached to the magic circle and is where the leaders of both clans meet when called by the faerie lords that created the warrens. They had not been seen for decades, perhaps centuries, but within the last few years have started to make their presence known again.

The chamber bears a much stronger resemblance to a human conference call in deference to the faerie. An ornate throne is seated against one wall and no norðalf will ever sit on it (a non-faerie that sits in the chair will take 2d HP of injury, DR offers no protection).

If the norðalf chief is in the house, it will be found here.

Rewards. There are objects of value scattered through the room. All are of obvious faerie make, and are cunningly wrought or carved mundane objects:

- ✧ A set of ornately carved wooden eating utensils worth \$20.
- ✧ Four silver-handled knives with bronze blades, each depicting one of the four seasons carved into the grip: \$200 each; a collector would buy the set for \$1000.

MAGIC CIRCLE

Inset into the floor in this chamber is a magic circle of faerie origin. It gives +5 to skill for spellcasting for those of alfar origin. It is used to invoke powerful charm and illusion magic so that the alfar can delight in having friends and allies try and disembowel each other.

It is also the portal used when the faerie nobility come to the valley.

Concealed. The magic circle in this warren is the anchor for the faerie presence so close to the Hall of Judgment. The Hall predates the Frostharrow as the stronghold of faerie in the world, but long ago the faerie were able to anchor a portion of *Svartalfheim* to the valley. The faerie presence near the hall has been impossibly strong ever since.



To remove the circle requires a combination of Nature, Magical, and Holy power: if a wizard, a druid, and a cleric each cast **Dispel Magic** simultaneously with Magery, Power Investiture, and Nature's Strength of 4 or higher as a ritual, the circle's connection from *Svartalfheim* will be severed.

The circle, of course will strike back: It will first cast Forgetfulness-18 at all within the chamber as soon as the casters start to work their magic; if the spell takes effect, the casters forget Dispel Magic! If the casters come back for a second attempt, it will strike with pure raging injury for 4d damage, armor doesn't protect.

Reward. The Allfather and Queen of the World have been concerned about this linkage for hundreds if not thousands of years. The casters' Magery, Power Investiture, or Nature's Strength each go up by 1 as the Queen of the World bestows her blessings on the casters as a token of the gods' gratitude. This blessing can raise Magery, Power Investiture, or Nature's Strength to higher than 6.

TREASURE HOARD

The hoard represents the takings from years of the norðalfar killing adventurers and wanderers on the trail, or gladiator-style in their horrible games. It's a substantial haul, but in order to get it, the delvers will

have had to defeat numerous traps, conquer dozens of norðalfar on their home turf, brave the traps, and somehow get to *Svartalfheim*, where the hoard has been stashed.

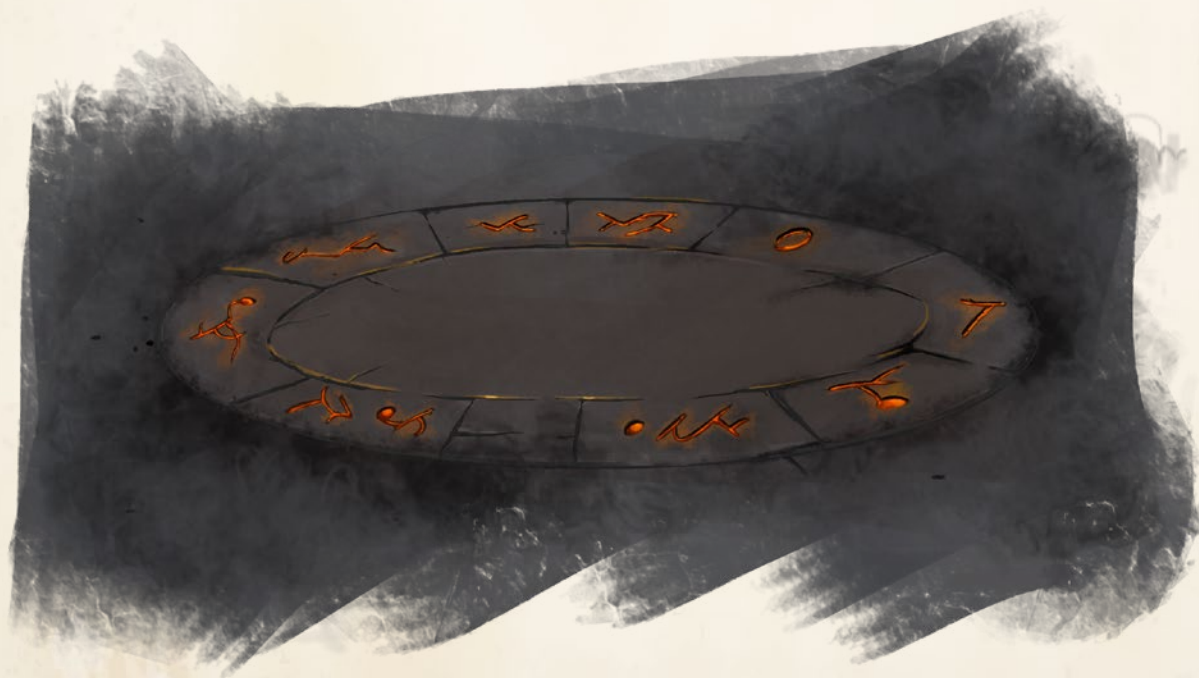
If they can claim it, they've earned it!

Coins. 21 silver coins (\$420, .4 lbs); 2 billion coins (\$20, 0.04 lbs); 15 tumbaga coins (\$900, 0.3 lbs); 27 electrum coins (\$5,400, 0.54 lbs); 6 gold coins (\$2400, 0.12 lbs); 7 platinum coins (\$5,400, 0.14 lbs).

Total value is \$11,740 and all the coins together weigh 1.56 lbs.

Stuff. In addition to the precious metals, there are item of note:

- ✧ **Balanced, Ornate +1, Silver-Coated Axe** (\$400, 4 lbs)
- ✧ **Bronze Balance and Weights** (\$35, 3 lbs)
- ✧ **Small Box lined with padding to hold 10 vials** (\$50, 5 lbs)
- ✧ 8 vials of spices in the box: Cinnamon, Peppercorns, Nutmeg, Mustard, Ginger, Cardamom, Clove, Fennel. (\$800 2.25 lbs)
- ✧ 1 Suit (Open Face) of Mail (mounted on the wall as a trophy) (\$2,700, 45 lbs)





FANTASTIC DUNGEON GRAPPLING

Grappling is a core function of both armed and unarmed combat, and nearly every combat style employs techniques to manipulate your foe. Animals and monsters are particularly fond of grappling, as it is a necessary part of *eating your face*.

This section enhances grappling combat within the **DUNGEON FANTASY RPG**. The rules follow a few basic principles, and the first and most important is that grappling uses the same kinds of die rolls and mechanics as primary weapons, notably including the damage roll. These rules **replace** those for grappling found in **EXPLOITS pp. 40-41**.

GRAPPLING ATTACKS

If you have an empty hand or a suitable weapon, you can grab foes or their equipment. You must be able to reach your foe to grapple!

Each attempt requires an Attack, All-Out Attack, or Move and Attack maneuver, and is considered an attack where that matters. If your opponent is lying down, kneeling, or sitting, you must kneel or lie down unless your rival's Size Modifier is two or more greater than yours or you have grappled one of their limbs. You may crouch, kneel, or lie down as the step (**EXPLOITS, p. 33**) component of any flavor of maneuver that allows a step.

Unarmed Grappling Attack. Roll against DX or a grappling skill—Judo, Sumo Wrestling, or Wrestling—to hit. There are no hit location penalties to develop an already-established grapple.

Armed Grappling Attack. Roll against DX-2 or an appropriate Melee Weapon Skill-2 to hit. The weapon must have a suitable hook or grappling feature in order to retain control in the face of a retreating foe.



Modifiers: Instead of standard modifiers for hit locations and weapons, apply 0 to hit the torso; -1 for an arm or leg; -2 for a hand or foot; -3 for the neck or head; or -4 for something someone is holding (like a weapon).

Long-Distance Grapples. Some weapons and monsters may grapple from beyond Close Combat range. Axes, halberds, and pollaxes are capable of persistent grapples from the weapons' reach; monsters' reach when grappling will be listed in their stat block.

Weapon/Shield Bind. Other weapons, and shields held in the hand rather than strapped, can perform a limited grapple called a *bind*. Offensively, treat it as a standard grapple: you may attack to gain control or break free of an opposing grapple.

Size Modifier. If your Size Modifier exceeds your foe's, add your SM difference as a bonus on your attack roll.

Number of Limbs. Look up the number of grappling limbs on the Linear Measurement column of the *Size and Speed/Range Table*. Add the Size Modifier to the grappling damage (a peshkali with 6 limbs hugs for an extra 2 control points per attack). A two-handed creature grappling with one hand is -2 to control point rolls.

GRAPPLING DEFENSES

You may defend normally against grappling attacks. Active defenses against grappling attacks are subject to the rules for Close Combat (**EXPLOITS, P. 51**).

You may dodge normally; while a shield's DB still adds to active defenses, you may only parry or block if:

- ✧ You are using an empty hand or Reach C weapon (like a dagger).
- ✧ You are defending against a Long-Distance Grapple with a weapon or shield and are not currently engaged in Close Combat.

Grappling someone doesn't give you defense penalties, either. However, you can't parry strikes with a limb without releasing its hold on your victim—and to retreat (**EXPLOITS, P. 50**) farther away than your grappling reach, you must let go with all of your limbs!

Retreat from Bind. Breaking free from a *bind* may be accomplished simply by retreating or normal movement away from the binding attacker so long as nothing (such as a regular grapple or a nearby cliff) prevents you from doing so.

Airborne. If a flying creature is carrying a foe that cannot also fly, the victim is at an *additional* -5 to DX (including -2 to defense rolls).

GRAPPLING EFFECTS

Just as with melee attacks, if a grappling attack is successful, the attacker gets to make a damage roll. The damage type for grappling attacks is *control*.



GRAPPLING DAMAGE

A successful hit deals damage as control points (CP). CP damage is thr, based on Lifting ST, and adjusted by the attacker's skill as follows:

- ✧ **Judo or Melee Weapon.** +1 per die control points at DX+4; +2 per die at DX+10
- ✧ **Sumo Wrestling.** +1 per die control points at DX+2; +2 per die at DX+7
- ✧ **Wrestling.** +1 per die control points at DX+1; +2 per die at DX+4

A creature with one or more control points applied to them is considered **grappled**; both the attacker and defender are **grappling**. Being in Close Combat (in the same 1-yard area) is not the same as grappling!

Control Maximum. Every creature has a Control Maximum (CM) equal to their Lifting ST. You may not apply more total CP on other creatures than your CM; it also sets the thresholds for DX penalties when you are grappled. Apply ST increases due to Wrestling and Sumo Wrestling (see **ADVENTURERS PP. 92-93**) to ST (and thus Lifting ST) for determining Control Maximum.



HALL OF JUDGMENT

DX Penalties. Sum all CP on a creature from all grapples and binds; the victim suffers DX penalties based on the applied CP relative to their Control Maximum as shown on the **CONTROL POINT EFFECTS** table. Prefigure the thresholds before play begins for easy reference.

Grappling and Movement. While **grappling**, you may only move as part of an attack: this precludes **Change Posture**. If you successfully make a grappling attack (including winning the Quick Contest in **Frog March** or **Grab and Go**) you may utilize your step (**EXPLOITS, p. 33**) to go from a kneeling posture to a standing one or rotate one hex side. Moving to another hex requires breaking free, **Frog March** or **Grab and Go** (each hex-side of rotation costs 1 Movement Point).

Grappled and Ungrappled Body Parts. You may grapple as many body parts on your foe as you have limbs. The head/neck, torso, and each limb count as a part, inclusive of extremities. Body parts not specifically grappled take *half* DX penalties.

Dogpile. Multiple attackers may combine control points on a single victim, each up to their own Control Maximum. The combined CP are additive when determining Control Point effects; each grapple is resolved separately, though effects stack.

SPENDING CONTROL POINTS

Control Points may be spent to increase the effectiveness of a fighter in melee combat. For each control point spent, you may increase your effective skill by 1 for a single roll. This can be used to increase chances to hit, enable attack options, counteract hit location penalties or target armor chinks, or add to a defense roll (2 CP per +1 to an eligible active defense). It may also be used to add to a Quick Contest. See **INJURE THE FOE (GRAPPLING)** for options to enhance injury.

CONTROL POINT EFFECTS	
CP Inflicted	DX Penalty
Up to 1/10 CM	—
Up to 1/3 CM	-2 to DX
Up to 2/3 CM	-4 to DX
Up to CM	-8 to DX
Greater than CM	-16 to DX

AFTER A GRAPPLE

These are some possible actions after a grapple. Some are resolved as attacks, others are Quick Contests.

Attack (Grapple/Counter-Grapple). Attack to increase or remove control. Make a grappling attack; the defender is subject to any penalties from an existing grapple. If you hit, roll damage, and freely apply it to either increase control on the foe or reduce control on yourself.

Disarm. Make a grappling attack at -4 to target a foe's weapon unless you already have grappled the limb or weapon. If the control rolled is greater than $\frac{1}{4}$ your target's Control Maximum, their weapon is Unready. If the damage rolled is greater than $\frac{1}{2}$ the Control Maximum, it is dropped or taken (choose!). You may spend already-established CP to aid the disarm CP roll.

Free Actions. You may also perform these free actions at any time:

- ✧ Release your grip with one or more hands
- ✧ Drop a ready weapon

Frog March. To move a foe against their will, roll a Quick Contest of each combatant's best ST-based grappling skill, at -1 for each CP inflicted on them. This counts as an attack. If you win, you may take a step or change facing to any direction. If a lone combatant is trying to move many small foes, he must beat their combined margin to win! Multiple combatants may Wait in order to all attack at the same time and combine their margins to push a stronger foe.

Grab and Go. Attempt to move more than a step, change posture or facing while grappled, or pick up and carry one or more foes who are **grappling**. This counts as a Move and Attack, or the attacker may give up defenses and movement options as per All-Out Attack and roll the contest at +4. Roll a Quick Contest of your Lifting ST vs your foe's *combined* ST+4, each side penalized as per DX if they have CP inflicted on them. If you win, you may move your full move if the combined ST of your foes is less than $\frac{1}{2}$ your Lifting ST; half your move if it is less than your Lifting ST, or a step if their ST exceeds yours, up to 1.5 times your Lifting ST.





Injure The Foe (Grappling). Spend accumulated control to cause injury. Make any close combat attack. If your foe fails to defend, you may inflict damage (or add to the damage of a melee attack) at 1d crushing per 3 CP spent. DR usually doesn't protect, but see **DR AND GRAPPLING**.

Example: A fighter has accumulated 9 control points on a foe. After a successful grappling attack roll, she elects to spend 6 of them, rolling 2d crushing damage.

Strangle. To strangle you must be grappling the Neck. Roll a quick contest of ST vs the best of your foe's ST or HT. You may spend CP to influence the contest. If you win, you may do damage equal to the margin of victory, inflict 1 FP on the target, or both. See **SUFFOCATION, EXPLOITS, p. 70** for the effects of suffocation due to strangulation.

Takedown. Roll a Quick Contest of ST, DX, or best grappling skill. If you win, you may change your foe's posture to kneeling, crawling, face-up, or face-down as you choose. If you have grappled a creature's leg, CP spent to influence the Quick Contest count double.

DR AND GRAPPLING

Injure the Foe (Grappling) can represent everything from joint locks to pulling your foe onto a knife. DR is treated differently depending on the nature of the attack.

- ✧ DR from armor applies normally when adding damage to a **melee strike**; to be more effective, spend CP to increase skill while targeting armor chinks.
- ✧ DR from armor does not usually apply when applying damage from an attack with a grappling skill
- ✧ Monster DR does apply if the creature is **Homogeneous**. This represents superior construction or lack of easily targetable joints (such as the Obsidian Jaguar or Stone Golem).

MONSTER TRAITS

Some monsters have special abilities that make them more interesting grapplers.

Arm ST. Some creatures have extra-powerful limbs. These add to ST when calculating the control point damage for a creature, and the maximum control a creature can inflict. It doesn't increase Control Maximum for the purpose of determining DX penalties.

Constriction Attack. A creature of equal or greater SM than its victim can execute a Strangle even if not grappling the neck.

Diffuse. The maximum control that can be applied to a diffuse creature is 2 (Exploits, p. 55); all grapples are treated as *binds*.

Homogeneous. Creatures that are homogeneous apply their innate DR against attempts to cause injury using grappling skills.

No (Location). Creatures with no location cannot be subjected to grapples on that location, or special effects.

Slippery. Add the levels of Slippery to a creature's DX when attacking to break free of grapples.

Super Jump. A creature with Super Jump may jump with a grappled creature as per **GRAB AND GO**. Treat their effective flying maximum move as their vertical jump, calculated as if their basic Move was equal to the Super Jump distance, adjusted for encumbrance.





BESTIARY

This chapter contains most of the monsters and foes that are noted as encounters in Hall of Judgment. A few (skeletons, dire wolves) are referenced directly out of the **MONSTERS** book included in the **DUNGEON FANTASY ROLEPLAYING GAME** boxed set.

MONSTER CLASSES

Each creature is given a class, and the relevant classes and clarifying notes are listed below.

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

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

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

Demon. Affected by Banishment. Demons are also **Spirits** (see Spirit Empathy, **ADVENTURERS, P. 53**). Detects as Evil. Not subject to spells that affect the living.

Elemental. Affected by Control Elemental and similar spells. Elementals are also **Spirits** (see Spirit

Empathy, **ADVENTURERS, P. 53**). Not Subject to spells that affect the living.

Faerie. Affected by Seek Magic, Pentagram, and similar spells. Subject to spells that affect the living.

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

Mundane. Subject to spells that affect the living.

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

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

Undead. Subject to True Faith. Not subject to spells that affect the living.

AUROCHS (WILD BULL)

Animal (SM +1)

The Aurochs is a very large bovine (cow) animal that has been partly domesticated in Norðlond. It is very tall, with long, spindly legs, and will range from five to six feet tall at the shoulder. It has ridiculously impressive horns, which are used aggressively in fights, especially in mating season. Even the cows fight, and these fights can be lethal. Really, whomever decided that domesticating this animal was a good idea probably did it while drunk, on a bet. Likely a losing bet.

They vary in size quite a bit, with the shorter ones "only" being 1,600 lbs, while the largest males might top 3,000 lbs. In the wild, they gather in herds of up to three dozen animals.

Full-grown aurochs mostly worry about giant animals (dire wolves, cave lions, etc), but their calves are considered fair game. Bringing down or slaughtering a single 2,000-lb aurochs will likely produce enough meat to feed a party for a month or so.

The stats given are for a 2000-lb creature. Weight typically varies from 1,600-2,500 lbs.

TRAITS

- Bad Temper (12)
- Horizontal
- Night Vision 4
- Peripheral Vision
- Poor Vision -4
- Quadruped
- Temperature Tolerance 1 (Cold)
- Terrain Adaptation (Snow)
- Tough Skin 2
- Wild Animal

MONSTER NOTES

The aurochs has good hearing and smell, but poor vision for details which is modeled as high Perception, but poor vision (Per (Vision)-10); nonetheless, their eyes are dark-adapted, and so ignore the first -4 in darkness penalties thanks to night vision.

When in mating season, Aurochs bulls and cows are just ornery. Their self-control roll for Bad Temper drops to 8 and they're best avoided then. Really.

ST 24	DX 9	IQ 4	HT 11			
Damage 2d+1/4d+2	Ground Move 8	Will 10	Basic Speed 5.00			
Basic Lift 115	Water Move 1	Per 14	Basic Move 8			
Control Thresholds						
HP	1/10	1/3	2/3	CM	>CM	FP
24	2	8	16	24	25	11
Parry	Dodge	Block	DR			
8	8	—				2

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Bite-12	2d+1 cr	C	Weak bite relative to ST
Horns-12	2d+5 imp	C, 1	Treat horns as weapons; +2 for "impaling spear" and +1 per die for Brawling skill
Grapple-9	2d+1	C, 1	Grapples with horns at -2, usually All-Out (+4) for slam or takedown
Kick-9	2d+5	C,1	Usually done backwards if being chased

SKILLS

- Brawling-11
- Intimidation-10
- Stealth-9
- Survival-12
- Sumo Wrestling-11





BANDIT

Mundane (SM: 0)

Bandits rove in gangs and are sometimes led by much more capable miscreants.

Not all bandits are strictly and selfishly evil. Oppression, drought, disease, or famine can often drive otherwise honest folk to a life of banditry. Some grow to love it, though—and they are evil, with traits like Bloodlust, Callous, and Sadism being common.

While the fighting itself is not considered dishonorable so long as the victims are slain in battle, bandits are the universal targets of vengeance pacts, and while not strictly in the same class as thralls, are usually killed on sight if possible.

TRAITS

- Bad Temper (12)
- Bloodlust (12)
- Bully (12)
- Code of Honor (Outlaw's)

SKILLS

- Axe/Mace, Bow, or Spear-12
- Brawling-12
- Intimidation-9
- Knife-12
- Scrounging-10
- Shield (Buckler)-12
- Stealth-10
- Streetwise-9
- Survival (Mountain)-10
- Survival (Woodlands)-10
- Wrestling-11

EQUIPMENT AND TREASURE

Item	Value	Weight
Heavy Leather Armor	\$450	36 lbs
<i>Pick one of</i>		
Axe or	\$50	4 lbs
Spear and	\$40	2 lbs
Small Buckler	\$40	8 lbs
<i>or</i>		
Shortbow and	\$40	1.5 lbs
Quiver + 20 Arrows	\$55	3.5 lbs

ST
12

DX
11

IQ
10

HT
11

Damage
1d-1/1d+1

Ground Move
4 (light enc)

Will
8

Basic Speed
5.5

Basic Lift
29

Water Move
1

Per
8

Basic Move
5

Control Thresholds

HP
12

1/10
1

1/3
4

2/3
8

CM
12

>CM
13

FP
11

Parry
9U*

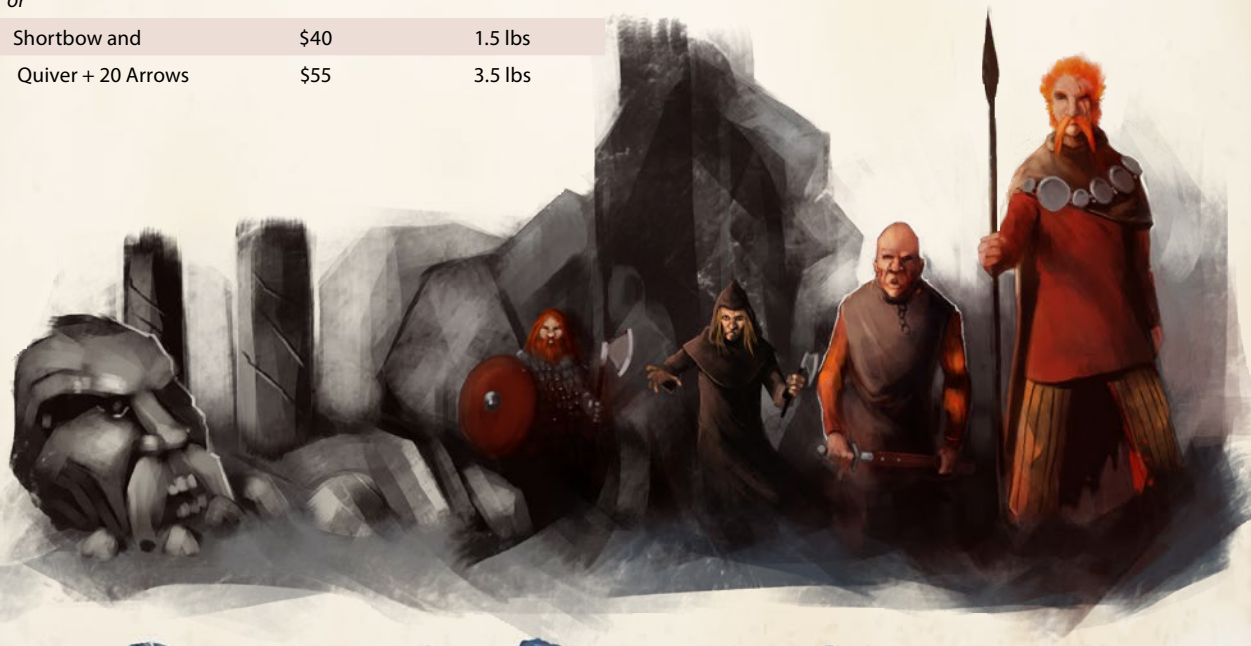
Dodge
7*

Block
10

DR
2

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Axe-12	1d+4 cut	1	Parry-9U*
Spear-12	1d+1 imp	1	Parry-9*
Short Bow-12	1d-1 imp/ 1d-1 pi(2)	180/240	Acc 1; Shots 1(2); Bulk -6
Punch-12	1d-2 cr	C	Parry-9*
Kick-10	1d-1 cr	C,1	No parry
Grapple-11	1d-1 ctrl	C	2H Parry-8



BANDIT CHIEF



Mundane (SM: 0)

Through misfortune or malfeasance, the bandit has been labeled an outcast by society and must live by preying on it. This is well beyond the normal "I went raiding this summer" behavior common and accepted by all Norðlonders; they did something wrong.

