

# The Creatures of Thulê III

by Varg Vikernes

## Acknowledgements

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## What is in this book?

Not only do you get many new creatures for the Thulê setting in this little book, but you also get new encounter tables, including all the new creatures, and you move rules for travelling and random encounters over to a separate book, making myth mastering easier.

**“Say much with few words.”**

## Weather & Wind

When playing (or making myths) the myth master can decide the weather as he wills, but he should know a bit about Thulê before he does. He can also cast dice to find the weather and wind effects; one time for weather type, one for temperature, one for wind direction and one for wind strength.

### Caverns Deep

All natural caves have a constant 13 degrees temperature. Unless you go very deep... in which case they will grow hot!

The base temperature in the early Thuléan morning is  $3 + 2D6$  (+/- any mods for wind direction and month) degrees *Celsius*. When morning turns to day the temperature rises  $\approx 9$  degrees, then it drops in the evening with  $\approx 3$  degrees and another  $\approx 6$  degrees when night falls. The temperature is always 5 degrees lower in Jötunnheimr, and 1 degree lower for every 500' above sea level.

Weather	3D6 <sup>1</sup>
Clear sky	$\leq 10$
Partly clouded	11-12
Clouded	13-15
Clouded and rain <sup>2</sup>	16-17
Clouded, rain <sup>3</sup> and thunder	$\geq 18$

<sup>1</sup>+5 if in Jötunnheimr.

<sup>2</sup>Cast a D6 on the rain table to find the type of rain.

<sup>3</sup>Always rain, unless it is freezing temperatures, in which case it snows instead.

Rain	D6
Fog	1
Fog and drizzle <sup>1</sup>	2
Drizzle <sup>1</sup>	3
Rain <sup>1</sup>	4-5
Hail <sup>1</sup>	6

<sup>1</sup>Snow if freezing temperatures.

Wind direction	2D6	Temperature
Easterly	$\leq 2$	-2
South-easterly	3	-4
Southerly	4	-6
South-westerly	5	-2
Westerly	6-7	+0
North-westerly	8-9	+2
Northerly	10-11	+4
North-easterly	$\geq 12$	+0

### Too Bugged Down in Travel?

You think the focus on survival in the wilderness in Thulê is boring? Just ignore it. Let your party go from A to B with nothing to worry about but Random Encounters.

**“Positive thinking will let you do everything better than negative thinking will.”**

Month	Season	Wind Strength	Weather	Temperature
Valaskjölf	Winter	+3	+2	-9
Himinbjörg	Winter	+2	+3	-13
Landvíði	Winter	+1	+2	-20
Sökkvabekkr	Winter	+0	+0	-7
Pruðheimr	Spring	+0	+2	+3
Breiðablik	Spring	+0	+0	+7
Nóatun	Spring	+0	+0	+8
Glítnir	Summer	-1	-1	+9
Folkvangr	Summer	-1	-1	+10
Alfheimr	Summer	+0	+0	+7
Glaðsheimr	Autumn	+1	+2	+0
Þrymheimr	Autumn	+2	+4	-3
Ýdalir	Autumn	+3	+6	-4
(New Year's Day)	(New Year's Day)	+4	+8	-7

**“Every season has a purpose.”**

Wind Strength	Wind Speed	3D6 <sup>1</sup>	DD <sup>2</sup>
Calm	0-1 knot	≤ 5	+0
Light air	1-3 knots	6-8	+0
Light breeze	4-6 knots	9-11	+0
Gentle breeze	7-10 knots	12-13	+0
Moderate breeze	11-16 knots	14	+1
Fresh breeze	17-21 knots	15	+2
Strong breeze	22-27 knots	16	+2
Moderate gale	28-33 knots	17	+2
Fresh gale	34-40 knots	18	+2
Strong gale	41-47 knots	19	+2
Whole gale	48-55 knots	20	+3
Storm	56-63 knots	21	+3
Hurricane	≥ 64 knots	≥ 22	+4

<sup>1</sup>See also month. +5 if in Jötunnheimr.

<sup>2</sup>Seamanship/Swimming (in sea) DD.

### Travel & Survival

Travel speed (here always in miles per hour) depends on several factors, like where you travel, mode of travel and your own (or your guide's) Navigation skill. See the skill Navigation.

See the effective speed table under **Modifications for Travelling** for how to figure out the distance travelled when a character has zero or negative speed.

You can not ride in a bog, in the mountains or in the forest, unless you travel on a road or path – but it is then defined as travel on a road or a path instead. The riding animal becomes tired when travelling as the rider does. See **Travel & Survival**.

#### Specialized Guides & Travellers

Rangers and Stalkers spend 1 less SP/hour when Walking, Jogging, Sneaking and/or Tracking. Dwarves spend 1 less SP/hour when travelling underground or in mountains. Wood Elves spend 1 less SP/hour when travelling in forests and when Sneaking. Halflings spend 1 less SP/hour when Sneaking. Gnomes spend 1 less SP/hour when travelling underground or in forests.

A Ranger or a Stalker and everyone in his party travel faster (+1 mph) when travelling on paths/in fields, in marshland (bog), forest or mountainous terrain. Halflings travelling in groups made up of only Halflings (and Wood Elves) travel slightly faster (+1 mph) when Sneaking. A Wood Elf and everyone in his party travel faster (+1 mph) when travelling in forest, and if travelling in groups made up of only Wood Elves (and Halflings) also when Sneaking. A Grey Elf and everyone in his party travel faster (+1 mph) when he is piloting a vessel. A Dwarf and everyone in his party travel faster (+1 mph) when travelling underground or in mountainous terrain. A Gnome and everyone in his party travel faster (+1 mph) when travelling underground or in forest.

#### Campfires

Some ways to do it:

- A campfire will automatically enable characters to ignore freezing temperatures and rest properly.
- A campfire will raise the temperature by 10 degrees near the fire, or 20 if inside a cave/cabin/house.
- Just use common sense, and let the Myth Master decide, taking into account all factors (wind, humidity, type of shelter etc.)

Walking (2 SP/hour)	Speed <sup>1</sup>	Test Acrobatics
Road	4 <sup>2</sup>	n/a
Path/Fields	3 <sup>2</sup>	DD 3 every hour
Bog	2	DD 4 every hour
Mountain	2	DD 4 every hour
Forest	2	DD 4 every hour
Underground	2	DD 4 every hour

<sup>1</sup>Add the speed modifier for the spell Seven-Mile-Boots when walking or jogging. +1 speed for the Talent Athletic. +1 speed for the Talent Fast. -1 speed for the Flaw Limp. -1 speed if seriously injured. -2 speed if severely injured.

<sup>2</sup>Dwarves, Gnomes and Halflings only have a speed of 3 on roads and 2 on paths/fields.

Jogging (6 SP/hour)	Speed <sup>1</sup>	Test Acrobatics
Road	6 <sup>2</sup>	DD 3 every hour
Path/Fields	5 <sup>2</sup>	DD 4 every hour
Bog	4	DD 5 every hour
Mountain	3	DD 5 every hour
Forest	3	DD 5 every hour
Underground	n/a	n/a

<sup>1</sup>Add the speed modifier for the spell Seven-Mile-Boots when walking or jogging. +1 speed for the Talent Athletic. +1 speed for the Talent Fast. -1 speed for the Flaw Limp. -1 speed if seriously injured. -2 speed if severely injured.

<sup>2</sup>Dwarves, Gnomes and Halflings only have a speed of 5 on roads and 4 on paths/fields.

Sneak or Track (2 SP/hour)	Speed <sup>1</sup>	Test Acrobatics
Road	2	n/a
Path/Fields	2	DD 3 every hour
Bog	2	DD 3 every hour
Mountain	2	DD 4 every hour
Forest	2	DD 3 every hour
Underground	2	DD 4 every hour

<sup>1</sup>-1 speed for the Flaw Limp. -1 speed if seriously injured. Severely injured characters cannot *sneak*. -2 speed if severely injured for tracking.

Sneak and Track (2 SP/hour)	Speed <sup>1</sup>	Test Acrobatics
Road	1	n/a
Path/Fields	1	DD 3 every hour
Bog	1	DD 3 every hour
Mountain	1	DD 4 every hour
Forest	1	DD 3 every hour
Underground	1	DD 4 every hour

<sup>1</sup>-1 speed for the Flaw Limp. -1 speed if seriously injured. Severely injured characters cannot *sneak*.

Riding a horse (1 SP/hour)	Speed	Test Riding
Road	6	DD 3 every hour
Path/Fields	5	DD 5 every hour

Riding fast on a horse (2 SP/hour)	Speed	Test Riding
Road	9	DD 4 every hour
Path/Fields	8	DD 6 every hour

Riding a pony (1 SP/hour)	Speed	Test Riding
Road	4	DD 3 every hour
Path/Fields	3	DD 5 every hour

Riding fast on a pony (2 SP/hour)	Speed	Test Riding
Road	6	DD 4 every hour
Path/Fields	5	DD 6 every hour

Rowing boat (4 SP/hour)	Speed	Test Seamanship
Lake/Sea	4 <sup>1</sup>	DD 3 every hour
River	6/1 <sup>2</sup>	DD 4 every hour

<sup>1</sup>See Wind Strength.

<sup>2</sup>Downstream/Upstream (average current)

Sailing ship (1 SP/hour)	Speed	Test Seamanship
Lake/Sea	12 <sup>1</sup>	DD 4 every hour
River	15/3 <sup>2</sup>	DD 5 every hour

<sup>1</sup>See Wind Strength.

<sup>2</sup>Downstream/Upstream (average current).

## Modifications for Travelling

For Travelling:	SP modified by	Speed modified by
Mostly on level ground	+0 SP/hour	
Mostly uphill	+2 SP/hour	-1
Mostly downhill	+0 SP/hour	+1
Carrying a Light load	+0 SP/hour	
Carrying a Medium load	+1 SP/hour	-1
With a Heavy load	+2 SP/hour	-2
With a medium shield	+1 SP/hour	
With a large shield	+2 SP/hour	
With more than one shield of any size	+1 SP hour per shield	
With a medium armour	+1 SP/hour per armour	
With a heavy armour	+2 SP/hour per armour	
In 1 foot Snow	+1 SP/hour	-1
In 2 feet Snow	+2 SP/hour	-2
In 3+ feet Snow	+3 SP/hour	-3
Muddy	+1 SP/hour (n/a if paved road)	-2 (n/a if paved road)
Icy	+0 SP/hour	-1
It is hot ( $\geq 25$ degrees Celsius)	+1 SP/hour <sup>1</sup>	
It is cold (-5 to -10 degrees Celsius)	+1 SP/hour <sup>2</sup>	
It is very cold (-11 to -20 degrees Celsius)	+2 SP/hour <sup>2</sup>	
It is extremely cold ( $\leq -21$ degrees Celsius)	+3 SP/hour <sup>2</sup>	

<sup>1</sup>This effect is negated by Heat Toughness, but only *if* it comes from a Talent or a racial modification.

<sup>2</sup>You spend SP for exposing yourself to extremely low temperatures *even when you rest*. This effect is negated by Cold Toughness. See **Shelters** and **Clothes & Hides** under **Trade**.

### +1 SP/hour "per armour"?

No, this does not mean that you can wear several armours at the same time (although a mail shirt and a laminated or lamellar armour worn together would instead be defined as a half-plate armour), but simply that if you find a piece of armour and want to bring it with you (e. g. to sell it), then you will be travelling with more than one armour. And the same is the case for shields.

Traveller is	SP mod	Speed
Wet	+1 SP/hour	+0
Soaking wet	+2 SP/hour	-1
Tired		-1
Weary		-2
Exhausted		-3
		-8
		-7
		-6
		-5
		-4
		-3
		-2
		-1
		0
		1

For Seriously injured and Severely injured see footnotes under Walking, Jogging, Sneaking and Tracking.

The modified speed is called the effective speed. If the effective speed is lower than 1 mile per hour, see table below for information on how far the traveller comes in one hour.

Effective Speed	Distance travelled in one hour
$\leq -12$	0 feet
-11	100 feet
-10	250 feet
-9	400 feet

550 feet
700 feet
850 feet
100 paces (1000 feet)
250 paces
400 paces
550 paces
700 paces
850 paces
1 mile (1000 paces)

**"It is better to travel well than to arrive."**

### Travel Fumbles

If a character achieves a Failure or a Fumble when he tests his Acrobatics because of travelling he must cast D6 and refer to the relevant table to find the consequence. If he achieves a Critical Failure he must cast D6 + 1 instead.

D6 <sup>1</sup>	Acrobatics Failure in Bog
1-2	You slip and fall and get wet. If you are already wet you instead get soaking wet.
3	You slip and fall and get soaking wet.
4	You hurt your ankle (You take 1 damage, and suffer -1 Speed until Rest)
5	You fall into a bog and get soaking wet. Swimming DD 8 and then Climbing against random DD to get out.
6-7	You fall and take D6 – 3 damage.

