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PAUL "WIGGY" WADE-WILLIAMS

HELLFROST

• BESTIARY •





HELLFROST BESTIARY

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WIGGY'S DEDICATION: MAGGIE (FOR FIGHTING THESE THINGS),
DAVE BLEWER (FOR HIS HONEST OPINIONS)

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INTRODUCTION



Welcome to the *Hellfrost Bestiary*! This volume is designed solely for the GM's use. Any instance of the word "you" means we're speaking to the GM. It contains a large collection of monsters and archetypes you can throw against characters exploring Rassilon.

Of course, it can just as easily be a resource for your homebrew fantasy campaign. Most of the monsters can be lifted straight out of this book and transported to other worlds with no changes required. In some cases you might want to change a name, or maybe tweak a power so it fits the milieu of your game better.

The monsters are listed alphabetically and by major category. All demons, for instance, come under the heading of "Demon," and are then listed alphabetically, so "Changeling" comes before "Spined." The same applies to dragons, elementals, horses, and so on. If you're in any doubt on where to find a monster, always check the major headings first.

Not every monster you might expect to find in a generic "monster manual" is included in this work. Although medusas (or medusae, if you prefer) do exist, they aren't found in Rassilon, so they're not in this book. The same applies to many other creatures. Each has its place in the world, and each will be added when the time is right. Furthermore, many foes the characters face will be the more common races—men, goblins, orcs, and giants. Goblins, in enough numbers, are still a threat to a Legendary character. True monsters are quite rare in Rassilon.

At the end of the day, *Hellfrost* is your world as much as it is ours. If you have stats for a medusa to hand and want to add them to your campaign, then feel free. We're certainly not going to spoil your fun by insisting you run things by the book.

As well as monsters, this book also looks at relics, otherwise known as magic items. *Hellfrost* is a low magic setting, so there aren't tons of tables crammed with items. Instead, we present a simple system allowing GMs to sculpt relics designed for a specific purpose and specific party.

TREASURE

The creatures in the *Hellfrost Bestiary* have a new entry just above their Special Abilities—Treasure. This is the treasure table entry the GM rolls on when the group runs into the beast (see below).

Treasure is listed in gold scields, but needn't be actual coins. Treasure could just as easily be works of art, stolen cargoes, pack animals, or even prisoners' ransoms gratefully paid to rescuers.

Creatures of animal intelligence don't usually hoard treasure, but may have dragged former victims to their lair. Their possessions remain there, so a Tracking roll might lead the party to the thing's lair—and long-lost treasures.

TREASURE TABLE

Treasure	Treasure Value
Treasure Trove	1d10 x 1,000 gs
Rich	1d10 x 100 gs
Worthwhile	1d10 x 10 gs
Meager	1d10 x 1 gs

TREASURE & MASS MONSTERS

If the heroes are exploring an orc lair inhabited by dozens, or maybe hundreds, of orc warriors, you don't have to roll on the treasure table every time they defeat a small group. Instead, use a higher entry, or multiple higher entries, for the entire orc population. Calculate the treasure, then divide the coins into a couple of treasures.

For a group of twenty orcs, for instance, you might choose to roll once on the Rich entry. This way there'll be plenty of money for the heroes to loot, but it is spread among the individual orcs. For a stronghold containing a hundred orcs with a priest and a chieftain present you

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might roll once on the Treasure Trove entry or perhaps once on the Rich and Worthwhile lines.

Should the heroes cleanse an entire orc tribe, likely numbering many hundreds or thousands of individuals, it wouldn't be amiss to roll two or more Treasure Troves. The characters have certainly earned their rewards!

Remember as well that the treasure table is really designed for random encounters. When you're writing an adventure and populating it with monsters, you should include whatever treasure you want. A powerful orc tribe may have a lot of spoils stashed away, whereas even a mighty dragon can be destitute.

WHERE ARE THE RELICS?

You may have noticed that no mention has been made of relics in the Treasure Table. Permanent magic items, even the equivalent of +1 swords in other fantasy games, are extremely rare items in Rassilon and are highly sought after. The Reliquary spends years researching snippets of information about the most trivial relic, and even then their searches almost always come up empty.

A quick system for designing your own relics is presented in Relics chapter of this book. These relics should never be "random treasures"—if you want to use one, place it in an adventure with deliberation and forethought. Remember, a +1 bonus in *Savage Worlds* is a big modifier, especially in combat. It is better to use alchemical devices as common rewards.

MONSTROUS ABILITIES

Four new Monstrous Abilities are introduced in this setting. Immunity and Weakness are also slightly altered.

DEMON

Demons hail from the Abyss, the *Hellfrost* equivalent to Hell. Some are "natural" demons, created at the dawn of time. Others are corrupt souls, tortured and transformed at the whim of the demon lords.

Despite having a large variety of forms and powers, all demons have the following common traits.

- * +2 to recover from being Shaken.
- * Immune to poison and disease.
- * +2 Toughness against nonmagical attacks, except for star metal.
- * Weakness (Star Metal): Demons have a lower Toughness against star metal weapons.

IMMUNITY

The creature takes no damage from direct attacks matching its immunity; neither does it suffer any harm from background effects of the same type. Note that cold also covers ice and coldfire, and fire includes heat.

PLANT

"Monster" plants are rare in Rassilon, but they do exist. Some are natural, others sentient, and a few awoken by powerful earth or nature magic. All plants worthy of troubling adventurers share the following traits.

- * +2 to recover from being Shaken.
- * Called Shots do no extra damage.
- * Immune to piercing attacks, such as arrows and spears.
- * Not subject to Tests of Will. Sentient plants do not have this ability.
- * Plant Wild Cards never suffer from Wound Modifiers.

RESISTANCE

The monster is resistant to a specific form of damage (heat/fire, cold/ice/coldfire, electricity, acid), but is not completely immune. It takes half damage against direct damage matching its Resistance. Roll the damage dice, halve the result, and apply that against the creature's Toughness. It is also immune to background sources of the same sort (as per *environmental protection*) where applicable.

SUSCEPTIBILITY

The creature doesn't have a true weakness, but it is susceptible to a specific form of attack, such as heat, cold, or electricity. It takes +4 damage from direct attacks matching its Susceptibility. Cold also covers ice and coldfire, and fire includes heat.

WEAKNESS

Unless otherwise stated, a creature with Weakness (Cold) is affected by cold, coldfire, and ice trappings. Weakness (Fire) likewise covers both heat and fire. In all cases, direct damage from attacks matching a creature's Weakness is doubled.

KNOCKBACK

The physical attacks of large creatures can knock over smaller foes. In order to cause knockback, the attacker must make a successful Fighting attack. The blow does not have to cause damage, it just has to hit. The victim cannot avoid this—no human can hope to remain standing after being on the receiving end of a frost giant's colossal war axe.

An opponent who is knocked back into a relatively solid object (hay bales and glass windows, for instance, are not solid) is automatically Shaken. This is treated as a separate injury. A foe Shaken by an attack who is then knocked back into a solid object suffers the effects of successive Shaken results. Opponents may try to Soak any initial damage from the attack or spend bennies to

remove a Shaken condition *before* the knockback is applied.

Knockback is based on the relative size of the attacker and victim. For instance an ogre (Size +3) is four Sizes bigger than an engro (Size -1). However, it is only two Sizes bigger than an orc warrior (Size +1).

- * 1 or fewer Sizes larger: No knockback.
- * 2 or 3 Sizes larger: Victim knocked back 1" and falls prone.
- * 4 to 7 Sizes larger: Victim knocked back 1d4" and falls prone.
- * 8 to 11 Sizes larger: Victim knocked back 1d8" and falls prone.
- * 12 or more Sizes larger: Victim knocked back 2d6" and falls prone.