The bandit chief has assembled a motley gang of followers. Some troops are only a few individuals; larger troops of up to 20 are possible (that's the crew of a medium-sized longship) but unusual.

The chief himself is going to be a canny, vicious individual with limited scruples and a vast sense of greed. They are capable, tactically wise (or else they'd be dead already), and have a keen sense of survival.

The bandit chief presented here is has a mix of mundane and magical abilities, just to shake things up. The spells are mostly survival-oriented rather than combative; they help the troop deal with food, water, and warmth. Plus Wizard Eye for recon.

ST
14

Damage
1d/2d

Basic Lift
39

HP
14

Parry
12U*

DX
13

Ground Move
4 (light enc)

Water Move
1

Dodge
9*

IQ
12

Will
13

Per
13

Block
13

HT
12

Basic Speed
6.25

Basic Move
6

DR
5

Control Thresholds					
	1/10	1/3	2/3	CM	>CM
FP					
	1	4	9	14	15

TRAITS

- Combat Reflexes
- Magery 1
- Bad Temper (12)
- Bloodlust (12)
- Bully (12)
- Code of Honor (Outlaw's)

SPELLS

- Apportation-11
- Create Fire-11
- Decay-11
- Ignite Fire-11
- Keen Vision-11
- Purify Food-11
- Purify Water-11
- Seek Water-11
- Test Food-11
- Wizard Eye-11

EQUIPMENT AND TREASURE

Item	Value	Weight
Brigandine (DR5)	\$1,890	21 lbs
Heavy Cloth (Legs; DR 2)	\$112	9 lbs
Plate Helmet (Head; DR 6)	\$625	5 lbs
Norðlond Battle Shield (Buckler; DB +2)	\$600	8 lbs
Axe	\$50	4 lbs
Spear	\$40	4 lbs
Short seax (Long Knife)	\$120	1.5 lbs

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Axe-16	2d+2 cut	1	Parry-12U*
Knife-13 (thr/sw)	1d imp/ 2d-1 sw	C, 1	Parry-9F*
Spear-16	1d+2 imp	1	Parry-12*
Punch-14	1d-1 cr	C	Parry-11*
Kick-12	1d cr	C,1	No parry
Grapple-13	1d ctrl	C	2H Parry-10
Thrown Axe-15	2d+2 cut	14/21	Acc 2; Bulk -3

SKILLS

- Armoury (Melee Weapons)-13
- Axe/Mace-16
- Brawling-14
- Intimidation-11
- Leadership-12
- Main Gauche-13
- Observation-11
- Scrounging-12
- Shield (Buckler)-15
- Spear-16
- Stealth-12
- Streetwise-11
- Survival (Mountain)-12
- Survival (Woodlands)-12
- Tactics-11
- Thrown Weapon (Axe)-15
- Wrestling-13

MONSTER NOTES: BANDIT

The bandit is meant to be a solid "mookish" threat, mostly dangerous in ambushes and in large numbers. Weak bandits simply die in the wastes of Norðlond. For more variety, use any 50-point humanoid character as a basic bandit.

The bandits are usually patrolling or marauding in groups of 2d individuals, and they take much care to hit and run where real warriors cannot find them. The bandits here represent those raiding farmers; a successful hit on a small group of warriors might yield a few more shields, a mail shirt or three, and better weapons.

*The Small Buckler adds its +1 DB to this active defense when readied.

MONSTER NOTES: BANDIT CHIEF

The bandit chief is wearing brigandine on the torso, but only heavy cloth (DR 2) on the legs, but a DR 6 plate helm for a total DR 8 on the skull. His axe has a lanyard and he will start with spear and shield at range, and if things get dicey, will drop the spear and Ready the axe.

*The Norðlond Battle Shield adds +2 DB to this active defense when readied.

If more variety is sought, the bandit chief was built on 200 points... anything goes!



BEASTS OF BURDEN

Animals (SM: +1)

Venturing into the wilds is always treacherous, and the need for food and water weighing more than 70 lbs per week means that doing so comfortably requires help in the form of pack animals.

These working animals are sturdy and all of them are cold adapted. They're also tame. Fighting skills are absent.

Consult the entries below for details on each animal's game stats. Some use a particular trait: Enhanced Move 0.5, which means instead of doubling the long-distance Move when they sprint, their gait only allows a lower figure, though still 50% higher than the basic movement rate.

The traits and skills apply to each creature.

TRAITS

- Chummy
- Discriminatory Smell
- Enhanced Move 0.5 or 1
- Quadruped
- Temperature Tolerance 1 (cold)
- Terrain Adaptation (undergrowth)
- Tough Skin 1

SKILLS

- Jumping-12
- Mount-12
- Stealth-11
- Survival-10
- Swimming-10

DONKEY

ST 14	HP 14	Lift ST 16	
DX 11	Move 8/12	Dodge 8	Carry Capacity 105 lbs
IQ 4	Will 10	Per 12	Weight 450 lbs
HT 11	FP 11	Speed 5.5	Cost \$1,100

PACK HORSE

ST 28	HP 20	Lift ST 23	
DX 9	Move 7/14	Dodge 7	Carry Capacity 210 lbs
IQ 4	Will 10	Per 12	Weight 1,200 lbs
HT 18	FP 10	Speed 4.75	Cost \$1,900

DRAFT HORSE

ST 24	HP 24	Lift ST 24	
DX 8	Move 6/12	Dodge 7	Carry Capacity 230 lbs
IQ 4	Will 10	Per 12	Weight 2,200 lbs
HT 18	FP 10	Speed 4.5	Cost \$2,000

PACK PONY

ST 18	HP 18	Lift ST 21	
DX 9	Move 7/14	Dodge 7	Carry Capacity 175 lbs
IQ 4	Will 10	Per 12	Weight 875 lbs
HT 18	FP 10	Speed 4.75	Cost \$1,600

MULE

ST 19	HP 19	Lift ST 23	
DX 11	Move 7/14	Dodge 8	Carry Capacity 210 lbs
IQ 4	Will 10	Per 12	Weight 950 lbs
HT 18	FP 10	Speed 5.25	Cost \$1,900

REINDEER

ST 14	HP 14	Lift ST 14	
DX 11	Move 7/14	Dodge 8	Carry Capacity 75 lbs
IQ 4	Will 10	Per 12	Weight 375 lbs
HT 11	FP 11	Speed 5.5	Cost \$900



These wild swine are not your typical domestic pig. They have longer legs, larger tusks, upright ears, straight tails, more compact and muscular bodies, and are covered by thick, shaggy, bristly hair. Like pigs, they have small, beady eyes, cloven hooves, and a flexible pad on the end of their nose. They grunt to communicate among themselves and squeal when alarmed or excited. Young boar are striped, but they become a uniform gray-brown as they mature.

Wild boars are fast and nimble creatures. Most will flee from danger if at all possible. A cornered, trapped, or wounded boar will attack, as will a sow defending her piglets or a male in rut. They are notorious for bursting from cover and slashing with their tusks as they run past, often while knocking over their assailant. A frightened boar will then run away, but one that is aggressive will continue to attack with repeated charges as long as its foe is still moving.

Wild swine can range from a portable 50-lbs to over 1,000 lbs. The example here is for a 500-lb boar.

TRAITS

- Acute Smell 2
- Bad Temper (12)
- Combat Reflexes
- Discriminatory Smell
- Hard to Subdue 2
- High Pain Threshold
- Night Vision 4
- No Fine Manipulators
- Peripheral Vision
- Poor Vision -2
- Quadruped
- Temperature Tolerance 1 (Cold)
- Tough Skin 1
- Wild Animal

MONSTER NOTES

Mostly wild boar will try and run, and when they attack, they tend to go All-Out, rendering defenses moot. A particularly canny and ornery boar that actually employs parries and dodges against an attacker's spear would be fun. At least for the GM.

Wild boar have excellent senses of smell, but poor vision. As with many animals, they have much better dark-adaptation for vision than humans.

ST
14

DX
11

IQ
5

HT
12

Damage
1d/2d

Ground Move
7

Will
10

Basic Speed
5.75

Basic Lift
34 lbs

Water Move
1

Per
12

Basic Move
7

Control Thresholds

HP

1/10

1/3

2/3

CM

>CM

FP

13

1

4

9

14

15

12

Parry Dodge Block

DR

10

9

—

1

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Charge-11	1d+3 imp	C	Resolve as slam; target also gets +3 per die on their damage roll
Tusk-11	1d+1 imp	C	

SKILLS

- Brawling-12
- Survival (Woodlands)-12





DEER (FALLOW)

Animal (SM: +0)

Fallow deer are a spotted, medium sized deer that live in small herds. These deer are primarily grazers, but will browse. The bucks grow flattened antlers for the breeding season that resemble those of moose. During the breeding season, they establish and vigorously defend mating territories. The most common coloration is a chestnut-colored coat with white dappled spots.

Fallow deer weigh 80-100 lbs.

TRAITS

- Chummy
- Discriminatory Smell
- Enhanced Move 1
- Quadruped
- Temperature Tolerance 1 (cold)
- Terrain Adaptation (undergrowth)
- Tough Skin 1
- Wild Animal

SKILLS

- Brawling-15
- Intimidation-10
- Jumping-13
- Stealth-13
- Survival-12
- Swimming-11
- Wrestling-14

MONSTER NOTES

Fallow deer are the most numerous deer species in Norðland, and represent the primary source of non-domesticated land protein. They travel in fairly large herds of up to 150. They are in rut (and thus aggressive) or heat for about three to four months; their orneriness is most acute in late October.

A male fallow deer has moose-like antlers and will typically weigh 200 lbs; the females are much smaller (100 lbs) and do not have antlers.

ST
12

DX
13

IQ
4

HT
11

Damage
1d-1/1d+2

Ground Move
8/16

Will
10

Basic Speed
6.00

Basic Lift
29

Water Move
1

Per
12

Basic Move
8

Control Thresholds

HP

11

1/10

1

1/3

4

2/3

8

CM

12

>CM

13

FP

11

Parry

10

Dodge

9

Block

—

DR

1

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Bite-15	1d-3 cr	C	-2 damage due to Weak Bite
Kick-13	1d-1 cr	C, 1	
Antlers-15	1d+1 imp	1	Treat as weapon
Grapple-12	1d ctrl	C, 1	-2 for "armed" grapple with antlers



(DRUNK) WARRIOR

Mundane (SM: +0)

Perhaps encountered in the wilds, looking for adventure; otherwise warriors such as this can frequently be found in small groups (1d/2 pairs would be normal) helping to keep the Hunted Lands at least vaguely safe. Fighters such as this are usually in service as a huskarl to a jarl or hajarl, or acting as thegns in return for the hopes of lavish rewards and recognition.

This particular warrior was chasing bandits as part of a judicial duel and feud gone wrong. Acting as an agent for the "honor price" (the bandit killed her husband; she was given the right to take the bandit as a thrall by the Alpingi... and the bandit had quite enough of that and skipped town.

Our hero had killed his quarry in a surprisingly rage-filled fight, and was coming back to Isfjall when he was approached in his camp by a giant, red-bearded fellow with a merry laugh, a hefty hammer, and a ridiculous capacity for mead and bawdy jokes.

TRAITS

- Combat Reflexes
- Bloodlust (12)
- Code of Honor (Thegn)
- Perk (Trained to hold axe haft and shield grip in same hand)

EQUIPMENT AND TREASURE

Item	Value	Weight
Mail Shirt (DR 5/3; torso)	\$1,260	19 lbs
Heavy cloth arms and leggings (DR 2; legs)	\$190	15 lbs
Plate helmet (Dr 6; Head)	\$625	5 lbs
Battle Shield (DB 2)	\$600	8 lbs
Axe	\$50	4 lbs
Spear	\$40	4 lbs
Long seax (shortsword)	\$400	2 lbs

MONSTER NOTES

The Thegn's Code of honor is essentially (1) always seek out great deeds, (2) never refuse a challenge, especially to a fight, and (3) keep your word.

This particular warrior is based off the Bandit Chief but with Magery removed. He is ridiculously, hopelessly drunk when encountered: -4 to DX and -2 to IQ until he sobers up.

Our Thegn has DR 5 versus cut/imp, but only DR 3 vs crushing due to a mail shirt. He wears a stout helmet, and has heavy quilted cloth on arms and legs. In battle, he will hold the axe and shield in his left hand and fight with the spear in his right. If given the opportunity, he will throw the spear and ready the axe; the seax is reserved for close-combat.

*The Norðond Battle Shield adds +2 DB to this active defense when readied.

ST 14	DX 13	IQ 12	HT 12
----------	----------	----------	----------

Damage 1d/2d	Ground Move 4 (light)	Will 13	Basic Speed 6.25
Basic Lift 39	Water Move 1	Per 13	Basic Move 6

HP	Control Thresholds					FP
	1/10	1/3	2/3	CM	>CM	
14	1	4	9	14	15	12
Parry	Dodge Block					DR
12U*	9*					5/3

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Axe-16	2d+2 cut	1	Parry-12U*
Spear-16	1d+2 imp	1	Parry-12*
Punch-14	1d-1 cr	C	Parry-11*
Kick-12	1d cr	C,1	No Parry
Grapple-13	1d ctrl	C	2H Parry-10
Thrown Axe-15	2d+2 cut	14/21	Acc 2; Bulk -3
Thrown Spear-15	1d+3 imp	14/21	Acc 2, Bulk -6

SKILLS

- Armoury (Melee Weapons)-13
- Axe/Mace-16
- Brawling-14
- Intimidation-11
- Main Gauche-13
- Leadership-13
- Observation-11
- Shield (Buckler)-15
- Spear-16
- Survival (Mountain)-12
- Survival (Woodlands)-12
- Tactics-12 (IQ-1) [2]
- Thrown Weapon (Axe)-15
- Thrown Weapon (Spear)-15
- Wrestling-13





ELK (RED DEER)

Animal (SM: +1)

A larger deer of the uplands, migrating to lower areas in winter. Although primarily forest dwellers, they can be found in moors and open areas. The males have large branchy antlers, and roar loudly during the rut to claim their harem and announce their presence. In fall and winter, they develop a shaggy coat giving them the appearance of a mane.

Elk weigh 450-700lbs.

TRAITS

- Acute Hearing 2
- Bad Temper(12)
- Chummy
- Discriminatory Smell
- Enhanced Move 1
- Quadruped
- Temperature Tolerance 1 (cold)
- Terrain Adaptation (undergrowth)
- Tough Skin 1
- Wild Animal

MONSTER NOTES

Elk are slightly larger than red deer; both only have their antlers in autumn and winter. They tend to panic if startled, as prey animals, unless they're in mating season (rut, occurring in September to October), in which case you get Animals Gone Wild pretty fast.

They have excellent hearing (Hearing-14) but are color blind (-2 to Vision where color discrimination matters). They have a weak bite, reflected in a lowered bite damage for their ST.

ST
17

DX
12

IQ
4

HT
11

Damage
1d+1/3d-1

Ground Move
7/14

Will
10

Basic Speed
5.75

Basic Lift
58

Water Move
—

Per
12

Basic Move
7

Control Thresholds

HP

17

1/10

1

1/3

5

2/3

11

CM

17

>CM

18

FP

11

Parry Dodge Block

10

8

—

DR

1

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Bite-14	1d-1 cr	1	-2 damage due to Weak Bite
Kick-14	1d+1 cr	1	
Antlers-14	1d+3 imp	1	
Grapple-11	1d+2 ctrl		-2 for "armed" grapple with antlers

SKILLS

- Brawling-14
- Intimidation-10
- Jumping-12
- Stealth-12
- Survival-12
- Swimming-11
- Wrestling-13





There are many types of faerie, and all are tricksome, chaotic, and other. The nobility of the faerie are all of that, and dangerously magical, ridiculously proud, and something to be avoided by most.

This particular faerie lady's name is Elunad. She's been active in the Norðlond for some time now, and is obsessed with finding and possessing the Hall of Judgment. She was recently bested in a riddle contest by a Holy Warrior of the Law God, which lost her possession of a tiwstakn—she's likely to hold a grudge about that for a very long time.

Forever, in fact.

TRAITS

- Absolute Direction
- Appearance (Very Beautiful) (+6)
- Combat Reflexes
- Compartmentalized Mind 1
- Darkvision
- Dependency (Mana)
- Energy Reserve 50
- Faerie Veil 10
- Indomitable
- Injury Reduction (not-iron or steel) 2
- Magery 6

SKILLS

- Acrobatics-22
- Acting-20
- Body Control-16
- Bow-26
- Camouflage-20
- Dancing-26
- Detect Lies-20
- Diplomacy-20
- Herb Lore-20
- Hidden Lore-20
- Hiking-14
- Interrogation-16
- Intimidation-22
- Judo-22
- Karate-22
- Knife-24
- Leadership-20
- Light Walk-22
- Mental Strength-22
- Mind Block-22
- Parry Missile Weapons-22
- Performance-20
- Polearm-26
- Poisons-16
- Psychology-20
- Rapier-26
- Sex Appeal-18
- Stealth-26
- Strategy-18
- Tactics-18
- Thaumatology-24
- Tracking-16
- Weather Sense-16

SPELLS

Elunad knows entire spell colleges rather than individual spells!

- Air Spells-22
- Healing Spells-22
- Illusion Spells-30
- Knowledge Spells-26
- Light and Darkness Spells-26
- Meta-Spells-26
- Mind Control Spells-30
- Movement Spells-26
- Water Spells-22
- Weather Spells-22

MONSTER NOTES

"This foe is beyond any of you. Fly, you fools!" applies to this encounter. Elunad may appear slight (and in fact she is not inherently strong), but a ridiculous level of magical ability and thousands of years of practice make up for that nicely.

Her armor is enchanted orichalcum epic plate, glamoured strongly to appear as a flimsy and revealing gown. Her orichalcum enchanted glaive is also one of several power items: this one holds 40 FP. Her Epic Plate holds 85 FP. If fresh, Elunad starts with 175 FP on tap.

While she is a very capable melee combatant, mostly she will rely on magic, which she wields with a casual competence born of millenia of practice.

Her first spell in combat will be Great Haste, to double her action capability. Faeries love to play with their food, so "flawless victory" may take second fiddle to "confuse, confound, and humiliate."

ST
12

DX
22

IQ
16

HT
14

Damage
1d-1/2d-1

Ground Move
11

Will
18

Basic Speed
9.00

Basic Lift
29 lbs

Water Move
2

Per
18

Basic Move
11

Control Thresholds

HP	1/10	1/3	2/3	CM	>CM	FP
12	1	4	8	12	13	14
Parry	Dodge	Block	DR			
17U	13	—	10			

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Punch-22	1d+1	C	Parry-15
Judo-22	1d ctrl	C	Parry-15
Bow-26	1d+5 (2) imp	280/350	Includes Icy Weapon
Knife-24	1d+4 (5) imp	C	Very Fine, Icy Weapon; Parry-16
Glaive-26 (thr/sw)	1d+4 (2) imp/ 2d+4 (2) cut	1-3*/2,3*	Includes Icy Weapon; Parry-17U
Rapier-26 (thr/sw)	1d+2 (2) imp/ 2d+3 (2) cut	1,2	Very Fine; Orichalcum; Icy Weapon; Parry-17F

EQUIPMENT AND TREASURE

Item	Value	Weight
Orichalcum Epic Plate (Lighten 2)	\$370,000	16 lbs
Orichalcum Glaive (Penetrating Weapon (2); Icy Weapon)	\$30,000	8 lbs
Balanced Elven Composite Bow (ST 14; Penetrating Weapon (2))	\$28,900	4 lbs
20 Arrows (Icy Weapon)	\$77 each	0.1 lbs each
Orichalcum Edged Rapier	\$30,000	3 lbs
Dagger (Very Fine, Balanced, Orichalcum; Displacement enchantment)	\$67,000	0.25 lbs



GHOUL

Undead (SM: +0)

Ghouls are undead formed when a creature willingly feeds on, and enjoys, the flesh of other intelligent creatures. The ghoul is sustained, but never nourished, by the consumption, and lives for eternity so long as it can feed. Ghouls pursue living creatures to create such food if they must; carrion will do, but isn't desirable.

Ghouls resemble bloated and starving humanoid creatures. They carry the stench of rotting flesh, and their hairless, sagging skin has an oily pallor. They have long, distorted hands with claws or claw like appendages. Ghouls derived from those lost or drowned at sea are puffy and eternally waterlogged instead of saggy.

These creatures emerge in locations that have been depopulated due to starvation, as the temptation to indulge in the only available food supply becomes irresistible. They take up residence or swarm around recently-populated burial mounds or bogs where corpses were disposed. The tendency for the recently-dead to attract ghouls and other undesirable creatures is responsible for the custom of burning the dead in Norðlond.

The ghoul is animated and driven by its hunger, and attacks any living creatures that it encounters unless it has recently fed. While not weakened by sunlight, they move around during the night. Ruins with many shadows are a good compromise, as are long-forgotten barrow complexes. And dungeons.

TRAITS

- Appearance (Monstrous)
- Doesn't Breathe
- Doesn't Sleep
- High Pain Threshold
- Immunity to Disease
- Immunity to Mind Control
- Immunity to Poison
- Indomitable
- Infravision
- Mute
- Paralyzing Touch (see Monster Notes)
- Temperature Tolerance 5 (Cold)
- Temperature Tolerance 5 (Heat)
- Unfazeable
- Unhealing (Total)
- Unliving



Damage
1d-1/1d+1

Ground Move
5

Will
10

Basic Speed
5.75

Basic Lift
24

Water Move
—

Per
10

Basic Move
5

Control Thresholds

HP

11

1/10

1

1/3

3

2/3

7

CM

11

>CM

12

FP

—

Parry

10

Dodge

8

Block

—

DR

—

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Grisly Claw-15	1d-1 cut	C	Follow-up: Paralyzing Touch.
Bite-15	1d-2 cr	C	Will AoA (two attacks) on a paralyzed target
Slam-15	1d-1 cr	C	
Grapple-13 (DX)	1d-1 ctrl	C	
Knobbed Club-9	1d+2 cr	1	All-Out Attack (+4 to hit) from behind!

SKILLS

- Brawling-15
- Climbing-13
- Stealth-13
- Tracking-8

MONSTER NOTES

Paralyzing Touch. If a ghoul hits or parries with its Brawling skill, it inflicts a momentary paralysis on the target. Roll HT-2; on a failure, the target is **stunned**. Roll HT-2 again each turn; on a success you act normally on your next turn. Armor and shields do not protect.

Ghouls use their paralyzing touch to freeze their opponent, then they slam or grapple to knock it down. Then they start to eat...

Ghouls are not skilled weapon fighters, and they only use their club to attack the head with surprise, hopefully stunning the target and making the paralyzing touch an easy follow-up.



These small demons are the playthings, messengers, and servants of their more powerful brethren. Extremely varied in appearance, they perform simple tasks and act as scouts and nuisances around demon lairs and dwellings. When encountered in the wilds, they will shapeshift into one of their concealed forms, frequently maintaining invisibility as well.

The hrogn are advance scouts and spies; a “Wizard Eye” that can’t be detected by wizards—but it does have that demon thing going on, so things that can detect demons will know something’s afoot. Hrogn will be sent out in large numbers to scout out prospective cult members or recruits in advance of a krabbari or other demon’s arrival on the scene.

They’re considered entirely expendable by their masters.

TRAITS

- Dark Vision
- Doesn’t Breathe
- Doesn’t Eat or Drink
- Doesn’t Sleep
- Dread (Holy objects 5 yards)
- Flight (Move 5)
- Immunity to Disease
- Immunity to Poison
- Infravision
- Injury Reduction 2 (non-magical damage)
- Invisibility (selective)
- Magic Resistance 3
- No Blood
- No Brain
- No Neck
- Terror (once per day)
- Vulnerability (Holy Weapons ×2)

ALTERNATE FORMS

The hrogn can shapeshift its form cosmetically into that of a bat (allowing flight at Move 5), a (large) centipede (Move 1; Climbing-16), or a toad (Move 2; Swimming-16; Amphibious).

The alternate shapes are disguises, but thorough ones. It retains its ability to “claw” (or bite, sting, etc) for 1d-4 damage plus its toxic follow-up in all forms.



Damage 1d-1/1d+1 Ground Move 8* Will 10 Basic Speed 8.00

Basic Lift 24 Water Move (see notes) Per 11 Basic Move 8

Control Thresholds

HP	1/10	1/3	2/3	CM	>CM	FP
11	1	3	7	11	12	—
Parry	Dodge	Block	DR			
10	11	10	2			

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Claw-12	1d-4 cut	C	+1d toxic follow-up; Roll HT-2 or Nauseated for 1d minutes

SKILLS

- Detect Lies-10
- Lip Reading-10
- Observation-10
- Search-10
- Shadowing-10
- Tracking-10

MONSTER NOTES

These are the most minor of demons, but they are still demons. Most things that affect people don’t affect hrogn. They are robust to non-magical damage, but spells and magic weapons work just fine—and holy weapons will usually serve them up extra-crispy.

They can turn their invisibility on and off, and spend a lot of time with it on. They are not combatants, and with very low damage, any injury or debilitating conditions they inflict are incidental.

When transformed, they are much slower, but can easily blend in with their surroundings, and the alternate forms are much smaller even than the hrogn’s native form (SM -7).