<sup>1</sup>D6 +1 if Critical Failure.

D6 <sup>1</sup>	Acrobatics Failure in Field/Forest/Road/Path
1	You slip and fall and get wet. If you are already wet you instead get soaking wet.
2	You slip and fall and get soaking wet.
3	You hurt your ankle (You take 1 damage, and suffer -1 Speed until Rest)
4-5	You fall and take D6 – 3 damage.
6	You fall 5' and take D6 damage.
7	You fall 10' and take 2D6 damage.

<sup>1</sup>D6 +1 if Critical Failure.

D6 <sup>1</sup>	Acrobatics Failure in Mountain/Underground
1	You slip and fall and get wet. If you are already wet you instead get soaking wet.
2	You slip and fall and get soaking wet.
3	You hurt your ankle (1 damage, and suffer -1 Speed until Rest)
4	You fall and take D6 – 3 damage.
5	You fall 5' and take D6 damage.
6	You fall 10' and take 2D6 damage.
7	You fall 20' and take 4D6 damage.

<sup>1</sup>D6 +1 if Critical Failure.

### Breathing in Malaria

Whenever a character spends time in a bog in other than freezing temperatures there is a chance that he has breathed in (contracted) *malaria* (“bad air”) – a general name for diseases in Thulê. At the beginning of every hour spent in the bog cast a D6: on a 1 check Disease Resistance against a disease of random severity.

D10	Disease Severity	PL
10	Very Mild	4
8-9	Mild	6
4-7	Serious	8
2-3	Severe	10
1	Critical	12

See Optional Rule #2 (under the skill Healing) to determine if the disease is Contagious.

To determine the consequence of the disease if the character fails the Disease Resistance roll, and to determine when the disease starts to work, for how long it will work and how a Healer can influence this, see the skill Healing.

### Wind & Travel

A myth master who wishes to can adjust the flying, rowing and sailing speed according to wind strength and wind direction. See **Weather & Wind**.

**Walls & Forts**  
Most ‘wars’ in Ancient Thulê were fought by having champions duel, and there were no real siege weapons, so why were so many towns and even small villages walled in and fortified? The answer is simple: roaming Trolls and Ettins...

**Wet when it is Freezing?**  
If freezing temperatures, getting wet or soaking wet is less likely, so a Myth Master could change such results to a normal fall on solid ice instead (D6 – 3 damage). Note that clothes do not protect very well against low temperatures if they are wet. See **Clothes & Hides in Trade**.

Unless it rains, wet clothes dry after one day and soaking wet clothes become wet after one day.

**“Better to turn than go astray.”**

## Resting

The character needs day rations (food and drink) and Rest ( $\approx$  6 hours sleep each day). If he is without any of these he will automatically become Tired after one day and Weary after two. If lacking food and/or drink, Resting does not count as Resting.

After three days without drinking the character will fall unconscious and after four days die. After three days without sleep the character will become Exhausted. After four days he will fall unconscious. If a character falls unconscious because of lack of sleep he will (unless something happens to him during sleep) wake up Exhausted after he has slept (in his unconscious state) for  $6 + D6$  hours.

After three days without food the character will get a -1 mod to Stamina every night until he falls unconscious and eventually dies. See the skill Stamina.

## Shelters

Travelling in Thulê is dangerous, and often an adventure in itself. Normally, a player party will bring tents for shelter, on the way, but some times they might not, and some times they might need to find other types of shelter. A nice and dry place under a large pine tree, perhaps? Or a cave? Or perhaps they wish to build a snow shelter? Or perhaps they need to use whatever is at hand, and build some sort of improvised shelter?

### **A shelter can:**

- Keep the party dry (protection from rain and snow)
- Keep the party warm (protection from wind/draft)
- Keep the party hidden (protection from encounters)
- Keep the party safe (protection in case of an encounter)

Terrain	Tracking DD to find and/or be able to build a shelter
Road/Path <sup>1</sup>	n/a
Fields	16
Bog	12
Mountain (below treeline)	4
Mountain (above treeline)	12
Forest	8
Niflheimr	16
There is deep snow on the ground	-4 <sup>2</sup>
It is Summer	-2 <sup>2</sup>

<sup>1</sup>If you travel on a path or a road, you are assumed to look for shelter in the terrain surrounding the path/road, and not on the path/road itself...

<sup>2</sup>N/a for Niflheimr.

By default, it takes 30 minutes to locate a place to take shelter or to locate a place and materials to build a shelter. It also takes 30 minutes to find a place to set up a tent and to set it up, or to find a place to build a snow shelter and to build it. You can assume that looking for and building a shelter/setting up a tent is somewhat fatiguing, and including small rests on the way, it will cost 2 SP.

A party with a tent can test Tracking as well, to find shelter, but the worst possible result will be Success (a tent will always be able to keep the party dry and help keep them warm). However, if a better result is achieved, the tent can be put up a place hidden and perhaps even safe.

When there is deep snow on the ground, the 'looking for shelter' action can be a 'building a snow shelter in a suitable location' action, and this simply makes the task of 'looking for a suitable shelter' easier.

A party with no shelter will have none of that. If its Summer, that might not matter, and the party can sleep outside, but if it is cold and wet and windy, having no shelter can in itself be deadly in Thulê.

In Thulê the bogs are also forested, as are the mountains to a certain altitude (3.000').

If a shelter is not found or if they cannot build a shelter where the party intends to rest, the party can travel on for at least 30 minutes to look for a better place. They can repeat this process as long as they have the stamina for it. See **Travel & Survival**.

**“A lie travels faster than the truth.”**

Tracking Result	Consequence
Result $\geq 5 < DD$	Critical Failure. Cannot find suitable shelter.
Result 1-4 $< DD$	Failure. Cannot find suitable shelter.
Result = DD	Semi-Success. The shelter is able to keep the party dry.
Result 1-2 $> DD$	Success. The shelter is also able to keep the party warm.
Result 3-4 $> DD$	Success. The shelter is also able to keep the party hidden.
Result $\geq 5 > DD$	Critical Success. The shelter is also able to keep the party safe.

If a Critical Failure is achieved, the tracker can e. g. stumble upon the lair of a creature (random encounter), he can get wet from stepping in a pond or a creek by accident, or he hurts himself somehow (D6 – 3 in damage), if that makes the most sense in the situation, or he simply wastes time trying to find/build shelter.

If the Tracker finds/builds a shelter able to keep the party hidden, the myth master can add +4 to the result when he checks for random encounters (see **Random Encounters**) as long as they remain in the shelter. This will reduce the chance for a random encounter.

If the Tracker finds/builds a shelter able to keep the party safe any encounter should be resolved with the party members in an advantageous situation, like on elevated ground, behind cover, with several big rocks lying nearby, in a place where only one single hostile creature can engage at the time, etc.

A myth master can also modify the consequences a bit, and some times let the party e. g. find/build a shelter *only* able to give them safety, or only able to keep them hidden. But as a general rule, one can assume that the one looking for/ building shelter first and foremost look for/build shelters able to keep them dry, warm, hidden and safe, in that order. Perhaps the players can tell the myth master what they wish to give priority too, of the four.

### Experienced Travellers

The experienced (high level) traveller will probably no longer even need to bring a tent when travelling, but can instead rely on his skill to find good shelter.

A shelter location can be everything from an irregularity in the terrain (probably only able to protect from the wind), some vegetation, a big tree, a big hollow tree, a burrow in the ground or the side of a cliff, a cave, a deep cave, a slope, a big rock, a stone wall, a ruin, a hunting cabin or perhaps even a

soft bed of thick and dry moss or an overhanging cliff. An improvised shelter will probably be made from small trees, twigs and leaves, or from rocks, or of course from snow (if there is deep snow).

### Deep Caverns

Remember that in deep caverns, the temperature is always 13 degrees Celsius. All seasons. Unless they are so deep you get close to the Earth's core...

### Shelters

As a Myth Master I would simply state that if shelter is found/built, and it is able to keep the party dry and warm. There is no need for detailed calculations regarding temperatures, but if a myth master sees a reason to do so, as he perfectly well can, he can remove the modification to temperature for wind direction, and then add 6 (if no tent) or 8 (if tent) degrees to the temperature to find the temperature in the shelter. Thus a shelter can turn out to actually be not enough to keep a party alive after all – in extreme temperatures, as can occur in Thulê. See **Weather & Wind** and **Travel & Survival**.

**“We live in the shelter of each other.”**

**“Be careful when you fight monsters, lest you become one yourself.”**

**“When you gaze long enough into an abyss, the abyss will gaze back into you.”**

**“The cave you fear to enter holds the treasure you seek.”**

## Random Encounters

When travelling in the Thuléan wilderness the characters can encounter different types of creatures. The myth master normally casts a 3D6 *once every hour* the characters are travelling or spending time in the wilderness to see if they achieve contact with one or more creatures (unless it is not logical to do so). See below for special rules regarding travel and resting in Jötunnheimr.

### Result Consequence

≤ 10	Contact is achieved
≥ 11	Contact is not achieved

A party who wishes not to achieve contact with creatures can ask the myth master to add the lowest Stealth proficiency in the party (but never less than +1) to the dice when the myth master tests for random encounters. A party who wishes to achieve contact with any or specific creatures can ask the myth master to subtract the highest Tracking proficiency in the party / 2 (but never less than 1) from the dice when the myth master tests for random encounters.

### Possible Modifications

+	Lowest Stealth proficiency in the party
-	Highest Tracking proficiency in the party / 2
+4	If in a safe shelter (see <b>Shelters</b> )
-2	A campfire has been lit

Those who use Stealth and/or Tracking in this manner travel slower. See **Travel & Survival**. It is not possible to use Stealth or Tracking to influence the result when travelling in a vessel or riding.

If travelling or resting in Jötunnheimr the myth master must first of all cast a D20 (once every hour) to see if the party is exposed to one of the Ettin phenomena found there.

**“Vertigo is the conflict between the fear of falling and the desire to fall.”**

### D20 Ettin Phenomena Occurrence

≥ 11	None
≤ 10	A phenomena occurs (+D20)
1-2	Call of the Kraken
3-4	Ettin Earthstar
5-6	Icewind
7-9	Loop
10	Malaria
11	Darkness
12-13	Nightmare
14	Snow
15	Sunstorm
16	Vacuum
17-18	Vertigo
19	Fate Window
20	White Web

### Stealthy Trackers

A party using both Stealth and Tracking can subtract the highest Tracking proficiency in the party / 2 (but never less than 1) from the dice when the myth master tests for random encounters, and then gets a positive modification for using Stealth when the myth master is to find out which group discovers the other first.

### Encounters in Thulé

Whether the player party travels or rests doesn't normally matter when it comes to encounters; perhaps the player party is not travelling (and if they try to hide whilst resting they can use Stealth to lower the chance of an encounter), but other creatures in Thulé are. So the player party might not run into a group of creatures whilst resting, but instead some creatures might run into the player party (unless of course this doesn't make sense in that situation). Night and day. Seven days a week. Thirteen months each year – and on the New Year's Day too. If resting for a long time, it is always advised that the party tries to build a safe shelter. See **Shelters**.

### Mods to die roll for Ettin Phenomena Occurrence

-1 or -2	A Goblin Rune is carried by one in the party. See the Orcish Spell Goblin Rune. <sup>1</sup>
+1, +2, +3 or +4	A Sun Rune is carried by one in the party. See the Fire Spell Sun Rune. <sup>1</sup>
+1, +2, +3 or +4	A Day Rune is carried by one in the party. See the Fire Spell Day Rune. <sup>1</sup>
-2	Each Ettin stone heart amulet carried by one in the party

<sup>1</sup>The effects are not cumulative if more than one of each rune is carried by anyone in the party.

See **The Creatures & Phenomena of Thulê** for more about each creature and Ettin phenomenon in the encounter tables.

When the party achieves contact with a creature the myth master needs to find out the type of creatures the party has encountered. Cast a die and refer to the table to find out exactly which creature the party encounters. The creature encountered is either aggressive, peaceful or shy.

Creatures	Behaviour
Aggressive (A)	Will attack the characters
Peaceful (P)	Will to a large degree ignore the characters
Shy (S)	Will try to avoid the characters

Some creatures can be aggressive, peaceful or shy depending on the situation. Other creatures are always either aggressive, peaceful or shy. Peaceful predators are peaceful usually only because they have just eaten or perhaps because they are busy eating and feel safe. **NB!** Shy creatures will instead be Peaceful, and both Peaceful and Aggressive creatures will be Aggressive if encountered *in Jötunnheimr*.