ENCOUNTERS

Each day the party spends exploring outside of a settlement, draw a card from your action deck. If the card is a face card, an encounter occurs. Pick a monster or hazard you like. If a Joker comes up, pick two monsters or hazards—the group has run into two things at once. Reshuffle the deck after every encounter.

Think about the encounter a bit before setting it up. A few minutes pause before you hit the heroes with some terrible beast or dire blizzard can make a “random encounter” a very memorable experience.

And don't forget, the monsters don't always have to have the upper hand. For instance, an encounter might involve goblins. While the goblins could be lying in ambush for the hapless heroes, they might just as easily be camped for the night. The party can thus avoid them with a wide detour or try to take the goblins by surprise. Alternately, perhaps the heroes spy the goblins in the distance, thus giving them chance to run away or ambush them.

Not every encounter has to lead to combat. You can use seemingly random encounters to highlight environmental issues, especially in winter, or to hint that monsters *might* be present. If the characters choose to investigate further, these encounters could spawn an entire adventure.

ENCOUNTER DIFFICULTIES

You might be wondering about the difficulty of the encounters listed throughout this book. Are they intended for characters of Novice Rank? Seasoned?

The answer is none of the above. The encounters are created to reflect the natural organization of the characters or creatures listed. That means your group had best be warned that this isn't like certain other games that automatically set the challenge level to something they



can deal with. Sometimes a dragon needs to be avoided, or clever tactics or hired swords are needed to defeat it.

We do this both because it's more natural, it's more of a challenge, and any system we created would have a difficult time fitting the nature of your characters. If the player characters hire 40 veteran mercenaries, it doesn't make sense that every group of bandits and orcs suddenly grows exponentially to defeat them. That means that just as in real life, exploring the world with a larger party is much safer.

Of course it also means the heroes have to feed the Extras and provide them a share of the treasure (or pay) as well. They must also contend with the many mutineers and other troublemakers who are likely to infiltrate their army. There are bad apples in every bunch, as the old saying goes. In addition, rolls for Glory are going to suffer penalties because the heroes won't be so badly outnumbered by their foes.

All that said, the GM should tweak encounters to fit the nature of his party. If they truly are walking around in a group so large nothing is a threat, feel free to up the difficulty of encounters that make sense—such as orc tribes or a hunting party of giants. You'll have a good

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handle on what your party can handle after a few sessions without the need for some sort of formula.

And don't worry if the heroes lose a few Extras along the way. Even famous heroes rarely make it to the finale of their adventure with all their loyal men.

EDIBLE ENCOUNTERS

Most of the natural creatures in this book can be eaten by starving characters. A successful hunting expedition can often net several large beasts.

Hunting for food isn't going to happen in every campaign, but heroes lost in the icy wastes or in the dark depths of the earth need to eat something.

Figure that an experienced hunter (who makes a Survival roll) can gain 1d6 man-days of food for an average-sized creature (no Size bonus). Every point of Size creates an additional 1d6 provisions. A mammoth (Size +7), for example, provides 8d6 provisions.

The GM should adjust this based on the nature of the

creature. Some things, like sentient or poisonous creatures just shouldn't be eaten.

ARCHETYPES

Unless otherwise stated, all archetypes are presented as humans for convenience. To create an elf elemental-ist, engro thief, or frostborn mercenary, for instance, just add the appropriate racial Edges and Hindrances to the stat block, and you're ready to go.

The archetypes are also "stock" NPCs, with typical Edges and Hindrances the archetype needs to fulfill his role in life. To create unique individuals just add or remove Edges and Hindrances to tweak the archetype into the character you envisage.

For instance, no sample mage has the Alchemy Edge. If you want an NPC mage to have the Edge, just give it to him. Likewise, a hrimwisard you set up to be a recurring villain should have several Spell Finesse Edges to make him a challenging and memorable opponent.

Similarly, stock archetypes like villagers can be expanded by giving them a few skills and rolling on the Personality Trait table in *Savage Worlds*. A hunter, as an example, needs only Shooting, Stealth, and Survival at a d6 to be competent in his job. A really good hunter might have the Woodsman Edge as well.

The same applies to other archetypes, of course. To create a dithering Knight Hrafn, just lower his command radius bonus to +1, remove Level Headed, and don't give him any Leadership Edges beyond Command. You could even give him the Cautious Hindrance to represent his insistence that everything be planned to the last detail before he'll issue orders, even if the orcs are just ten feet away and closing rapidly.

Whether you're making a villain from scratch or by modifying a template, don't worry about building them as you would a player character. Just give them whatever Traits, Hindrances, and skills you think they need, and don't worry about meeting Edge requirements—villains don't follow the same rules as heroes.

MONSTERS & MAGIC

Many of the monsters in this book can use magic. Whereas racial archetypes use the standard rules for magic as presented in the *Hellfrost Players' Guide*, some monsters wield types of magic unknown to and unusable by other species.

Unless otherwise stated, such monsters use Spellcasting as their arcane skill. This covers many different forms of magic under a single, monster-only skill. They never gain bonuses or suffer penalties associated with specific Arcane Backgrounds. Unless otherwise stated, they suffer backlash as per the Siphoning rules.

Fire and heat spells cast by these creatures, as well as natural attacks which invoke fire or heat, are subject to the rules for the Hellfrost curse.



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AJATAR

An ajatar, known to the Finnar and Saxa as the “mother of serpents,” is a hulking mass of writhing snakes formed into a semi-humanoid form. Instead of fingers, an ajatar has five venomous serpents on each hand. Although rare in the Winterlands, these fearsome creatures still live in the forests of the Hearthlands, though they are rarely active in winter. A small few have become the focus of cults, worshipped by deranged cultists.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d10, Guts d8, Notice d6, Spellcasting d10, Stealth d8

Pace: 6; **Parry:** 7; **Toughness:** 13 (2)

Treasure: Worthwhile, in lair.

Special Abilities:

- * **Armor +2:** Snake scales.
- * **Bite:** Str+d8, plus poison.
- * **Large:** Attackers are +2 to attack rolls due to the creature’s size.
- * **Last Attack:** When an ajatar reaches Incapacitated its physical form collapses into a snake swarm. This fills a Large Burst Template. The swarm begins unShaken. Once the swarm suffers a wound the ajatar is defeated.
- * **Mother of Snakes:** All serpents of animal intellect within 50” of an ajatar automatically fall under her control.
- * **Poison (-1):** Anyone Shaken or wounded by the ajatar’s bite or snake fingers must make a Vigor roll at -1 or fall paralyzed for 2d6 rounds.
- * **Powers:** *armor* (thicker scales), *blast* (swarm of snakes), *bolt* (flying snakes), *deflection* (snakes deflect blows), *entangle* (foes wrapped in coils of giant serpent), *summon beast* (snakes and snake swarms only).
- * **Quick:** Redraw initiative cards of five or lower.
- * **Size +4:** An ajatar stands some 15’ tall.
- * **Snake Fingers:** Str+d6, plus poison. The long, ser-

pentine fingers have +2 to Fighting rolls. This counts as a Gang Up bonus.

- * **Taste the Air:** An ajatar halves darkness penalties.
- * **Viper Weapon:** An ajatar can cast *viper weapon* as a free action a number of times per day equal to half its Spirit die type. This still requires a Spellcasting roll. Only one *viper weapon* may be cast each round.