HULDER

Faerie (SM: +0)

The hulder, or hidden folk, are wardens of the wildlands and secretive dwellers in untamed places.

Hulder appear as very beautiful men (huldrekall) or women (huldra) with either the long tail of some animal (such as an ox or wolf) or legs covered in thick fur.

Hulder live in wild areas, walking among enchanted glens, bathing in pure mountain streams, and dancing under the full moon. Hulder make the entrance to their faerie homes in massive gnarled old trees, rock outcrops, standing stones, mushroom circles, and hill-mounds. Their chambers are elegantly furnished and comfortable, made of natural substances and incorporating native rocks and trees directly into the structure.

Capricious by nature, hulder can be helpful to those in need who are respectful of the wild lands around them. They can likewise be mischievous and cruel, playing harmful pranks for their amusement. Those harming the environment around their home, or showing it disrespect, earn their wrath. If a huldra sees an attractive young man, or a huldrekall a beautiful young woman, it charms the object of its interest and keeps him or her for its pleasure. Hulder do not like to show their physical animal traits (tail or furry legs), disguising these features using their glamour.

TRAITS

- Appearance (Beautiful) (+4)
- Dependency (Mana)
- Faerie Veil 5
- Indomitable
- Injury Reduction (not-iron or steel) 2
- Night Vision 6
- Magery 3
- Tough Skin 2

SKILLS

- Dancing-16
- Light Walk-16
- Mimicry-16
- Sex Appeal-16
- Shortsword-13
- Stealth-16
- Survival (Woodlands)-16
- Traps-16

SPELLS

- Charm-16
- Complex Illusion-16
- Daze-16
- Foolishness-16
- Hinder-16
- Illusion Shell-16
- Itch-16
- Pain-16
- Perfect Illusion-16
- Simple Illusion-16
- Sleep-16
- Sound-16
- Spasm-16
- Stun-16

MONSTER NOTES

Hulder's weapons are not usually physical; they are tricky, seductive, and go all-in on lures and mind-influence. They do possess several unusual powers, including skin that has the toughness of thick bark; that bark shows through on the huldra's back!

Elf Shot. By spending 1 FP, the hulder can add 2d toxic damage to any attempt to cause injury, whether it be a brawling or grappling attack, or a weapon strike. This is follow-up injury, and requires no hit roll. Hulder may also throw the elf-shot. Treat as Innate Attack-15, Acc 1, 1/2D 25, Max 50. The Elf Shot comes instantly to hand and does not require preparation: the hulder just chucks it.

Entrancing Dance. Some of the hulder's spells are cast as part of an alluring sensual dance. The hulder must be dancing to cast Charm, Daze, Foolishness, Sleep, or Stun. Any conditions that interfere with the hulder's Dancing skill reduce their spellcasting ability by a like amount. Don't roll twice! The dance *is* the spell.

ST 13	DX 13	IQ 12	HT 12
Damage 1d-1/2d-1	Ground Move 6	Will 12	Basic Speed 6.25
Basic Lift 34	Water Move 1	Per 14	Basic Move 6
Control Thresholds			
HP 13	1/10 1	1/3 4	2/3 9
Parry 9	CM 13	>CM 14	FP 12
	Dodge 9	Block —	DR 2

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Bite-13 (DX)	1d-1 cut	C	No Parry
Punch-13 (DX)	1d-2 cr	C	Parry-9
Kick-11 (DX)	1d-1 cr	C	No Parry
Light club-13	2d-1 cr	1	Parry-9
+Elf Shot	+2d tox		Adds to any melee strike
Elf Shot-15	2d tox	25/50	Acc 1; 0 FP to use



The ice alf, like the fire elemental, is one of those rare elementals that wants to be stomping around the world rather than back at home. It is not an “alf” at all—it has no relationship to the faerie, other than being of similar size to a norðalf.

The Ice Alf resembles a semi-humanoid cluster of icicles that settle naturally into a form indistinguishable from other ice formations around it when still. Ice alfs dwell near cliffs where icy runoff forms icicles and mounds of ice on the ground, taking advantage of the terrain to lay ambushes.

These elementals are “native” to the Frostharrow, but are found in any region where ice encrusts the land.

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

TRAITS

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

SKILLS

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

MONSTER NOTES

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

The ice alf is very vulnerable to dehydration and fire, for obvious reasons. It's a nasty ambush predator and hard to spot thanks to Chameleon. It will pull ice from its surroundings to heal, but has enough weaknesses that it will only pose a brief challenge. It's almost more of a trap than a monster.

*Defenses increase by +2 DB when the Ice Shield is activated.

ST 15	DX 11	IQ 9	HT 12
Damage 1d+1/2d+1	Ground Move 6	Will 12	Basic Speed 5.75
Basic Lift 45	Water Move —	Per 12	Basic Move 6
Control Thresholds			
HP	1/10	1/3	2/3
15	1	5	10
Parry	Dodge	Block	DR
11*	8*	13	5

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Bite-16	1d+1 cut	C	No Parry
Punch-16	1d cr	C	Parry-11*
Kick-14	1d cr	C, 1	No Parry

ABILITIES

Avalanche! Costs 2 FP per use. A nearby embankment of snow and ice (and there is always a nearby embankment of snow and ice when there is an ice alf present) collapses and rushes to the party in a line 10 yards wide, travelling 50 yards. You can only get out of the attack's pathway (or fly upwards!). Creatures are subject to 6d crushing for knockback only. Movement costs double in the now snow-and-ice covered terrain (naturally the Terrain Adapted ice alf is not affected).

Ice Bind. Costs 1 FP per use. Delvers' feet become frozen to the ground. Treat as a grappling attack for 1d+1 control that automatically hits any body parts touching the ground.

Ice Shield. Costs 1 FP per use. The ice alf produces an icy shield that it uses with Shield-16. It has DR 10 and shatters if the DR is exceeded. It forms instantly when a block is attempted. The ice alf's Parry and Dodge both increase by +2 once the shield is formed (it's already included in Block).

Icy Spear (16). 2d (0.5) imp. Ranged, with Acc 4, 1/2D 20, Max 50.

Snowball Fight (16). Fires a flurry of hard-packed ice spheres each doing 1d (0.5) cr in a cone with maximum range of 30 yards, maximum width 15 yards. Every creature in the cone is attacked 2d times (roll for each victim). You may Block or Dodge, reduce the number of hits by the defender's margin of success.



KRABBARI

Demon (SM: +2)

A beast as fearsome as the krabbari could get a lot of mileage out of simply ripping foes to bits. This particular species of demon goes the extra mile, sowing chaos through temptation and ruin as much as through direct action.

The krabbari stands eight to ten feet tall, with four limbs, only two of which vaguely resemble something humanoid. The demon is coleopteran in nature—like a crab—with a hard, layered carapace on its back. Slabs of chitin and husk serve as effective armor. The humanoid limbs are two powerful arms, used for fine manipulation and striking. The other two are crablike, with powerful snapping pincers that will grapple and crush. It walks on oddly-hinged but thick legs.

While the krabbari is a fearsome combatant, it prefers to use its spellcasting abilities to confuse, hide, and stun its foes. It will rely on dispel magic and its innate magical resistance to deal with spellcasters, casting stun on them when it can, and picking off foes one by one, from within magical darkness. In melee, it will grapple with its pincers and rip or pummel its victim to death.

TRAITS

- Combat Reflexes
- Dark Vision
- Doesn't Breathe
- Doesn't Eat or Drink
- Doesn't Sleep
- Extra Arms 2
- Extra Attack 1
- Compartmentalized Mind
- High Pain Threshold
- Immunity to Disease
- Immunity to Illusions
- Immunity to Mind Control
- Immunity to Poison
- Indomitable
- No Blood
- No Brain
- No Neck
- Peripheral Vision
- Regeneration (special ability)
- Temperature Tolerance 10 (Heat)
- Unkillable (Achilles Heel, magical or blessed weapons)

SKILLS

- Brawling-22
- Fast-Talk-14
- Stealth-16
- Wrestling-22

ST 25	DX 14	IQ 14	HT 12			
Damage 3d/5d+2	Ground Move 8	Will 16	Basic Speed 7.00			
Basic Lift 24	Water Move 1	Per 14	Basic Move 8			
Control Thresholds						
HP	1/10	1/3	2/3	CM	>CM	FP
30	1	8	17	25	26	12
Parry	Dodge	Block			DR	
15	11	—			4	

ALTERNATE FORM

The krabbari is rather unsubtle in its demon form. Unfortunately for the world at large, it's also a shapeshifter. It will go about when it wishes to sow chaos on a social level in the form of an attractive human (Charisma 3). When in human form, it has ST 10-14 as suiting its needs (it might be a ST 14 shieldmaiden, or a ST 10 innkeeper), DX, IQ, and HT stay as listed above. It can (and does) summon other demons, notably the seductive falleglygi, to aid its ability to spread chaos. It has the following skills in its alternate form (it still has them in demon form, but some are rather less applicable).

- Acting-16
- Carousing-12
- Dancing-12
- Detect Lies-16
- Diplomacy-14
- Fast-Talk-14
- Filch-12
- Interrogation-12
- Intimidation-16
- Lip Reading-14
- Lockpicking-12
- Observation-12
- Pickpocket-12
- Psychology-16
- Public Speaking-14
- Savoir-Faire-16
- Sex Appeal-16
- Shadowing-16

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Pincer Claw-22	2d+6 cr + ctrl	C-2	Treat as weapon; does crush and control simultaneously.
Bite-22	2d+3 imp	C	
Massive Tail-18	2d+6 cr	C,1	Can't strike directly forward; Treat as weapon; Parry-12; don't forget knockback!
Slam-22	2d+3		Add per-die bonus (EXPLOITS, p. 44)



SPECIAL ABILITIES

Aura of Darkness. The krabbari is surrounded by an aura that dims all light sources within 10 yards (both natural and magical) to a -6 darkness penalty. Night Vision functions normally (provided there's some light!) and Dark Vision sees through the aura, but torches, lanterns, and even Continual Light spells provide no better than -6 to vision rolls.

Demonic Puppet. As a Concentrate action, the krabbari can take over the mind of any Stunned or Mentally Stunned enemy. This requires a Quick Contest of Will (Resist Evil, Magic Resistance, and Mind Shield definitely apply); if the krabbari wins, the target is affected as if by a Charm spell (Spells, p.53) for minutes equal to their margin of failure (minimum 1 minute) and will attempt to defend the krabbari as soon as it recovers from being stunned.

Regeneration. The krabbari regenerates 10 HP per turn unless reduced to -10xHP (do not multiply this by 3 for its 30 HP; it just regenerates 10 per turn!). It cannot regenerate damage caused by magical or blessed weapons, including any weapon wielded by a character with the Rest in Pieces advantage. If it heals a crippling injury, the crippled body part is restored immediately.

Roar of a Thousand Years' Fury. Any time the krabbari takes a Major Wound, it roars in pain; anyone within earshot must make an immediate Fright Check at -2. Reduce the penalty by 1 each time an individual hears the roar.

Whispers of the Damned. As a Concentrate action, the krabbari targets one creature with IQ 6+ within sight who begins to hear the voices of damned souls in their mind. After three seconds of this treatment, the target is Mentally Stunned and must roll Will each turn to snap out of it. There is no resistance roll against this power, but the krabbari can only use it once on each target in a given encounter.

MONSTER NOTES

On a target of SM+0 or smaller, the pincer claws also automatically grapple, inflicting 2d+6 control.

The Krabbari will attempt to **GRAB AND GO (p.65)** with any delver lighter than 250 lbs (its Light Encumbrance limit). Picking up anyone heavier than 125 lbs reduces Move to 6 and Dodge to 10. The Krabbari has two large pincers and can attack (and parry) with either one! The Krabbari will bite any creature it has grappled at Reach C, and spend control points to increase damage (see **INJURE THE FOE, p. 65**). The tail can attack any hex but the one directly in front of the krabbari and can parry attacks with a Parry of 12. This is also treated as a weapon, not an unarmed attack! The krabbari's base slam damage is 2d+3, with a per-die bonus based on distance moved. It can (and will) use Overruns on standing foes (and then Trample them if knocked down); see **EXPLOITS p.40** for details.

For delvers making active defense rolls, the krabbari's claws and tail count as 25-pound weapons for the purposes of **PARRYING HEAVY WEAPONS (EXPLOITS, p.49)** and its slam is a 125-pound weapon: parrying this creature is contraindicated. Even a **Shatterproof** or **Orichalcum** blade is knocked from the wielder's hand if it weighs 3 lbs or less, though it won't break.

GM's Note: this is a big, bad, boss monster that has a lot of "moving parts." It doesn't have spells, it has "special abilities" because monsters get to cheat. It has compartmentalized mind, so it should use one of its powers each turn, plus trying to pummel foes.

It may very well shapeshift into a helpless-looking child, damsel in distress, or obviously-injured scion of a jarl to tempt the delvers past the magical barrier into the killing zone, er, room where it's trapped.

The krabbari is hard to kill without magic. No key hit locations (demon), immune to trickery and weakness. It regenerates 10 HP each turn unless the damage was inflicted by magic or holy weapons. You can kill it with mundane means...but it's tricky.





MOUNTAIN CAT

Animal (SM: +1)

Mountain cats are big, tawny cats with a robust build and tufted tails. They live in woodlands, hills, and low mountains. Mountain cats live in social groups called prides of to up to a dozen.

During the day they are usually lazing about, they do most (but not all) of their hunting at night. They often hunt in groups, with pride members creeping under stealth to cut off escape routes, and then several lions charging and driving their prey into ambush. The lions will single out the most vulnerable victim if there are multiple targets (use the lion's Perception skill for this). A hunting lion will try to drag its victim down with its claws (grapple for a takedown) and then bite.

Mountain cats rarely intentionally hunt people, but anyone out after dark in lion territory risks being taken as a target of opportunity. They are a far greater threat to livestock and mounts.

They weigh 300-450 lbs, but like most predators, they're not terribly tasty.

TRAITS

- Enhanced Dodge 2
- Enhanced Move 1
- Flexibility
- Laziness (12)
- Night Vision 5
- Penetrating Voice
- Quadruped
- Temperature Tolerance 1 (Cold)
- Wild Animal

MONSTER NOTES

Mountain cats are fairly sneaky and seek to ambush traveling party members—more specifically, their pack animals. They pounce from hiding to knock a foe down and achieve a grapple, then strike for the neck and bite/grapple for both strangulation and HP damage. If unmolested, they will build up max CP and wait until the prey bleeds out or asphyxiates. Mountain cats have enhanced move 1, but cannot sustain that speed for long: they lose 1 FP for each turn of sustained maximum speed.



ST
18

DX
13

IQ
4

HT
11

Damage
1d+2/3d

Ground Move
6/12

Will
11

Basic Speed
6.00

Basic Lift
65

Water Move
1

Per
12

Basic Move
6

Control Thresholds

HP

1/10

1/3

2/3

CM

>CM

FP

18

1

6

12

18

19

11

Parry

Dodge

Block

DR

—

11

—

1

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Bite-15	1d+1 imp and ctrl	C, 1	Equal control damage if the cat also wishes to grapple
Claw-15	1d+1 cut and ctrl	C, 1	Equal control damage if the cat also wishes to grapple
Pounce-19	1d+6	1	See Exploits, p. 40; Damage includes full-move
+ Grapple	1d+2 ctrl	C	Free grapple with Pounce
Grapple-13	1d+2 ctrl	C	Develop grapple made with claw or bite

SKILLS

- Brawling-15
- Climbing-15
- Running-13
- Stealth-13

MOUNTAIN GOAT



Animal (SM: +0)

Mountain goats seem to be magical when they're in their native environment, moving up sheer near-vertical surfaces and never putting a hoof wrong. They are grazers that eat the foliage that sprouts from mountainsides.

The males are solitary and belligerent, and may attack without warning. The females tend to travel in small herds with their young.

A male goat will typically weigh about 200 lbs; a female about 150 (ST/HP 11, -1 to all damage).

TRAITS

- Discriminatory Smell
- Enhanced Move 1
- Night Vision 4
- Perfect Balance
- Peripheral Vision
- Quadruped
- Temperature Tolerance 1 (Cold)
- Tough Skin 1
- Wild Animal

MONSTER NOTES

Goats are amazingly nimble jumpers and climbers. They get knocked down, but they get up again. You're never going to keep them down. With DX 12 and Perfect Balance, as long as there are footholds, they're rolling vs Climbing-20 to keep their feet. Don't bother rolling unless they're knocked around or the ground is unstable.

They are ornery and will protect their territory, attacking out of sheer spite with a Sumo Wrestling slam at ST 13; they're prodigious leapers, so slams are at full Move 7 (+3 per die to both sides) and also count as a shield bash (1d+1 imp) due to the horns.

Mountain goats have a thick skull, which is DR 3 from the front.

ST 12	DX 12	IQ 4	HT 12			
Damage 1d-1/1d+2	Ground Move 7/14	Will 10	Basic Speed 6.00			
Basic Lift 29	Water Move 1	Per 12	Basic Move 7			
Control Thresholds						
HP	1/10	1/3	2/3	CM	>CM	FP
12	1	4	9	13	14	12
Parry	Dodge	Block	DR			
10	9	—	1			

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Bite-14	1d-2 cr	C	Weak bite
Horns-14	1d+1 imp	C, 1	Strike to skewer; may spring to Ram as well
Ram-13	1d	C	Added to skewer attack

SKILLS

- Brawling-14
- Climbing-14
- Intimidation-10
- Jumping-14
- Stealth-12
- Survival-12
- Sumo Wrestling-13





MOUNTAIN SHEEP

Animal (SM: +1)

Mountain sheep, as with their fellow climbers the mountain goat, are grazers that eat the foliage that sprouts from mountainsides. They are solid and powerfully built, sporting large, backward-curved horns that promise pain and suffering to those that provoke a head butt.

The males are mostly harmless unless it's mating season, where they will engage in ramming contests with other males, or convenient adventurers.

A male sheep will typically weigh about 240 lbs; a female about 150 (ST/HP 11, -1 to damage).

TRAITS

- Discriminatory Smell
- Enhanced Move 1
- Night Vision 4
- Perfect Balance
- Peripheral Vision
- Quadruped
- Temperature Tolerance 2 (Cold)
- Tough Skin 1
- Wild Animal

MONSTER NOTES

Mountain sheep have the same climbing adaptations as goats (splayed hooves with clawed grippers inside) they're rolling vs Climbing-20 to keep their feet. Don't bother rolling unless they're knocked around or the ground is unstable.

Even wild sheep are curious and nosy, and will butt in to anything they feel like where they don't detect a threat. Like goats, they're prodigious leapers, so slams are made at Sumo Wrestling-12, and are at full Move 7 (+3 per die to both sides) and also count as a shield bash (1d+2 cr) due to the large, blunt back-curved horns.

Mountain sheep have a thick skull, which is DR 3 from the front.

ST
13

DX
12

IQ
4

HT
12

Damage
1d/2d-1

Ground Move
7/14

Will
10

Basic Speed
6.00

Basic Lift
29

Water Move
1

Per
12

Basic Move
7

Control Thresholds

HP

1/10

1/3

2/3

CM

>CM

FP

12

1

4

9

13

14

12

Parry

Dodge

Block

DR

9

9

—

1

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Bite-12 (DX)	1d-4 cr	C	Very weak bite
Horns-12	1d+1 cr	C,	
Ram-12	1d	C	+3 to both sides damage due to leaping slam

SKILLS

- Climbing-14
- Jumping-14
- Stealth-12
- Sumo Wrestling-12
- Survival-12



MYLJA ORMUR

Dire Animal (SM: +4)



A toxic, serpentine 7-10 yard-long horror, the mylja ormur is a slithery menace. Thick scales coat its body with hardened scutes along its back. The craggy head has jaws lined with jutting snaggly, envenomed teeth, and a forked tongue flicks in and out of its mouth.

Mylja orma lurk in thickets and rocky jumbles; anywhere that is likely to impede the mobility of its prey while it can move freely. They are excellent swimmers and climbers.

An mylja ormur prefers to strike from ambush and envelop its victim while ripping with its venomous fangs. A typical attack occurs by surprise while the ormur is under cover. It will strike and drag its victim back so that it can be wrapped up in the ormur's coils. Once immobilized, the ormur will squeeze, converting control to damage, until its victim's heartbeat and breathing stop.

The mylja ormur is actually a form of degenerate dragonspawn, but classed as a dire animal.

TRAITS

- Amphibious
- Catfall
- Combat Reflexes
- Constriction Attack
- Extra Attack 1
- Flexibility
- Infravision
- Nictitating Membrane 2
- Silence 2
- Subsonic Hearing
- Terrain Adaptation (Rocky)
- Vermiform
- Vibration Sense (Air)
- Wild Animal.

MONSTER NOTES

Alger Ormur venom can be harvested with a successful Poisons roll. Each corpse yields 1d doses of venom which do 1d toxic damage on a successful HT roll, or 2d if it fails. Add +2 to the roll if it never successfully bit a target. Selling the venom yields \$100 (or twice that to the right buyer).

Any hit allows an immediate roll to grapple, even if it doesn't penetrate DR. This is a free action! Toxic damage in excess of 1/3 the target's HP means they are **nauseated** (**EXPLOITS, P. 65**) until a Neutralize Poison spell is cast or the HP are fully restored.

ST 20	DX 12	IQ 5	HT 12			
Damage 2d-1/3d+2	Ground Move 6	Will 10	Basic Speed 6.00			
Basic Lift 80	Water Move —	Per 11	Basic Move 6			
Control Thresholds						
HP	1/10	1/3	2/3	CM	>CM	FP
20	1	6	13	20	21	12
Parry	Dodge	Block				DR
—	10	—				7

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Grapple-16	2d+3 ctrl	C	+4 to hit vs SM +0 due to size
Bite-14	2d imp	C	+1d toxic follow-up (1d per 10 sec, repeats for 6 cycles)

SKILLS

- Brawling-14
- Climbing-16
- Intimidation-12
- Stealth-14 (16 vs. Hearing, 18 if motionless)
- Survival (Mountains)-12
- Wrestling-16.





NORÐALFAR VARIANTS

Nasty-spirited minor faerie, the norðalfar act as thugs, minions, and troops for powerful faerie (all norðalfar are faerie; not all faerie are norðalfar). Left to their own devices, they become menaces and hooligans—with mischief ranging from cruel tricks and theft to murder and, in large gangs, raids and warfare. The norðalfar consist of the **NORÐALF**, the larger **STÓRALF**, and the **HOB**.

Those not under the command of a greater faerie lair in faerie worlds made up of networks of tunnels or caverns suited to their size. They are not particularly fancy: mazes full of hidden doors and secret passages, well defended with murder-holes, gates, and magic tricks.

They are mischievous and cruel. They delight in leading people into sucking bogs, getting them hopelessly lost, kidnapping people, and stealing babies. Those they capture are tormented gleefully. Under the hand of a strong leader, they form the backbone of faerie armies.

All faerie have certain limited powers of deception and guile. These magical powers, called glamours, are most frequently encountered as the faerie veil, a clouding of the mind to not see what is there.

Dependency (Mana). Faerie are inherently magical creatures, and lose 1 HP per minute in a No Mana zone.

Faerie Veil. Each level of this trait gives +2 to Stealth while standing still, or +1 to Stealth while moving. This is a combination of Chameleon (**MONSTERS, P.10**) and Silence (**ADVENTURERS, P.35**). If the creature is not adjacent to any foes when it begins its turn, it may roll a Quick Contest of Stealth against any observers' Perception to hide as a Concentrate maneuver.

Inside their warrens, the Concentrate can be used to move in and out of the faerie dimension, effectively becoming both invisible and insubstantial when such pathways are available.

Iron and Faerie. The faerie are sensitive to iron, and as magical creatures they are hard to kill or injure with just about any type of weapon. They are given Injury Reduction against all other weapons (wood, bronze, etc) instead of extra damage against the most common wielded by adventurers (steel and iron) to speed play.

Water. Most faerie have **Dread (Running Water)** and will not willingly swim or cross *flowing* water.





The smallest of the norðalfar, norðalfar tend to be fast, sneaky, and clever. Consummate trap-makers, norðalfar have the skills to make delvers' lives very awkward: Norðalf lairs are riddled with traps.

Norðalfar will indulge in trickery and "games" as well as overt mayhem and slaughter. They delight in luring unsuspecting travelers into deadfalls, crevasses, and other natural hazards, using mimicry to replicate a hurt animal or injured child. If an Elder Stóralf is nearby, he will provide an illusion to match!

TRAITS

- Absolute Direction
- Appearance (Hideous) (-4)
- Bad Temper
- Bully
- Cast-Iron Stomach
- Cowardice (12)
- Dependency (Mana)
- Dread (Running Water)
- Expert Backstabber 7
- Faerie Veil 5
- Indomitable
- Injury Reduction (not-iron or steel) 2
- Night Vision 6
- Sadism
- Short Attention Span

SKILLS

- Brawling-12
- Climbing-14
- Escape-13
- Garotte-12
- Knife-12
- Mimicry-14
- Poisons-13
- Shield-12
- Stealth-14
- Traps-14
- **one of:**
Axe/Mace-12
Bow-12
Spear-12

Monster Notes

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

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

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

Norðalf shields are small (DB +1, included in their defenses) and made with hide or wood (what hide is always best left unasked).