Peaceful and shy creatures attacked by a player character will if able to effectively do so attack the player character rather than try to run away.

**“There is nothing to fear, but fear itself.”**

Creature Type	Day or Night in a Realm of Thulê		In Ljósalfaheimr
	D20 <sup>1</sup>	D20 <sup>2</sup>	D20 <sup>3</sup>
Animals & Cursed Trees	1-16	1-13	1-16
Demi-humans <sup>4</sup>	17	14	
Always Elves			17-18
Humans & Half-Elves	≥ 18	15	19
Nymphs			≥ 20
Orcs		16-17	
Corporeal Trolls		18	
Incorporeal Trolls		19	
Ettins		≥ 20	

<sup>1</sup>Use this for night encounters during the Midnight Sun as well. +4 if a campfire has been lit (smoke).

<sup>2</sup>Use this for day encounters during the Winter Darkness. +4 if a campfire has been lit (light).

<sup>3</sup>+4 if a campfire has been lit (smoke or light).

<sup>4</sup>Cast a D10. On a 1 you encounter (D6: Peaceful on a 1, Shy on 2-6) Nymphs.

Creature Type	Day or Night in Jötunnheimr		In Níflheimr
	D20 <sup>1</sup>	D20 <sup>2</sup>	D20
Animals & Cursed Trees	1-13	1-7	1-9
Ettercup		8	
Cave Spider			10-11
Giant Cave Spider			12
Humans & Half-Elves	14	9	
Demi-humans	≥ 15	10	13
Always Dark Elves			14-16
Orcs		11-12	17
Corporeal Trolls		13	18
Incorporeal Trolls		14	19
Ettins		≥ 15	20

<sup>1</sup>Use this for night encounters during the Midnight Sun as well. +4 if a campfire has been lit (smoke).

<sup>2</sup>Use this for day encounters during the Winter Darkness. +4 if a campfire has been lit (light).

**“Only in the darkness can you see the stars.”**

## Animals & Cursed Trees

D20 <sup>1</sup>	Behaviour	Creatures	
<b>1-2 (+D20) Poisonous Creatures &amp; Giant Insects</b>			
1	A	Acid Slime (#1)	23 III
n/a	A	Cave Spider (#D6)	23 III
n/a	A	Ettercup (#1 and only in Jötunnheimr)	24 III
2	1-4 A 5-6 P	Giant Ant (#D100; 60% are Workers, 40% are Soldiers. If in lair also 1 Queen)	24 III
3-4	A	Giant Beetle (#1)	4 I
n/a	A	Giant Cave Spider (#1)	23 III
5-6	A	Giant Centipede (#D6)	4 I
7-9	A	Giant Dragonfly (#1)	5 I
10	A	Giant Scorpion (#D3)	5 I
11-14	A	Giant Spider (#D6)	5 I
15-17	A	Giant Wasp (#D20)	6 I
18	A	Mantis Warrior (#D20)	25 III
19	A	Monster Centipede (#1)	4 I
20	A	Monster Spider (#1) & Giant Spider (#D6 -1)	6 I
<b>3 (+D10) Land Lizards &amp; Venomous Snakes</b>			
1	A	Fimbulslangi (#1)	25 III
2-4	A	Morning Moon Raptor (#2D6)	6 I
5	A	Giant Toad (#1)	7 I
6-7	A	Slangi (#1)	25 III
8-10 (+D6)	1-2 A 3-6 S	Venomous Snake (#1)	7 I
<b>4-6 (+D6) Bears (Sleeping between Bear Evening &amp; Bear Wake)</b>			
1 (+D6)	1 A 2 P 3-6 S	Black Bear (#1)	8 I
2-3 (+D6)	1 A 2 P 3-6 S	Brown Bear (#1)	8 I
4 (+D6)	1-2 A 3 P 4-6 S	Cave Bear (#1)	8 I
5	A	Owl Bear (#1)	8 I
6 (+D6)	1-5 A 6 P	Polar Bear (#1)	9 I
<b>7 (+D6) Birds &amp; Winged Lizards</b>			
1 (+D6)	1-5 A 6 P	Boat Beak (#D6)	9 I
2 (+D6)	1-5 A 6 P	Giant Eagle (#1)	9 I
3 (+D6)	1-5 A 6 P	Giant Owl (#1)	10 I
4-5 (+D6)	1-4 P 5-6 S	Giant Swan (#D2)	10 I
6 (+D6)	1-5 A 6 P	Winged Lizard (#D6)	10 I
<b>8 (+D6) Disease Spreaders</b>			
1 (+D6)	1-5 A 6 P	Giant Bat (#2D6)	11 I
2-4 (+D6)	1-5 A 6 P	Giant Rat (#D6 * D6)	11 I
5-6	A	Rat Swarm (#1)	11 I
<b>9 (+D6) Boars</b>			
1-5 (+D6)	1 A 2-6 S	Boar (#1)	12 I
6 (+D6)	1 A 2-6 S	Giant Boar (#1)	12 I
<b>10 (+D6) Dogs, Hyenas &amp; Wolves</b>			
1 (+D6)	1-5 A 6 P	Cave Hyena (#2D6)	14 I
2 (+D6)	1-5 A 6 P	Giant Hyena (#D6)	14 I
3 (+D6)	1-5 A 6 P	Hyaenodon (#1)	15 I
4 (+D6)	1-5 A 6 P	Ruler Wolf (#1)	15 I
5 (+D6)	1-5 A 6 P	Wild Dog (#D12)	16 I
6 (+D6)	1 A 2 P 3-6 S	Wolf (#3D6)	16 I

**“The giant in front of you is never bigger than the gods who live in you.”**

<b>11 (+D6)</b>		<b>Cats</b>	
1-3 (+D6)	1-5 A 6 P	Cave Lion (#D6)	16 I
4 (+D6)	1-5 A 6 P	Leopard (#1)	17 I
5	S	Lynx (#1)	16 I
6 (+D6)	1-5 A 6 P	Smilodon (#D2)	17 I
<b>12 (+D100)</b>		<b>Riding &amp; Grazing Animals</b>	
1	S	Unicorn (#1)	18 I
2-66	S	Wild Horse (#D6 * D6)	17 I
67-100	S	Wild Pony (#D6 * D6)	18 I
<b>13-19 (+D6)</b>		<b>Game</b>	
1-2 (+D6)	1 P 2-6 S	Large Game (#D2)	19 I
3-4 (+D6)	1 P 2-6 S	Medium Game (#D4 [for most medium game] or D10 * D20 [for reindeer])	19 I
5-6 (+D6)	1 P 2-6 S	Small Game (#D6)	19 I
<b>20</b>		<b>Cursed Tree</b>	
	A	Cursed Tree (#1)	22 I
<b>D100</b>		<b>Sea Creatures<sup>1</sup></b>	
1-60	P	Dolphin (#3D6)	12 I
61-70	1-5 A 6 P	Giant Crab (#D6)	25 III
71-75	1-5 A 6 P	Giant Electric Eel (#1)	26 III
76-86	1-5 A 6 P	Giant Fish (#1)	26 III
87-88	A	Giant Octopus (#1)	13 I
89-92	A	Giant Shark (#1)	26 III
93-96	1-5 A 6 P	Giant Troll Crab (#1)	26 III
97	P	Giant Turtle (#1)	14 I
98	A	King Lizard (#1)	13 I
99-100	A	Killer Whale (#1)	13 I

<sup>1</sup>Always Sea Creatures when meeting Animals *at sea*. Always (on a D6: 1-3) Poisonous Creatures & Giant Insects, (4) a Cave Bear or (5-6) Disease Spreaders when meeting Animals *underground*.

## Demi-humans

D20	Behaviour	Creatures	
<b>1-4 (+D6)</b>		<b>Dwarf</b>	
1-2 (+D6)	1 A 2 P 3-6 S	Dwarf (#1)	29 I
3-6 (+D6)	1-3 A 4-5 P 6 S	Dwarves (#3D6, including 1 leader. On 1 on a D6 also a chief)	29 I
<b>5-9 (+D6)</b>		<b>Elf</b>	
1 (+D6)	1 P 2-6 S	D6: 1-4 Wood Elf (#1), 5 Grey Elf (#1) or 6 High Elf (#1)	37 I
2-4 (+D6)	1 A 2 P 3-6 S	Wood Elves (#3D6, including 1 leader. On 1 on a D6 also a chief)	37 I
5 (+D6)	1 A 2-4 P 5-6 S	Grey Elves (#2D6, including 1 leader. On 1 on a D6 also a chief)	33 I
6 (+D6)	1 A 2-5 P 6 S	High Elves (#D6, including 1 leader. On 1 on a D6 also a chief)	35 I
<b>10-14 (+D6)</b>		<b>Gnoll</b>	
1-3	A	Gnoll (#D6, including 1 leader)	31 I
4-5	A	Gnoll (#2D6, including 1 leader. On 1 on a D6 also a chief)	31 I
6	A	Gnoll (#3D6, including 1 leader. On 1 on a D6 also a chief)	31 I
<b>15 (+D6)</b>		<b>Gnome</b>	
1-4	1 P 2-6 S	Gnome (#1)	32 I
5	1-2 P 3-6 S	Gnome (#D6, including 1 leader)	32 I
6	1-3 P 4-6 S	Gnome (#2D6, including 1 leader. On 1 on a D6 also a chief)	32 I
<b>16 (+D6)</b>		<b>Halfling</b>	
1	S	Halfling (#1)	34 I
5-6 (+D6)	1 A 2-6 S	Halfling (#3D6, including 1 leader. On 1 on a D6 also a chief)	34 I
<b>17</b>		<b>Harpy</b>	
	A	Harpy (#D6)	27 III

18-19 (+D6)		Lizard-man	
1	A	Lizard-man (#D6, including 1 leader)	36 I
2-3	A	Lizard-man (#2D6, including 1 leader. On 1 on a D6 also a chief)	36 I
4-6	A	Lizard-man(#3D6, including 1 leader. On 1 on a D6 also a chief)	36 I
20		Minotaur	
	A	Minotaur (#1)	27 III

### Orcs

D6	Behaviour	Creatures	
1-2 (+D6)	1 A 2-6 S	Orc (#1) (On 1 on a D6 a Half-Orc)	
3-4 (+D6)	1-2 A 3-6 S	Orcs (#D6, including 1 leader)	
5 (+D6)	1-3 A 4-6 S	Orcs (#2D6, including 1 leader. On 1 on a D6 also a chief)	
6 (+D6)	1-5 A 6 S	Orcs (#3D6, including 1 leader. On 1 on a D6 also a chief)	
D20	Type of Orcs Encountered		
1		Black Ogre (Always Aggressive!)	3 II
2-3		Black Orc (On 1 on a D6 the leader is a Black Ogre) (Always Aggressive!)	4 II
4-10		Common Orc (On 1 on a D6 the leader is a Black Orc)	5 II
11		Giant Ogre	6 II
12-13		Goblin (On 1 on a D6 the leader is a Hobgoblin)	7 II
14		Hobgoblin	9 II
15		Lesser Goblin	10 II
16-17		Ogre (On 1 on a D6 the leader is a Giant Ogre)	11 II
18		Snow Ogre	12 II
19		Snow Orc (On 1 on a D6 the leader is a Snow Ogre)	13 II
20		Wild Orc (Always Aggressive!)	14 II

### Nymphs

	Behaviour	Creatures	
Nymphs			
Forest: 1-4 (+D6)	1 P 2-6 S	Dryad (#D6)	19 I
Forest: 5-6 (+D6)	1 P 2-6 S	Hamadryad (#D6)	19 I
Near fresh water (+D6)	1 P 2-6 S	Naiad (#D6)	19 I
Near the sea (+D6)	1 P 2-6 S	Nereid (#D6)	19 I
In the mountain (+D6)	1 P 2-6 S	Oread (#D6)	19 I

### Humans & Half-Elves

D20 <sup>1</sup>	Behaviour	Creatures	
1 (+D6)	1 A 2-5 P 6 S	Adventure party (#D6 + 1)	23/27 I
2 (+D6)	1-2 P 3-6 S	Rangers (#D6 + 1). D6: 1-5 High Men, 6 Half-Elves	24 I
3 (+D6)	1-5 P 6 S	Bards (#D6 + 1). D6: 1-5 High Men, 6 Half-Elves	23 I
4 (+D6)	1-5 A 6 S	Outlaw (#3D6). D6: 1-5 Lesser Man, 6 Common Man	23/27 I
5 (+D6)	1 A 2-6 S	Outlaw (#D6). D6: 1-2 Lesser Man (♀), 3-4 Lesser Man, 5-6 Common Man	23/27 I
6-19 (+D6)	1-5 P 6 S	Peasant/Hunter (#D6). D6: 1-2 Lesser Man, 3-5 Common Man, 6 High Man	23 I
20 (+D6)	1 A 2-6 P	War-band (#2D6 * 2D6). D6: 1-2 Lesser Man, 3-5 Common Man, 6 High Man	27 I

<sup>1</sup>When a character is finding tracks left by humans or corporeal trolls, there is no way for characters to tell the difference.