ARCTIC TICK SWARM

These vile creatures usually feed on mammoths, woolly rhinos, and frost giants, but will attack any warm-blooded creature. Their favored tactic is to slowly drain a host dry, then go into hibernation. When a potential host comes close, the ticks use their energy reserves to form a swarm. Ticks fill a Small Burst Template.

Attributes: Agility d6, Smarts d4(A), Spirit d10, Strength d8, Vigor d10

Skills: Notice d8, Stealth d6

Pace: —; **Parry:** 4; **Toughness:** 8 (1)

Treasure: None.

Special Abilities:

- * **Armor +1:** Hard carapace.
- * **Infection:** A victim in a tick swarm template must make a Vigor roll each round or become infested with ticks. Each day thereafter, the victim must make a Vigor roll or suffer a level of Fatigue from blood loss. Removing the ticks requires either immersion in very hot water (which causes 2d6 damage per round to the swarm and the victim must make a Vigor roll each round or suffer Fatigue) or by removing them one at a time. The latter requires a Notice roll at -6 and takes 8 hours. This can be a Group or Cooperative Roll, but only one roll can be made per day.
- * **Hibernate:** Ticks not attached to a living host must quickly find a new host. After five rounds, ticks without a host make a Vigor roll each round or hibernate. In this state they cannot take actions, but retain their senses.
- * **Infravision:** Ticks can detect warm-blooded creatures

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READING THE STAT BLOCK

Maybe you're new to Savage Worlds, and this is your first purchase, or perhaps you're flicking through this book in a shop and wonder just what on earth the stats mean. Here's a quick guide to help you out.

* **Attributes:** Every creature has five attributes, each of which has a die rating. The higher the die type, the better the attribute.

* **Skills:** Skills, like attributes, are given a die type. The skills listed are the common skills the creature needs. With archetypes, especially, you can add new skills as you want. For instance, elf rangers don't have Boating, but if you want a group of elves living near a river, then adding Boating d6 wouldn't be amiss.

Intelligent monsters can speak, though most know only their native tongue. Some intelligent members of their societies or those at the top of the social ladder have learned Trader or even one or more of the languages of the player character races. As such, GMs are free to assign monsters any languages they wish.

* **Charisma:** Most monsters don't have, or need, Charisma. Charisma is a modifier to social skills, like Persuasion.

* **Pace:** Pace indicates a creature's land speed in real world inches (for tabletop play). Aquatic and flying beasts have their Pace listed under Special Abilities. Note that aquatic monsters don't require a Swimming skill—humans don't have a walking skill.

* **Parry:** This is a measure of how hard it is to hit a monster. The higher the number, the better the attacker's die roll has to be. An attack has to equal or exceed the Parry score.

* **Toughness:** This is a measure of how hard it is to hurt something. Damage is compared against a creature's Toughness to determine how badly injured it is. A number in parentheses indicates armor of some sort. It's listed separately to aid the GM when he's dealing with weapons with an Armor Penetration (AP) value.

* **Hindrances & Edges** These are flaws and boons which are available to player characters. Not every creature has them. You'll need the *Savage Worlds* rules and the *Hellfrost Players' Guide* to learn what each one does.

* **Gear:** Some creatures carry equipment. The basic stats for armor and weapons are included for ease.

* **Treasure:** The entry on the Treasure Table you roll on (see page 3).

* **Special Abilities:** These are the nifty powers that separate monsters from characters. Each is presented in short form with the pertinent information, but you should check out the full description in the *Savage Worlds* rules and, for new Edges, the *Hellfrost Players' Guide*.

to a range of 24".

* **Leap:** Ticks move by leaping. They have a Pace of 10 and suffer no penalties for difficult ground.

* **Mindless:** Unaffected by Tests of Will, Tricks, or arcane powers like *puppet*.

* **Swarm:** Parry +2; Because the swarm is composed of scores, hundreds, or thousands of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round.

ASSASSIN

Assassins deal in death, caring little for political ideology. They are paid to kill—the whys and wherefores are for others to debate or worry over. Some operate alone, others as part of an organization. Most are worshippers of Niht, goddess of dark.

ASSASSIN

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d8, Guts d6, Intimidation d6, Notice d8, Stealth d8, Shooting d8, Streetwise d6, Throwing d8

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Cautious (may have others)

Edges: Alertness, Dodge, First Strike, Thief

Gear: Leather armor (+1), short sword (Str+d6), throwing knives (Range: 3/6/12, Damage: Str+d4)

Treasure: Meager.

Special Abilities:

* **One Step Kill:** If the character moves no further than 1", moving adjacent to a foe does not trigger First Strike. In addition, if he spends a benny while taking his one step, he gets the Drop on his target this turn.

MASTER ASSASSIN

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d12, Guts d10, Intimidation d8, Notice d10, Shooting d10, Stealth d12, Streetwise d8, Throwing d10

Charisma: 0; **Pace:** 6; **Parry:** 10; **Toughness:** 6 (1)

Hindrances: Cautious (may have others)

Edges: Acrobat, Alertness, Block, Dodge, First Strike, Marksman, Level Headed, Quick Draw, Thief

Gear: Leather armor (+1), short sword (Str+d6), throwing knives (Range: 3/6/12, Damage: Str+d4)

Treasure: Meager.

Special Abilities:

* **One Step Kill:** If the character moves no further than 1", moving adjacent to a foe does not trigger First Strike. In addition, if he spends a benny while taking his one step, he gets the Drop on his target this turn.

AUROCHS

Aurochs (orr-ocks) are giant, wild cattle, renowned for their strength and stamina. No race has domesticated them. The Saxa hunt them for their flesh, sinew, and hides. In many Saxa lands, it is still traditional for an adolescent male to prove his right to be called a man by slaying an aurochs singlehanded.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12+4, Vigor d10

Skills: Fighting d6, Guts d10, Notice d6

Pace: 7; **Parry:** 5; **Toughness:** 10

Treasure: None.

Special Abilities:

- * **Gore:** Aurochs use the charge maneuver to gore their opponents with their long horns. If they can move at least 6" before attacking, they add +4 to their damage total.
- * **Horns/Kick:** Str+d6.
- * **Size +3:** Aurochs are large creatures.



AVATAR OF SARKEB

Sarkeb is the god of the gatormen. His avatar, which can only be summoned through bloody sacrifice, is a monstrously large gatorman, with teeth like daggers and armor as resilient as the toughest steel armor.

When the gatorman empire was at its height, avatars were relatively easy to summon, but as the strength of the race declined, so it became harder and harder. These days, avatars are just a myth to most gatormen. Summoned avatars are not under the control of their summoner, but they are generally inclined to follow their orders, so long as they benefit the gatorman race.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d12+4, Vigor d12

Skills: Fighting d10, Intimidation d10, Notice d8, Stealth d8

Pace: 10; **Parry:** 7; **Toughness:** 16 (3)

Treasure: None.

Special Abilities:

- * **Armor +3:** Thick skin.
- * **Aquatic:** Pace 12.
- * **Bite:** Str+d8.
- * **Fear:** Anyone seeing the creature must make a Guts roll.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Hardy:** Successive Shaken results do not cause a wound.
- * **Large:** Attackers are +2 to attack rolls because of the creature's size.
- * **Regeneration (Fast):** An avatar of Sarkeb makes a natural Healing roll every round until slain.
- * **Rollover:** If an avatar hits with a raise while using a bite attack, it causes an extra 2d6 damage to its prey in addition to its regular Strength damage.
- * **Size +5:** An avatar stands 20' high.
- * **Tail Lash:** Str+d6. The avatar can sweep all oppo-

nents in its rear facing in an area 2" long and 4" wide. This is a standard Fighting attack.