All norðalfar carry a shield and long knife (cheap, bronze). Additionally, they will carry a spear, bow, or hatchet-sized axe. Their weapons are universally tainted with poison. They are fierce backstabbers if they can catch a foe defenseless. They wear leather armor.

The norðalf's backstab ability can only be used when the foe is truly defenseless, including if reduced to below DX 0 via control point penalties.

*The buckler adds +1 DB to this active defense when readied.



Damage
1d-3/1d-2

Basic Lift
10

HP
7

7

Parry

9*



Ground Move
5

Water Move
—

Control Thresholds

1/10

1/3

2/3

CM

>CM

1

2

4

7

8

Dodge

8*

Block

10



Basic Speed
5.50

Basic Move
5

FP
10

10

DR

1

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Bite-12	1d-3 cut	C	
Punch-12	1d-4 cr	C	
Kick-10	1d-3 cr	C	
Long Knife-12	1d-3 imp/cut	C	imp on a thrust; cut for swing; +1 point toxic follow-up
+ Backstab	1d imp/1d-1 cut	C	add +3 to damage of other attack types
Bow-12	1d-2 imp	100/150	Can't be used to backstab; +1 point toxic follow-up
Axe-12	1d-1 cut	1	+1 point toxic follow-up
Spear-12	1d-1 imp	1	+1 point toxic follow-up
Grapple-12 (DX)	1d-3 ctrl	C	
+Backstab	1d ctrl	C	





STÓRALF

Faerie (SM: 0)

A stóralf is essentially a man-sized norðalf. Stóralfar are cruel and clever, delighting in causing mayhem and accidents. Like norðalfar, stóralfar love to set traps, cause mischief and sadistic pain, and otherwise live to torment the living non-faerie world.

Stóralfar are not *just* larger norðalfar. They have a more settled disposition than their smaller cousins, which enables them to apply themselves to study and learning in a way that their diminutive cousins cannot. The elder stóralfar (next page) take that tendency to an extreme, learning magic that compliments the natural tendencies of the norðalfar, as well as aping their mighty alfar masters in the use of glamour, illusion, and other mind-bending power.

TRAITS

- Absolute Direction
- Appearance (Hideous) (-4)
- Bad Temper
- Bully
- Cast-Iron Stomach
- Cowardice (12)
- Dependency (Mana)
- Dread (Running Water)
- Expert Backstabber 7
- Faerie Veil 3
- Indomitable
- Injury Reduction (not-iron or steel) 2
- Night Vision 6

SKILLS

- Brawling-12
- Climbing-14
- Escape-13
- Garotte-12
- Mimicry-14
- Poisons-14
- Shield-12
- Shortsword-12
- Stealth-14
- Traps-14
- **one of:**
 - Axe/Mace-12
 - Bow-12
 - Spear-12

MONSTER NOTES

The stóralfar are *larger* belligerent creatures given to cruelty and malicious sadism. Where they hit-and-fade, they are dangerous. When they press the attack with the vigor of a warrior, they are horrifying.

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

The stóralf may not easily shift between *svartalfheim* (the faerie pocket dimensions) and the mortal world.

Stóralfar use small, heavy shields in a buckler grip (DB +1, included in their defenses), made with hide or wood. Recently some have been seen strapping a shield to their arm instead—must be all that foreign influence.

Stóralfar weapons are universally tainted with poison (a follow-up of 1 point of damage per hit). They are fierce backstabbers if they can catch a foe defenseless. They wear heavy leather armor. The backstab ability can only be used when the foe is truly defenseless, including if reduced to below DX 0 via control point penalties.

*The buckler adds +1 DB to this active defense when readied.

ST
13

DX
11

IQ
12

HT
11

Damage
1d-1/2d-1

Ground Move
5

Will
12

Basic Speed
5.50

Basic Lift
34

Water Move
—

Per
12

Basic Move
5

Control Thresholds

HP	1/10	1/3	2/3	CM	>CM	FP
13	1	4	8	13	14	11
Parry	Dodge	Block	DR			
9*	8*	10	2			

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Bite-12	1d-1 cut	C	
Punch-12	1d-2 cr	C	
Kick-10	1d-1 cr	C	
Shortsword-12	1d imp/ 2d-1 cut	C	imp on a thrust; cut for swing; +1 point toxic follow-up
+ Backstab	2d imp/ 4d-1 cut	C	add +1d thr/+2d sw to damage of other attack types
Bow-12	1d+1 imp	200/250	Can't be used to backstab; +1 point toxic follow-up
Hatchet-12	2d-1 cut	1	+1 point toxic follow-up
Spear-12	1d+1 imp	1	+1 point toxic follow-up
Grapple-11 (DX)	1d-1 ctrl	C	
+Backstab	2d-1 ctrl	C	



ELDER STÓRALF



Faerie (SM: 0)

The elder stóralfar are chosen by faerie nobility as being a cut above the rest. Fearsome combatants, they nonetheless tend to eschew battle, serving as reliable eyes and ears for their powerful masters. They are more tricksome and have more powerful glamours than their stóralf kin.

They are almost never unaccompanied, and travel with other faerie depending on their mission. They might travel with a troop of hobs on a punitive raid where stiff resistance is found, or as a guide for troll-kin when for whatever reason the alfar wish to see trolls rampaging through Norðlond.

In other respects, they are halfway between true alfar and lowly norðalfar. They have never lost their lust for chaos and pain, but take a more strategic approach to gaining them. They lack the alfar's refined manners and sense of courtesy, but retain their regal manner—at least among other norðalfar.

TRAITS

- Absolute Direction
- Appearance (Hideous) (-4)
- Bad Temper
- Bully
- Cast-Iron Stomach
- Dependency (Mana)
- Dread (Running Water)
- Expert Backstabber 7
- Faerie Veil 3
- Indomitable
- Injury Reduction (not-iron or steel) 2
- Night Vision 6
- Magery 3

SKILLS

- Brawling-12
- Climbing-14
- Escape-13
- Garotte-12
- Mimicry-15
- Poisons-15
- Polearm-16
- Shortsword-16
- Stealth-16
- Tactics-13
- Traps-16
- **one of:**
 - Axe/Mace-12
 - Bow-12
 - Spear-12

MONSTER NOTES

The elder stóralf is smarter than the stóralf, trained in tactics and spellcasting by the alfar. All of the other notes that apply to the stóralf also apply to the elder stóralf.

As a beneficiary of extra attention from the alfar, they are provided with much better stuff, and trained how to use it. Their Axe, Bow, and Spear skills are legacy from their old days before being tapped for alfar special forces.

They are given a suit of orichalcum light segmented plate (15.5 lbs; DR 3, \$54,000) and an orichalcum shortsword (\$12,000). They will typically use a bronze-headed dueling glaive as a weapon in two hands, in lieu of a shield. It is also their power item (holds 2 FP) and wizard's staff.



ST
13

DX
11

IQ
13

HT
11

Damage
1d-1/2d-1

Ground Move
5

Will
13

Basic Speed
5.50

Basic Lift
34

Water Move
—

Per
13

Basic Move
5

Control Thresholds

HP

1/10

1/3

2/3

CM

>CM

FP

13

1

4

8

13

14

11

Parry Dodge Block

DR

11

8

—

3

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Bite-12	1d-1 cut	C	
Punch-12	1d-2 cr	C	
Kick-10	1d-1 cr	C	
Shortsword-16	1d imp/ 2d-1 cut	C,1	imp on a thrust; cut for swing; +1 point toxic follow-up
+ Backstab	2d imp/ 4d-1 cut	C,1	add +1d thr/+2d sw to damage of other attack types
Hatchet-12	2d-1 cut	1	+1 point toxic follow-up
Dueling Glaive-16	1d+2 imp/ 2d+1 cut	1,2	+1 point toxic follow-up
+ Backstab	2d+2 imp/ 4d+1 cut	1,2	
Grapple-12 (DX)	1d-1 ctrl	C	
+Backstab	2d-1 ctrl	C	
Bow-12	1d+1 imp	195/260	Acc 2, Shots 1 (2), Bulk -7

SPELLS

- Charm-16
- Complex Illusion-16
- Daze-16
- Foolishness-16
- Hinder-16
- Illusion Shell-16
- Itch-16
- Pain-16
- Pain-16
- Perfect Illusion-16
- Simple Illusion-16
- Sleep-16
- Sound-16
- Spasm-16
- Stun-16



HOB

Faerie (SM: 0)

A Hob is a specific lineage of stóralf bred for battle. Hobs are martial, brutal, and better at following orders, maintaining discipline, and keeping to a plan than most of their norðalfar kin. Hobs live in martial groups, often under the command of a more powerful faerie. In appearance, they tend to be muscular, hairy, with protruding tusks, recessed black beady eyes, and large, pointed ears.

TRAITS

- Absolute Direction
- Appearance (Hideous) (-4)
- Bad Temper
- Bully
- Cast-Iron Stomach
- Combat Reflexes
- Dependency (Mana)
- Dread (Running Water)
- Expert Backstabber 7
- Faerie Veil 3
- Indomitable
- Injury Reduction (not-iron or steel) 2
- Night Vision 6

SKILLS

- Brawling-12
- Climbing-13
- Escape-12
- Knife-12
- Mimicry-14
- Poisons-13
- Shield-12
- Stealth-14
- Tactics-10
- Traps-14
- Wrestling-12
- **one of:**
 - Axe/Mace-12
 - Bow-12
 - Shortsword-12
 - Spear-12



ST
14

DX
11

IQ
10

HT
11

Damage
1d/2d

Ground Move
6

Will
12

Basic Speed
5.50

Basic Lift
39

Water Move
—

Per
10

Basic Move
5

Control Thresholds

HP

1/10

1/3

2/3

CM

>CM

FP

14

1

3

7

15

16

11

Parry

Dodge

Block

DR

10*

9*

12

3

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Bite-12	1d-1 cut	C	
Punch-12	1d-1 cr	C	
Kick-10	1d cr	C, 1	
Shortsword-12	1d+1 imp/2d cut	C, 1	imp on a thrust; cut for swing
+ Backstab	2d+1 imp/4d-1 cut	C, 1	Target must be defenseless or DX 0
Bow-12	1d+2 imp	200/300	No backstab
Axe-12	2d+2 cut	1	Parry-11U
Spear-12	1d+2 imp	1	
Grapple-12	1d+1 control	C	+1 ST and +1/die from Wrestling
+ Backstab	2d+2 ctrl	C	+1 ST and +1/die from Wrestling

MONSTER NOTES

The hob is man-sized and bred for war with humanoids. They are frequently encountered and greatly feared in Norðland raiding out of the Frostharrow.

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

Hob shields are larger, built for war; they will use Norðland shields if they can get them (DB +2, included in their defenses) and made with hide or wood (what hide is always best left unasked).

All hobs carry a shield and shortsword (cheap, bronze). Additionally, they will carry a spear, bow, or war axe. They are fierce backstabbers if they can catch a foe defenseless. They wear bronze mail armor.

The hob's backstab ability can only be used when the foe is truly defenseless, including if reduced to below DX 0 via control point penalties.

*The Norðond Battle Shield adds +2 DB to this active defense when readied.



Animated skeletons are among the lowliest of necromantic servitors. Though utterly loyal and incorruptible, they lack initiative, are unable to learn, and can't even speak.

Thus, they're mostly good for fighting, which they do as well as any warrior with similar stats. While Unliving and tough (DR 2), they suffer double injury from crushing blows and are Unnatural (dispelled at -1×HP).

TRAITS

- Appearance (Monstrous)
- Automaton
- Brittle
- Cannot Float
- Cannot Learn
- Dependency (Loses 1 HP per minute in No Mana areas)
- Doesn't Breathe
- Doesn't Eat or Drink
- Doesn't Sleep
- High Pain Threshold
- Immunity to Disease
- Immunity to Mind Control
- Immunity to Poison
- Indomitable
- Mute
- No Blood
- No Brain
- No Eyes
- No Sense of Smell/Taste
- No Vitals
- Reprogrammable
- Single-Minded
- Skinny
- Temperature Tolerance 5 (Cold)
- Temperature Tolerance 5 (Heat)
- Unfazeable
- Unhealing (Total)
- Unliving
- Unnatural
- Vulnerability (Crushing ×2)



ST
11

DX
13

IQ
8

HT
12

Damage
1d-1/1d+1

Ground Move
8

Will
8

Basic Speed
8.00

Basic Lift
24

Water Move
—

Per
8

Basic Move
8

Control Thresholds

HP	1/10	1/3	2/3	CM	>CM	FP
11	1	3	7	11	12	—
Parry	Dodge	Block	DR			
10*	11*	11	2			

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Bony Claw-14	1d-1 cr	C	
Longbow-14	1d+1 imp	Ranged	Acc 3; 1/2D 165; Max 220; Shots 1(2), Bulk -8.
Shield Bash-14	1d-1 cr	1	
Weapon-14			
Axe	1d+3 cut	1	
Shortsword	1d+1 cut	1	
Small mace	1d+3 cr	1	
Spear	1d+1 imp	1	

SKILLS

- Bow-14
- Brawling-14
- Climbing-13
- Shield-14
- Stealth-13
- **one of:**
 - Axe/Mace-14
 - Shortsword-14
 - Spear-14

MONSTER NOTES

Skull DR is still only 2. Unaffected by Death Vision or Sense Life, but susceptible to Pentagram, Sense Spirit, and Turn Zombie. This skeleton is made from a bandit, castle guard, militiaman, or other low-end warrior, and equipped as a skirmisher and archer: one-handed melee weapon, small shield (DB 1), longbow, and 10-20 arrows. More impressive fighters can have better combat stats and gear – maybe even armor fit for a skeleton! Though not truly evil, the magic animating it usually is. No undead servitor will negotiate or reveal useful information.

*The shield adds +1 DB to this active defense when readied.



SKELETON WARHORSE

Undead (SM: +1)

Animated skeletons are among the lowliest of necromantic servitors. Though utterly loyal and incorruptible, they lack initiative, are unable to learn, and can't even speak.

Thus, they're mostly good for fighting, which they do as well as any warrior with similar stats. While Unliving and tough (DR 2), they suffer double injury from crushing blows and are Unnatural (dispelled at -1×HP).

The skeletal warhorse either rises due to being created by necromantic magic, or through a poorly conducted or rejected sacrifice by impious scoundrels burying a coward or other damned soul. This particular mount was a sacrifice offered by a demon cult, and animated by the power of a dark ritual. The powerful animal knows how to fight, and really, what else is there for a skeletal warhorse?

TRAITS

- Appearance (Monstrous)
- Automaton
- Brittle
- Cannot Float
- Cannot Learn
- Combat Reflexes
- Dependency (Loses 1 HP per minute in no-mana areas)
- Doesn't Breathe
- Doesn't Eat or Drink
- Doesn't Sleep
- Enhanced Move 1
- High Pain Threshold
- Immunity to Disease
- Immunity to Mind Control
- Immunity to Poison
- Indomitable
- Mute
- No Blood
- No Brain
- No Eyes
- No Sense of Smell/Taste
- No Vitals
- Peripheral Visoin
- Quadruped
- Reprogrammable
- Single-Minded
- Skinny
- Temperature Tolerance 5 (Cold)
- Temperature Tolerance 5 (Heat)
- Unfazeable
- Unhealing (Total)
- Unliving
- Unnatural
- Vulnerability (Crushing ×2)

ST 21	DX 10	IQ 4	HT 10
Damage 2d/4d-1	Ground Move 6/12	Will 8	Basic Speed 5.00
Basic Lift 24	Water Move —	Per 8	Basic Move 6
Control Thresholds			
HP 21	1/10	1/3	2/3
Parry 11	2	7	14
Dodge 9	21	22	—
Block —	CM	>CM	FP —
DR 3			

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Bite-14	2d-2 cr	C	Weak Bite
Kick-12	2d+4 cr	C, 1	
Slam-14	2d cr	C	Foe adds +2 to their damage roll to resist slam
+Trample	+1d+1 cr	C	Slam resulting in knockdown applies trample on SM 0 or smaller foe

SKILLS

- Brawling-14
- Sumo Wrestling-14

MONSTER NOTES

Skull DR is a thick 3. Unaffected by Death Vision or Sense Life, but susceptible to Pentagram, Sense Spirit, and Turn Zombie. This skeleton is made from a sacrificed warhorse as part of a dark ritual. Though not truly evil, the magic animating it definitely was. Such creatures can also arise from rejected sacrifices for the impious or unworthy dead.

In combat, they will charge, trample, and strike out with their hooves, and make active use of legs and head for parrying. This is a combat-trained mount, and it remembers those skills.



SOLITARY TRAPPER



Mundane (SM: +0)

The Norðlonders are already strongly individualistic, and the solitary trapper takes that tendency to extremes. Eschewing even the rough society of Isfjall, they wander the countryside trapping animals for their meat and pelts. They provide much-needed animal products to folks, and a source of rumor and information about the goings-on in the wilds. All Norðlonders know that what goes on in the frontier eventually slithers, stomps, or phase-shifts into the more civilized parts of town.

The trappers tend to venture into the extensive woodlands north and east of Isfjall, and can be encountered at any time of year: their hardiness and survival skills are legendary.

TRAITS

- Absolute Direction
- Extra Basic Move (1)
- Fit
- Outdoorsman (1)
- Intolerance (Urbanites)
- Loner (12)
- Odious Personal Habit ("Rarely bathes")
- Overconfidence (12)
- Strongbow
- Stubbornness (12)
- Temperature Tolerance (Cold) 1
- Vow (Never sleep indoors)

SKILLS

- Bow-16
- Camouflage-13
- Cartography-11
- Climbing-11
- Fast-Draw (Arrow)-12
- Gesture-11
- Hiking-12
- Mimicry (Bird Calls)-10
- Navigation-14
- Observation-14
- Shadowing-11
- Spear-13
- Stealth-11
- Survival (Woodlands)-15
- Tracking-16
- Traps-11
- Weather Sense-10
- Wrestling-13



ST 11	DX 12	IQ 10	HT 12
Damage 1d-1/1d+1	Ground Move 4 (med enc)	Will 10	Basic Speed 6.0
Basic Lift 28	Water Move 1	Per 10	Basic Move 7
Control Thresholds			
HP 11	1/10	1/3	2/3
Parry 9	Dodge 7	Block —	FP 14
			DR 1

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Bow-16	1d+2 imp	260/325	Acc 3; Shots 1(2); ST 13; Bulk -8
Spear-13	1d+2 imp	1,2	Parry-9
Punch-12 (DX)	1d-2 cr	C	Parry-9
Kick-10 (DX)	1d-1 cr	C,1	No Parry
Wrestling-13	1d-1 ctrl	C	2H Parry-9

EQUIPMENT AND TREASURE

Item	Value	Weight
Fur Armor (Full Suit)	\$150	18
Bow	\$100	2
Spear	\$40	4
Hatchet	\$40	2
Backpack, Frame	\$100	10
Rations (7 days)	\$14	3.5
1 quart water in skin	\$10	2.25
Personal basics	\$5	1
1d animal skins/furs	\$25 each	3 lbs each

MONSTER NOTES

The solitary trapper is a significantly toned-down Scout template built on effectively just over 150 points. The trapper is a very capable survival specialist and guide, and knows Bow and even Spear well enough to be credible. The character lacks some adventuring-critical advantages (Heroic Archer and Combat Reflexes), but would make an excellent hireling. Wrestling was added as an off-template skill to allow dealing with wounded animals. The trapper's Control Maximum is boosted by 1 due to having wrestling at DX+1.



THURS

Faerie (SM: +2)

These troll-kin are dull-witted brutes. Although very violent, they can often be tricked by the quick thinking. They dress in rude furs and usually carry large clubs. Many will happily serve powerful masters in exchange for regular food, a comfortable place to sleep, and better equipment.

Thurs are dangerous, with a proclivity for kidnapping and eating people, thieving, and raiding homesteads. They shun sunlight, and mostly come out when it is twilight or overcast. mid- and high-caste faerie often use them as guards or warriors, but thurs are more solitary and independent than norðalfar: they are willful and hard to control.

TRAITS

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

SKILLS

- Brawling-10
- Lifting-14
- Survival-8
- Throwing-12
- Two-Handed Axe/Mace-12



ST
24

DX
9

IQ
6

HT
13

Damage 2d+1/4d+2 **Ground Move** 8 **Will** 8 **Basic Speed** 5.50

Basic Lift 115 lbs **Water Move** — **Per** 8 **Basic Move** 8

HP	Control Thresholds					FP
	1/10	1/3	2/3	CM	>CM	
24	2	8	16	24	25	13
Parry	Dodge	Block				DR
9	8	—				4

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Bite-10	2d cr	C	blunt teeth
Punch-10	2d cr	C,1	
Humongous Club-12	4d+9 cr	1,2	Does not become unready after attack
Rock-12	2d cr	39 yds	28-58-lb rock
Grapple-9 (DX)	2d+1 ctrl	C	

MONSTER NOTES

These guys aren't too bright, but they do love throwing 30-50-lb stones at folks. Out to 36 yards, they can hit a person for 2d cr so long as there is a rock kickin' around. Or a 30-50-lb norðalf, which the norðalf does not appreciate, but the thurs finds high-larious.

They have the strength to strike with the inevitable humongous club every turn. The thurs' DR 4 comes from a combination of hides (DR 2) and tough skin (DR 2).

They are somewhat sensitive to sunlight, and where most creatures take penalties in darkness, thurs are at -3 in full sunlight, -2 in overcast daylight, and -1 at dusk or twilight.

Thurs are barely magical enough to stay together outside of faerie; they must be escorted in and out of faerie realms. Like all faerie, they will not swim or cross running water.

Thurs are sometimes abandoned to the wilds after whatever purpose a faerie has with one is finished. Their limited survival skill is just enough to make them a menace to pretty much everything. Very dangerous; kill on sight.



Larger than normal wolves, úlfjarl (wolf lords) target larger and more powerful prey using the same pack tactics of their smaller brethren. They will attack humanoid if they are hungry.

Úlfjarl are skilled coursing predators that have been feared and hated since before the dawn of history for their depredations on livestock and occasional attacks on people. Large, rangy, covered in shaggy hair, with upright ears and intimidating yellow eyes, the úlfjarl has an unnerving feral look about it. They walk with an easy lope that covers ground quickly. Wolves use penetrating, eerie howls to establish pack boundaries and to contact other members of their pack over long distances. They growl and snarl in threat, and whine in distress or to show submission, but they do not bark.

Despite their size and keen intellect (for wolves), the úlfjarl is not a mutant or dire animal. The real difference between the úlfjarl and the related dire wolf is that the úlfjarl hasn't (yet) developed a taste for human flesh, so their behavior is more akin to their smaller wolfy cousins.

TRAITS

- Discriminatory Smell
- Night Vision 2
- Quadruped
- Temperature Tolerance 1 (Cold)
- Tough Skin 2
- Wild Animal



ST 17	DX 12	IQ 5	HT 12			
Damage 1d+1/3d-1	Ground Move 9	Will 11	Basic Speed 6.00			
Basic Lift 58	Water Move —	Per 14	Basic Move 9			
Control Thresholds						
HP	1/10	1/3	2/3	CM	>CM	FP
17	1	5	11	17	18	12
Parry	Dodge	Block	DR			
10	9	—				2

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Bite-14	1d+1 cut and ctrl	C, 1	Can bite for damage or damage and control
Grapple-12	1d+1 ctrl	C	Use this skill to follow up and develop an existing grapple

SKILLS

- Brawling-14
- Tracking-14
- Wrestling-12

MONSTER NOTES

While not sapient, úlfjarl use effective pack tactics (**MONSTERS, p. 7**). Each pack has an alpha male with ST 18, IQ 5, HP 18, Will 12, Per 15, damage 1d+2 cutting and control, and Tactics-12.

A favored tactic is to strike for the legs in order to cripple; accomplishing this, several wolves will swarm in and go for the neck or other vital areas, while the rest of the pack ensures that they are not interrupted by attacking anyone coming to the rescue.

Wolves of all sorts can be scared away by fire or (very) loud noises; they cause Fright Checks.



VAETTR

Undead (SM: +0)

A vaettr is the restless corpse of a warrior animated by bloodlust and hatred. The vaettr is created when a warrior is so fond of killing, maiming, and fighting without a good cause, that upon its death the choosers of the slain reject even its presence in the Death God's domain. Clinging to its lust for violence, it rises each night to claim more victims.

They are withered husks of fallen warriors, but with plenty of flesh remaining. They do not rot naturally, nor do they heal. The wounds taken in life (and in undeath) lie gaping upon them. They are grey-colored, with tattered, wispy hair. Many wear armor made of scavenged pieces—treat DR as half its usual value.

These restless dead dwell in ancient burial mounds during the day. They know instinctively how far from their barrow-home they may roam at night until they must return to avoid the rising sun.

Vaettr rise at twilight and roam freely at night, searching for new fights and new death. They attempt to kill anything living, drawn to warriors first, seeking to add new corpses to their own throng.

Vaettr are intelligent and *angry*. They cannot be bargained with. They employ tactics befitting their weaponry, and engage in ambushes and withdrawals. Vaettr are determined, dangerous fighters, and keep coming at a party until the vaettr are destroyed. Destruction of the vaettr is most frequently and most effectively accomplished by burning them in daylight. Vaettr destroyed in body, but whose spirit is not quenched by daylight fire, rise as haturljós.

If a vaettr that has amassed a retinue of vaettrhrogn is killed, the zombies head off in random directions. If they encounter a living creature, they attack it. Wandering zombies continue this behavior until they are destroyed.