### Ettins

D20	Behaviour	Creatures	
Stone Ettins			
1-4 (+D8)			
1-2	A	Forest Ettin (#1 [1-5 on a D6] or #3D6 [6])	30 III
3	A	Giant Mountain Ettin (#1)	30 III
4-5	A	Mountain Ettin (#1)	26 II
6-8	A	Rock Ettin (#1)	26 II

<b>5</b>			
		<b>Fire Ettins</b>	
	A	Fire Ettin (#1)	27 II
<b>6-19 (+D10)</b>			
		<b>Frost Ettins</b>	
1	A	Deep Dweller (#3D6, plus D6 leaders and 1 chief)	30 III
2-3	A	Hag (#D6)	32 III
4	A	Hydra (#1)	30III
5	A	Ice Ettin (#1)	32 III
6-8	A	Kraken (#1[1-4 on a D6] or D20 [5-6]) D6: 1-4 small, 5 medium, 6 large (Huge Kraken n/a as random encounter!)	28 II
9-10	A	Nix (#1) <sup>1</sup>	30 II
<b>20 (+D10)</b>			
		<b>Giant Worms</b>	
1-2	A	Cave Worm (#1)	33 II
3	A	Fire Worm (#1)	34 II
4	A	Poison Worm (#1)	31 II
5-6	A	Sea Worm (#1) <sup>2</sup>	33 II
7	A	Shadow Worm (#1) <sup>3</sup>	33 III
8	A	Sky Drake (#1)	33 III
9-10	A	Wyvern (#D6)	34 III

<sup>1</sup>Only near lakes, bogs and rivers. Elsewhere the party meets one Kraken instead.

<sup>2</sup>Only near the sea. Elsewhere the party meets one Cave Worm instead.

<sup>3</sup>Only in Jötunheimr. Elsewhere the party meets one Cave Worm instead.

### Corporeal Trolls

D20 <sup>1</sup>	Behaviour	Creatures	
1-3	A	Huldr (#D6)	16 II
4-5	A	Ancient Huldr (#1) & Huldr (#3D6)	16 II
n/a	A	Lich (#1) (n/a as random encounter!)	28 III
n/a	A	Lich Lord (#1) (n/a as random encounter!)	28 III
6-7	A	Nár (#D12) (on land) or Sea Nár (#3D6) (near the sea)	18 II
8	A	Nár Lord (#1)	29 III
9-10	A	Skeleton (#D12)	18 II
11-12	A	Ancient Skeleton (#1)	18 II
13	A	Ancient Skeleton (#1) & Skeleton (#D12)	18 II
14	A	Ghastly Wight (#D6)	16 II
15-16	A	Wight (#D20)	16 II
17-18	A	Warrior Wight (#1)	16 II
19-20	A	Warrior Wight (#D6) & Wight (#D20)	16 II

<sup>1</sup>When a character is finding tracks left by humans or corporeal trolls, there is no way for characters to tell the difference.

### Incorporeal Trolls

D20	Behaviour	Creatures	
1	A	Banshee (#1)	29 III
2-3	A	Ghost (#1)	20 II
4-5	A	Ancient Ghost (#1)	20 II
6-7	P	Lantern Man (#1)	22 II
8-13	A	Sea Wraith/Wraith (#1) <sup>1</sup>	21 II
14-15	A	Ancient Sea Wraith/Ancient Wraith (#1) <sup>1</sup>	21 II
16-17	A	Shadow (#D6)	24 II
18	A	Shadow Sorcerer (#1)	24 II
19-20	A	Spectre (#1)	22 II

<sup>1</sup>Sea Wraiths/Ancient Sea Wraiths on and near the sea, rivers, bogs and lakes and Wraiths/Ancient Wraiths elsewhere. If travelling in a vessel always a Sea Wraith/Ancient Sea Wraith.

### Achieved Contact

When contact is achieved with other creatures the myth master needs to find out which group discovers the other first. This is important especially if one of the groups might have an interest in

avoiding contact with the other – as is always the case for *shy* creatures, or if the player characters e. g. want to hide from and track a creature to find its lair. The myth master casts a D6 and modifies the result by:

D6	Contact Conditions
+1	The best Perception proficiency in the party > the best Perception proficiency in the encounter group
-1	The best Perception proficiency in the party < the best Perception proficiency in the encounter group
+0	The best Perception proficiency in both groups is the same
-1	The player group is the largest group
+1	The encounter group is the largest
+0	Both groups are of the same size (in numbers)
+X <sup>1</sup>	The party is using stealth
+1 + X <sup>1</sup>	The party is using stealth and is encountering a non-predatory animal, and everybody in the party wears a fur shirt made from a non-predatory animal
-1	The party travels faster than in walking speed

<sup>1</sup>X = the lowest Stealth proficiency in the party / 3, but never less than +1.

If the result is  $\leq 3$  the player characters' party is discovered first. If the result is  $\geq 4$  the encounter group is discovered first. A D6 determines which 10 minute period of the hour contact is achieved, and one to three D6 determines the distance between the two groups when contact is achieved.

D6	Distance when contact is achieved <sup>1</sup>
1-3	D6 * 100'
4-5	2D6 * 100'
6	3D6 * 100'

<sup>1</sup>Distance /2 if night or in a forest. Distance /4 if night and in a forest or in Niflheimr.

### Advanced Tracking

A myth master can during daylight hours (and also during the night, if at least one character in the tracking party has Night Vision or Ettin Eyes), if the characters are travelling, let there be a chance that characters find *tracks* (cast a D6: on a 1 leading to a lair) left by the creatures *instead* of actually encountering the creatures, *when contact is achieved normally*, to enable the players to choose their encounters more freely. This is only possible if the creatures achieved contact with are able to leave tracks in the first place (so it is not possible if contact is achieved with Sea Creatures or Incorporeal Trolls). If the creatures achieved contact with do *not* leave any tracks *or* if the characters are resting, riding, flying, rowing or sailing it is *always* a normal random encounter.

The chance to find *only* tracks *instead* of the actual creatures *when contact is achieved* and when this is possible is:

**NB!** There will be fewer Encounters when using Advanced Tracking.

D6	Characters' Mode of Travel
1-2	Sneaking or Walking
1-4	Tracking <i>or</i> Sneaking & Tracking
1	Jogging
n/a	Resting, Riding, Flying, Rowing or Sailing

When tracks are found the characters need to test Tracking against DD 12. If Semi-Success is achieved they can identify the type of creature leaving the tracks. If Success is achieved, they can also accurately tell the number of creatures that left the tracks. If Critical Success is achieved they can also accurately tell the age of the tracks.

If the character finds tracks, he must (in a random direction) track for a number of hours or minutes depending on the age of the tracks, if he wishes to find the creature(s) that left the tracks.

Base Tracking DD to *follow* the tracks found is 14 (tested each hour). Remember to subtract the size

mod of the largest creature being followed from the DD. See the skill Tracking for more modifications to tracking. To follow tracks during the night, a character must have Night Vision or Ettin Eyes.

D6	Age	Consequence
1	D6 days old	D12 * D6 hours Tracking before Encounter
2	1 day old	D12 hours Tracking before Encounter
3	D6 hours old	D6 hours Tracking before Encounter
4	1 hour old	1 hour Tracking before Encounter
5-6	Fresh	D5 * 10 minutes Tracking before Encounter

**“Those who follow the crowd usually get lost in it.”**

#### Example Modifications

-6	One leader is an outlaw <sup>1</sup>
+4	Same tribe
+1	Same species
+2	Same band, cult and/or organisation
+2	Same alliance (if two tribes or regions have an alliance)
+1	Same birthplace (region)
-12	At war with player character's band, cult, tribe and/or organisation <i>et cetera</i>
+1	Opposite sex
+2	Leader character has the Character Role Trickster
+	Player party leader's Cha
-4	For ever level of relevant «Dislike» (a flaw) in the encountered groups.

<sup>1</sup>-3 instead if both leaders are outlaws of the same species.

**NB!** See Random Encounters for information about how an encounter in Jötunheimr will influence the relationship.

D20	Relationship
≥ 22	Affectionate (-5 DD Social Skills)
16-21	Friendly (-3 DD Social Skills)
13-15	Welcoming (-1 DD Social Skills)
7-12	Neutral (+0 DD Social Skills)
4-6	Suspicious (+2 DD Social Skills)
≤ 3	Hostile (No Social Interaction Allowed)
Natural 20	At worst Friendly
Natural 19	At worst Welcoming
Natural 2	At best Suspicious
Natural 1	Hostile

## Human, Half-Elf & Demi-Human Encounters

The first time a player character encounters a human or demi-human NPC other than a Gnoll or Lizardman the myth master must find the NPC's relationship to ('chemistry with') the player character. If more than one individual is present in each group only the NPC leader's relationship to the player party leader (or apparent leader if the players haven't agreed on one) is decisive. The myth master can do this by casting dice for a more random result or by simply deciding this himself.

Aggressive (A) individuals are always hostile. If the encounter leader is hostile the player's party will be attacked by them, if this makes sense in the context of the encounter.

If not hostile the player characters will be able to communicate with the encounter group members. Hostile groups obviously weaker than the party's group might want to avoid conflict and run rather than fight. See **Morale (Combat Rules)**. See the Flaw Dislike.

The relationship only guides the NPCs relationship to the player characters. The players can decide for themselves how their characters are to relate to NPCs, but the myth master *can* – if needed – give the players hints on how their characters should relate to this or that NPC, based on the different factors, in particular the Cha of the NPC. See the spell Charm. See also the skill Social Skills. See the Flaw Dislike.

The myth master can and probably should keep track of the player characters' relationships to different NPCs by recording this in a list for each player character. This way the player characters can

return to NPCs they already know, for trade, information and other social interaction, something that will make the gaming world much more credible and alive.

### Relationship Changes

Opinions about others aren't static. They can change. So the GM can cast D20 every time (but never more than once every day) a character meets an NPC he already has a relationship to (even if Hostile), and if the result is a natural 1 the relationship changes one level in a negative direction (e. g. from Friendly to Welcoming), and if the result is a natural 20 it changes one level in a positive direction. The Myth Master should ensure relationship changes for other reasons too, e. g. if a character has been very helpful, useful and friendly to an NPC – or very impolite.

### Personality Traits

The myth master needs to role-play all the NPCs in the game, and to enable him to quickly come up with random strong NPC-personality traits he can cast dice (first a D4 twice and then a D6 to find out which row to use) and check the results on the table, or he can simply pick one or a few traits himself.

The myth master then casts a D6, add the personality trait mod for race and use the trait to the left of the virgule if the result is  $\leq 3$  and the trait to the right if the result is  $\geq 4$ .

#### Personality Trait Modification

+2	(NPC Orcs)
+1	Lesser Man
+0	Common Man, Dark Elf, Halfling
-1	High Man, Half-Elf, Wood Elf
-2	Grey Elf, High Elf

D4 * 2	(1-2 on a D6)	(3-4)	(5-6)
1(1)	Accepting/Rejecting	Enterprising/Lazy	Organized/Disorganized
1(2)	Active/Slothful	Faithful/Unfaithful	Patient/Impatient
1(3)	Adventurous/Fearful	Gentle/Rough	Persistent/Quitter
1(4)	Ambitious/Content	Gregarious/Unsociable	Poised/Unbalanced
2(1)	Careful/Reckless	Happy/Unhappy	Professional/Unprofessional
2(2)	Cheerful/Grudging	Honest/Dishonest	Punctual/Always late
2(3)	Competent/Incompetent	Humorous/Serious	Quiet/Noisy
2(4)	Confident/Insecure	Imaginative/Unimaginative	Rational/Emotional
3(1)	Conscientious/Biased	Independent/Dependent	Realistic/Dreamer
3(2)	Considerate/Inconsiderate	Inventive/Uninventive	Reassuring/Disheartening
3(3)	Cooperative/Uncooperative	Judicious/Imprudent	Reliable/Unreliable
3(4)	Courteous/Impolite	Loyal/Disloyal	Selfless/Selfish
4(1)	Creative/Destructive	Mature/Immature	Sensitive/Insensitive
4(2)	Decisive/Indecisive	Meticulous/Careless	Sincere/False
4(3)	Disciplined/Undisciplined	Open-minded/Narrow-minded	Shy/Forward
4(4)	Earnest/Frivolous	Optimistic/Pessimistic	Thorough/Neglectful

### Personal Possessions

When human and demi-human beings are encountered, they all tend to have some personal possessions. If encountered in the wilderness, they will probably have a cloak (1-5 on a D6), a sleeping mat and a blanket (1-5 on a D6) and cooking gear with some provisions (1-5 on a D6, enough for D6 days). If encountered at sea, they might well have some fishing equipment (1-5 on a D6). A thief is also likely to have lock-picking tools (1-5 on a D6), a craftsman's tools (1-5 on a D6), a healer's tools (1-4 on a D6), a hunter's tools (1-5 on a D6) or some snares (1-5 on a D6), *et cetera*, and everybody is likely to always have the following:

#### Common personal possessions

- Short seax.
- Normal clothing.
- A waterskin, either empty (1 on a D6), half full (2-4) or full (5-6).
- A sack (1-3 on a D6) or backpack (4-5) or both (6).
- A bow drill (1 on a D6) or a tinderbox (2-6). If a Dwarf, Gnome or Elf, cast a D20: on a 20 he has a quartz magnifying glass *as well*.
- A pouch with some precious metals.