BANDIT

The lands between settlements, even in the Hearshlands, are not safe. Outside of a town's limits, lawlessness is the order of the day. Bandits roam these expanses, raiding small settlements or waylaying travelers. A few bands are "gentleman" thieves, taking only what they need and never leaving their victims without warm clothes and a weapon. Most, however, happily steal the shirt off their victims' backs, after killing him.

TYPICAL BANDIT

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Guts d6, Notice d6, Shooting d6, Stealth d6, Throwing d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Greedy (Minor), Mean.

Edges: —

Gear: Leather armor (+1), typically short sword, mace, or axe (Str+d6), bow (Range: 12/24/48, Damage: 2d6)

Treasure: Meager per 5 bandits.



BANDIT LEADER

Bandit leaders typically rule by force rather than charisma. Most are simply bullies, though causing them to lose face in front of their men can make them become extremely violent.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d10, Guts d8, Intimidation d8, Notice d6, Riding d8, Shooting d10, Stealth d8, Throwing d8

Charisma: -2; **Pace:** 6; **Parry:** 8; **Toughness:** 8 (2)

Hindrances: Greedy (Major), Mean, Vengeful (Major)

Edges: Block, Combat Reflexes, Command, Strong Willed

Gear: Chain shirt (+2), typically long sword or battle axe (Str+d8), bow (Range: 12/24/48, Damage: 2d6)

Treasure: Worthwhile.

BANSHEE

Banshees are always female spirits. They take one of three forms—a young maiden, a matron-like figure, or an old crone. All dress in either a gray, hooded cloak or a funeral shroud. Their long nails may be able to tear through flesh, but their most feared power is their terrible keening, which can drive a man mad.

A variant of the banshee, known as the "washer woman" comes in the form of a cloaked figure washing blood stained clothes. According to legend, these are the garments of those about to die from her wailing.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6,

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Vigor d8

Skills: Fighting d6, Guts d8, Notice d8, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 8

Treasure: Meager.

Special Abilities:

* **Claws:** Str+d4.

* **Keening:** Each round a banshee may keene. There is no roll associated with this, but it counts as an action. Place a Large Burst Template touching the banshee. Anyone within the template must make a Guts check, with a cumulative -1 penalty for each successive round the banshee keens. Those who fail must roll on the Fright Table, with a positive modifier equal to the penalty to the Guts roll they failed.

* **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.

BASILISK

Created long ago by insane wizards, basilisks are said to have been formed from serpent eggs hatched by a cockerel. These vile creatures, which appear as crested serpents, are surprisingly small given their deadliness. A

second species, known as the cockatrice, has the appearance of a cockerel but possess a snake's tail and fangs.

These abominations were supposedly brought into life from a cockerel's egg hatched by a snake. Fortunately, basilisks are incapable of mating, and there are very few are left in the Hearthlands.

Attributes: Agility d8, Smarts d6, Spirit d12+2, Strength d6, Vigor d8

Skills: Fighting d6, Notice d10, Stealth d10

Pace: 6; **Parry:** 5; **Toughness:** 4

Treasure: Worthwhile, around lair.

Special Abilities:

- * **Death Gaze:** Victims of the basilisk do not have to meet its gaze to be affected by its deadly power. As an action, the basilisk can stare at any creature it can see. Opponents must make a Vigor roll opposed by the basilisk's Spirit or suffer an automatic wound.
- * **Poison Blood:** A basilisk's blood is highly toxic. When it receives a wound, every adjacent creature must make an Agility roll as a free action to avoid the deadly spray. Those who fail take a wound.
- * **Size -2:** Basilisks are similar in size to chickens.
- * **Small:** Opponents must subtract -2 from attack rolls against the basilisk due to its small size.
- * **Toxic Trail:** Where a basilisk walks plants wither and stones crack. Attempts to Track a basilisk are made at +4.
- * **Weakness (Weasel urine):** Spraying a basilisk in weasel urine forces it to make a Vigor roll or die instantly.

BEAR

This entry covers grizzlies and Kodiaks. Polar bears, of which there are several varieties, are listed under "Polar Bear."

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+3, Vigor d12

Skills: Fighting d8, Guts d10, Notice d8, Swimming d6

Pace: 8; **Parry:** 6; **Toughness:** 10

Treasure: None.

Special Abilities:

* **Bear Hug:** Bears don't actually "hug" their victims, but they do attempt to use their weight to pin their prey and rend it with their claws and teeth. A bear that hits with a raise has pinned his foe. The opponent may only attempt to escape the "hug" on his action, which requires a raise on an opposed Strength roll.

* **Claws:** Str+d6.

* **Size +2:** These creatures can stand up to 8' tall and weigh over 1000 pounds.

BEAR, CAVE

Cave bears are a species of megafauna found in the

BESTIARY

Hearthlands. Larger than normal bears by as much as a third again, they are omnivores who hunt small animals and eat berries. They are also territorial, and are not afraid to defend their homes against larger intruders.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+6, Vigor d12

Skills: Fighting d8, Guts d10, Notice d8, Swimming d6

Pace: 8; **Parry:** 6; **Toughness:** 12

Treasure: None.

Special Abilities:

- * **Bear Hug:** Bears don't actually "hug" their victims, but they do attempt to use their weight to pin their prey and rend it with their claws and teeth. A bear that hits with a raise has pinned his foe. The opponent may only attempt to escape the "hug" on his action, which requires a raise on an opposed Strength roll.
- * **Claws:** Str+d6.
- * **Large:** Attackers are +2 to attack rolls against these creatures, due to their size.
- * **Size +4:** These creatures can stand up to 12' tall and weigh over 2,500 pounds.

BEASTMEN

Beastmen are a mix between humans and animals. Most are humanoid, but have the feet, heads, and hair/fur of animals. A few have tails. Beastmen are usually found far from civilized lands, as they are universally despised for their destructive, rapacious nature. Tribal in nature, beastmen are usually ruled by the smartest or strongest member of their tribe. It is extremely rare for beastmen of different species to join forces.

Discussions as to how beastmen came to be are popular in roadside taverns, and most folk have an opinion. Some blame wayward wizards for trying to create their own race. Others insist beastmen are victims of a divine curse. A few claim they are natural beings, in the same way as humans, elves, and the other civilized races. A small number hint that they are the unholy creation of loose women who slept with animals.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Guts d6, Intimidation d6, Notice d8, Survival d6, Stealth d6, Tracking d6

Pace: 6; **Parry:** 6; **Toughness:** 7 (1)

Gear: Leather armor (+1), assorted weapons, typically those which cause Str+d6 damage

Treasure: Meager per 3 beastmen.