TRAITS

- Bad Smell
- Bad Temper (12)
- Bloodlust (12)
- Combat Reflexes
- Dark Vision
- Dependency (Rest in own tomb 1/3 of each day or lose 1 HP/hour)
- Doesn't Breathe
- Doesn't Eat or Drink
- Dread (Sunlight)
- Frightens Animals
- Health Drain
- High Pain Threshold
- Immunity to Disease
- Immunity to Poison
- Indomitable
- Intolerance (The living)
- No Blood
- Single-Minded
- Temperature Tolerance 5 (Cold)
- Temperature Tolerance 5 (Heat)
- Unhealing (Total)
- Unkillable (Total)
- Weakness (Full Daylight; 1d injury per second)

MONSTER NOTES

The vaettr's DR 2 represents formerly-good armor in a state of shocking disrepair, in this case scale armor on its body and arms. It carries a DB +2 shield that is in a similar state.

If it can close to close combat distance, it will drop its primary weapon and seek to grab or punch its target, inflicting HT drain.

Health Drain. If the vaettr can make a successful brawling attack with its empty hand, it can cast a version of the Frailty spell. Treat it as Frailty-20, and HT loss if the target is affected is 1d-1 HT. A creature that is reduced to HT 0 dies, and will rise the following night as a vaettrhrogn under the vaettr's control. HT recovers at 1 point per hour of rest.

*The Norðond Battle Shield adds +2 DB to this active defense when readied.



Damage
1d+1/2d+1

Ground Move
8

Will
14

Basic Speed
6.5

Basic Lift
45

Water Move
—

Per
12

Basic Move
7

Control Thresholds

HP	1/10	1/3	2/3	CM	>CM	FP
15	1	5	10	15	16	—
Parry	Dodge	Block	DR			
12*	10*	14	2			

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Punch-16	1d+1 cr	C	Inflicts Health Drain on a hit
Kick-14	1d+3 cr	C, 1	Inflicts Health Drain on a hit
Grapple-14	1d+2 ctrl	C	Inflicts Health Drain on a hit
Shield Bash-16	1d+1 cr	1	
Weapon-16			
Axe	2d+3 cut	1	
Broadsword	1d+3 imp/ 2d+2 cut	1	imp on a thrust; cut for swing
Spear	1d+3 imp	1	
Knife-14	1d+1 imp/ 2d cut	C, 1	imp on a thrust; cut for swing

SKILLS

- Axe/Mace-16
- Brawling-16
- Broadsword-16
- Intimidation-12
- Knife-14
- Shield (Buckler)-16
- Spear-16
- Tactics-12 (IQ-1) [2]
- Thrown Weapon (Axe)-16
- Wrestling-14



A *vaknatré* is an ordinary tree given sentience and mobility by the awaken spell or similar magic. They may be used as a defense mechanism or as a detection or surveillance tool. Their much larger size than awakened shrubbery means that not only can they provide useful information, but they're a threat to human-sized creatures as well.

Awakened trees may have other attack modes based on their natural configuration. Coniferous trees can have potent ranged cutting attacks, and willow trees are found in both "whipping" and "whomping" varieties.

TRAITS

- Constriction Attack
- Dependency (Soil/Water Monthly)
- Doesn't Breathe
- Extra Arms 4
- Extra-Flexible
- High Pain Threshold
- Immunity to Disease
- Immunity to Poison
- Indomitable
- Injury Tolerance (Homogeneous)
- Lifting ST 5
- No Blood
- No Head
- No Eyes
- No Neck
- No Vitals
- Slippery 2
- Unfazeable
- Vibration Sense (Air)
- Vulnerability (Fire x2)
- Weakness (Takes 2d from Shape Plant)

SKILLS

- Brawling-16
- Wrestling-16

MONSTER NOTES

This is a regular tree animated by magic; it's not a construct and when it's not animated, it doesn't just look like a tree: it *is* a tree. It's not listed as having Camouflage or Limited Camouflage because until the will of the gods infuses it for the test of valor that is required for entry via the Strong Gate, it is merely a tree.

Lifting ST for grappling is ST 33 for Wrestling skill, and control points are boosted by +2 per die due to Wrestling at DX+2 or better.

ST	DX	IQ	HT
31	8	10	12
Damage 3d+1/6d-1	Ground Move 5	Will 10	Basic Speed 5.00
Basic Lift 192 lbs	Water Move —	Per 10	Basic Move 5
Control Thresholds			
HP	1/10	1/3	2/3
31	3	11	22
Parry	Dodge	Block	DR
11	8	—	4

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Grapple-16	3d+8 ctrl	C, 1-4	Includes boosts to damage from Wrestling skill; +4 to hit SM +0 foe
Branch-16	3d+3 cr	C, 1-4	Includes bonus to damage from Brawling
Slam-16	3d-1 cr	C	3d-7 at Move 1; 3d+2 at Move 3; 3d+5 at Move 4-5.





WOLF

Animal (SM: +0)

Wolves are skilled coursing predators that have been feared and hated since before the dawn of history for its depredations on livestock and occasional attacks on people. Large, rangy, covered in shaggy hair, with upright ears and intimidating yellow eyes, the úlfjarl has an unnerving feral look about it. They walk with an easy lope that covers ground quickly. Wolves use penetrating, eerie howls to establish pack boundaries and to contact other members of their pack over long distances. They growl and snarl in threat, and whine in distress or to show submission, but they do not bark.

Their usual prey is deer and other meat animals common to humans, which is why humans find them a threat and a pest. Plus there's that whole Fenrir thing. They will attack humanoids if they are hungry.

The typical Norðlond wolf weighs about 150 lbs.

TRAITS

- Cast Iron Stomach
- Combat Reflexes
- Discriminatory Smell
- Night Vision 4
- Quadraped;
- Temperature Tolerance 1 (Cold)
- Tough Skin 1
- Wild Animal



ST 10	DX 12	IQ 4	HT 11			
Damage 1d-1/1d	Ground Move 6/12	Will 11	Basic Speed 5.75			
Basic Lift 16	Water Move —	Per 15	Basic Move 6			
Control Thresholds						
HP	1/10	1/3	2/3	CM	>CM	FP
9	1	3	6	9	10	11
Parry	Dodge	Block	DR			
11	10	—	1			

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Bite-14	1d cut and ctrl	C, 1	Strong Bit; Can bite for damage or damage and control
Grapple-14	1d+1 ctrl	C	Use this skill to follow up and develop an existing grapple

SKILLS

- Brawling-14
- Intimidation-11
- Running-11
- Stealth-12
- Survival-12
- Tracking-16
- Wrestling-14

MONSTER NOTES

While not sapient, wolves use effective pack tactics (**MONSTERS, p. 7**). Each pack has an alpha male with ST 11 IQ 5, HP 11, Will 12, Per 16, damage 1d cutting and control, and Tactics-12.

A favored tactic is to strike for the legs in order to cripple; accomplishing this, several wolves will swarm in and go for the neck or other vital areas, while the rest of the pack ensures that they are not interrupted by attacking anyone coming to the rescue.

Wolves of all sorts can be scared away by fire or (very) loud noises; they cause Fright Checks.

ZOMBIE (VAETTRHROGN)



Undead (SM: +0)

Vaettrhrogn (wight-spawn) are a particular type of zombie. Unlike arcane zombies, which are the product of purposeful dark magic, the vaettrhrogn arise because the animating power of a vaettr binds the spirit of a slain victim to the vaettr. They become animate corpses, preserved to serve in mute barbarism at the vaettr's command.

Vaettrhrogn lose their spellcasting abilities when they become zombies, and are less effective combatants: Reduce ST to 10, DX and HT to 10, but increase IQ to 9. Weapon skills drop to 11, and are Staff, Shortsword, or Knife instead of the more martial suite given in the writeup. They do not know Shield. This also results in Parry-8 and Dodge-7.

When the vaettr commanding the zombies die, the zombies wander off randomly, killing everything in their path.

TRAITS

- Appearance (Monstrous)
- Automaton
- Bad Smell
- Cannot Learn
- Dependency (Loses 1 HP per minute in no-mana areas)
- Disturbing Voice
- Doesn't Breathe;
- Doesn't Eat or Drink
- Doesn't Sleep
- High Pain Threshold
- Immunity to Disease
- Immunity to Mind Control
- Immunity to Poison
- Indomitable
- No Blood
- No Sense of Smell/Taste
- Reprogrammable
- Single-Minded
- Temperature Tolerance 5 (Cold)
- Temperature Tolerance 5 (Heat)
- Unfazeable
- Unhealing (Total)
- Unliving
- Unnatural

MONSTER NOTES

Unaffected by Death Vision or Sense Life, but susceptible to Pentagram, Sense Spirit, and Turn Zombie. Effective grappling ST is 14, thanks to Wrestling. This zombie is made from a slain huskarl, and equipped as such: one-handed melee weapon, medium shield held in a buckler grip (DB 2), and heavy leather armor (DR 2, included above). This results in Light encumbrance, which is already figured into the stats. The magic preserving the vaettrhrogn preserves the flesh as well; they will not turn into skeletons nor burn like mummies. Unlike zombies raised or created as servitors, vaettrhrogn are inherently evil, as their progenitor is binding the spirits of the slain into the dead bodies; this angers the gods and the spirit, both. They are bound not to reveal any useful information.

*The medium shield adds +2 DB to this active defense when readied.

ST
13

DX
12

IQ
8

HT
12

Damage
1d/2d-1

Ground Move
4 (light enc)

Will
8

Basic Speed
6.00

Basic Lift
24

Water Move
—

Per
8

Basic Move
6

Control Thresholds

HP

1/10

1/3

2/3

CM

>CM

FP

11

1

3

7

13 14

—

Parry Dodge Block

DR

9*

8*

11

2

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Punch-13	1d-1 cr	C	Parry-9*
Shield Bash-13	1d cr	1	Block-11
Weapon-13			
Axe	2d+1 cut	1	
Broadsword	1d+2 imp/ 2d cut	1	imp on a thrust; cut for swing
Spear	1d+1 imp	1	

SKILLS

- Brawling-13
- Shield (Buckler)-13
- Wrestling-13
- one of
 - Axe/Mace-13
 - Broadsword-13
 - Spear-13





SAMPLE CHARACTERS



SAMPLE CHARACTERS

Every adventure has a beginning, and for the **DUNGEON FANTASY ROLEPLAYING GAME**, the beginning starts with making characters. The templates in **ADVENTURERS** make this much simpler, but making characters can still take time, and perhaps even dissuade from getting started.

Presented here are 16 pre-generated characters designed to cover important niches in game play. There are seven templates right out of the **ADVENTURERS** book, plus (in honor of **FANTASTIC DUNGEON GRAPPLING**) a Wrestler, from **PYRAMID #3/III: COMBAT II**. Eight more were contributed by sponsors.

NEW TRAIT

One of the sample characters makes use of a new trait. Check with your GM before going off-template!

Specialist Magery (requires Magery 3)

6 points/level

Extensive study of a *single* chosen college makes that type of magic easier for you. Add Specialist Magery to your Magery for spells of the chosen college, or when detecting related magic. The maximum Magery + Specialist Magery is 6, but you can upgrade Specialist Magery to Magery for an additional 4 points/level.

BE PREPARED

There are certain basic adventuring tasks that you will have to face. Be ready for them. Be able to...

- ✧ see in dark places.
- ✧ get past locked doors.
- ✧ fight dangerous enemies from a distance.
- ✧ punch through DR 10+.
- ✧ deal with diffuse and other oddly-built foes.
- ✧ fight enemies with very high active defenses.
- ✧ move a very heavy object.
- ✧ have enough food and water to survive the trip.
- ✧ heal injury (restore HP or remove crippling)
- ✧ replenish consumables (arrows, paut, potions)
- ✧ do all of the above, in a No Mana, no-sanctity, or no-nature's-strength zone

If you can't do these things *as a group*, be prepared to rapidly reassess the tactical situation when faced with one of them (Translation: *Run Away!*).

Also remember that bad things happen. If your only healer gets knifed first-thing...what then?

With that in mind: Adventure awaits, for those bold enough to seize it.

A Jökull from one of Isfjall's poorer families, Lisbet's hardworking mother kept her family from thralldom. Competition in the lower classes is as fierce as that between rich families—and the lower classes fight dirty. Lisbet learned the lessons of Isfjall's streets very well, but unfortunately one of those street scrapes went a little too far and she nearly twisted the arm off of some jarl's son. With her mother's blessing, she's decided to take up a life of adventuring in part to get away from the embarrassed lordling's revenge.

Despite a hard-knock life (or perhaps because of it), Lisbet is friendly, outgoing, and always willing to spend time blowing off steam in the local tavern. She never backs down from a fight—and has set a goal of wrestling an actual honest-to-goodness dragon into submission, reasoning that wrestling *people* is no longer that hard. She's a dutiful daughter, periodically sending money home and treating any insult to her mother as an excuse to really *hurt* the person saying it. She starts her adventuring career with very little: the clothes on her back, some basic adventuring gear, three days worth of food, and a stout stick for knocking things over the head when grabbing them would be inappropriate.

ST
15
[50]
Damage
1d+1/2d+1

DX
14
[80]
Ground Move
6

IQ
10
[0]
Will
10

HT
13
[30]
Basic Speed
6.75

Basic Lift
88 lbs

Water Move
1

Per
10

Basic Move
6

Control Thresholds

	1/10	1/3	2/3	CM	>CM	
HP	2	9	18	28	29	FP
15						13

Parry
(Wrestling)
17

Dodge
10

Block
—

DR
(Tough Skin)
3

ADVANTAGES

- Combat Reflexes [15]
- Tough Skin 3 [9]
- Enhanced Parry 3 (Bare Hands) [15]
- Lifting ST 6 [18]
- Luck [15]
- Magic Resistance 3 [6]
- Trademark Move [1]
- Wrestling Master [10]

SKILLS

- Axe/Mace-14 [2]
- Brawling-16 [4]
- Carousing-14 [2]
- Hiking-13 [2]
- Immovable Stance-14 [4]
- Intimidation-10 [2]
- Judo-14 [4]
- Lifting-13 [2]
- Push-14 [4]
- Streetwise-10 [2]
- Wrestling-21 [28]

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Punch-16	1d+1 cr	C	Parry-15
Bite-16	1d+1 cr	C	—
Kick-14	1d+2 cr	C, 1	—
Knobbed Club-14	2d+2 cr	C, 1	Parry-11
Wrestling-21	3d+5 ctrl	C	Parry-17

DESIGNER'S NOTES

Like any Wrestler, Lisbet prefers to get in close and attempt to twist her opponent into a viking-flavored pretzel. Thanks to Wrestling Master and her high Wrestling skill, she has an effective ST of 28 when contests of ST are called for in Wrestling, and inflicts a phenomenal 3d+5 control when she grabs someone! Her Quirk points purchased an extra level of Wrestling and her Trademark Move, which is a rapid strike: a leg grapple (at skill-15, inflicting 3d+5 control) followed by a **Takedown** (SEE P.65) where she can leverage her high effective ST and spend CP for double effect to put her opponents in the dirt despite the -6 from the Rapid Strike. An early priority for her once she scores some loot from delving (and ideally has someone ELSE do the selling) is armor; she's got encumbrance to spare, and Wrestling isn't affected by armor weight (though Judo is!).

DISADVANTAGES

- Chummy [-5]
- Compulsive Carousing (12) [-5]
- Obsession (Wrestle a Dragon Into Submission)(12) [-5]
- Overconfidence (12) [-5]
- Sense of Duty (Adventuring companions) [-5]
- Vow (Never refuse a challenge to combat) [-10]
- Wealth (Poor) [-15]

QUIRKS

- Exceptionally broad frame—can't wear non-custom armor without refitting [-1]
- Periodically sends money back home to take care of her mother [-1]
- Thinks elves are all lecherous hedonists [-1]
- Views any insult to her mother as a challenge to fight [-1]
- Will always spare a coin for hungry children [-1]

EQUIPMENT [32.26 LBS, \$200 (NO ENCUMBRANCE!)]

Item	Quantity	Weight	Value
Ordinary Clothes	1	2	\$0
Knobbed Club	1	2	\$20
Backpack, Small (26.75 lbs, \$147)	1	3	\$60
Rations	9	4.5	\$18
Sleeping Fur	1	8	\$50
Torch	3	3	\$9
Wineskin (8.25 lbs, \$10)	1	0.25	\$10
Water (per gallon)	1	8	\$0
Pouch (1.51 lbs, \$33)	1	0.2	\$10
Alchemist's Matches (box of 10)	1	0.25	\$15
Copper Coin	3	0.06	\$3
Personal Basics	1	1	\$5



SPELLS

- Analyze Magic-16 [1]
- Cold-16 [1]
- Concussion-16 [1]
- Continual Light-16 [1]
- Create Air-16 [1]
- Create Earth-16 [1]
- Create Fire-16 [1]
- Create Water-16 [1]
- Detect Magic-16 [1]
- Earth to Stone-16 [1]
- Freeze-16 [1]
- Frostbite-16 [1]
- Great Haste-15 [1]
- Haste-16 [1]
- Heat-16 [1]
- Identify Spell-16 [1]
- Ignite Fire-16 [1]
- Lend Energy-16 [1]
- Light-16 [1]
- Mage Sight-16 [1]
- Mystic Mist-16 [1]
- Purify Air-16 [1]
- Purify Water-16 [1]
- Recover Energy-16 [1]
- Seek Earth-16 [1]
- Seek Water-16 [1]
- Shape Air-16 [1]
- Shape Earth-16 [1]
- Shape Fire-16 [1]
- Shape Water-16 [1]
- Shield-16 [1]
- Sound-16 [1]
- Stone Missile-16 [1]
- Thunderclap-16 [1]

DESIGNER'S NOTES

Garja makes a couple of changes from the basic Wizard template, including a very high Perception, some freedom in disadvantage choices, and dropping the Teaching skill in favor of Survival (Woodlands) to reflect her generally antisocial wilderness upbringing.

Skill choices also reflect her background: she's actually reasonably capable of taking care of herself on the road (or off it), but fairly inexperienced with town life.

Her spells focus on the elemental colleges, with some other choices for utility, self-defense, and to buff her allies in a fight.

Quirk points were spent for additional spells and to provide one extra Advantage point to buy up her Energy Reserve. Her Power Item is her mail vest, holding 6 FP.





JÓNGEIRR LEONHARDSSON

250-point Human Barbarian

Jóngeirr is the second son of a herra (lord) from one of Hvildana's more prominent families. He was always the largest among his peers, and in another life would probably have ended up married, serving as a huskarl in his father's or some other noble's household. Fate, however, had other plans: during what should have been a friendly sporting match, Jóngeirr's temper got the better of him; by the time the red mist cleared, a jarl's son was dead and the blood was on his hands. There had already been a feud between their families and the alþingi was not kind with the settlement; their judgment beggared Jóngeirr's family, and that shame sent him on the road seeking a new life.

Jóngeirr runs counter to the 'Barbarian' stereotype: he is thoughtful, generally quiet, and rarely eager to start a fight (even if he's more than capable of ending one). Despite his best efforts to keep his head, when he suffers a wound or sees an ally harmed the rage takes over and all bets are off.

ST
17
[70]
Damage
1d+2/3d-1
Basic Lift
58 lbs

DX
13
[60]
Ground Move
4 (light enc.)
Water Move
1

IQ
10
[0]
Will
10
Per
12 [10]

HT
13
[30]
Basic Speed
6.5
Basic Move
6

Control Thresholds

	1/10	1/3	2/3	CM	>CM	
HP						FP
22 [10]	1	5	11	17	18	13

Parry
(Axe)
12U*

Dodge
(light enc.)
9*

Block
12*

DR
(Furs/Skin)
4

ADVANTAGES

- Combat Reflexes [15]
- Tough Skin 3 [9]
- High Pain Threshold [10]
- Outdoorsman 2 [20]
- Luck [15]
- Trademark Move [1]

SKILLS

- Axe/Mace-16 [12]
- Brawling-13 [1]
- Camouflage-12 [1]
- Carousing-13 [1]
- Climbing-12 [1]
- Disguise (Animals)-12 [2]
- Fishing-14 [1]
- Hiking-12 [1]
- Intimidation-10 [2]
- Mimicry (Bird Calls)-10 [1]
- Naturalist-10 [1]
- Navigation-12 [2]
- Observation-11 [1]
- Running-12 [1]
- Shield (Buckler)-16 [8]
- Skiing-11 [1]
- Stealth-13 [2]
- Survival (Arctic)-13 [1]
- Swimming-13 [1]
- Thrown Weapon (Axe/Mace)-15 [4]
- Tracking-13 [1]
- Weather Sense-12 [2]
- Wrestling-13 [2]

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Punch-13	1d+1 cr	C	Parry-10*
Kick-11	1d+2 cr	C,1	No parry
Grapple-13	1d+2 ctrl	C	Parry-10*
Axe-16	3d+1 cut	1	Parry-12U*
Knobbed Club-16	3d cr	1	Parry-12*

DESIGNER'S NOTES

Social Stigma (Minority Group) doesn't make a lot of sense for Barbarians who are native to Norðlond; instead, Jóngeirr has Social Stigma (Criminal Record) and his Code of Honor. If he's adventuring in the southern lands, it might be best to switch these back to the standard Social Stigma: nobody outside Norðlond knows about his past, and he doesn't extend southlanders the courtesy of honorable treatment. In a fight, Jóngeirr is very straightforward: point him at the enemy and swing away with his axe. His Trademark Move is a high, overhead cut to try and disable an opponent's shield arm – that is, an Axe Swing to the Arm, done as a Deceptive Attack at Skill-13 for 3d+1 cutting damage (opponents have -1 to defend). If he's got time to remove his heavy backpack before a fight he drops to No Encumbrance: his Move becomes 6 and his Dodge rises to 12.

*The shield increases these defenses by +2 when readied.

DISADVANTAGES

- Berserk (12) [-10]
- Code of Honor (Outlaw's) [-5]
- Ham-Fisted 2 [-10]
- Selfless (12) [-10]
- Sense of Duty (Companions) [-5]
- Social Stigma (Criminal Record) [-5]
- Wealth (Struggling) [-10]

QUIRKS

- Doesn't trust wizardly magic ("it's unnatural!") [-1]
- Gets the shakes after any fight in which he goes berserk [-1]
- Never tries to be the leader; prefers to take orders [-1]
- Always wants to have a plan before rushing into a situation [-1]
- Starts a lot of stories with "One time, my brother and I..." then trails off and gets sad. [-1]

EQUIPMENT [74.99 LBS, \$500 (LIGHT ENC)]

Item	Quantity	Weight	Value
Heavy Furs (DR 1, Full Suit)	1	18	\$150
Ordinary Clothes	1	2	\$0
Knobbed Club	1	2	\$20
Axe	1	4	\$50
Medium Shield (Buckler)	1	15	\$60
Backpack, Frame (32.75 lbs, \$184)	1	10	\$100
Sleeping Fur	1	8	\$50
Rations	7	3.5	\$18
Wineskin (8.25 lbs, \$10)	1	0.25	\$10
Water (per gallon)	1	8	\$0
Torch	2	3	\$6
Pouch (1.24 lbs, \$36)	1	0.2	\$10
Copper Coin	1	0.02	\$1
Personal Basics	1	1	\$5
Silver Coin	1	0.02	\$20



Guðmundur Björgólfsson is a young man setting out to make his mark in the world. His ancestors have always been great jarls and warriors, pledged in service to the Hajarls of Isfjall.

Guðmundur has inherited his grandfather's sword *Legbir* (leg-biter), and *Skeggöx*, his father's legendary bearded axe.

As a young boy, Guðmundur and his mother were attacked by wolves. Guðmundur survived; his mother didn't. During the attack, he was badly wounded in the left shoulder, leaving him with impressive scars and an intense hatred of wolves. Afterwards, he was raised by his uncle, a sea captain on Lake Odin.

Guðmundur will throw *Skeggöx* at the first foe that closes to seven yards range, and then draw *Legbir*. True to its name, the first strike from *Legbir* will be to the leg, as his grandfather used to say "It's hard to fight while sitting on your *rassinn*!"

ST
15

[50]

Damage
1d+2/3d-1

Basic Lift
45 lbs

DX
14

[80]

Ground Move
4 (light enc.)