**“If the door in front of you doesn't open, it's not your door.”**

	Total Value of the precious Metals
Dark Elf	3D6 – 3 oz of Silver
Human, Halfling	2D6 – 2 oz of Silver
Light Elf	n/a
Other Demi-Humans	D6 – 1 oz of Silver
Orcs	D6 – 1 oz of Silver

To determine the NPC's sex the myth master can use the following table:

Species	D6
Dark Elf	1-5 ♂ 6 ♀
Light Elf	1-2 ♂ 3-6 ♀
Other Demi-Humans	1-5 ♂ 6 ♀
Halfling	1-3 ♂ 4-6 ♀
Human	1-3 ♂ 4-6 ♀

To determine the NPC's age the myth master can use the following table:

D6	Age (e. g. Common Man)
1-2	Young (≤ 21)
3-4	Young Adult (22-35)
5	Adult (36-53)
6	Old (≥ 54)

### Random Events

When spending time in a settlement the myth master can cast a D20 once every day to check for random events. If the event causes a disturbance in large settlements crowds will gather during daylight hours (possibly attracting pick pockets). Some of these events may lead characters to adventure, but most will probably just go by barely noticed.

D20	Random Events (example events)
1	Crimes (pick pockets, burglars, kidnappers, murderers or other [usually Lesser Man] criminals in action)
2-3	Accidents (riding animals out of control; livestock astray; items falling from watchtowers or trees)
4-8	Special Entertainment (two men having a philosophical, religious or political debate; duels; menageries; celebrations; musical performances)
9-20	Ordinary Events (nothing special; only what can be expected to be normal in the situation)

**“Your responses to the events in life are more important than the events themselves.”**

### Adventures & Travel

To make the random encounters more easily defined and varied, and the locations where these encounters take place more clearly defined, use the different 'components' made available here. Use them to compose your own little adventure on the spot, and make travelling for your players even more exciting.

### Nature of Encounter

When you have found the *random encounter* and the *behaviour* of the creature(s) encountered, by using the rules for random encounters (see **Random Encounters**), you can now also find the *nature* of the encounter.

The nature of the encounter is determined by the *behaviour* of the creatures encountered and the *type of creatures* encountered. See **Advanced Tracking (The Land of Thulê)** for rules on how to find tracks left by creatures instead of the actual creatures, and also for rules on how to find the lair of the creature.

### Animals & Cursed trees

D8	Aggressive	Peaceful/Shy
1	Ambush	Distress
2-4	Ambush	Travellers
5	Distress	Travellers
6-8	Hunted	Travellers

### Nymphs

D8	Peaceful/Shy	Aggressive (Jötunnheimr)
1-4	Distraction	Ambush
5-6	Distraction	Distraction
7-8	Distress	Distress

### Humans & Half-Elves, Demi-Humans & Orcs

D8	Aggressive	Peaceful/Shy
1	Ambush	Distress
2	Ambush	Travellers
3	Distress	Travellers
4-5	Hunted	Travellers
6-7	Robbery/Toll	Travellers
8	Thief	Travellers

### Ettins

D8	Aggressive
1-4	Ambush
5-8	Hunted

### Trolls

D8	Aggressive
1-2	Ambush
3-4	Distraction
5-8	Hunted

**Ambush:** On 1-5 (on a D6) the characters are ambushed by the creatures encountered. On a 6 the characters come across an ambush of another group of creatures. If the ambushed party is obviously much stronger than the group setting up the ambush, they will possibly not ambush them and instead wait for easier victims, or perhaps they will try to isolate a single victim, and attack only him instead.

**Distraction:** A character in the group is distracted just long enough for him to lose contact with the rest of the group. Here are some examples of what you can do with this: Nymphs will try to lure away the character in the group with the weakest Wil, into the wild, and then leave him there lost and alone or they will sing songs in the distance, and accidentally cause the one or several in the group with the best Perception proficiency to lose his directions and get lost – and perhaps fall asleep in the spirit realm? Huldr's will try to lure the one in the group with the best Cha away, to feed on him. Trolls will try to make a randomly picked character in the group to enter their dark lair, so they can slay him. Perhaps they will use shining gold, to lure him in.

**Distress:** The player party always, instead of the number of creatures normally encountered, encounters one single creature of the type indicated by the random encounter tables. This creature is in distress. Maybe wild animals are attacking. Maybe he has fallen into a bog and needs help to get out. Maybe he has fallen into a river and is drowning. Maybe he is caught in an animal trap. Maybe he lost something of great importance to him, and can not find it. Maybe he is starving or just lost. Maybe he has broken a leg or is in some other way too injured to carry on travelling. Maybe he is being kidnapped by a group of villains. Maybe he is a lost child.

**Hunted:** You are being followed (Perception DD 15 to find out. Subtract the # of creatures following and the size mod of the largest creature following from the DD), and the creature(s) following does not seem to have any good intent...

**Robbery/Toll:** There is a toll to enter the area, to cross the bridge, to cross the river, to use the ferry, to use the tunnel, to climb the stairs, to use the path, to drink from the source, to forage in the area, etc. Use whatever suits the situation. On 1-5 (on a D6) the

characters are asked to pay a toll. On a 6 the characters come across another group being asked to pay a toll.

If outlaws, Dwarves or Orcs are encountered, the price is everything you have on 1-2 (on a D6), all your valuables on 3-4 and a single silver ounce on 5-6. Otherwise, it is just D6 oz of copper. If the player party is obviously stronger than the encountered group, they may behave in another manner, and perhaps just ask for D6 oz of copper instead. Anyone asking for a toll, might well have a backup plan and some reinforcements nearby.

**Thief:** The group encountered is breaking in somewhere, picking the pockets of someone, robbing a sleeping group or perhaps conning someone for something. On 1-5 (on a D6) the characters are the victims of this. On a 6 the characters come across another group falling victim to this.

If *tracks* of the creatures are encountered instead of the actual creatures (see **Advanced Tracking in The Land of Thulé**), you can e. g. let these tracks lead up to one of these encounters.

In case of human and demi-human encounters, the relationship can be determined normally, unless the group encountered is Aggressive (see **Human & Demi-Human Encounters**). Note that a Peaceful or Shy group of humans can turn into an Aggressive group if the relationship to the player characters turns out to be hostile.

**Travellers:** The group encountered are: Resting/eating (peaceful animals tend to be doing this, including predators), seeking directions, seeking help (maybe they need help to fix something?), seeking lodging/shelter, visiting friends, looking for work, on errand, duelling, travelling to or from work, herding their livestock, walking in procession whilst singing sacred songs to educate other travellers, healing injured or sick people, looking for outlaws, trying to avoid bounty hunters (if shy outlaws) moving merchandise from one place to another, etc.

**“One may survive distress, but not disgrace.”**

## Encounter Location

When the *nature* of the encounter has been determined, you can find a random *location* for the encounter using the Location table.

Location (D100)	
01-02	Ancient construction
03-12	Bridge <sup>1</sup>
13-14	Burial mound/burial cave <sup>2</sup>
15-20	Cave <sup>2</sup>
21-30	Cliff
31-32	Collapsed road/path/track
33-44	Grove
45-50	House <sup>1/2</sup>
51-60	Ford
61-78	Road/path/track
79-88	Stream
89-90	Temple/sacred site <sup>2</sup>
91-95	Tower <sup>1/2</sup>
96-97	Ancient tree
98-100	Well/natural source

<sup>1</sup>Cast a D6: on a 1-2 it is ruined.

<sup>2</sup>If Trolls are encountered, it is haunted (or desecrated if it is a temple/sacred site).

**Ancient construction:** Before the Fairlings left Thulê, ages ago, and long before they returned, with the ancient Thulêans, they had a great civilization. These ancient constructions are remains of that civilization. They can be anything from strange monoliths to deep – perhaps unfathomable – and wide wells; anything from round towers with deep cellars to just large open spaces, once levelled out and covered with some sort of concrete, for unknown reasons. They are all incomprehensible in their purpose.

The ancient ruin is so old, that forebears of all the characters participated in its construction, or lived in it. This brings back memories for the player characters, they feel as if they have been here before, or at least feel some kind of strange and inexplicable attraction to the ruins, and they all gain 250 XP.

**Bridge:** Bridges in Thulê can (1-5 on a D6) be made from stone (like *all* bridges are in Troskenia), but they can also be made from wood (6). Ruined bridges are often only partly ruined, and can often be climbed and used by a character to in relative safety jump across to the other side (Acrobatics, random DD). Maybe a Morale test is needed (with +0 Fright mod?), for those who dare attempt a jump

across? Should a Terrified character even be allowed to try? You decide. What if hostile creatures await on the other side? Perhaps they are hidden and wait for weary travellers?

**Burial mound/burial cave:** This can be anything from a typical round burial mound to a pyramid of stone, an ancient hollow tree with a tomb inside to a cave carved out from the rock high up on a tall cliff. The burial customs of Thulê vary from time to time, depending on the current fashion, and anything goes anywhere. You as the myth master choose how the dead are laid to rest.

**Cave:** A natural cave created by melting ice, earthquakes or perhaps a cave created by digging. Cast a D6: 1-3 is a tiny cave just large enough for the creatures encountered, 4 is a single large chamber, 5 is a series of large chambers and 6 is a vast underground complex, possibly stretching for miles into the depths of the Earth, or under tall mountains – into Niflheimr.

**Cliff:** Few things are more common in Thulê than steep cliffs. They are normally 3D6 \* 10' tall, and the *average* DD for scaling them is random (see the Random DD table under Testing Skills in **Skills**). Remember that you normally must test your Climbing skill for every 10' you climb, and the higher you climb, the further you fall if you achieve a Critical Failure.

The *average* DD is one thing, but what if it gets harder some places high up? The myth master can decrease and increase the *average* DD for every 10' climbed, by e. g. casting a D6, and letting 1-2 be a modification to the DD by +1 and a 5-6 a modification to the DD by -1. Perhaps a Perception test against DD 8 can aid the climber (and modify the DD by -1 on a Semi-Success or Success and -2 on a Critical Success – or by +2 on a Critical Failure), if he takes his time to study the cliff before he starts climbing, and finds the best route first.

Encounters on cliffs can perfectly well be an encounter in e. g. a forest with the cliff on one side, but they can also be made up of creatures attacking from or escaping to the cliff. Maybe there seems to be something of interest on top of the cliff? Maybe the player party got lost and have to scale that cliff or else they need a long detour to get back on track?

A random encounter can be made to only occur if the player party explores the *location*. So if they e. g. don't climb the cliff, to find out what hides in the strange shadows halfway up, they will not meet the trolls they were supposed to bump into, according to the random encounter rules.

**Collapsed road/path/track:** Landslides or rockslides often modifies the terrain, and buries or breaks roads/paths/tracks cutting through them. Some times one can jump across (Acrobatics, random DD), or climb around (Climbing, random DD) to continue the journey. Other times someone has placed a log across, to enable brave travellers to cross relatively safely (Acrobatics, random DD to balance across). Such locations are ideal for ambushes, robberies and other events. Perhaps it is about time you take a break, and think about what to do next? Maybe a Morale test is needed (with +0 Fright mod?), for those who dare attempt a jump across? Should a Terrified character even be allowed to try? You decide. What if hostile creatures await on the other side?

**Grove:** An opening in the forest, man made or natural, and ideal for encounters of all types.

**House:** A farm house, a beautiful long-house, a barn, a small hunting cabin, a smithy, a mill, a boat house, a guard house or maybe a storage building for goods? What lurks inside? Anybody there?

**Ford:** There are many creeks and small streams in Thulê, and most of them have no bridge, but instead you just have to walk across them as they are. These crossing points are called fords, and are used by all sorts of creatures, on two and four legs – and on more legs too. If the current is strong, maybe an Acrobatics test against a random DD is required to cross, with increased difficulty for short creatures?