Special Abilities:

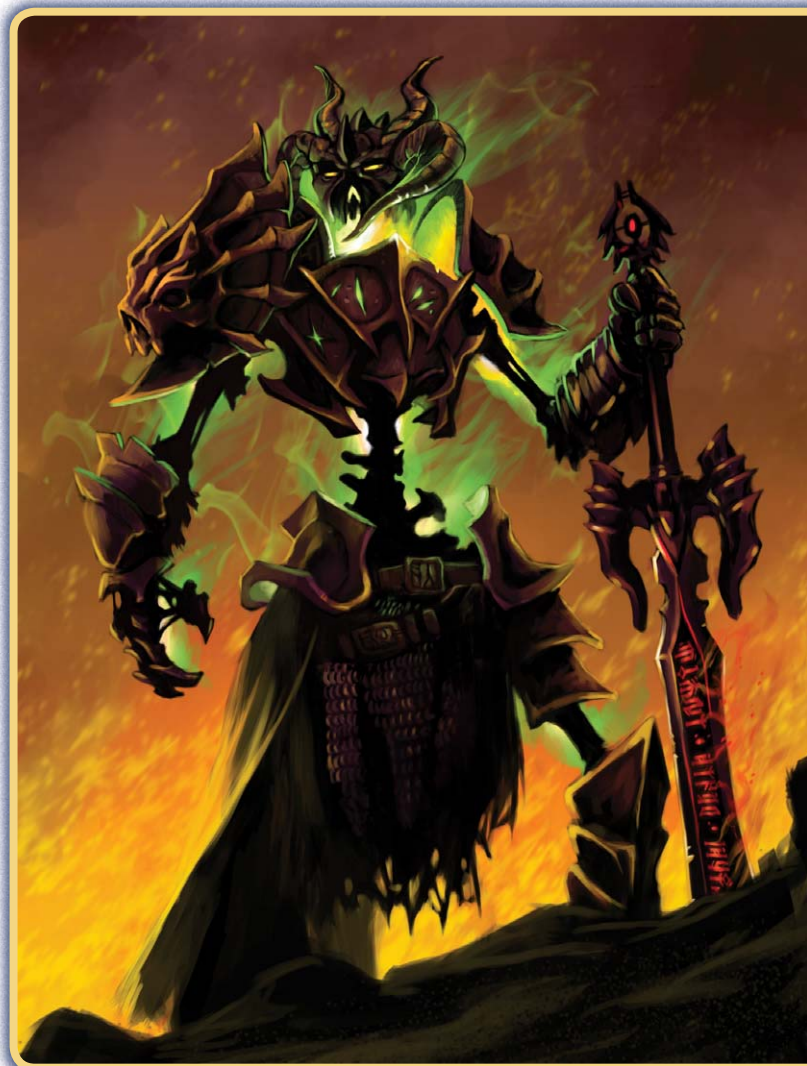
- * **Bite/Claws:** Str+d4.
- * **Types:** A beastman's animal features modify its statistics as follows:
 - * **Aurochs:** Strength d12, Vigor d10, Horns (Str+d6), Brawny, Toughness 10 (1), Gore (adds +4 damage if it moves at least 6" and uses its horns)
 - * **Bear:** Strength d10, Vigor d10, Toughness 8 (1), Bear Hug (see p. 10).

- * **Boar:** Spirit d8, Guts d8, Vigor d12, Toughness 9 (1), Berserk (when Shaken).
- * **Dog:** Fleet Footed (d10 running die), Notice d10, Tracking d8.
- * **Stag:** Strength d10, Horns (d10+d6), Fleet-Footed (d8 running die), Gore (adds +4 damage if it moves at least 6" and uses its horns).

BLACK KNIGHT

Clad in midnight-black plate armor and armed with weapons swathed in necromantic energy, black knights are the officers of the undead hordes. They most often serve as commanders in undead armies, but can sometimes be found serving powerful, evil wizards and priests. Many ride demonic steeds (p. 23). Beneath their armor is a mummified corpse with burning green eyes and elongated teeth. Black knights are also known as dark generals, fallen knights, and Hela's knights.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d10



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Skills: Fighting d10, Guts d12, Intimidation d10, Knowledge (Battle) d10, Riding d10, Stealth d6

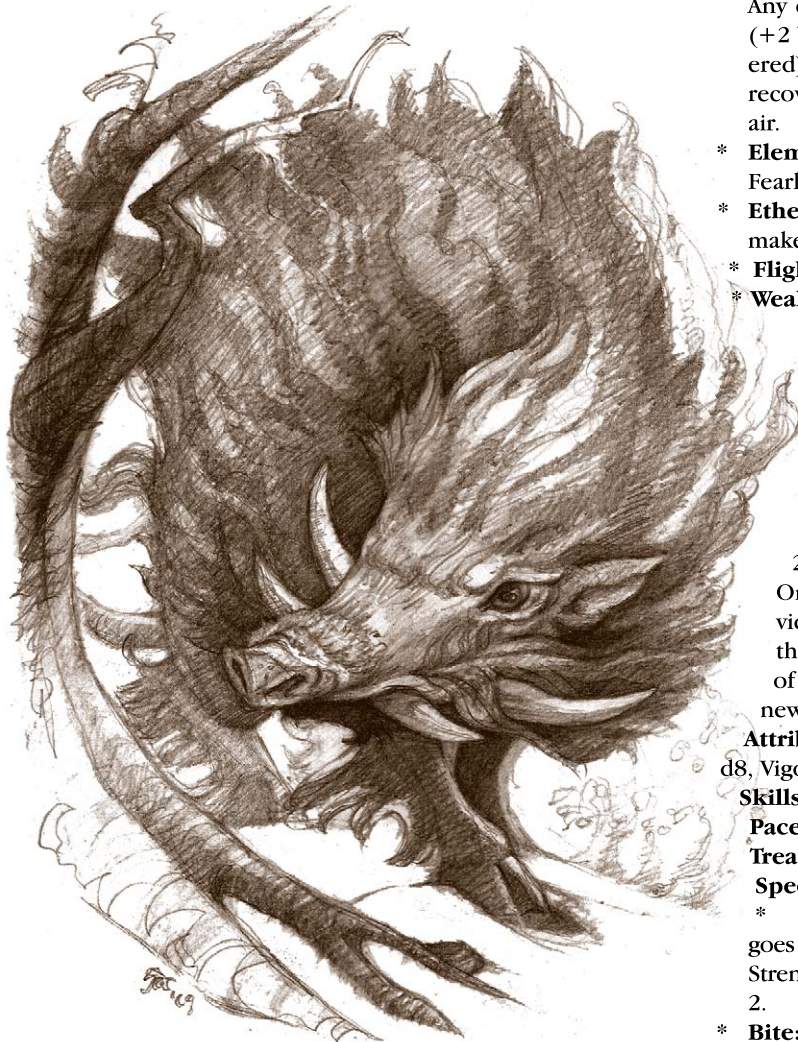
Pace: 6; **Parry:** 9; **Toughness:** 13 (3)

Edges: Combat Reflexes, Command, Fervor, Hold the Line, Improved Block, Improved Frenzy, Improved Sweep, Level Headed.

Treasure: None.

Special Abilities:

- * **Arcane Resistance:** +2 Armor against damage-causing powers and +2 on Trait rolls to resist opposed powers.
- * **Armor +3:** Plate armor and a full helm.
- * **Baleful Glare:** As an action, a black knight may lift its visor and stare at one foe within 12" and line of sight. The target must make a Guts roll at -2.
- * **Fear (-1):** Anyone who sees a black knight must make a Guts roll at -1.
- * **Necromantic Weapons:** Great sword (Str+d10, -1 Parry, 2 hands), lance (Str+d8, Reach 2, AP 2) if mounted. For each wound inflicted on a living foe with these weapons, the black knight heals one of its own wounds.



* **Size +1:** Black knights stand over 7' tall.

* **Summon Minions:** Once per day a black knight can make a Spirit roll to summon forth 1d6 skeleton warriors (p. 105) with a success plus 1d6 more for each raise. The minions appear within 6" of the knight on the fiend's next initiative card.

* **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. No wound penalties.

BLIZZARD WRAITH

Blizzard wraiths are quasi-elemental beings which take the form of swirling clouds of snow and ice. They usually hunt only in heavy snow or blizzards, which they use to disguise their presence.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d6, Vigor d12

Skills: Notice d6, Stealth d10

Pace: —; **Parry:** 2; **Toughness:** 8

Treasure: None.