Water Move
1

IQ
10

[0]

Will
10

Per
10

HT
13

[30]

Basic Speed
6.00 [-15]

Basic Move
6

Control Thresholds

1/10	1/3	2/3	CM	>CM
------	-----	-----	----	-----

HP
15

Parry
(Legbir)
14*

Dodge
(light enc.)
9*

Block
11*

FP
13

DR
(Heavy Cloth)
3

ADVANTAGES

- Armor Mastery [5]
- Born War Leader 2 [10]
- Combat Reflexes [15]
- High Pain Threshold [10]
- Shield-Wall Training [1]
- Signature Gear (Legbir) [1]
- Signature Gear (Skeggöx) [1]
- Striking ST 2 [10]
- Wealth (Comfortable) [10]
- Weapon Bond (Legbir) [1]
- Weapon Bond (Skeggöx) [1]
- Weapon Master (Broadsword) [20]

SKILLS

- Armory (Body Armor)-11 [4]
- Axe/Mace-15 [2]
- Brawling-15 [2]
- Broadsword-20 [20]
- Climbing-12 [1]
- Connoisseur (Weapons)-12 [2]
- Fast-Draw (Sword)-15 [1]
- Hiking-12 [1]
- Knife-14 [1]
- Leadership-12 [2]
- Navigation-10 [2]
- Riding (Horse)-13 [1]
- Savoir-Faire-13 [2]
- Seamanship-11 [2]
- Shield (Buckler)-15 [2]
- Strategy-11 [2]
- Swimming-12 [2]
- Tactics-11 [2]
- Thrown Weapon (Axe/Mace)-17 [2]
- Wrestling-14 [2]

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Punch-15	1d+1 cr	C	Parry-11*
Kick-14	1d+2 cr	C, 1	—
Grapple-14	1d+1 ctrl	C	Parry-11*
Legbir-20	1d+7 imp/ 3d+7 cut	1	Parry-14*
Skeggöx (Melee)-15	3d+2 cut	1	Parry-11U*
Skeggöx (Thrown)-17	3d+2 cut	15/22	Acc 2; Bulk -3
Norðlond Battle Shield-15	1d+2 cr	1	Block-11*

DESIGNER'S NOTES

The Wealth advantage plus five points from quirks have been used to purchase equipment. Signature gear and weapon bond have been used on both of his fine weapons. Head DR 7/6 from 4/3 (scale helmet) + 1 (Armor Mastery) + 2 (skull).

Some minor points tweaking from template has been used to give nautical skills consistent with back story.

*The Norðlond Battle Shield adds +2 DB to this active defense when readied.

DISADVANTAGES

- Code of Honor (Chivalry) [-15]
- Overconfidence [-5]
- Sense of Duty [-10]
- Wounded [-5]

QUIRKS

- "I'm gonna give you to the count of 10..." [-1]
- "My father the Jarl says..." [-1]
- Always counts 1, 2, 10 [-1]
- Hatred of Wolves [-1]
- Sings in combat (badly) [-1]

EQUIPMENT [89.85 LBS, \$4500 (LIGHT ENC)]

Item	Quantity	Weight	Value
Heavy Cloth Armor (DR 2 Full Suit)	1	36	\$450
Heavy Mail Skullcap (DR 5/3, Skull Only)	1	4.5	\$300
Legbir - Broadsword (Fine)	1	3	\$2,400
Lanyard Chain	1	0.5	\$15
Skekköx - Throwing Axe (Fine, Balanced)	1	4	\$840
Medium Shield (Buckler)	1	15	\$60
Quick-Release Backpack (26.85 lbs, \$435)	1	3	\$300
Billon Coin	1	0.02	\$10
Copper Coin	1	0.02	\$1
Blanket	1	4	\$10
Clothing	1	2	\$0
Personal Basics	1	1	\$5
Rations	7	3.5	\$14
Rope (3/4", 10 yds)	1	5	\$25
Silver Coin	1	0.06	\$60
Wineskin (8.25 lbs, \$10)	1	0.25	\$10
Water (per gallon)	1	8	\$0



HORIE

250-point Human Martial Artist

Horie learned her combat skills not in a remote monastery or studying at the feet of an old master, but from the whispers of animal spirits.

She has heard their voices since she was a little girl. From the humble croak of a toad to the sneaky crawl of a spider across the walls, every animal has a secret and is willing to teach it to those willing to listen.

Druids think she is just crazy because there's no way she can understand the language of birds and insects as she claims; more likely, Horie would be some kind of wild talent, able to improvise astounding feats through sheer force of will.

Whatever the truth, Horie felt that her unusual gift could save her family from a life of abject poverty, so she left home in search of gold and glory, not to mention the chance to learn new secrets from exotic and dangerous beasts living in the wilderness.



[10]

Damage
1d/2d-1

Basic Lift
24 lbs

HP

11

Parry

(Staff)

14



[120]

Ground Move
6 (light enc.)

Water Move
1

Control Thresholds

1/10

1/3

2/3

CM

>CM

1

3

7

11

12

Dodge

(lgt enc.)

10

Block

—



[20]

Basic Speed
7.00

Basic Move
8 [5]

FP

12

DR

—

ADVANTAGES

- Combat Reflexes [15]
- Chi Talent 2 [30]
- Mantis Strike [9]
- Spider Climb [18]
- Trained by a Master [30]

SKILLS

- Acrobatics-15 [2]
- Blind Fighting-10 [2]
- Body Control-12 [2]
- Esoteric Medicine (Chi)-11 [2]
- Hiking-11 [1]
- Intimidation-10 [1]
- Judo-16 [4]
- Jumping-16 [1]
- Karate-16 [4]
- Kiai-13 [2]
- Light Walk-17 [2]
- Meditation-10 [2]
- Mental Strength-14 [2]
- Observation-9 [1]
- Parry Missile Weapons-17 [2]
- Power Blow-12 [2]
- Staff-17 [4]
- Swimming-12 [1]
- Stealth-15 [1]
- Tactics-10 [4]
- Throwing-15 [1]

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Punch-16 (Karate)	1d-1 cr	C	Parry-11
Kick-14	1d cr	C,1	—
Judo-16	1d ctrl	C	Parry-11
Quarterstaff-17 (thr/sw)	1d+2 cr/2d+1 cr	1,2	Parry-14

DESIGNER'S NOTES

Horie might not be a combat monster, but she is versatile! Her preferred tactic is to combine Light Walk with Spider Climb to sneak over her enemies' heads, then hit them from above (Attacking from Above, Exploits p.38). Quirk Points purchased additional skills (Swimming, Esoteric Medicine) and filled in the cost of her Advantages.

Dropping her backpack reduces her to No Encumbrance: Ground Move 8 and Dodge-11, and Parry scores for Judo and Karate.

DISADVANTAGES

- Disciplines of Faith (Chi Rituals) [-10]
- Obsession (Perfect my art at any cost!) (12) [-10]
- Overconfidence (12) [-5]
- Stubbornness (12) [-5]
- Vow (Vegetarianism) [-5]
- Wealth (Poor) [-15]

QUIRKS

- Leaves small offerings to the animal spirits. [-1]
- Pokes suspicious things with her staff. [-1]
- Often complains that she will never get married and have children. [-1]
- Meditates upside down, hanging from the ceiling like a bat. [-1]
- Distrusts druids. [-1]

EQUIPMENT [25.28 LBS, \$200 (LIGHT ENC)]

Item	Quantity	Weight	Value
Ordinary Clothes	1	2	\$0
Quarterstaff	1	4	\$10
Backpack, Small (18 lbs, \$133)	1	3	\$60
Blanket	1	4	\$20
Canteen (5 lbs, \$10)	1	3	\$10
Water (per quart)	1	2	\$0
Chi Rations	10	5	\$40
Torch	1	1	\$3
Pouch (1.28 lbs, \$57)	1	0.2	\$10
Copper Coin	2	0.04	\$2
Personal Basics	1	1	\$5
Silver Coin	2	0.04	\$40

KAMILAH, DAUGHTER OF SABAH



247-point Cat-folk Holy Warrior

Kamilah comes to Norðlond from a land far to the south, one with sand and heat instead of snow and cold, with camels and palm trees instead of reindeer and pines, following the trail of a powerful demon that was responsible for some terrible event back home that she doesn't discuss. Her god is strange, a hawk-headed sun deity that nobody's ever heard of, and her appearance—a humanoid cat!—is even stranger to the Norðlonders, who tend to give her a chilly reception that has nothing to do with their miserable weather.

Despite that, she persists. Even rude Norðlonders deserve protection from foul demons; while they may not respect her faith, they do respect her skill at arms. Perhaps eventually she'll track down the demon lord she's been hunting and she can return home to a land warmed by the sun, but until she can find signs of the creature's trail she's got to make a living somehow and delving into dungeons (possibly full of other demons!) keeps her fed. At least these Norðlonders have interesting food! Kamilah carries the basics necessary for survival on the road, as well as the tools of her trade: a variety of weapons (because demons and undead come in all forms), her holy symbol and a healer's kit, as well as holy water and light armor.

ST 12 [20] Damage 1d/2d	DX 14 [80] Ground Move 2 (Hvy. enc.)	IQ 12 [40] Will 14 [10]	HT 13 [30] Basic Speed 6.75
Basic Lift 29 lbs	Water Move MROWR!!	Per 13 [5]	Basic Move 6
Control Thresholds			
HP 12	1/10	1/3	2/3
Parry (Axe or Mace) 13U*	Dodge (hvy. enc.) 7*	Block 12*	FP 13
			DR (Light Scale) 3/2

ADVANTAGES

- Catfall [10]
- Claws (Sharp Claws) [5]
- Combat Reflexes [15]
- Higher Purpose 3 (Slay Demons) [15]
- Higher Purpose 2 (Slay Undead) [10]
- Holiness 2 [10]
- Night Vision 5 [5]
- Rest in Pieces [1]
- Striking ST 2 [10]
- Teeth (Sharp Teeth) [1]
- Temperature Tolerance 1 (Cold) [1]
- Trademark Move [1]

SKILLS

- Armory (Melee Weapons)-11 [1]
- Axe/Mace-17 [12]
- Brawling-15 [2]
- Climbing-13 [1]
- Esoteric Medicine (Holy)-11 [1]
- Exorcism-14 [4]
- Hidden Lore (Demon Lore)-12 [2]
- Hidden Lore (Undead Lore)-12 [2]
- Hiking-12 [1]
- Intimidation-13 [1]
- Leadership-12 [1]
- Meditation-12 [1]
- Physiology (Demons)-12 [2]
- Physiology (Undead)-11 [4]
- Psychology (Demons)-12 [2]
- Psychology (Undead)-11 [4]
- Religious Ritual-10 [1]
- Shield-17 [8]
- Stealth-13 [1]
- Strategy-11 [2]
- Tactics-11 [2]
- Theology-10 [1]
- Thrown Weapon (Axe/Mace)-16 [4]
- Wrestling-15 [4]

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Punch-15	1d-1 cut	C	Parry-11*
Bite-15	1d-1 cut	C	—
Kick-13	1d cut	C, 1	—
Wrestling-15	1d+1 ctrl	C	Parry-11
Axe-18	2d+2 cut	1	Parry-13U*
Hatchet-17	2d cut	1	Parry-12*
Mace-18	2d+3 cr	1	Parry-13U*
Shield Bash-17	1d cr	1	—
Shield Rush-17	slam+2	C	—
Thrown Hatchet-16	2d cut	21/35	Acc 1; Bulk -2
Thrown Mace-17	2d+3 cr	7/14	Acc 1; Bulk -4

DESIGNER'S NOTES

Kamilah is intended to be something of an inversion of the usual Barbarian trope; instead of the chivalrous sun-worshipping holy warrior being the 'norm' she's the outsider, with the opportunity to play up her unfamiliarity with Norðlond's culture and people. She can hold her own in any fight, but will (appropriately!) shine against demons and the undead, with +2 on all rolls vs Undead, and +3 vs. demons! She's departed from the usual Holy Warrior template to ensure she can fight both types of traditional enemies, losing Born War-Leader in favor of more Higher Purpose and splitting skill points spent on Physiology and Psychology between the two. She spent three of her Quirk points on cash to afford nice armor, a blessed Holy Symbol, and her Healer's Kit to enable Esoteric Medicine; the remaining two points were spent on Armoury (Melee Weapons) and her Trademark Move, which is a simple Mace Swing to the Face (Effective Skill-14) for 2d+3 crushing damage. In combat she'd be well-advised to drop her heavy backpack, which brings her up to Medium Encumbrance.

*The Norðlond Battle Shield adds +2 DB to this active defense when readied.

DISADVANTAGES

- Code of Honor (Chivalry) [-15]
- Discipline of Faith (Ritualism) [-5]
- Impulsiveness (12) [-10]
- Obsession (Track down and destroy a demon lord) (12) [-5]
- Laziness [-10]
- Phobia (Entering Water) (15) [-2]
- Sense of Duty (Adventuring companions) [-5]
- Social Stigma (Minority Group) [-10]
- Vow (Own no more than horse can carry) [-10]

QUIRKS

- Always interested in trying new and interesting food or drink [-1]
- Collects the ears of demons she kills in battle [-1]
- Complains constantly about Northland weather [-1]
- Exceptionally literal-minded [-1]
- Sets up camp as far away from the group as she can [-1]

EQUIPMENT [114.12 LBS, \$2500 (HEAVY ENC)]

Item	Quantity	Weight	Value
Light Scale Armor (DR 3/2 Full Suit)	1	48	\$960
Ordinary Clothes	1	2	\$0
Axe (Silver-Coated, Balanced)	1	4	\$350
Mace (Balanced)	1	5	\$250
Medium Shield	1	15	\$60
Backpack, Small (33 lbs, \$364)	1	3	\$60
Blanket	1	4	\$20
Canteen (5 lbs, \$10)	1	3	\$10
Water (per quart)	1	2	\$0
Healer's Kit	1	10	\$200
Rations	12	6	\$24
Tent, 1-Man	1	5	\$50
Belt (4.5 lbs, \$85)	1	0.5	\$15
Hatchet	2	2	\$40
Holy Water	2	2	\$30
Pouch (1.62 lbs, \$181)	1	0.2	\$10
Copper Coin	6	0.12	\$6
Personal Basics	1	1	\$5
String of Demon Ears	1	0.25	\$0
Universal Uncharged Scroll of Major Healing (4 FP)	1	0.05	\$160
Holy Symbol, Blessed	1	1	\$250



RAGNAR RAGNARSSON

245-point Dwarf Knight

Ragnar Ragnarsson (his grandfather was also Ragnar) is not a proper dwarf. He's bald, which is normal enough, but also doesn't have a beard (though bringing this fact up is a good way to start a brawl). He doesn't like ale. And he's greedy—not just in the usual grasping dwarven way, but so greedy that the other dwarves felt that lad had a bit of a problem. He's no fan of mining, either, despite a great talent for it. There's really only one thing for an unpopular, most-undwarflike Dwarf to do: take up a life of adventuring.

He was going to get right on that one of these decades, too, but then his relatives dug a little too deep and a giant demon lord laid waste to his ancestral home. The big bugger also snapped Ragnar's leg, a wound that has never quite healed properly, and he's vowed revenge. He took up his grandfather's axe, and some provisions, and scrounged up a bunch of useful tools, and some pieces of armor that the Home Guard didn't need anymore, and a right big shield, and a wheelbarrow to carry it all, and took off for fortune and glory.

But mostly fortune.

ST
14

[40]

Damage
1d+2/3d-1

DX
14

[80]

Ground Move
4 (light enc.)

IQ
10

[0]

Will
10

HT
14

[40]

Basic Speed
7.00

Basic Lift
51 lbs

Water Move
1

Per
10

Basic Move
6 [-5]

Control Thresholds

HP

14

Parry

(Axe)
14*

1/10

1/3

2/3

CM

>CM

1

5

11

17

18

Dodge

Block

12*

FP

17^[9]

DR

(See Notes)
8

ADVANTAGES

- Armor Mastery [5]
- Born War-Leader 2 [10]
- Combat Reflexes [15]
- Tough Skin 1 [3]
- Dwarven Gear [1]
- High Pain Threshold [10]
- Lifting ST 2 [6]
- Night Vision 5 [5]
- Penetrating Voice [1]
- Pickaxe Pendant 4 [20]
- Rallying Cry [5]
- Resistant to Poison 6 [6]
- Sacrificial Block [1]
- Sacrificial Parry [1]
- Shield-Wall Training [1]
- Trademark Move [1]
- Weapon Master (Axe and Shield) [25]

SKILLS

- Armoury (Body Armor)-11 [4]
- Axe/Mace-19† [4]
- Brawling-15 [2]
- Carousing-14 [1]
- Climbing-13 [1]
- Connoisseur (Weapons)-12* [2]
- Fast-Draw (Knife)-15** [1]
- Forced Entry-18† [1]
- Hiking-13 [1]
- Knife-14 [1]
- Leadership-12* [2]
- Prospecting-14† [2]
- Shield (Shield)-16 [4]
- Strategy (Land)-11* [2]
- Tactics-11* [2]
- Thrown Weapon (Axe/Mace)-19† [2]
- Two-Handed Axe/Mace-19† [4]
- Wrestling-15 [4]

*Includes: +2 from 'Born War-Leader'

**Includes: +1 from 'Combat Reflexes'

†Includes: +4 from 'Pickaxe Pendant'

DISADVANTAGES

- Code of Honor (Soldier's) [-10]
- Compulsive Carousing (12) [-5]
- Greed (6) [-30]
- Obsession (Slay Demons) (12) [-5]
- Overconfidence (12) [-5]
- Sense of Duty (Adventuring companions) [-5]
- Stubbornness [-5]
- Wounded [-5]

QUIRKS

- "A *proper* Dwarf would have <insert wild exaggeration here>" [-1]
- Bald as an egg and can't grow a beard. [-1]
- ..and will absolutely get all in your face if you bring it up. [-1]
- Doesn't Like Ale (prefers wine) [-1]
- Over-prepares for any expedition [-1]

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Punch-15	1d-1 cr	C	Parry-11*
Kick-13	1d cr	C, 1	—
Wrestling-15	1d+2 ctrl	C	Parry-11
Axe (1H)-20	2d+8 cut	1	Parry-14*
Axe (2H)-20	2d+9 cut	1	Parry-14
Shield Bash-16	1d+2 cr	1	—
Shield Rush-16	slam+5 cr	C	—



EQUIPMENT [265.92 LBS, \$3500 (MEDIUM ENC)]

Item	Quantity	Weight	Value
Heavy Leather Armor (DR 2, Full Suit)	1	36	\$450
Segmented Plate Breastplate (DR 4 Body, Front Only)	1	12.6	\$473
Segmented Plate Gauntlets (DR 4, Hands Only)	1	2.4	\$90
Segmented Plate Helmet (DR 4, Skull Only)	1	6	\$225
Helmet Lamp	1	2	\$100
Oil (per pint)	1	1	\$2
Segmented Plate Sollerets (DR 4, Feet Only)	1	8.4	\$315
Axe (Fine, Balanced, Dwarven)	1	4	\$810
Hatchet	1	2	\$40
Large Shield	1	25	\$90
Pouch (1.52 lbs, \$183)	1	0.2	\$10
Copper Coin	8	0.16	\$8
Personal Basics	1	1	\$5
Silver Farthing	8	0.16	\$160
Wheelbarrow (165 lbs, \$722)	1	18	\$60
Backpack, Frame (33 lbs, \$355)	1	10	\$100
Elven Rations	9	4.5	\$135
Oil (per pint)	1	1	\$2
Rations	9	4.5	\$18
Sleeping Fur	1	8	\$50
Tent, 1-Man	1	5	\$50
Barrel (60 lbs, \$65)	1	20	\$65
Water (per gallon)	5	40	\$0
Crowbar	1	3	\$20
Group Basics	1	20	\$50
Pickaxe	1	8	\$15
Rope, 3/4" (10 yds)	1	5	\$25
Sack	4	12	\$120
Shovel	1	6	\$12

DESIGNER'S NOTES

Ragnar hasn't spent as many points on weapon skills as the Knight template normally allows; instead he's put those point into Pickaxe Pendant, raising multiple skills more efficiently—he's still just as skilled as you might expect a Knight to be. His five quirk points were all spent on gear; he's got very impressive armor for a starting Delfer (enhanced by his Armor Mastery advantage) and is well-equipped for carrying loot out of a dungeon. Greed is his overriding personality trait; this is a Dwarf who will only ever pass up an opportunity for coin if it means betraying a companion (something he'll never do).

Ragnar's armor is somewhat complicated. He has Tough Skin (DR 1) as a base. Then wears layered Heavy Leather (DR 2), and segmented plate (DR 4) on the front of his body, his head, hands, and feet. Armor Mastery adds +1 DR to that. His net DR is 8 on the front of the torso, hands, and feet, and DR 4 everywhere else but his head, which benefits from the extra DR 2 of the skull.

Ragnar's Encumbrance levels reflect only the gear he is wearing; see **WHEELBARROW, ADVENTURERS P.112**.

The large shield adds +3 DB to this active defense when readied.





RANGOLD STARRISDOTTIR

250-point Eldhuð Bard

Rangold is an Eldhuð, one of the half-demons who form a small segment of the Norðlond population. Her father was a Skald of some fame and dubious virtue; her mother a demoness (the sort that's attracted to Skalds of some fame and dubious virtue) who left the baby with the father and hasn't been seen since. She grew up on the road taking the good with the bad—one night a farmer is mistaking you for a vagabond and setting the dogs on you, another night some druid is denouncing your father for a life of sin and waste. Both of those are actually bad, but Rangold remains optimistic.

Growing up with an Eldhuð's social advantages and the benefit of training under a true master of the craft has set Rangold up to be one of the great Skalds of her generation, but she's missing one thing: adventures to write songs about. Fortunately, there's no shortage of adventure to be had in Norðlond. With her father settling down in his old age she took his harp and her own singing voice on the road, strapped on a big sword she'd won from some Huskarl in a dice game, and went looking for a group of delvers to offer her services to. She's certain that their adventures will be larger than life; if they're not, she's at least sure she can make them *sound* that way.

ADVANTAGES

- Appearance (Beautiful) [12]
- Bardic Talent 3 [30]
- Born Entertainer 2 [10]
- Charisma 2 [10]
- Extinguishing Touch [2]
- Fire Resistance 5 [15]
- Penetrating Voice [1]
- Song of Humiliation [4]
- Voice [10]
- Wealth (Comfortable) [10]

SKILLS

- Acting-16* [2]
- Broadsword-14 [8]
- Carousing-13 [2]
- Connoisseur (Luxuries)-13 [1]
- Current Affairs-14 [1]
- Dancing-13* [1]
- Detect Lies-12 [1]
- Diplomacy-14** [1]
- Fast-Talk-15** [1]
- Gambling-13 [1]
- Heraldry-13 [1]
- Hidden Lore (Demon Lore)-13 [1]
- Hiking-11 [1]
- Interrogation-13 [1]
- Intimidation-13 [1]
- Merchant-13 [1]
- Musical Composition-15† [1]
- Musical Instrument (Harp)-16† [2]
- Observation-13 [1]
- Performance-17*,** [1]
- Poetry-13 [1]
- Propaganda-13 [1]
- Public Speaking-19*,**,‡ [1]
- Savoir-Faire-14 [1]
- Sex Appeal-17*,(a) [1]
- Shield (Buckler)-14 [4]
- Singing-19*,**,† [1]
- Stealth-12 [2]
- Streetwise-13 [1]
- Throwing-12 [2]

*Includes: +2 from Born Entertainer

**Includes: +2 from Voice

†Includes: +3 from Bardic Talent

‡Includes: +2 from Charisma

§Includes: +4 from Appearance



[10]

Damage
1d-1/1d+1

Basic Lift
24 lbs

HP

11

Parry

(Bastard Sword)

10U*



[40]

Ground Move
3 (med enc.)

Water Move
1

Control Thresholds

1/10

1

Dodge

7*



[80]

Will
14

Per
14

CM

11

Block

10*



[20]

Basic Speed
6.00

Basic Move
6

FP

12

DR

(Light Leather)

1

DISADVANTAGES

- Chummy [-5]
- Compulsive Gambling (12) [-5]
- Curious (12) [-5]
- Impulsiveness (12) [-10]
- Phobia (Canines) (12) [-5]
- Sense of Duty (Adventuring companions) [-5]
- Trickster (12) [-15]
- Unnatural Feature 2 (Eldhuð horns & tail) [-2]
- Xenophilia (12) [-10]

QUIRKS

- Doesn't like Druids or other Nature Priests [-1]
- Gets really bad hangovers after a night on the town [-1]
- Greatly exaggerates her companions' accomplishments [-1]
- Owes the Thieves' Guild a Favor [-1]
- Rarely spends a night in town in her own bed [-1]

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Punch-12 (DX)	1d-2 cr	C	Parry-9*
Kick-10 (DX)	1d-1 cr	C, 1	—
Grapple-12 (DX)	1d-1 ctrl	C	Parry-9
Bastard Sword-14 (thr/sw)	1d+1 imp/ 1d+2 cut	2/ 1, 2	Parry-10*/10U*
Shield Bash-14	1d-1 cr	1	—



SPELLS

- Analyze Magic-15 [1]
- Bravery-15 [1]
- Command-15 [1]
- Daze-15 [1]
- Detect Magic-15 [1]
- Fear-15 [1]
- Foolishness-15 [1]
- Forgetfulness-15 [1]
- Identify Spell-15 [1]
- Mind-Reading-15 [1]
- Mind-Sending-15 [1]
- Protection from Evil-15 [1]
- Sense Emotion-15 [1]
- Sense Evil-15 [1]
- Sense Foes-15 [1]
- Telepathy-14 [1]
- Terror-15 [1]
- Truthsayer-15 [1]

DESIGNER'S NOTES

Rangold is a consummate performer and can take great advantage of Scoring Extra Cash (**Exploits, p.14**) to pay her way in town; while she rarely sleeps in her own bed, this doesn't affect her cost of living! When it comes time to sell the party's haul, she really shines: her Wealth guarantees her a better price, and she can take advantage of her Performance skill and high Appearance (bolstered by her Eldhuð Gifts) to virtually guarantee a good reaction for an even better bargain. In a fight she's unlikely to be successful on the front line, but with a stout defender or two between herself and the enemy she can use her Song of Humiliation and Mind Control spells to great effect on intelligent foes. She's taken some liberties with her skill choices and between that and her spells, she can assist the party in a fight against enemies of demonic origin. Her sword is her Power Item, holding 7 FP. Quirk points were spent for additional spells and on an additional Eldhuð Gift.