**Road/path/track:** The encounter takes place on the road/path/track followed by the player party, or the player party comes across one. On a crossroad, maybe?

**Stream:** Water always attracts life of all sorts. Without water, there is no life. Near water, there is also death...

**Temple/sacred site:** Some places in nature are just so beautiful that they automatically become temple areas, sacred for a deity. These temples can be found

all over Thulê, and when creatures are encountered there, it may be to pray or make sacrifices, to sing or dance or play music, to rest or learn – or to use as a magnet for victims.... Where there are temples, nymphs are never far away though, and perhaps even the deity itself! Cast a D20 to find out which deity the temple is dedicated to:

Deity (D20)	
1	Baldr
2	Jörð
3	Freyr
4-5	Freyja
6	Forseti
7	Höðr
8	Heimdallr
9	Máni
10	Njörðr
11	Sága
12	Skaði
13	Sól
14	Týr
15	Pórr
16	Váli
17-19	Viðarr
20	Óðinn

**Tower:** Square towers can be found all over Thulê. They are either (1-2 on a D6) guard towers (made of stone), (3) observation posts (made of stone or wood), (4-5) hunting towers (made of wood) or (6) sorcerer's towers – the latter being the tallest and most impressive (and always made of stone or even steel). These towers are often not inhabited by those who built them. Who lives there now?

**Ancient tree:** Not exactly sacred sites, but still beautiful sights, some trees are so ancient and large that they rise above the forest ceiling, or spread their roots and branches out inside the forest. Many creatures hear their call, and come to dwell by them, or to feed on those who do.

**Well/natural source:** Streams are noisy and can have dangerous currents, so many creatures prefer to drink from the many natural sources in Thulê instead. This makes them rather dangerous though, because other creatures drink there as well, or wait for others to come and drink.

**“The right path is rarely an easy one.”**

## Animals

### Poisonous Creatures & Giant Insects

**ACID SLIME:** These oozing pools of acid slime can mainly be found in Jötunnheimr, often blocking tunnels. They burn metal as well as all organic material. Anyone who touches it takes D6 heat damage for D6 rounds or one less round (to a minimum of 1 round) if the target lowers his guard and spends a round to wipe off the acid using his clothes, nearby moss or nearby leaves or if he spends a round to wash off with water (from a waterskin, a river or whatever else is nearby). The acid slime feeds of blood, bones and flesh and will sense moving life, using its troll nose ability, and will move towards the nearest individual (unless they stand perfectly still), at a speed of 5' per round. It will keep doing that until either the nearest individual is beyond the reach of his Troll Nose, or until the acid slime has been burnt sufficiently by fire. Fire can harm the acid slime; a torch can inflict D6 damage on it every round, but anyone holding such a torch has a 1 in 10 chance that he will accidentally touch the (moving) acid slime. Water from a sacred source will also harm it (inflicting D6 damage to it per justa of sacred water), but anyone pouring such water on the acid slime has a 1 in 10 chance that he will accidentally touch the (moving) acid slime. (It is safer to throw sacred water on it from a safe distance).

#### **Acid Slime**

General	Poisonous Creatures & Giant Insects
Size/Weight (lbs)	n/a
Special Abilities	Troll Nose
Skills	
Tempo	+5
Resistance	
Heat	-1
Combat	
Fright mod	-3
OV/DV	n/a
Dodging	n/a
Damage	D6 Heat damage for D6 rounds
HP	6D6 (+D6 for every medium creature consumed/killed)
Weapon	Acid

**CAVE SPIDER:** The Cave Spider (alias Solifugid or False Spider) has 10 legs and a hooked spider beak. It uses its 2 front legs to grab onto its prey, to assist in biting it. In game terms, this means that if a Cave Spider hits and is able to deliver damage to its target, or gets a result 1-3 less than needed to deliver damage to its target, it will successfully grab on to its foe. It will not let go unless it suffers 6 or more damage in one attack. Until it lets go, the target will not be able to add its dodging mod when attacked and suffers -4 to OV.

The Cave spider, as the name suggests, lives underground, usually only in the deepest (warm) caverns in Thulê.

#### **Cave Spider**

General	Poisonous Creatures & Giant Insects
Size	+0
Weight (lbs)	≈160
Special Abilities	Ettin Eyes
Skills	
Climbing	+12
Stealth	+8
Tempo	+40
Resistance	
Heat	2
Combat	
Fright mod	-1
OV	+2
DV	+12
Dodging	+2
Damage	D6
HP	16
Weapon	Natural

#### **Giant Cave Spider**

General	Poisonous Creatures & Giant Insects
Size	+4
Weight (lbs)	≈400
Special Abilities	Ettin Eyes
Skills	
Climbing	+11
Stealth	+8
Tempo	+40

Resistance	
Heat	2
Combat	
Fright mod	-3
OV	+6
DV	+14
Dodging	+2
Damage	D8
HP	40
Weapon	Natural

**ETTERCUP:** The Ettercup is a cross between a humanoid and a spider. It has two legs and two arms, and looks much like a spider walking on two legs. This horrible, fearless and aggressive creature exists only in the twisted forests and darkest caverns of Jötunnheimr, and came to be as a result of the influence of Bölpörn. It attacks with its claws and its poison fangs, delivering a paralyzing poison to anyone losing 3 or more HP from one of its attacks.

### Ettercup

General	Poisonous Creatures & Giant Insects
Size	+1
Weight (lbs)	≈200
Special Abilities	Ettin Eyes

Skills	
Climbing	+12
Fortitude	+13
Perception	+4
Stealth	+8
Tempo	+45
Tracking	+6
Combat	
Fright mod	-5
OV	+5
DV	+14
Dodging	+2
Damage	D4 + Paralyzing poison PL 9
HP	26
Weapon	Natural

**GIANT ANT:** A giant ant soldier spits acid as its main means of defence and are not penalized in any way for using this missile weapon in mêlée. If at least a "Hit" is achieved by the ant soldier the acid spit will inflict D4 + 1 heat damage to the target for D4 rounds, or one less round (to a minimum of 1 round) if the target lowers his guard and spends a round to wipe off the acid using his clothes, nearby moss or nearby leaves or if he spends a round to wash off with water (from a waterskin, a river or whatever else is nearby).

	Ant Worker	Ant Soldier <sup>1</sup>	Ant Queen
General	Poisonous Creatures & Giant Insects		
Size	-3	-2	+0
Weight (lbs)	≈80	≈100	≈150
Special Abilities	Night Vision	Night Vision	Night Vision
Skills			
Climbing	+12	+11	+10
Stamina	+20	+20	+6
Tracking	+8	+2	+2
Tempo	+40	+40 (+80 Flying)	+40
Resistance			
Heat	2	2	2
Combat			
Fright mod	-3	-3	-4
OV	+2	+2	+9
OV (MI)		+6 (Base Range 20')	
DV	+12	+13	+12 (+10 MI)
Dodging	+4	+3	+2
Damage	D4	D4 or D4 + 1 acid for D4 rounds	D4
HP	8	10	15
Weapon	Natural	Natural	Natural

<sup>1</sup>On a 1 on a D6 the ant warrior has wings and can fly. A flying ant soldier can only attack every D4 rounds whilst flying and can only be hit in mêlée by very long reaching or extremely long reaching weapons as it only flies that close when it attacks by spitting acid.

**MANTIS WARRIOR:** This grey, predatory six-legged insect grew to giant size in Jötunnheimr. It usually attack in groups of up to 20 individuals. A powerful exoskeleton makes it hard to injure, and razor sharp claws makes it very dangerous to basically all life in Thulê. It does not run very fast, but it can jump 25' straight up and 40' forward, once every 2 rounds. In combat this jump is treated like a normal charge. See p. 60 in the MYFAROG core rulebook. Its bite is poisonous and it is exceptionally skilled at dodging missiles. Anyone trying to wrestle with a mantis warrior will suffer D6 damage, because of its pointy exoskeleton.

### Mantis Warrior

General	Poisonous Creatures & Giant Insects
Size	+2
Weight (lbs)	≈250
Special Abilities	Night Vision
Skills	
Acrobatics	+12
Climbing	+8
Stealth	+4
Tempo	+30
Resistance	
Heat	2
Combat	
Fright mod	-1
OV	+6
DV	+16
Dodging	+2 (+9 MI)
Damage	D8 + Paralysing poison PL 8
HP	30
Weapon	Natural

### Slangi

General	Land L. & Venomous Snakes
Size	+2
Weight (lbs)	≈230
Special Abilities	Night Vision
Skills	
Stealth	+4
Swimming	+10
Tempo	+30
Combat	
Fright mod	-5
OV (MÊ)	+4
DV	+12
Dodging	+2
Damage	D6 + PL 12
HP	23

## Land Lizards & Venomous Snakes

**SLANGI:** The Slangi is a giant venomous snake, and very much capable and willing to attack human-sized prey. They live on land, but are able to swim, so they often hide their lairs on small islets, and swim to other larger islands to hunt. For the poison to have any effect on the target the Slangi needs to at least have been able to deliver 1 damage to the target.

When a Slangi is encountered, it will always try to surprise attack a randomly picked character in the party, unless spotted in time by him (Perception DD 4). Because of its size, the Slangi are not very good at ambushing their prey, but for the same reason, it doesn't really need to.

Some times the Slangi survives for so long that it has the time to grow enormous, and is then called a **Fimbulslangi**.

## Sea Creatures

**GIANT CRAB:** All water in Thulê can contain crabs, and because of the influence of Jötunnheimr, some also giant crabs; aggressive predators attacking anything and anyone passing by. They attack with their 2 pincers. Their exoskeleton is very robust, making them hard to injure. If a giant crab manages to deliver damage to a target, this means it manages to grab hold of that target, and will deliver normal damage (D6 for Giant Crab or D10 for Giant Troll Crab) to that target every round until it has been killed or has lost 5 or more HP in one single blow.

### Fimbulslangi

General	Land L. & Venomous Snakes
Size	+6
Weight (lbs)	≈630
Special Abilities	Night Vision
Skills	
Stealth	+4
Swimming	+10
Tempo	+30
Combat	
Fright mod	-7
OV (MÊ)	+8
DV	+14
Dodging	+2
Damage	D8 + PL 12
HP	63

Weapon	Natural
<b>Giant Crab</b>	
<b>General</b>	Sea Creatures
Size	-1
Weight (lbs)	≈120
Special Abilities	Night Vision
<b>Skills</b>	
Stealth	+4
Tempo	+20 (+10 on land)
<b>Combat</b>	
Fright mod	+0
OV (MÊ)	+2
DV	+18
Dodging	+1
Damage	D6
HP	12
Weapon	Natural

<b>Giant Troll Crab</b>	
<b>General</b>	Sea Creatures
Size	+8
Weight (lbs)	≈1000
Special Abilities	Night Vision
<b>Skills</b>	
Tempo	+30 (+20 on land)
<b>Combat</b>	
Fright mod	-4
OV (MÊ)	+10
DV	+21
Dodging	+1
Damage	D10
HP	90
Weapon	Natural

**GIANT ELECTRIC EEL:** Some eels have become both very large and also very aggressive and vicious, after living in Jötunnheimr. They attack swimmers and fishermen alike.

<b>Giant Electric Eel</b>	
<b>General</b>	Sea Creatures
Size	-2
Weight (lbs)	≈100
Special Abilities	Night Vision
<b>Skills</b>	
Tempo	+60 Swimming
<b>Combat</b>	
Fright mod	-1
OV (MÊ)	+2
DV	+12
Dodging	+4 (under water)
Damage	D8 Electric damage
HP	10

Weapon	Natural
<b>Giant Fish</b>	
<b>General</b>	Sea Creatures
Size	+0
Weight (lbs)	≈150
Special Abilities	Night Vision
<b>Skills</b>	
Tempo	+60 Swimming
<b>Combat</b>	
Fright mod	+0
OV (MÊ)	+2
DV	+12
Dodging	+4 (under water)
Damage	D4
HP	15
Weapon	Natural

**GIANT FISH:** Some fish has become both very large and also very aggressive and vicious, after living in Jötunnheimr. They attack swimmers and fishermen alike.

<b>Giant Fish</b>	
<b>General</b>	Sea Creatures
Size	+0
Weight (lbs)	≈150
Special Abilities	Night Vision
<b>Skills</b>	
Tempo	+60 Swimming
<b>Combat</b>	
Fright mod	+0
OV (MÊ)	+2
DV	+12
Dodging	+4 (under water)
Damage	D4
HP	15
Weapon	Natural

**GIANT LOBSTER:** Some normal lobsters have become giant, because of the influence of Jötunnheimr. They attack with their 2 pincers. Their exoskeleton is very robust, making them hard to injure. If a giant lobster manages to deliver damage to a target, this means it manages to grab hold of that target, and will deliver normal damage (D6) to that target every round until it has been killed or has lost 5 or more HP in one single blow.