Special Abilities:

- * **Choke:** A blizzard wraith fills a Large Burst Template. Any creature in the template must make a Vigor roll (+2 bonus if the character's mouth and nose are covered) each round or suffer a level of Fatigue. Fatigue recovers at the rate of 1 level per 10 minutes in clean air.
- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Ethereal:** The vaporous nature of a blizzard wraith makes it immune to nonmagical damage.
- * **Flight:** Pace 12.
- * **Weakness (Fire):** Takes normal damage from fire. A burning torch causes 1d6 damage.

BOAR

Wild boars are compact omnivores who roam much of the forests in the Hearthland and Low Winterlands. While males live alone, sows and piglets are found in groups of up to 20 individuals. These groups are called sounders. Only males have tusks, though both can deliver a vicious bite. Nobles and poachers hunt them for their meat, while farmers often kill them because of their appetite—boars eat anything, including newborn lambs.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d8, Vigor d10

Skills: Fighting d6, Guts d8, Notice d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Treasure: None.

Special Abilities:

- * **Berserk:** When a boar is Shaken, it automatically goes berserk. It gains +2 to all Fighting, damage, and Strength rolls and its Toughness, but Parry is reduced by 2.
- * **Bite:** Str+d4.

- * **Gore:** If a male boar can charge at least 6" before attacking, it adds +4 to damage.
- * **Tusks:** Str+d4.

BOAR, HELLFROST

Despite their name, Hellfrost boars actually live in the lower Winterland regions and are related to wild boar. They take their name from their hair, which is light gray.

They have four sharp tusks, which they use to dig up roots and tubers from the frozen ground. Although predominantly flat, their teeth and jaws are more than capable of crushing thick tubers. They are covered in short fur, which stands on end when the creature is startled, and almost doubles its effective size.

Their flesh is extremely tasty, and they are hunted for their meat. Although herbivorous, Hellfrost boars are aggressive and easily provoked. Their tusks are quite capable of slicing through flesh and bone.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Treasure: None.

Special Abilities:

- * **Berserk:** When a boar is Shaken, it goes berserk. It gains +2 to all Fighting and Strength rolls and its Toughness, but Parry is reduced by 2. It gains the Hardy ability while Shaken.
- * **Gore:** If a boar can charge at least 6" before attacking, it adds +4 to damage.
- * **Size +1:** Hellfrost boars average 5' at the shoulder length but are almost as broad.
- * **Tusks:** Str+d6, AP 1.

BOG MEN

In the distant past, the ancestors of the Saxa placed human sacrifices in dark bogs. Bog men can also be created from unfortunate victims who have drowned in bogs.

Over the centuries, the peat rich waters of the bogs mummified the bodies, turning their skin hard and black, glistening with an unholy pallor. Lengths of rope, used to strangle them in life, and broken spear points, used to impale them, protrude from their blackened corpses.

Like most undead, they were created when spirits escaping from the Abyss sought a physical form.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d12, Swimming d8

Pace: 4; **Parry:** 6; **Toughness:** 8

Treasure: Meager (burial offerings).

Special Abilities:

- * **Burrowing (6"):** Bog men move only through boggy soil. When they erupt from the ground, victims must make a Notice roll opposed by the bog man's Stealth.

If the creature wins, it gains +2 to attack and damage that round, +4 with a raise.

- * **Infravision:** Bog people have no eyes, just sunken pits, yet they can locate victims with ease. They suffer no penalties during the day, and halve all Darkness penalties.
- * **Slam:** Str.
- * **Strangle/Drown:** Bog men usually attack by grappling their foes, inflicting Strength damage each round. If their initial attack is a raise, however, they have grasped their foe around the neck or dragged them underwater. Victims must make a Vigor roll each round on the bog person's action card (a free action) or suffer a level of Fatigue. This can lead to Death.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Weakness (Fire):** Bog bodies are infused with peat-saturated water and take double damage from fire, but not heat.

BOREWORM

These armored, segmented worms dwell in the Hellfrost and High Winterlands, rarely venturing out of the permanent snow and ice. Boreworms tunnel through ice and snow by means of a long, bony snout. Using a process not understood by scholars, they can generate intense heat along the edges of the snout, hot enough to melt not just compacted ice, but rock and stone.

Armed with vision capable of detecting the body heat of an engro wrapped in furs through 10 yards of ice, they hunt by erupting through the ground at their foe's feet and piercing them with their snout, impaling and roasting their prey simultaneously.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d8, Vigor d8

Skills: Fighting d6, Notice d10, Stealth d10

Pace: 6; **Parry:** 5; **Toughness:** 8 (2)

Treasure: None.

Special Abilities:

- * **Armor +2:** Hard shell.
- * **Burrow:** Boreworms move through ice and snow at Pace 6, or rock at Pace 3. When they erupt from the ground, victims must make a Notice roll opposed by the worm's Stealth. If the creature wins, it gains +2 to attack and damage that round, +4 with a raise.
- * **Infravision:** Halves penalties for poor lighting against heat-producing targets.
- * **Resistance (Cold):** Immune to background cold. Half damage from cold, coldfire, or ice attacks.
- * **Snout:** Str+d8, plus chance of catching fire.

BUFOM

Bufomi (singular bufom; "boo-fom") are toad men, and are jokingly referred to as "toadies." They stand about the same height as a human child, are humanoid, but have glistening skin, webbed fingers and toes

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(three digits per limb), bulging eyes, and wide, toothless mouths.

Most are found in the Great Swamp, where they live simple lives as hunter-gatherers. They are territorial creatures, and centuries of conflict with gatormen and lizardmen have made them quite aggressive to outsiders of all races.

TYPICAL WARRIOR

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Guts d6, Intimidation d6, Notice d6, Stealth d8, Swimming d8

Pace: 6; **Parry:** 6; **Toughness:** 4

Gear: Crude long spear (Str+d6, +1 Parry, Reach 1, 2 hands, see below)

Treasure: Meager, per 5 bufomi.

Special Abilities:

- * **Bound:** A bufom can leap 1d6+2" in a straight line to attack with +2 to its Fighting roll and +2 to damage.
- * **Croak:** If a bufom takes no other actions in a round, including moving, it can emit a deafening croak. Place the thin end of a Cone Template in front of the bufom. All creatures within the Template must make a Spirit roll or be Shaken.
- * **Crude Spear:** If a bufom rolls a 1 on his Fighting die, regardless of Wild Die (for Wild Cards), he has damaged his spear. The spear's damage die is reduced one step. Below a d4, the spear has shattered, leaving the bufom holding a few bits of stick.
- * **Rotating Eyes:** The eyes of a bufom sit on top of their head, and can swivel to see behind them. They reduce Gang-Up bonuses against them by one.
- * **Semi-Aquatic:** Bufomi can hold their breath for 5 minutes.
- * **Size -1:** Bufomi stand 4' tall.

TYPICAL SHAMAN

Shamans are the leaders of bufomian society, and worship K'kroakaa, the Bloated One, whose form is that of a monstrous toad with an immensely long tongue. Shamans' signature spell is *leaping*.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d6, Faith d8, Fighting d4, Guts d8, Notice d6, Stealth d8, Swimming d8

Pace: 6; **Parry:** 5; **Toughness:** 4

Edges: Arcane Background (Miracles)

Gear: Crude long spear (Str+d6, +1 Parry, Reach 1, 2 hands, see below)

Treasure: Meager.

Special Abilities:

- * **Croak:** If a bufom takes no other actions in a round, including moving, it can emit a deafening croak. Place the thin end of a Cone Template in front of the bufom. All creatures within the Template must make a Spirit roll or be Shaken.