*The buckler adds +1 DB to this active defense when readied.

EQUIPMENT [73.865 LBS, \$ (MEDIUM ENC)]

Item	Quantity	Weight	Value
Light Leather Armor (DR 1 Full Suit)	1	18	\$150
Ordinary Clothes	1	2	\$0
Bastard Sword	1	5	\$750
Small Shield (Buckler)	1	8	\$40
Backpack, Small	1	3	\$60
Blanket	1	4	\$20
Canteen (5 lbs, \$10)	1	3	\$10
Water (per quart)	1	2	\$0
Tent, 2-Man	1	12	\$80
Torch	3	3	\$9
Potion Belt	1	1	\$60
Alchemist's Fire	1	1	\$100
Paut	2	1	\$270
Pouch	1	0.2	\$10
Billon Coin	1	0.02	\$10
Copper Coin	6	0.12	\$6
Elven Rations	3	1.5	\$45
Personal Basics	1	1	\$5
Quarter-Gold Coin	1	0.005	\$100
Silver Coin	1	0.02	\$20
Harp	1	3	\$250
Pole, 6'	1	3	\$5

RACIAL TEMPLATE: ELDHUÐ (28 POINTS)

The Eldhuð are the hybrid offspring of humans and demons—either the result of experiments or a more "natural" union. Despite this, however, they are not out of favor with the Gods or their priests. In Norblond they tend to have a reputation as lecherous and evil even if they aren't strictly Unholy: a reputation that isn't wholly undeserved given that they're all so damn pretty and tend to have poor impulse control.

- Appearance (Attractive) [4]
- Eldhuð Gifts* [8]
- Fire Resistance 5** [15]
- Charisma 1 [5]
- Impulsive [-10]
- Infernal Features 2 [-2]†

*Spend 8 points on the following; you can also spend points from Quirks on these gifts, or purchase them later in your career!

[5] **Nimble Tail.** All eldhuð have a tail, but yours is unusually dexterous and can pick up and hold objects as if you had a third hand. It is not, however, strong enough to make attacks or assist in grapples. It *can* throw objects it is holding, though! This is mostly useful for drawing potions, scrolls, or ammunition (and can use Fast-Draw skills) when your hands are otherwise full.

[5, 6, or 8] **Imp's Tail.** The tip of your tail is pointed and sharp enough to pierce flesh, usable for attacks with Brawling skill at reach C. It deals thrust damage, at +1/die (in addition to any bonuses from high skill). For 5 points, damage is piercing; for 6 points, large piercing; for 8 points, impaling. Treat this as a weapon—Hurting Yourself (Exploits, p.40) doesn't apply!

[5 or 8] **Demon's Horns.** all eldhuð have horns; yours are strong enough to hurt people! You can use your horns in Close Combat, with Brawling skill. They deal thrust damage at +1/die (in addition to any bonuses from high skill). For 5 points, damage is crushing; for 8 points, impaling. Treat this as a weapon—Hurting Yourself (Exploits, p.40) doesn't apply!

[8] **Succubus' Features.** Upgrade Appearance to Handsome/Beautiful.

[1/level] **Temperature Tolerance.** Identical to the Barbarian ability of the same name (Adventurers, p.16)

[2] **Flaming Touch.** You can deal 1 point of burning damage with a touch. This *does* add to your unarmed attacks, but a target with any DR ignores it! This is mostly useful for setting tinder alight.

[2] **Extinguishing Touch.** You only ever need one Ready action to put out burning clothing, even if wholly aflame (see Exploits, p.68); you can even perform this action for an adjacent ally. Objects you are holding in your hands do not take damage from large-area burning injury.

[5] **Sharp Claws.** Identical to the Cat-Folk racial ability of the same name (Adventurers, p.43)

[1 or 2] **Sharp Teeth.** For 1 point, identical to the Cat-Folk racial ability of the same name (Adventurers, p.43); for 2 points, your bites inflict *impaling* damage instead!

**Fire Resistance provides Damage Resistance that is only effective against heat and fire. This does not protect your equipment!

†You have -2 to Disguise yourself as anything but another Infernal, and -2 to Shadowing rolls; in addition, any supernatural attempt to determine your nature gets +2.



PÁLNI MAKANTISSON

250-point Human Cleric

Pálni Makantisson is a priest of the Goddess of Death—a patron of the old, responsible for sorting dead Norðlonders to their proper places in the afterlife. Pálni's male line have all been clerics, a family tradition going back centuries. Pálni expects that his son (should he ever have one) will also be a priest, as is right and proper. Pálni likes when everything is in its designated place. His designated place was at the temple in Hvildana, assisting in daily rites and providing comfort and advice to those who came seeking it. His goddess, it seemed, had other plans.

Pálni has been sent on a quest by the head of his order: "go out into the world, and your fate will be made clear". Pálni is beginning to suspect that simply remaining in the (generally) safe communities of Norðlond is not what his goddess had in mind, and so has decided to seek slightly more stimulating work with a company of delvers. Pálni understands people and their motivations, and is an experienced healer, but he is uncomfortable outside the ordered halls of the temple, and has no experience with the terrors that wait in dark places. While he'd rather return to his quiet life of research and prayer, he's determined to fulfill his Goddess' commands—though he'd be happier if he knew exactly what those commands were.

ADVANTAGES

- Clerical Investiture [5]
- Contingency Casting 1 [14]
- Energy Reserve 3 [9]
- Power Investiture 3 [30]
- Turning [24]

SKILLS

- Diagnosis-12 [1]
- Esoteric Medicine-14 [4]
- Exorcism-14 [4]
- First Aid-15 [1]
- Hidden Lore (Undead)-13 [1]
- Hiking-11 [1]
- Meditation-12 [1]
- Occultism-13 [1]
- Physiology (Undead)-12 [1]
- Public Speaking-13 [1]
- Religious Ritual-12 [1]
- Research/TL3-13 [1]
- Savoir-Faire-14 [1]
- Staff-15 [12]
- Surgery-12 [2]
- Teaching-13 [1]
- Theology-12 [1]
- Throwing-13 [4]
- Writing-13 [1]

SPELLS

- Affect Spirits-15 [1]
- Awaken-15 [1]
- Bravery-15 [1]
- Command-15 [1]
- Continual Light-15 [1]
- Create Food-15 [1]
- Create Water-15 [1]
- Cure Disease-15 [1]
- Detect Magic-15 [1]
- Final Rest-15 [1]
- Ice Dagger-15 [1]
- Icy Weapon-15 [1]
- Lend Energy-15 [1]
- Major Healing-14 [1]
- Protection from Evil-15 [1]
- Recover Energy-15 [1]
- Resist Acid-15 [1]
- Resist Cold-15 [1]
- Resist Fire-15 [1]
- Resist Lightning-15 [1]
- Resist Pain-15 [1]
- Shield-15 [1]
- Stop Bleeding-15 [1]

DESIGNER'S NOTES

Pálni is built with a focus on dealing with the undead, healing, and protecting the group with spells. Two spells diverge from the standard Clerical spell list: in place of Sunbolt he has Icy Dagger, and in place of Flaming Weapon he has Icy Weapon, both of which suit the Norðlond death-goddess. Contingency Casting allows any spell on the Clerical list once per session, even those for which he doesn't have the requisite Power Investiture! Some off-template skill choices reinforce his role as the party's expert on the formerly-living. He's not a front-line fighter, instead a useful supporting character for any delving group, especially those worried about the walking dead. His Power Item is his armor, which holds 6 FP.

Pálni wears a light scale hauberk covering his body and arms, heavy boots, but no protection on his legs or hands; he has not yet even acquired a helmet, which would be a wise purchase

ST 12 [20] Damage 1d-1/1d+2	DX 12 [40] Ground Move 3 (Med. enc.)	IQ 14 [80] Will 14	HT 12 [20] Basic Speed 6.00			
Basic Lift 29 lbs	Water Move 1	Per 14	Basic Move 6			
HP 12	Control Thresholds					
	1/10	1/3	2/3	CM	>CM	FP 12
Parry (Staff) 12	Dodge (Med. enc.) 7	Block —				DR (See Notes) 3/2

DISADVANTAGES

- Charitable (12) [-15]
- Honesty (12) [-10]
- Selfless (12) [-5]
- Sense of Duty (Co-religionists) [-10]
- Skinny [-5]
- Truthfulness (12) [-5]

QUIRKS

- Almost never raises his voice.. [-1]
- .. but becomes acerbically assertive when tending to wounded people [-1]
- Doesn't like the term 'undead' and finds various euphemisms for it [-1]
- Takes extra time to make sure he's perfectly groomed, even on the road [-1]
- Terrible rider; has no idea how to handle horses [-1]

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Punch-12 (DX)	1d-2 cr	C	Parry-9
Kick-10 (DX)	1d-1 cr	C, 1	—
Grapple-12 (DX)	1d-1 ctrl	C	Parry-9
Quarterstaff-15 (thr/sw)	1d cr/1d+3 cr	1,2	Parry-12
Ice Dagger (Holy)-15	1d-1 imp per FP	30/60	Acc 3

EQUIPMENT [69.72 LBS, \$1000 (MEDIUM ENC)]

Item	Quantity	Weight	Value
Anti-Garrote Collar	1	1	\$35
Light Scale Hauberk (DR 3/2, Body & Arms Only)	1	24.8	\$496
Heavy Leather Boots (DR 2 Feet)	1	4.2	\$52
Ordinary Clothes	1	2	\$0
Quarterstaff	1	4	\$10
Backpack, Small (31.5 lbs, \$341)	1	3	\$60
Canteen (5 lbs, \$10)	1	3	\$10
Water (per quart)	1	2	\$0
Healer's Kit	1	10	\$200
Rations	9	4.5	\$18
Sleeping Fur	1	8	\$50
Torch	1	1	\$3
Pouch (1.22 lbs, \$16)	1	0.2	\$10
Copper Coin	1	0.02	\$1
Personal Basics	1	1	\$5
Holy Symbol	1	1	\$50

GARETH "THE EGG MAN" BADAPPLE

247-point Halfling Scout



Gareth Badapple—"Eggy" to his friends, for reasons he doesn't explain—is a Halfling, a rare sight in the frozen north. While he likes to claim that he's up here 'to see the sights, take in the atmosphere, enjoy your fine northern food', the truth is that the Family (when he says it, you can hear the uppercase 'F') sent him up here following the infamous "Second Sling-Man" assassination a few years back, "just until the heat dies down", they said. Norðlonders by and large don't care about that sort of thing—they just treat Eggy like an outsider regardless of his past.

Of course, being stuck up here in this frigid and inhospitable land (they haven't even heard of cannoli!) doesn't mean that Eggy can't keep his skills sharp, and he hires himself out to delving groups as a point man, sharpshooter, and guide. He's acquired a decent map of the region, a really good bow (being a bit over 3' tall, he tends to fire it held sideways), and makes sure to keep his arrows nice and sharp.

ST
9

[-10]

Damage
1d-1/1d+1

Basic Lift
16 lbs

HP
11 [4]

Parry
(Long Knife)
12F

DX
15

[100]

Ground Move
4 (Light. enc..)

Water Move
1

1/10 1/3 2/3

1 3 6

Dodge

9

IQ
11

[20]

Will
11

Per
14 [15]

CM

10 11

Block

—

HT
13

[30]

Basic Speed
7.00

Basic Move
6 [-5]

>CM

13

DR

—

Control Thresholds

ADVANTAGES

- Acute Vision 2 [4]
- Halfling Marksmanship 2 [10]
- Heroic Archer [20]
- Honest Face [1]
- Night Vision 5 [5]
- Outdoorsman 2 [20]
- Silence 2 [10]
- Striking ST 2 [10]
- Strongbow [1]
- Weapon Master (Bow) [20]

SKILLS

- Armoury (Missile Weapons)-10 [1]
- Boating-14 [1]
- Bow-21* [16]
- Camouflage-14** [2]
- Cartography-12 [4]
- Climbing-14 [1]
- Fast-Draw-15 [1]
- Gesture-12 [2]
- Hiking-13 [2]
- Main-Gauche-18 [12]
- Mimicry (Bird Calls)-12** [2]
- Navigation-12** [1]
- Observation-16† [2]
- Scrounging-14 [1]
- Seamanship-11 [1]
- Shadowing-12 [4]
- Stealth-15 [2]
- Survival (Woodlands)-15** [1]
- Throwing-16* [1]
- Tracking-15** [1]
- Traps-12 [4]
- Weather Sense-10 [1]
- Wrestling-16 [4]

* Includes: +2 from Halfling Marksmanship

** Includes: +2 from Outdoorsman

† Includes: +2 from Acute Vision

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Punch-15	1d-2 cr	C	Parry-10
Kick-13	1d-1 cr	C, 1	—
Wrestling-16	1d ctrl	C	Parry-11
Long Knife-18 (thr/sw)	1d-1 cut/1d cut	C, 1	Parry-12F
Composite Bow-21 (ST 13)	1d+3 imp	260/325	Acc 3; RoF 1; Shots 1 (2); Bulk -7

DESIGNER'S NOTES

Gareth's strengths (DX, bow skill, very sneaky) cover a Halfling's weaknesses (low ST) to deliver a decent Scout. Off-template Striking ST and his Strongbow perk help, and an Elven bow would help even further. He should shoot from hidden places using Stealth. If he can drop to No Encumbrance it helps even more. He's a more-than-capable tracker and navigator. Quirk points were spent on money, Scrounging skill (to recover his arrows) and more Stealth. Gareth carries Fine arrows which he sharpens with a Dwarven Whetstone before use, for +2 to damage above the listing in Attacks. Gareth's bodkin arrows do 1d+3 (2) pi instead of imp (good for armor); his cutting arrows do 1d+3 cut (good for homogeneous creatures or other foes resistant to imp and pi).

DISADVANTAGES

- Callous [-5]
- Code of Honor (Outlaw's) [-5]
- Gluttony (12) [-5]
- Greed (12) [-15]
- Kleptomania (12) [-15]
- Sense of Duty (Adventuring Companions & Family) [-5]
- Social Stigma (Minority Group) [-10]
- Vow (Own no more than what can be carried) [-10]

QUIRKS

- "Dead or alive, you're coming with me." [-1]
- Chews weird herbs recreationally [-1]
- Doesn't like cats—figures they're planning to eat him [-1]
- Has bright blue hair; claims this is due to Elvish ancestry [-1]
- Hates being crowded while he works [-1]

EQUIPMENT [31.76 LBS, \$2500 (LIGHT ENC)]

Item	Quantity	Weight	Value
Ordinary Clothes (Dungeon Camouflage)	1	2	\$240
Composite Bow (ST 13)	1	4	\$900
Long Knife	1	1.5	\$120
Backpack, Small (16.5 lbs, \$735)	1	3	\$60
Blanket	1	4	\$20
Dwarven Whetstone	1	1	\$500
Elven Rations	7	3.5	\$105
Tent, 1-Man	1	5	\$50
Hip Quiver (3 lbs, \$155)	1	1	\$15
Cutting Arrow (Fine)	5	0.5	\$50
Bodkin Arrow (Fine)	15	1.5	\$90
Pouch (2.06 lbs, \$228)	1	0.2	\$10
Copper Coin	3	0.06	\$3
Face Paint	1	0.2	\$10
Giant Spider Silk Cord (10 yds)	1	0.5	\$100
Map of Isfjall & Surrounding Regions	1	0.1	\$100
Personal Basics	1	1	\$5
Shoulder Quiver (1.7 lbs, \$82)	1	0.5	\$10
Arrow (Fine)	12	1.2	\$72
Sundial, Miniature	1	1	\$40



TOMAS HILDIRSSON

249-point Half-Elf Thief

Tomas claims to have been raised by the Alfar, learning to fight from his father—a prince among the faeries—and then escaped to take up a life of wild adventure. The truth is that his elf blood is a couple of generations diluted (resulting in pointed ears, vividly-colored hair, and a knack for magic) and that he grew up on the streets of Midgard, in the shadow of Audrey's wall: a thief and con-man since he could walk and talk. That sort of thing rubs the average Thegn or Huskarl the wrong way, and after crossing the wrong man, Tomas took up a life on the road. It's not exactly 'safer', but at least it's more interesting than getting his arms broken by some over-muscled swordsman.

Tomas is well aware of his limitations in a stand-up fight; he'd generally prefer to talk his way out of trouble, but when it can't be avoided he'll vanish into the shadows, wait for an opportune moment, and then put his knife into some poor fool's vital areas. His magical tricks—such as they are—help him see trouble before it sees him and get quietly into places he shouldn't. He's got a deep (and *probably* incorrect) belief that the God of Mischief is looking out for him, ever since that time he had to impersonate a holy warrior for a full month; he still carries the holy symbol, believing it'll bring him luck.

ADVANTAGES

- Flexibility [5]
- High Manual Dexterity 1 [5]
- Magery 0 [5]
- Night Vision 5 [5]
- Perfect Balance [15]

SKILLS

- Acrobatics-15 [1]
- Brawling-16 [1]
- Carousing-11 [1]
- Climbing-19 [1]
- Connoisseur (Luxuries)-12 [1]
- Counterfeiting-12 [2]
- Escape-17 [1]
- Fast-Talk-12 [1]
- Filch-16 [2]
- Forced Entry-16 [1]
- Forgery-12 [2]
- Gambling-12 [1]
- Gesture-13 [1]
- Holdout-13 [2]
- Lockpicking-18 [4]
- Main-Gauche-16 [2]
- Pickpocket-16 [2]
- Scrounging-14 [1]
- Search-14 [2]
- Shadowing-13 [2]
- Sleight of Hand-15 [1]
- Smuggling-13 [2]
- Stealth-19 [12]
- Streetwise-13 [2]
- Throwing-15 [1]
- Traps-14 [4]
- Urban Survival-14 [2]

*Includes: +1 from 'Perfect Balance'

**Includes: +3 from 'Flexibility'

†Includes: +1 from 'High Manual Dexterity'

SPELLS

- Keen Vision-11 [1]
- Sense Foes-11 [1]
- Silence-11 [1]
- Sound-11 [1]

DESIGNER'S NOTES

Tomas is built along the standard Thief lines—which means that, absent another 20 points of character advancement, he's got no real business in a face-to-face fight. Leave that to the Huskarls: Tomas' job is to spot and deal with traps, to scout ahead stealthily and report on what he sees, and to make a few extra dollars in town. Quirk points were spent to buy his limited spell selection, with one point for cash purchasing the tools of his trade.



[10]

Damage
1d-1/1d+1

Basic Lift
24 lbs

HP
11

Parry

(Long Knife)

11F



[120]

Ground Move
6 (light enc.)

Water Move
1

Control Thresholds

1/10 1/3 2/3 CM >CM

1 3 7 11 12

Dodge Block

(light enc.)

9



[60]

Will
13

Per
14 [5]

CM

11

Block

—



[10]

Basic Speed
7.00 [5]

Basic Move
8 [5]

FP
11

DR

0

DISADVANTAGES

- Compulsive Gambling (12 or less, *1) [-5]
- Greed (12 or less, *1) [-15]
- Overconfidence (12 or less, *1) [-5]
- Social Stigma 1 (Half-Breed) [-5]
- Trickster (12 or less, *1) [-15]
- Vow (Own no more than horse can carry) [-10]

QUIRKS

- Believes the God of Mischief will keep him safe [-1]
- Disdainful of muscle-bound warrior types [-1]
- Large (SM+1 or bigger) humanoids make him very nervous [-1]
- Never tells the truth when a lie won't hurt [-1]
- Shameless flirt (but rarely inappropriately so) [-1]

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Punch-16	1d-2 cr	C	Parry-11
Kick-14	1d-1 cr	C, 1	—
Grapple-16 (DX)	1d-1 ctrl	C	Parry-11
Long-Knife-16 (thr/sw)	1d-1 imp/1d cut	C, 1	Parry-11F

EQUIPMENT [34.04 LBS, \$1500 (LIGHT ENC)]

Item	Quantity	Weight	Value
Clothing (Dungeon Camouflage)	1	2	\$240
Long Knife	2	3	\$240
Backpack, Small (20.5 lbs, \$178)	1	3	\$60
Rations	9	4.5	\$18
Sleeping Fur	1	8	\$50
Tent, 1-Man	1	5	\$50
Delver's Webbing (5 lbs, \$570)	1	3	\$160
Face Paint	1	0.2	\$10
Giant Spider Silk Cord (10 yds)	1	0.5	\$100
Holy Symbol	1	1	\$50
Lockpicks, Good	1	0.5	\$250
Trap-Finder's Kit	1	2	\$250
Pouch (1.34 lbs, \$22)	1	0.2	\$10
Copper Coin	7	0.14	\$7
Personal Basics	1	1	\$5

VRIN IKEN "THE FIREBRAND"

250-point Halfling Wizard



Iken grew up in the slums, and she has vague impressions of a mother and running with a gang. Her earliest true memories are of Este, a wizard who spotted her potential talents and "adopted" her as an apprentice. She was 6 or 7 at the time.

The next few years were somewhat idyllic: She got a decent education while serving as a living mana battery. Este wasn't a bad mistress, but didn't particularly lavish her "apprentices" with luxury.

Iken was fascinated by fires and when she heard the Firebrands, a school of fire mages, were running a ritual for new ascendants she threw herself at the opportunity. She was unprepared for the ritual. She survived the experience, but it scarred and traumatized her deeply. The Firebrands trained and helped her with both physical and mental rehabilitation, but it's still ongoing. She has thrown herself into adventuring, hoping to learn to control her desire to burn things down when they don't go her way.

ST
7

[-30]

Damage
1d-3/1d-2

Basic Lift
9.8 lbs

HP
10 [6]

Parry
(Staff)
9

DX
13

[60]

Ground Move
2 (hvy. enc..)

Water Move
1

Dodge
(hvy. enc.)
6

IQ
16

[120]

Will
14 [-10]

Per
13 [-15]

Block
—

HT
12

[20]

Basic Speed
6.25

Basic Move
5 [-5]

DR
(See Notes)
3/1

Control Thresholds

1/10	1/3	2/3	CM	>CM
—	2	4	7	8

ADVANTAGES

- Energy Reserve 3 (Magical) [9]
- Fire Magery 3 [18]
- Halfling Marksmanship 2 [10]
- Honest Face [1]
- Magery 3 [35]
- Silence 2 [10]

SKILLS

- Alchemy-15 [8]
- Cartography-15 [1]
- Climbing-12 [1]
- Fast-Draw (Potion)-13 [1]
- Hazardous Materials (Magical)-15 [1]
- Hidden Lore (Magical Items Lore)-15 [2]
- Hiking-11 [1]
- Innate Attack (Beam)-15 [4]
- Innate Attack (Projectile)-13 [1]
- Meditation-13 [2]
- Occultism-16 [2]
- Research-15 [1]
- Scrounging-13 [1]
- Speed-Reading-14 [1]
- Staff-15 [8]
- Stealth-12 [1]
- Survival (Woodlands)-12 [1]
- Teaching-15 [1]
- Thaumatology-16* [1]
- Thrown Weapon (Dart)-15** [1]
- Writing-15 [1]

*Includes: +3 from 'Magery'

**Includes: +2 from 'Halfling Marksmanship'

SPELLS

- Analyze Magic—17 [1]
- Apportation—17 [1]
- Burning Touch—20 [1]
- Create Fire—20 [1]
- Deflect Missile—17 [1]
- Detect Magic—17 [1]
- Ethereal Body—16 [1]
- Explosive Fireball—20 [1]
- Extinguish Fire—20 [1]
- Fireball—20 [1]
- Fireproof—20 [1]
- Flame Jet—20 [1]
- Flaming Missiles—20 [1]
- Flaming Weapon—20 [1]
- Flight—16 [1]
- Great Haste—16 [1]
- Haste—17 [1]
- Heat—17 [1]
- Identify Spell—17 [1]
- Ignite Fire—20 [1]
- Lend Energy—17 [1]
- Levitation—17 [1]
- Mage Sight—17 [1]
- Might—17 [1]
- Mystic Mist—17 [1]
- Recover Energy—17 [1]
- Resist Fire—20 [1]
- Seek Magic—17 [1]
- Shape Fire—20 [1]
- Shield—17 [1]

DESIGNER'S NOTES

Vrin's low ST means that even basic adventuring gear puts her at Heavy Encumbrance unless someone can carry her pack (which puts her at Light Encumbrance, Move 4/Dodge 8). Her Quirk points were spent on Fire Magery (see **SPECIALIST MAGERY, p. 100**) and to buy an additional Hit Point. Her mastery of Fire Magic means that she can cast a 3-die Fireball or Burning Touch spell for just 1 energy, and she prefers to keep the range open and use those spells from a distance with her staff.