<b>Giant Lobster</b>	
<b>General</b>	Sea Creatures
Size	+1
Weight (lbs)	≈180
Special Abilities	Night Vision
<b>Skills</b>	
Stealth	+4
Tempo	+40 (+10 on land)
<b>Combat</b>	
Fright mod	+0
OV (MÊ)	+3
DV	+17
Dodging	+1
Damage	D6
HP	18
Weapon	Natural

**GIANT SHARK:** Some sharks have become both very large and also even more aggressive and vicious, after living in Jötunnheimr. They attack

swimmers and fishermen alike.

### **Giant Shark**

<b>General</b>	
Sea Creatures	
Size	+10
Weight (lbs)	≈10000
Special Abilities	Night Vision
<b>Skills</b>	
Tempo	+60 Swimming
<b>Combat</b>	
Fright mod	-5
OV (MÊ)	+12
DV	+15
Dodging	+2 (under water)
Damage	D12
HP	180
Weapon	Natural

## **Demi-Humans**

**HARPY:** The Harpy has the lower body of a vulture and the upper torsos of a hideous winged human female. They have the ability to “call” upon their prey, using a spell sounding like a siren. Anyone within 1000' feet of the Harpy must test Fortitude against DD 12 or fall under her spell, and willingly sail or walk towards the Harpy calling for them. A character falling under her spell will not wake up from it until he is attacked by the Harpy (using her shark claws), which will happen when he is within 100' feet of her, or until the Harpy for some reason moves more than 1000' away from him or is knocked unconscious or killed. The Harpy is a horribly cruel creature, and often starts to eat its unconscious prey, not bothering to kill it first. Harpies normally live in groups of D6 individuals, in nests in places that are very difficult to access. Heaps of bones often pile up under their nests, from the many victims they have eaten. Harpies usually attack only when airborne, and will try to fly away if opposed on the ground.

### **Harpy**

<b>General</b>	
Demi-Human	
Size	+0
Weight (lbs)	≈140
Special Abilities	Night Vision
<b>Skills</b>	
Fortitude	+4
Climbing	+8
Tempo	+25 (+60 Flying)
<b>Resistance</b>	

Heat	-1
<b>Combat</b>	
Fright mod	-1
OV	+2
DV	+11
Dodging	+4
Damage	D6
HP	14
Weapon	Natural

**MINOTAUR:** The Minotaur is like a large, hairy and muscular human with the head of an ox. The Minotaur is immune to fear and will charge whenever it can, trying to butt opponents. Minotaurs used to be normal human beings, but have been changed by dark sorcery, possibly an ancient curse, and cannot die from old age. They are usually placed by unsympathetic deities or other powerful creatures as special guards in burial mounds and labyrinths, but some can also be found in the wilderness.

### **Minotaur**

<b>General</b>	
Demi-Human	
Size	+4
Weight (lbs)	≈400
Special Abilities	Night Vision
<b>Skills</b>	
Fortitude	+6 (immune to fear!)
Perception	+6
Tempo	+45
Tracking	+6
<b>Combat</b>	
Fright mod	-2
OV	+6
DV	+14
Dodging	+2
Damage	D6
HP	50
Weapon	Natural

## **Trolls**

### **Corporeal Trolls**

**SEA NÁR:** The sea náir (pl.) are thoughtless, spiritless corpses serving others, or they have for unknown reasons just been created to kill randomly. The sea náir are the bodies of cursed sailors and pirates, still partly working in the world of the living. They walk around on the bottom of the sea, and some times ascend to kill the living. They will dissolve and turn to reeking slime if forced to stay above salt water for more than 1 hour.

## Sea Nár

<b>General</b>	Corporeal Troll	
Size	+0	
Weight (lbs)	≈160	
Special Abilities	Ettin Eyes	
<b>Skills</b>		
Fortitude	+3	
Perception	+0	
Stamina	n/a	
Swimming	n/a	
Tempo	+30	
<b>Resistance</b>		
Cold	Immune	
<b>Combat</b>		
Fright mod	-6	
OV (MÊ)	+3	
DV	+10 (-1 for Scimitar)	
Dodging	+0	
Damage	Weapon <sup>1</sup>	
HP	31	
Weapon	Weapon	
<b>Weapons</b>	<b>Damage</b>	<b>DV</b>
Scimitar	D10	-1
<b>Cut/Shock</b>	<b>Initiative</b>	<b>Range</b>
-3/+2	+0	-

<sup>1</sup>Cast a D6 the first time a HP is lost by an attack from a Sea Nár; if the result is 1 or 3 the target must test his Disease Resistance against a disease (PL 9 + D6).

**LICH:** The Lich was once a very powerful sorcerer so bent on immortality that instead of accepting death, he stored away his own life force in a container (usually an egg). He hid the container carefully, usually in a strong chest, in his own lair. Usually, the Lich stays near his life force, to protect it, but some times a Lich dares leave it alone, and venture forth in the world of the living. He can however never be more than 7 miles away from it, and has to bring it along if he wants to travel further than that away from his lair. The life force of the sorcerer is hidden away, but his body is technically dead, and is held partly together by his dark sorcery (thankfully, making it very slow). The Lich appears as a Nár (if newly created) or as a Skeleton, dressed in typical sorcerer's clothes and carrying a sorcerer's staff. The Lich knows 2D6 (or 3D6 for Lich Lord) spells of any type available to sorcerers and Orc Shamans, that he can cast six (or eight for Lich Lord) times every day. An elf able to sense sorcery can sense the life force of the Lich if he comes within 60'

of it and makes his required die roll. See **Special Abilities & Restrictions** for Light Elves on p. 14 in the MYFAROG core rulebook.

## Lich

<b>General</b>	Corporeal Trolls	
Size	+1 (-2 for MI & Cut/Shock)	
Weight (lbs)	≈90	
Special Abilities	Ettin Eyes	
<b>Skills</b>		
Fortitude	+11	
Stamina	n/a	
Tracking	+8	
Tempo	+20	
<b>Resistance</b>		
Cold	Immune	
Physical	Immune <sup>1</sup>	
<b>Combat</b>		
Fright mod	-10	
OV	+4	
DV	+17	
Dodging	+0	
Damage	Weapon + <sup>2</sup>	
HP	Special <sup>1</sup>	
Weapon	Drain	
Spells known	2D6	
Spell Strength	Any	

## Lich Lord

<b>General</b>	Corporeal Trolls	
Size	+1 (-2 for MI & Cut/Shock)	
Weight (lbs)	≈90	
Special Abilities	Ettin Eyes	
<b>Skills</b>		
Fortitude	+12	
Stamina	n/a	
Tracking	+8	
Tempo	+20	
<b>Resistance</b>		
Cold	Immune	
Physical	Immune <sup>1</sup>	
<b>Combat</b>		
Fright mod	-11	
OV	+5	
DV	+18	
Dodging	+0	
Damage	Weapon + <sup>2</sup>	
HP	Special <sup>1</sup>	
Weapon	Drain	
Spells known	3D6	
Spell Strength	Any	

### Suggested Equipment for Lich/Lich Lord (DV included in Statistics Blocks)

Weapons	Damage	DV	Cut/Shock	Initiative	Range
Sorcerer's Staff	D4	+1	+2/-2	+4	-

<sup>1</sup>Can not be injured, even by enchanted weapons. He can however be affected by Shock Effect, like a normal Corporeal Troll. All physical attacks will be carried out normally, only to determine the Shock Effect. The Lich/Lich Lord will not be injured until his life force has been found and destroyed – by smashing the item containing his life force.

<sup>2</sup>If he is able to inflict at least 1 damage to his opponent he will also deliver D8 energy drain (DD 18) and Paralysis (test Fortitude against DD 18) for D4 rounds (or 2D4 on a Critical Failure, or 1 round on Semi-Success).

**NÁR LORD:** Some times, when the individual to be resurrected by a bard or sorcerer had so low Hamingja that the deities did not allow his return to life, he instead returned as a Nár. Because some of these cruel and malicious individuals were very powerful in life, they also become very powerful in death, and these men are known as Nár Lords.

#### Nár Lord

<b>General</b>	Corporeal Trolls	
Size	+0	
Weight (lbs)	≈160	
Special Abilities	Ettin Eyes	
<b>Skills</b>		
Fortitude	+8	
Perception	+0	
Stamina	n/a	
Swimming	n/a	
Tempo	+30	
<b>Resistance</b>		
Cold	Immune	
<b>Combat</b>		
Fright mod	-8	
OV (MÊ)	+7	
DV	+19 (+20 MI)	
Dodging	+0	
Damage	Weapon <sup>1</sup>	
HP	60	
Weapon	Weapon	
<b>Suggested Equipment (DV included in Statistics Blocks)</b>		
<b>Weapons</b>	<b>Damage</b>	<b>DV</b>
Rusty Sword	D8 (rusty)	+0
<b>Cut/Shock</b>	<b>Initiative</b>	<b>Range</b>
-1/+2 (rusty)	+2	-
<b>Shield (-2 MS)</b>	<b>DV MÊ</b>	<b>DV MI</b>
Medium	+2	+3
<b>Armour (-2 MS)</b>		
Rusty Half Plate (+4 DV)		
Rusty Helmet (+1 DV)		

<sup>1</sup>Cast a D6 the first time a HP is lost by an attack from a Nár Lord; if the result is 1 or 2 the target must test his

Disease Resistance against a disease (PL 7 + D6).

### Incorporeal Trolls

**BANSHEE:** The banshee is a spirit of a murdered female elf. She heralds the death of someone, usually by screaming shrieking, wailing or keening. She wears a grey cloak over a green or white dress and her eyes are red from crying. The banshee will only appear at night, within 1000' of her burial mound (where her physical remains are) and casts a spell of death on the individual present (and in sight of the banshee) with the least positive Hamingja. The unfortunate individual will have to test Fortitude against DD 17. On a Failure he will panic for 3D6 rounds (see morale on p. 59 in the MYFAROG core rule book). Or D6 rounds for Semi-Success. On a Critical Failure he will die from terror! She can only cast this spell once every night. The banshee will after this attack by draining those present. If injured, the banshee will flee back to her burial mound. If killed, she will return as a banshee in her burial mound on the next sunset. To kill the banshee permanently, the person who murdered her in life must be killed, or one from his blood line – or her remains can be burned and put back into her burial mound.

#### Banshee

<b>General</b>	Incorporeal Troll	
Size	-1	
Weight (lbs)	n/a	
Special Abilities	Ettin Eyes	
<b>Skills</b>		
Fortitude	+15	
Perception	+10	
Stamina	n/a	
Swimming	n/a	
Tempo	+50	
<b>Resistance</b>		
Cold	Immune	
Physical	Immune <sup>1</sup>	

Combat	
Fright mod	-6
OV (MÊ)	n/a
DV	+12
Dodging	+3
Damage	<sup>2</sup>
HP	40 <sup>1</sup>
Weapon	Drain

<sup>1</sup>Can only be injured by enchanted weapons.

<sup>2</sup>D6 energy drain (DD 17).

## Ettins

### Stone Ettins

**FOREST ETTIN:** The Forest Ettin is around 9' tall and sinewy, ugly and moss green. They attack with sharp claws and teeth. Their noses are very long and their eyes are pitch black. Like other Stone Ettins, they cannot bleed and regenerate lost HP, starting 1 round after they have been injured, but they regenerate much faster than the other Stone Ettins, at a rate of 3 HP per round. Their skin is rubbery and very resistant to physical injury, and because they are rather thin, they are harder to hit with missile weapons than their size otherwise would suggest. They inhabit mainly forests, but can be found other places too.

#### **Forest Ettin**

General	Ettin
Size	+4
Weight (lbs)	≈400
Special Abilities	Ettin Eyes, Troll Nose
Skills	
Perception	+6
Tempo	+50
Resistance	
Cold	1
Combat	
Fright mod	-3
OV	+6
DV	+18 (+19 MI)
Dodging	+2
Damage	D10
HP	40
Weapon	Natural

Crafts +D20 <sup>1</sup>	Stone Heart Power
≤ 16	lose 1 HP every hour
17-18	heal 1 HP every day <sup>2</sup>
19-22	heal 1 HP every hour <sup>2</sup>
≥ 23	heal 1 HP every minute <sup>2</sup>

<sup>1</sup>Stone hearts from forest ettins are moss green.

<sup>2</sup>The amulet will not revive a dead creature.

**GIANT MOUNTAIN ETTIN:** The giant mountain ettin is a mountain ettin with a particularly powerful stone heart, making it grow into giant size, 15' to 18' tall. Other than that, it is identical to the normal mountain ettin.