- * **Crude Spear:** If a bufom rolls a 1 on his Fighting die, regardless of Wild Die (for Wild Cards), he has damaged his spear. The spear's damage die is reduced one step. Below a d4, the spear has shattered, leaving the bufom holding a few bits of stick.

- * **Powers:** Shamans know the following spells: *beast friend* (amphibians only), *boost/lower trait* (Stealth and Swimming), *entangle* (long, sticky tongue), *knockdown* (croak), *leaping*, *summon herald* (a giant toad).

- * **Rotating Eyes:** The eyes of a bufom sit on top of their head, and can swivel to see behind them. They reduce Gang-Up bonuses against them by one.

- * **Semi-Aquatic:** Bufomi can hold their breath for 5 minutes.

- * **Size -1:** Bufomi stand 4' tall.

BYSEN

Bysen are troublesome creatures who haunt forests, though they are not fey. In a former life they were men, but for their crime of moving territory markers of their neighbors so as to acquire more land they were cursed by the gods. As punishment, the Bysen must roam Rasilon, setting straight boundary markers. A bysen takes great delight in troubling travelers and woodsmen, using its magic to play what it deems to be harmless pranks.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Guts d8, Notice d6, Spellcasting d8, Stealth d8

Pace: 4; **Parry:** 5; **Toughness:** 5

Gear: Axe (Str+d6)

Treasure: None.

Special Abilities:

- * **Conceal the Path:** Once per day, a bysen can eradicate all signs of trails and tracks within a mile of its current position. It does this solely to cause travelers to become lost.
- * **Powers:** A bysen knows the following spells: *blade-breaker*, *confusion*, *fatigue*, *invisibility* (self only), *voice on the wind* (whispers to travelers).
- * **Size -1:** A bysen is the same size as a small human child.

CENTAUR

Centaur's have the upper body of a human and the lower body of a horse. Centaur's are only semi-sentient. They live a very basic nomadic lifestyle across the Grasslands, to where they were driven by the Anari. Many are carnivores, and think nothing of eating sentient flesh. They are constantly in conflict with the Saxa horse tribes over grazing land.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d8, Notice d8, Shooting d8, Stealth d6, Survival d8

Pace: 8; **Parry:** 7; **Toughness:** 9 (1)

Gear: Leather armor (+1), long spear (Str+d6, Parry +1, Reach 1, 2 hands), bow (Range: 12/24/48, Damage: 2d6)
Treasure: Meager per 3 centaurs.

Special Abilities:

- * **Fleet Footed:** Centaurs roll a d10 when running, instead of a d6.
- * **Hooves:** Str+d4.
- * **Size +2:** Centaurs are the same size as riding horses.

CHILL

Chills are fog-like creatures that float a few feet off the ground. They are irregularly shaped and extend tendrils out to about six feet as they move. They hide in caves or forests during the day and creep out at night, searching for victims. A chill slowly settles around a victim and begins sapping his strength, drawing out his body heat. They are inactive in temperatures above freezing.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Notice d8, Stealth d12

Pace: 4; **Parry:** 2; **Toughness:** 5

Treasure: None.

Special Abilities:

- * **Cold:** A chill cannot attack its target directly, but instead envelops them and drains their life energy. A chill is the size of a Medium Burst Template. Everyone within the template must make a Vigor roll at -2 each round or take a Fatigue level. Victims may add the protection of cold weather clothing to this roll. Warmth and shelter allow the victim to recover a Fatigue level every 30 minutes.
- * **Infra-vision:** Chills don't 'see' by any conventional means. Instead, they sense targets by their heat. They halve all penalties for poor lighting when attacking heat-producing targets.
- * **Ethereal:** A chill can't be harmed by conventional weapons. It can pass through openings, but unlike ethereal creatures it is not invisible, appearing as a fine white mist.
- * **Immunity:** Immune to all nonmagical damage.
- * **Weakness (Sunlight):** Exposure to sunlight causes a chill to dissipate. The creature must make a Vigor roll each round while in sunlight or suffer a wound.

CHIMERA

A chimera is a hybrid, though whether it is an artificial construct made by deranged men or a punishment from he gods is open to debate. Most have the head of a lion, the body of a goat, and the tail of a dragon, complete with a Hellfrost dragon's head at the tip. The creature's draconic head can breathe coldfire. A pair of bat-like wings completes the monstrosity. A few chimeras have been seen with other forms of draconic tails and even heads of different animals. They always breathe the same substance as dragons of that ilk.

Attributes: Agility d8, Smarts d6(A), Spirit d10, Strength

d12, Vigor d8

Skills: Fighting d8, Guts d10, Notice d8

Pace: 8; **Parry:** 6; **Toughness:** 8

Treasure: Meager, in lair.

Special Abilities:

- * **Bite/Claw:** Str+d6.
- * **Coldfire Breath:** Chimeras breathe coldfire using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d10 damage and must check to see if they catch fire. A chimera may not attack with its claws or bite in the same round it breathes fire.
- * **Flight:** Pace 12.
- * **Improved Frenzy:** If a chimera does not use its Coldfire Breath Ability, it may make an additional Fighting attack with no penalty.
- * **Size +2:** Chimeras weigh over 500 pounds.
- * **Two Fisted:** A chimera may attack with its claws and bite in the same round with no multi-action penalty.



CHOSEN OF THRYM

Minions of Thrym who prove their devotion may be promoted to chosen status. Chosen are "dragon men," humanoid Hellfrost dragons with glistening white scales, wings, and deadly coldfire breath. These stats are based on a human template.

WARRIOR

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d12, Vigor d10

Skills: Fighting d12, Guts d10, Intimidation d8, Notice d8, Shooting d8, Stealth d8

Pace: 6; **Parry:** 11; **Toughness:** 9 (2)

Hindrances: —

Edges: Combat Reflexes, Command, Improved Block, Improved Dodge, Improved Frenzy, Improved Nerves of Steel, Level Headed

Gear: Long sword (Str+d8), medium Hellfrost dragonscale shield (+1 Parry; see below)

Treasure: Worthwhile.

Special Abilities:

- * **Armor +2:** Scaly hide.
- * **Bite/Claws:** Str+d4.
- * **Coldfire Breath:** Chosen can spit balls of coldfire. This works as the *bolt* power, using Shooting to aim the balls. The ability is innate rather than magical.
- * **Dragonscale Shield:** Provides +5 Armor against cold, coldfire, and ice ranged attacks, as well as Hellfrost dragon breath. Grants +2 Armor against all other ranged attacks. Dragonscale shields are legendary relics. See p. 125 for details.
- * **Flight:** Chosen have leathery wings and have Flying Pace 8.
- * **Immunity (Cold):** Immune to background cold. Takes no damage from cold attacks.
- * **Weakness (Fire):** Takes double damage from heat or fire.

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HIGH PRIEST

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d8, Vigor d8

Skills: Faith d12, Fighting d8, Guts d10, Intimidation d8, Notice d8, Shooting d8, Stealth d8

Pace: 6; **Parry:** 7; **Toughness:** 8 (2)

Hindrances: —

Edges: Arcane Background (Miracles), Block, Combat Reflexes, Command, Disciple of Thrym, Dodge, Frenzy, Holy Warrior, Improved Level Headed, Natural Leader

Gear: Long sword (Str+d8)

Treasure: Worthwhile.