DISADVANTAGES

- Bad Temper (12) [-10]
- Gluttony (12) [-5]
- Kleptomania (12) [-15]
- Overconfidence (12) [-5]
- Pyromania (12) [-5]
- Skinny [-5]

QUIRKS

- Always tries to keep her word [-1]
- Is a bit sadistic (in a consensual way) [-1]
- Sleeps poorly due to fire trauma [-1]
- Uses fire magic indiscriminately [-1]
- Visible Scarring from Firebrand Ritual [-1]

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Punch-13 (DX)	1d-4 cr	C	Parry-9
Kick-11 (DX)	1d-3 cr	C, 1	—
Grapple-13 (DX)	1d-3 ctrl	C	Parry-9
Wizard's Staff-15 (thr/sw)	1d-1 cr/1d cr	1,2	Parry-12
Burning Touch (Staff)-15	1d burn (x energy)	1,2	1-3 energy
Burning Touch (Hand)-13	1d burn (x energy)	C	1-3 energy
Flame Jet-15	1d burn (x energy)	1 (x energy)	1-3 energy
Explosive Fireball-13	1d burn ex (x eng/2)	25/50	Acc 1; 2-6 energy
Fireball-13	1d burn (x energy)	25/50	Acc 1; 1-3 energy

EQUIPMENT [37.24 LBS, \$1000 (HEAVY ENC)]

Item	Quantity	Weight	Value
Light Mail Vest (DR 3/1, Body Only)	1	12.6	\$525
Ordinary Clothes	1	2	\$0
Wizard's Staff	1	4	\$40
Backpack, Small (15.5 lbs, \$146)	1	3	\$60
Blanket	1	4	\$20
Canteen (5 lbs, \$10)	1	3	\$10
Water (per quart)	1	2	\$0
Rations	3	1.5	\$6
Scribe's Kit	1	2	\$50
Potion Belt (1.5 lbs, \$195)	1	1	\$60
Paut	1	0.5	\$135
Pouch (1.64 lbs, \$94)	1	0.2	\$10
Copper Coin	19	0.38	\$19
Personal Basics	1	1	\$5
Silver Coin	3	0.06	\$60



HROTHGEIRR RIFFINBRUDR

249-point Human Druid

A beastmaster inhabiting the lowlands north of Isfjall, Hrothgeirr survives by hunting the red deer, trading any surplus meat and hides at Isfjall for basic supplies and personal items. He always leaves the entrails for the ravens as an offering.

Hrothgeirr is at a disadvantage in town. He is uncomfortable around others, preferring the guilelessness of the beasts in the wild. Others take advantage of the hunter's inability to conceal his emotions and intent, purchasing his hunting goods well below market without Hrothgeirr realizing it. Hrothgeirr unconsciously depends on his appearance to overcome these disadvantages, as others are swayed by his impressive good looks.

Hrothgeirr uses druidic magic to communicate with animals, who he sees as worthy companions. He scouts his surroundings before revealing himself to others, using Rider Within to witness the environment through one of the ravens which hang around him, which he can both summon and create.

ST
11

[10]

Damage
1d-1/1d+1

Basic Lift
24 lbs

DX
12

[40]

Ground Move
4 (light enc.)

Water Move
1

IQ
14

[80]

Will
14

Per
15 [5]

HT
13

[30]

Basic Speed
6.00 [-5]

Basic Move
6

HP	Control Thresholds					FP
	1/10	1/3	2/3	CM	>CM	
11	1	3	7	11	12	13
Parry	Dodge	Block	DR			
(Spear) 10	(light enc.) 9	—	1			

ADVANTAGES

- Animal Empathy [5]
- Animal Friend 1 [5]
- Appearance (attractive, impressive) [4]
- Green Thumb 1 [5]
- Outdoorsman 1 [10]
- Power Investiture (Druidic) 4 [40]
- Signature Gear (Raven fetish) [1]

SKILLS

- Animal Handling (Birds)-14[†] [1]
- Animal Handling (Mammals)-14[†] [1]
- Camouflage-15[†] [1]
- Climbing-12 [2]
- Disguise (Animals)-15^{††} [1]
- Esooteric Medicine (Druidic)-15 [4]
- Herb Lore-14[‡] [4]
- Hidden Lore (Nature Spirits)-13 [1]
- Hiking-12 [1]
- Innate Attack (Projectile)-12 [1]
- Knife-12 [1]
- Mimicry (Bird Calls)-14[†] [1]
- Naturalist-15[‡] [2]
- Pharmacy-13[‡] [1]
- Religious Ritual (Druidic)-12 [1]
- Spear-15 [12]
- Stealth-12 [2]
- Survival (Mountain)-15[†] [1]
- Survival (Woodlands)-14 [1]
- Theology (Druidic)-12 [1]
- Thrown Weapon (Spear)-14 [4]
- Tracking-14 [1]
- Veterinary-13[†] [1]
- Weather Sense-14[†] [1]

* includes +1 from Outdoorsman

† includes +1 from Animal Friend

‡ includes +1 from Green Thumb

SPELLS

- Animal Control (Bird)-16 [1]
- Animal Control (Mammal)-16 [1]
- Beast Link-16 [1]
- Beast Possession-16 [1]
- Beast Seeker-16 [1]
- Beast Soother-16 [1]
- Beast Speech-16 [1]
- Beast Summoning-16 [1]
- Create Animal-16
- Lightning-16 [1]
- Master-16 [1]
- Mystic Mist-16 [1]
- Pathfinder-16 [1]
- Protect Animal-16 [1]
- Purify Food-16 [1]
- Purify Water-16 [1]
- Repel Animal (Bird)-16 [1]
- Repel Animal (Mammal)-16 [1]
- Rider-16 [1]
- Rider Within-16 [1]
- Warmth-16 [1]
- Windstorm-16 [1]

Hrothgeirr is heavily focused on dealing with animals and the outdoors, and is a great asset on The Journey (Chapter 2). In a fight he can rely on summoned or created animals to harass foes, leveraging the reach of his spear and giving ground to keep a foe at bay. His quirk points were spent on additional skills (including Tracking, which is normally off-template for Druids but suits his hunter's background) and for some extra spells. His Ornate leather armor includes a raven fetish made with raven feathers, bones, and animal skins: it is his power item, and holds 6 FP.

DISADVANTAGES

- Disciplines of Faith (Ritualism) [-5]
- Easy to Read [-10]
- Intolerance (Urbanites) [-5]
- Loner (12-) [-5]
- Overconfidence (12-) [-5]
- Paranoia [-10]
- Sense of Duty (Adventuring companions) [-5]

QUIRKS

- Always feeds birds grain
- Always leaves part of a kill for the ravens
- "I am an excellent trader"
- Talks to ravens and reacts as if they respond
- Always wears crude clothing fashioned with raven feathers, bones, and animal skins

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Punch-12 (DX)	1d-2 cr	C	Parry-9
Kick-10 (DX)	1d-1 cr	C, 1	—
Grapple-12 (DX)	1d-1 ctrl	C	Parry-9
Large Knife-12 (thr/sw)	1d-1 imp/1d-1 cut	C/C, 1	Parry-9
Spear-15	1d+1 imp	1,2	Parry-10

EQUIPMENT [47.2 LBS, \$1000 (LIGHT ENC)]

Item	Quantity	Weight	Value
Light Cloak	1	2	\$20
Light Leather Armor (DR 1 Full Suit, Ornate +2); Raven Fetish (6 FP)	1	18	\$750
Ordinary Clothes	1	2	\$0
Large Knife	1	1	\$40
Spear	1	4	\$40
Sack (16 lbs, \$135)	1	3	\$30
Sleeping Fur	1	8	\$50
Tent, 1-Man	1	5	\$50
Pouch (1.2 lbs, \$15)	1	0.2	\$10
Personal Basics	1	1	\$5
Pole, 6'	1	3	\$5



Not all wizards start out as child prodigies. Caecilia had already pledged service to the Dwarf King when her magical gift became obvious. Instead of a scholar in an ivory tower she was apprenticed to a quartermaster mage and began her studies by learning spells that were important for day-to-day army life. Magical missiles and defenses took a backseat to things that improved morale like Ignite Fire, Purify Water and Umbrella.

However, she earned her nickname—"the Blind Mapmaker"—not for her spell-work, but her lovingly crafted maps that leave out "the boring parts." The loss of her right eye during campaigning only cemented her reputation. Since her honorable discharge from the army Caecilia has been busy using her magic as a way to indulge her other passion: treasure-hunting!

Still young for a dwarf and a veteran campaigner, she is quick to pounce on lucrative-sounding opportunities, especially when ancient civilizations and intricate underground architecture are known to be involved.

ST
10

[0]

Damage
1d-2/1d

Basic Lift
29 lbs

HP
10

Parry
(Axe)
10U*

DX
12

[40]

Ground Move
4 (light enc.)

Water Move
1

Dodge
(light enc.)
8*

IQ
15

[100]

Will
15

Per
11 [-20]

Block
9*

HT
12

[20]

Basic Speed
6.00

Basic Move
5 [-5]

DR
(Leather; Skin)
3

Control Thresholds

1/10	1/3	2/3	CM	>CM
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ADVANTAGES

- Dwarven Gear [1]
- Energy Reserve (Magical) 3 [9]
- Lifting ST 2 [6]
- Magery 3 [35]
- Night Vision 5 [5]
- Pickaxe Pendant 1 [5]
- Resistant to Poison 6 [6]
- Tough Skin 1 [3]

SKILLS

- Alchemy-15 [8]
- Axe/Mace-14** [8]
- Cartography-14 [1]
- Climbing-11 [1]
- Fast-Draw (Scroll)-12** [2]
- Forced Entry-13 [1]
- Gesture-15 [1]
- Hazardous Materials-14 [1]
- Hidden Lore (Lost Civilizations)-14 [1]
- Hidden Lore (Magic Items)-14 [1]
- Hidden Lore (Magical Writings)-14 [1]
- Hiking-11 [1]
- Innate Attack (Projectile)-14 [4]
- Meditation-14 [2]
- Occultism-15 [2]
- Research-14 [1]
- Scrounging-11 [1]
- Shield (Shield)-12** [2]
- Speed-Reading-14 [1]
- Stealth-11 [1]
- Strategy-13 [1]
- Swimming-12 [1]
- Tactics-13 [1]
- Teaching-14 [1]
- Thaumatology-16* [2]
- Writing-14 [1]

* includes: +1 from 'Pickaxe Pendant'

** includes: -1 from 'One Eye'

* includes: +3 from 'Magery'

EQUIPMENT [57.12 LBS, \$1000 (LIGHT ENC)]

Item	Quantity	Weight	Value
Light Leather Armor (DR 1, Body, Skull, Leggings, Feet)	1	14.4	\$120
Ordinary Clothes	1	2	\$0
Axe	1	4	\$50
Hatchet	1	2	\$40
Medium Shield	1	15	\$60
Backpack, Small (15 lbs, \$171)	1	3	\$60
Dwarven Rations	8	8	\$36
Scribe's Kit	1	2	\$50
Paper, 20 sheets	1	1	\$20
Personal Basics	1	1	\$5
Lantern (3 lbs, \$22)	1	2	\$20
Oil (per pint)	1	1	\$2
Pouch (0.52 lbs, \$197)	1	0.2	\$10
Copper Coin	7	0.14	\$7
Silver Coin	9	0.18	\$180
Scroll Belt (1.2 lbs, \$340)	1	1	\$60
Uncharged Wizardly Scroll (Continual Light)	1	0.05	\$40
Uncharged Wizardly Scroll (Daze)	1	0.05	\$60
Uncharged Wizardly Scroll (Lockmaster)	1	0.05	\$60
Uncharged Wizardly Scroll (Mass Sleep)	1	0.05	\$120

DISADVANTAGES

- Curious (12) [-5]
- Greed (12) [-15]
- Honesty (15) [-5]
- One Eye [-15]
- Sense of Duty (Adventuring companions) [-5]
- Stubbornness (12) [-5]

QUIRKS

- Always uses her own drinking implements, even in public venues. [-1]
- Easily distracted by both maps and intricate ornamentation. [-1]
- Secretly quite fond of bards, even elven ones. [-1]
- Somewhat face-blind. Has trouble recognizing people she's met only a few times. [-1]
- Tends to omit obvious but "boring" features when drawing maps. [-1]

ATTACKS

Attack [Skill]	Damage	Reach	Notes
Punch-12 (DX)	1d-4 cr	C	Parry-9*
Kick-10 (DX)	1d-3 cr	C, 1	—
Grapple-12 (DX)	1d-3 ctrl	C	Parry-9
Axe-14	1d+2 cut	1	Parry-10U*
Shield-Bash-12	1d-2 cr	1	
Stone Missile-14	1d+1 cr (x energy)	40/80	Acc 2; 1-3 energy

SPELLS

- Analyze Magic-16 [1]
- Apportation-16 [1]
- Armor-16 [1]
- Aura-16 [1]
- Counterspell-16 [1]
- Create Earth-16 [1]
- Detect Magic-16 [1]
- Dispel Magic-16 [1]
- Earth to Stone-16 [1]
- Earth Vision-16 [1]
- Entombment-16 [1]
- Glue-16 [1]
- Grease-16 [1]
- Haste-16 [1]
- Identify Spell-16 [1]
- Ignite Fire-16 [1]
- Know Location-16 [1]
- Lend Energy-16 [1]
- Levitation-16 [1]
- Light-16 [1]
- Mage Sight-16 [1]
- Measurement-16 [1]
- Purify Water-16 [1]
- Quick March-16 [1]
- Seek Earth-16 [1]
- Seek Water-16 [1]
- Shape Earth-16 [1]
- Shield-16 [1]
- Stone Missile-16 [1]
- Tell Position-16 [1]
- Umbrella-16 [1]

Despite her army background, Caecilia is no heavy hitter. If buffed by the Armor spell she can withstand a little punishment, but Stone Missile, her main way to deal damage, is either a bit slow or chancy due to One Eye. She can, however, remove a single enemy from combat by Entombment, control the battlefield with Glue or Grease and buff allies with Haste and Shield. Her knowledge spells shine whenever magical riddles or hidden treasures are to be found.

*The medium shield adds +2 DB to this active defense when readied.



SKAÐI TÓMURMAKKI

247-point Human Swashbuckler

Skaði was raised in cold, rocky Norðlond by a loving but sickly father. Her mother was a war heroine who was often away on raids, and Skaði grew up idolizing her. Although her mother was rarely around, her returns brought the family much needed wealth, as well as stories of adventure. Skaði was incredibly ambitious, and quickly became one of the most skillful members of her community. She was surpassed only by her childhood friend Boris, who she later learned had been cheating using his inborn magical talents. This betrayal, as she saw it, led her to be very mistrustful of wizards and magic in general.

Skaði lives by the motto “everyone deserves a second chance, but not a third”. She sees her signature weapon, the glaive, as the ultimate embodiment of this code. One end is dull, which can be used to spare life, and the other is sharp, used as justice when the chances have been used up. Skaði is deceptively polite and courteous, the sort of person who would smile graciously at a gloating foe -- and literally stab the person in the back as they walked away. Her hair is a dark blonde and rather short, with a small single braid that she never takes out. The braid entwines her hair with both her mother's and father's, which makes her feel as though they're always watching over her.

ADVANTAGES

- Combat Reflexes [15]
- Enhanced Parry 2 (Polearm) [10]
- Great Void [10]
- Luck [15]
- Signature Gear (Fine, Balanced, Dwarven Dueling Glaive) [1]
- Striking ST 2 [10]
- Trademark Move [1]
- Weapon Bond (Dueling Glaive) [1]
- Weapon Master (Dueling Glaive) [20]

SKILLS

- Acrobatics-15 [4]
- Brawling-16 [2]
- Carousing-13 [1]
- Climbing-14 [1]
- Fast-Draw (Knife)-16 [1]
- Gesture-10 [1]
- Hiking-12 [1]
- Intimidation-9 [1]
- Jumping-15 [1]
- Main-Gauche-16 [4]
- Polearm-19 [16]
- Savoir-Faire-11 [2]
- Scrounging-10 [1]
- Seamanship-10 [1]
- Search-9 [1]
- Staff-15 [1]
- Stealth-14 [1]
- Throwing-15 [2]
- Wrestling-15 [2]

* Includes: +1 from Combat Reflexes

EQUIPMENT [46.72 LBS, \$2500 (LIGHT ENC)]

Item	Quantity	Weight	Value
Light Leather Armor (DR 1 Body, Legs, Feet)	1	12.9	\$107
Dueling Glaive (Fine, Balanced, Dwarven)	1	6	\$1,440
Long Knife (Fine)	1	1.5	\$480
Pouch (1.32 lbs, \$40)	1	0.2	\$10
Copper Coin	5	0.1	\$5
Personal Basics	1	1	\$5
Silver Coin	1	0.02	\$20
Quick-Release Backpack (25 lbs, \$433)	1	3	\$300
Rations	12	6	\$24
Sleeping Fur	1	8	\$50
Tent, 1-Man	1	5	\$50
Torch	3	3	\$9

<div>ST 11</div> <div>[10]</div> <div>Damage 1d/2d-1</div> <div>Basic Lift 24 lbs</div>	<div>DX 15</div> <div>[100]</div> <div>Ground Move 10 (light enc.)</div> <div>Water Move 2</div>	<div>IQ 10</div> <div>[0]</div> <div>Will 10</div> <div>Per 10</div>	<div>HT 13</div> <div>[30]</div> <div>Basic Speed 8.00 [20]</div> <div>Basic Move 11 [15]</div>			
Control Thresholds						
HP 11	1/10	1/3	2/3	CM	>CM	FP 13
Parry (Glaive) 16	Dodge 1	Block 3	Block 7	Block 11	Block 12	DR (Lgt Leather) 1

DISADVANTAGES

- Code of Honor (Outlaw's) [-5]
- Greed (12) [-15]
- Impulsiveness (12) [-10]
- Overconfidence (12) [-5]
- Sense of Duty (Adventuring companions) [-5]
- Vow (Never refuse a challenge to combat) [-10]

QUIRKS

- “Everyone deserves a second chance, but not a third.” [-1]
- Doesn't trust wizards [-1]
- Especially polite to people she's planning to kill [-1]
- Keeps her hair short except for a braid that includes locks of her parents' hair [-1]
- Uses the blunt end of her glaive unless she's trying to kill someone. [-1]

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Punch-16	1d-1 cr	C	Parry-12
Kick-14	1d cr	C, 1	—
Wrestling-15	1d-1 ctrl	C	Parry-11
Long Knife-16	1d+1 imp/2d-1 cut	C,1	Parry-12F
Glaive-21	1d+6 imp/2d+6 cut	1,2*	Parry-16†
Glaive (Blunt End)-17	1d+2 cr/2d+1 cr*	1,2	Parry-12

* Requires ready maneuver to change reach

† Includes +2 from Enhanced Parry: Polearm

* Weapon master does not enhance damage (skill not DX+2 or higher)

Skaði eschews the usual sword weapons of the swashbuckler, instead being a master of defense with her dueling glaive. Her extremely high Basic Speed and Basic Move provide her an unencumbered Dodge score of 12 and a natural Step of two hexes (see ‘Zoom!’ *EXPLOITS P.33*). Great Void means that when she Retreats, her Step is 3 hexes—enough to avoid many large-area attacks! This speed helps compensate for her weak armor (she wears DR 1 light leather that does **not** cover her arms, hands, or skull). On the road, with her backpack, Skaði is at Light Encumbrance (Move 8, Dodge 11); however, she can (and generally should!) drop the Quick-Release Backpack as a Free Action to regain her mobility for a fight. Quirk points were traded for money (to purchase her weapon), Signature Gear (to ensure she doesn't lose it), and for her Trademark Move, a Glaive thrust to the Vitals (performed as a deceptive attack at Skill-14, dealing 1d+6 damage, and giving her opponent -2 to defend).



Viggo was taken in by the Temple of Justice at a young age—his concept of ‘family’ IS the church. The church has always ignored any truths or knowledge pertaining to blood relatives whenever he was curious. Gently conditioned to not ask those questions anymore, he’s a devoted follower, lucky, *and* gifted with the grace under pressure to be able to pull off otherwise impossible spell castings at the right time. He holds Justice’s Favor, and Justice’s Favor holds him.

Recently, Viggo was tasked with traveling to Isfjall to investigate the rumors around the Lost Hall (and put them to rest). His travels to town were rough—he was the only one of his traveling party to make it (a fact that distresses him greatly, since he was unable to save any of them). Although it pales in comparison, he also lost a good bit of gear and is less prepared for his upcoming adventures than he’d like to be. Still, he’s determined to see Justice through to the end.

ST
12

[20]

Damage
1d-1/1d+2

Basic Lift
29 lbs

HP
12

Parry
(Flail)
9*

DX
12

[40]

Ground Move
3 (med enc.)

Water Move
1

Dodge
(med enc.)
7*

IQ
14

[80]

Will
14

Per
14

Block
10*

HT
12

[20]

Basic Speed
6.00

Basic Move
6

DR
(Hvy Cloth)
2

Control Thresholds

1/10	1/3	2/3	CM	>CM
1	4	8	12	13

ADVANTAGES

- Clerical Investment [5]
- Contingency Casting-2 [28]
- Luck [15]
- Power Investiture 3 [30]
- Signature Gear [2]

SKILLS

- Diagnosis-12 [1]
- Esoteric Medicine (Holy)-14 [4]
- Exorcism-14 [4]
- First Aid-14 [1]
- Flail-13 [8]
- Hidden Lore (Demons)-13 [1]
- Hidden Lore (Spirits)-14 [2]
- Hiking-11 [1]
- Innate Attack (Projectile)-14 [4]
- Meditation-12 [1]
- Observation-13 [1]
- Occultism-13 [1]
- Public Speaking-13 [1]
- Religious Ritual-12 [1]
- Research-14 [2]
- Scrounging-14 [1]
- Search-13 [1]
- Shield-14 [4]
- Surgery-12 [2]
- Teaching-13 [1]
- Theology-12 [1]

EQUIPMENT [69.15 LBS LBS, \$2500 (MEDIUM ENC)]

Item	Quantity	Weight	Value
Heavy Cloth Armor (DR 2 Full Suit)	1	36	\$450
Hatchet	1	2	\$40
Morningstar (Dwarven)	1	6	\$400
Norðlond Battle Shield	1	8	\$600
Pouch	1	0.2	\$10
Copper Coin	9	0.18	\$9
Bandages	1	1	\$10
Chalk	1	0.25	\$1
Elven Rations	3	1.5	\$45
Personal Basics	1	1	\$5
Silver Coin	1	0.02	\$20
Quick-Release Backpack	1	3	\$300
Canteen (5 lbs, \$10)	1	3	\$10
Water (per quart)	1	2	\$0
First Aid Kit	1	2	\$50
Scribe's Kit	1	2	\$50
Holy Symbol, Blessed (Ornate +1)	1	1	\$500

DISADVANTAGES

- Honesty (12) [-10]
- Intolerance (“Evil” Religions) [-5]
- Sense of Duty (Coreligionists) [-10]
- Charitable [-15]
- Compulsive Generosity [-5]
- Sense of Duty (Adventuring Companions) [-5]

QUIRKS

- “Justice will find a way” [-1]
- Doesn't believe in literal Ragnarok and loves to argue about it [-1]
- Wears an eyepatch unnecessarily sometimes [-1]
- (Overly) frequently inquires about his companions' health and well-being [-1]
- Sets up his campsite exactly the same way every night. Exactly. [-1]

ATTACKS

Attack-[Skill]	Damage	Reach	Notes
Punch-12	1d-2 cr	C	Parry-9*
Kick-10	1d-1 cr	C, 1	—
Morningstar-13	1d+5 cr	1	Parry-9*
Shield Bash-14	1d-1 cr	1	Block-10*
Grapple-12 (DX)	1d-1 ctrl	C	Parry-9

SPELLS

- Affect Spirits-15 [1]
- Armor-15 [1]
- Cleansing-15 [1]
- Continual Light-15 [1]
- Detect Magic-15 [1]
- Dispel Possession-15 [1]
- Flaming Weapon-15 [1]
- Great Healing-14 [1] [VH]
- Major Healing-14 [1] [VH]
- Minor Healing-15 [1]
- Neutralize Poison-15 [1]
- Protection from Evil-15 [1]
- Purify Food-15 [1]
- Purify Water-15 [1]
- Recover Energy-15 [1]
- See Secrets-15 [1]
- Shield-15 [1]
- Stop Bleeding-15 [1]
- Sunbolt-15 [1]
- Turn Spirit-15 [1]
- Warmth-15 [1]

Viggo is not a great combatant, but can block and parry (or try to) each turn. If he can drop his gear pack, he ends up under the 59 lb threshold for medium encumbrance for Move 4, Dodge-8*. (don't forget to pick it up again!). Viggo is an excellent cleric for Hall of Judgment: he can heal, buff, and deal with spirits and the undead.

He has a broad selection of spells, mostly focused on healing, but also being able to “divinely channel” ANY two spells each day via Contingency Casting. This substitutes for hard, long-duration spells like Restoration or Great Healing in a pinch.

His signature gear is his antique morningstar and his ornate holy symbol. His holy symbol is his power item, holding 5FP.

*The Norðlond Battle Shield adds +2 DB to this active defense when readied.



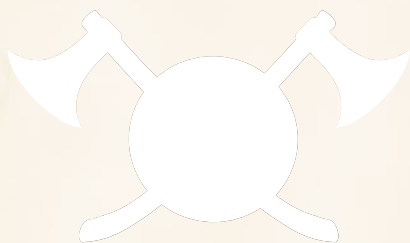
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HALL OF JUDGMENT



— AFRAPUUT 18A —





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who seek the Domstollinn*

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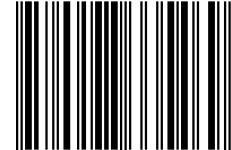
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