Crafts +D20 <sup>1</sup>	Stone Heart Power
≤ 13	lose 1 HP every hour
14-15	heal 1 HP every day <sup>2</sup>
16-19	heal 1 HP every hour <sup>2</sup>
≥ 20	heal 1 HP every minute <sup>2</sup>

<sup>1</sup>Stone hearts from giant mountain ettins are grey.

<sup>2</sup>The amulet will not revive a dead creature.

### **Giant Mountain Ettin**

General	Ettin
Size	+10
Weight (lbs)	≈2000
Special Abilities	Ettin Eyes, Troll Nose
Skills	
Climbing	+4
Stamina	n/a
Tempo	+40
Resistance	
Cold	Immune
Electricity	4
Heat	2
Combat	
Fright mod	-6
OV (MÊ)	+10
OV (MI)	+5 (range 20')
DV	+22 (+19 MI)
Dodging	+1
Damage (MÊ & MI)	2D10
HP	110
Weapon	Natural or Thrown Rock

## Frost Ettins

**DEEP DWELLER:** Deep Dwellers look like a mixture of a fish and a man, with scaly skin and webbed hands and feet and with a long finned tail. They are amphibious, in the sense that they can continue their miserable existence both under water and on land and can withstand any water pressure. They live in large groups in often vast cave systems under the sea, and surface only to kill and maim land dwellers. Although they can bite they fight mainly with their razor sharp claws, present on both their hands and feet. The deep dwellers come in six different colours, all with different special abilities. Whenever one or more deep dwellers are encountered, cast a D6 for each individual to determine their colour:

D6	Colour	Special Ability
1	Black	Extra strong scaly skin (+2 DV)
2	Blue	Extra long finned tail (+50 Swimming instead)
3	Green	Stronger legs better adapted to land travel (+40 Tempo instead)
4	Grey	Also bite with shark-like teeth (Damage +2)
5	Red	Extra large (+1 Size, +10 HP)
6	Yellow	Horrible screams (-2 extra Fright mod)

Crafts + D20	Stone Heart Power <sup>1</sup>
≤ 15	Slowly (in 1 hour) drowns wearer
16-17	Enables wearer to breathe under water for 1 minute at a time
18-21	Same but for 1 hour at a time
≥ 22	Same but for 1 day at a time

<sup>1</sup>Stone hearts from Deep Dwellers are aquamarine.

	Deep Dweller	Deep Dweller Leader	Deep Dweller Chief
<b>General</b>	Frost Ettin		
Size	+4	+5	+6
Weight (lbs)	≈400	≈500	≈600
Special Abilities	Ettin Eyes, Troll Nose	Ettin Eyes, Troll Nose	Ettin Eyes, Troll Nose
<b>Skills</b>			
Fortitude	+10	+11	+12
Perception	+0 (+5 in water)	+0 (+5 in water)	+0 (+5 in water)
Stealth	+7	+7	+7
Tempo	+30 (+40 Swimming)	+30 (+40 Swimming)	+30 (+40 Swimming)
<b>Resistance</b>			
Cold	Immune	Immune	Immune
<b>Combat</b>			
Fright mod	-3	-3	-4
OV	+7	+8	+9
DV	+17 (+15 MI)	+17 (+14 MI)	+18 (+14 MI)
Dodging	+2 (+3 in water)	+2 (+3 in water)	+2 (+3 in water)
Damage	D6	D6	D8
HP	40	50	60
Weapon	Natural	Natural	Natural

**HYDRA:** The greyish blue Hydra (with amber eyes) is a water worm with 4 + D8 heads. It can attack a number of times equal to its number of heads, but never more than 3 attacks against any one single target! Whenever an "Instant kill" (see Cut Effect on p. 54 in the MYFAROG core rulebook) is scored on a hydra it automatically (no D12 against size needed) loses one head. The Hydra will only die when all heads are cut off! This horrible solitary monster lives in bogs and lakes, but can also be found in the sea.

Crafts + D20	Stone Heart Power <sup>1</sup>
≤ 13	Slowly (in 1 hour) drowns wearer
14-15	Enables wearer to breathe under water for 1 minute at a time
16-19	Same but for 1 hour at a time
≥ 20	Same but for 1 day at a time

<sup>1</sup>Stone hearts from Hydras are greyish blue.

## Hydra

General	Frost Ettin
Size	+7
Weight (lbs)	≈750
Special Abilities	Ettin Eyes, Troll Nose
<b>Skills</b>	
Tempo	+30 (+30 Swimming)
<b>Resistance</b>	
Cold	Immune
<b>Combat</b>	
Fright mod	- 4 + (- # of heads)
OV	+9 (per head)
DV	+16 (+15 MI)
Dodging	+1 (+3 in water)
Damage	D6 (per head)
HP	Special
Weapon	Natural

**HAG:** Hags resemble what we would identify as female Ettins. They are horribly ugly, long-nosed, with long claws and pointy teeth, wart-riddled greenish skin and dirty long hair. They hide under rotten sea weed, in reeking bogs or under withering vegetation in lakes, often in groups of up to 6 individuals. Their hearing and eye-sight is very poor, and they can only see 100' or so far, but their gaze can be deadly up to 5' away (so it affects anyone in mêlée with the Hag); unless its opponent successfully tests Fortitude against DD 18 he will run away in panic for D6 rounds (see Morale rules on p. 59) or *die* on a Critical Failure. This ability is a spell, and no eye-contact is necessary for it to work, but it can only cast this spell 3 times a day. The Hag will devour its prey in D6 + the creature's size minutes.

Crafts + D20	Stone Heart Power <sup>1</sup>
≤ 15	Fright mod +1
16-17	Fright mod -1
18-21	Fright mod -2
≥ 22	Fright mod -3

<sup>1</sup>Stone hearts from Hags are brown.

### Hag

General	Frost Ettin
Size	+4
Weight (lbs)	≈400
Special Abilities	Ettin Eyes, Troll Nose
Skills	
Fortitude	+6
Perception	-2 (+2 in water)
Stealth	+8
Tempo	+40 (+30 Swimming)
Resistance	
Cold	Immune
Combat	
Fright mod	-6
OV	+6
DV	+14 (+12 MI)
Dodging	+2 (+3 in water)
Damage	D6
HP	40
Weapon	Natural

**“There is peace in the bog,  
though the silence is death.”**

**ICE ETTIN:** Most Ice Ettins are about 9' to 10' tall and are active in the snowy mountains of Thulé, where they hide from the sun during the day by digging into the snow. They have white and rubbery skin with a bluish undertone and large black eyes. They look like white Forest Ettins, only that have larger feet and claws. When they attack the frost from their stone hearts transfer to their opponents, meaning that when they deliver normal damage to their opponents, they also deliver 2 + D6 cold damage. When killed they simply melt away, like dirty snow in the sun.

Crafts + D20	Stone Heart Power <sup>1</sup>
≤ 15	Takes (!) +1 cold damage every round
16-17	Delivers an extra +1 cold damage in mêlée
18-21	Delivers an extra +2 cold damage in mêlée
≥ 22	Delivers an extra +3 cold damage in mêlée

<sup>1</sup>Stone hearts from ice ettins are translucent. The extra damage from this stone heart does not count as enchanted!

### Ice Ettin

General	Frost Ettin
Size	+5
Weight (lbs)	≈500
Special Abilities	Ettin Eyes, Troll Nose
Skills	
Fortitude	+4
Stamina	n/a
Tempo	+40 (+80 downhill in snow)
Resistance	
Cold	Immune
Electricity	-1
Heat	-2
Combat	
Fright mod	-4
OV	+7
DV	+18 (+15 MI)
Dodging	+1
Damage	D10 + (2 + D6 Cold Damage)
HP	50
Weapon	Natural

**“Darkness cannot drive out darkness.”**

## Giant Worms

**SKY DRAKE:** The sky blue sky drake (alias cloud drake) can attack every D6 round with a bolt of electricity affecting one single target within 100' of the sky drake. The bolt inflicts 3D6 electric damage. Because of the speed of the bolt, there is not even a theoretic chance the target might escape the bolt. Shields provide no protection against such attacks. Usually you find sky drakes in the mountains, usually on mountain peaks, or flying in the sky, amongst the clouds.

Crafts +D20	Stone Heart Power <sup>1</sup>
≤ 15	Takes (!) +1 electric damage every round
16-17	Delivers an extra +1 electric damage in mêlée
18-21	Delivers an extra +2 electric damage in mêlée
≥ 22	Delivers an extra +3 electric damage in mêlée

<sup>1</sup>Stone hearts from sky drakes are sky blue. The extra damage from this stone heart does not count as enchanted!

### Sky Drake

General	Giant Worms (Drakes)
Size	+10
Weight (lbs)	≈1600
Special Abilities	Eagle's Gaze, Ettin Eyes, Troll Nose
Skills	
Acrobatics	+6
Climbing	+6
Fortitude	+6
Perception	+4
Stamina	n/a
Tempo	+45 (+70 Flying)
Tracking	+45
Resistance	
Cold	3
Electricity	Immune
Heat	Immune
Combat	
Fright mod	-7 (Drake)
OV (MÊ)	+10
DV	+19 (+15 MI)
Dodging	+2
Damage	D8 + 1 + Electric Bolt
HP	100
Weapon	Natural

**SHADOW WORM:** The black shadow worm attacks every D6 round with a breath of acid affecting everyone in a 30' long (and at the widest point about 10' wide) cone, inflicting D6 in heat damage to them. Everyone in this zone must test their Dodging against DD 12 + (size \* 2) to take only half damage – if there is a theoretic chance they might escape the acid breath. A Critical Success means they take no damage. Anyone taking acid damage will take an additional D6 in damage for D6 rounds, or one less round (to a minimum of 1 round) if the target lowers his guard and spends a round to wipe off the acid using his clothes, nearby moss or nearby leaves or if he spends a round to wash off with water (from a waterskin, a river or whatever else is nearby). A large shield can be used to defend against 3 such attacks and is then destroyed by acid. A medium shield can be used to defend against 2 such attacks and is then destroyed by acid. A small shield can only be used to defend against 1 such attack and is then destroyed by acid. The shadow worm can only be found in Jötunnheimr, and seems unable to leave this realm.

Crafts +D20	Stone Heart Power <sup>1</sup>
≤ 15	Takes (!) +1 heat damage every round
16-17	Delivers an extra +1 heat damage in mêlée
18-21	Delivers an extra +2 heat damage in mêlée
≥ 22	Delivers an extra +3 heat damage in mêlée

<sup>1</sup>Stone hearts from shadow worms are black. The extra damage from this stone heart does not count as enchanted!

### Shadow Worm

General	Giant Worms (Drakes)
Size	+10
Weight (lbs)	≈1600
Special Abilities	Eagle's Gaze, Ettin Eyes, Troll Nose
Skills	
Acrobatics	+6
Climbing	+6
Fortitude	+6
Perception	+4
Stamina	n/a
Tempo	+45 (+70 Flying)
Tracking	+45

Resistance	
Cold	1
Electricity	1
Heat	1
Combat	
Fright mod	-6 (-7 Drake)
OV (MÊ)	+10
DV	+19 (+15 MI)
Dodging	+2
Damage	D8 + 1 + Acid Breath
HP	100
Weapon	Natural

**WYVERN:** The dark brown Wyvern is a slender and small two-legged Drake with a long tail. It is less intelligent than other Giant Worms, but even faster and more agile, and lives in groups with up to 6 individuals. The Wyvern usually resides in dark forests and caverns high in the mountains, and does not normally hoard gold and other shiny objects like other giant worms do.

### Wyvern

General	Giant Worms (Drakes)
Size	+4
Weight (lbs)	≈330
Special Abilities	Eagle's Gaze, Ettin Eyes, Troll Nose
Skills	
Acrobatics	+8
Climbing	+8
Fortitude	+6
Perception	+4
Stamina	n/a
Tempo	+50 (+80 Flying)
Tracking	+25
Resistance	
Cold	1
Electricity	1
Heat	1
Combat	
Fright mod	-3
OV (MÊ)	+6
DV	+17
Dodging	+3
Damage	D6
HP	33
Weapon	Natural

Crafts + D20	Stone Heart Power <sup>1</sup>
≤ 18	-1 Poison Resistance
19	+1 Poison Resistance
20	+2 Poison Resistance
21	+3 Poison Resistance
22	+4 Poison Resistance
23	+5 Poison Resistance
24	+6 Poison Resistance
25	+7 Poison Resistance
26	+8 Poison Resistance
27	+9 Poison Resistance
≥ 28	+10 Poison Resistance

<sup>1</sup>Stone hearts from wyverns are dark brown.

**“The dose makes the poison.”**