Special Abilities:

- * **Armor +2:** Scaly hide.
- * **Bite/Claws:** Str+d4.
- * **Coldfire Breath:** Chosen can spit balls of coldfire. This works as the *bolt* power, using Shooting to aim the balls. The ability is innate rather than magical.
- * **Flight:** High priests have leathery wings and have Flying Pace 8.
- * **Immunity (Cold):** Immune to background cold. Takes no damage from cold attacks.
- * **Powers:** Chosen know the following powers: *armor* (icy skin), *barrier* (ice wall), *blast* (coldfire), *champion of the faith*, *detect/conceal*, *dispel*, *entangle* (freezes target), *fatigue* (target drained of heat), *smite* (coldfire flows along weapon), *storm* (blizzard), *stun* (draconic roar), *voice on the wind* (howling moan).
- * **Weakness (Fire):** Takes double damage from heat or fire.

CITIZEN

The peoples of Rassilon are a varied lot, but the profile below is common for most. By adding skills, this stat block can represent everything from lowly farmers to merchant princes.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d4, Guts d4, Knowledge (one Craft) d6, Notice d6

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: —

Edges: —

Gear: Knife (Str+d4)

Treasure: Meager for every 5 commoners; Worthwhile for individual merchants and the like.

COLDFIRE SALAMANDER

These bright blue creatures live in ice volcanoes, coldfire rivers, or frigid ice plains. They can survive in temperate regions for several hours before needing to return to their freezing pits. They take the form of large lizards with white scales and are swathed in raging coldfire.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Climbing d10, Fighting d10, Guts d10, Intimida-

tion d10, Notice d8, Stealth d10

Pace: 8; **Parry:** 7; **Toughness:** 7

Treasure: Worthwhile, in lair.

Special Abilities:

- * **Coldfire Body:** Nonmagical attacks “melt” as they impact the salamander’s body. The creature has 4 points of armor against such attacks and the attacker must roll a d6. On a 5-6, wooden weapons catch fire. On a 6, metal weapons melt slightly and cause 1 less die of damage until repaired by a blacksmith. Anyone who attacks a coldfire salamander with their bare hands and hits suffers an automatic 2d6 damage. Salamanders often grapple their foes to “scorch” them in this manner.
- * **Immunity (Cold):** Immune to background cold. Takes no damage from cold attacks.
- * **Weakness (Fire):** Takes double damage from heat or fire.



COLDFIRE SPRITES

Coldfire sprites are tiny coldfire elementals, found in swarms near coldfire volcanoes and slush geysers, though in recent years they have been spotted in the High Winterlands. A sprite resembles a tiny winged humanoid swathed in coldfire. Individually they are of little danger, but as a swarm they have the power to “incinerate” large targets.

Attributes: Agility d10, Smarts d4(A), Spirit d8, Strength d6, Vigor d10

Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 7

Treasure: None.

Special Abilities:

- * **Coldfire Touch:** Swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 coldfire damage to everyone in the template. Damage is applied to the least armored location. Victims have a chance of catching fire.
- * **Elemental:** No additional damage from Called Shots. Fearless. Immune to disease and poison. No wound penalties.
- * **Immunity (Cold):** Immune to background cold. Takes no damage from cold attacks.
- * **Invulnerability:** Coldfire sprite swarms are immune to all nonmagical attacks, but suffer double damage from heat and fire attacks.
- * **Swarm:** Parry +2; Because the swarm is composed of scores, hundreds, or thousands of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round.
- * **Weakness (Fire):** Takes double damage from heat or fire.

CORROSIVE ROT

Corrosive rots are semi-intelligent, carnivorous plant beings. Rots prefer to lie submerged in shallow parts of

marshes, usually near well-worn paths and roads. They extend their tentacles to detect the vibrations of approaching prey. Those who have seen the corrosive rot from above, perhaps in a tree having escaped its reach, describe it as a slimy, green and brown, humanoid shape with large vine-shaped tentacles.

Once an object or life form of equal or lesser size, capable of producing a vibration, comes within range of the corrosive rot's tentacles, the plant tries to grab the target, constrict it, and draw it into its gaping mouth.

Due to its low intelligence, the corrosive rot always attacks the largest of multiple targets and ignores anything that is Small size.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+4, Vigor d12

Skills: Fighting d10, Notice d8, Stealth d10

Pace: 6; **Parry:** 7; **Toughness:** 16 (2)

Treasure: None.

Special Abilities:

- * **Armor +2:** Dense covering of wood and moss.
- * **Bite:** Str+d8, AP 2. A corrosive rot's mouth secretes strong acid, enabling it to digest the minerals and protein it needs from iron, rock, or flesh targets.
- * **Grapple:** The rot can make three grapple attacks each round with no multi action penalty. These can be at the same target or different foes, but only one tentacle can maintain a grapple on an individual target. Grappled targets are dragged toward the corrosive rot's mouth at 2" per round. Once brought to its mouth, grappling damage can still be applied as the plant munches on the target.
- * **Large:** Attackers are +2 to attack rolls due to the beast's size.
- * **Plant:** +2 to recover from being Shaken. Called Shots do no extra damage. Not subject to Tests of Will. Immune to piercing attacks.
- * **Size +6:** Corrosive rots are 15' tall and 10' wide at the base.
- * **Tentacles:** Str, Reach 4. Rots attack by grappling their prey in their six, slimy tentacles. Tentacles not used to grapple can be used to slap opponents. It suffers no multi action penalties. Up to two tentacles may be used to attack any one creature each round. Attacks against grappled foes are made at +2.
- * **Vibration Sense:** Man-sized (Size +0) vibrations can be detected up to 12" from the corrosive rot's tentacles or body. This increases by 3" per point above Size +0, and decreases by a similar amount for each Size smaller.



CRYOHYDRA

Hydras are multi-headed beasts, akin to dragons. Some breathe coldfire, others can grow new heads to replace ones lost in combat, and others are more mundane. The number of heads also varies by specimen. All of the various abilities known to cryohydras are listed here. The GM should decide which ones an individual creature possesses.

NONHUMAN CHOSEN

Not all Chosen are human. Frost giants, orcs, corrupt taiga elves, and even goblins can earn Chosen status. To create a nonhuman Chosen, simply adjust the standard racial stat block as detailed below.

Any attribute die increases are to a maximum of d12, except for Strength, which has no maximum. Only Faith and Fighting can go above a d12 (d12+2 max) through increases, and must reach d12+2 before the Chosen gains the Master Edge.

- * For a warrior, increase Spirit and Vigor by one die and Strength by two dice. Increase Fighting, Guts, and Intimidation by two steps each. Add the Edges, gear, and Special Abilities from the template below.
- * To become a high priest, the creature must have the Arcane Background (Miracles) Edge already. Increase Smarts by one die, and Spirit by two dice. Increase Faith, Guts, and Intimidation by two steps each. Add the Edges, gear, and Special Abilities from the template below. Add any spells from the Chosen list, not already known by the creature, and increase their Faith die by two steps.

OTHER NOTES

- * Creatures retain their Size, and any other Special Abilities not altered below.
- * If a creature already has Resistance (Cold) or Susceptibility (Fire), replace these with Immunity (Cold) and Weakness (Cold). Creatures with Resistance or immunity (Heat) cannot become Chosen.
- * Edges gained from being Chosen do not stack or improve existing Edges. Thus, if a priest already has Block, he does not gain Improved Block.
- * A creature with existing natural Armor adds +1 to its Armor value. If it has no Armor, it gains Armor +2 from the Special Ability.
- * A creature which already has bite or claws retains its pre-Chosen damage.
- * A creature with Flight gains either Flight at Pace 8 or retains its own, whichever is higher.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d10, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d10, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 13 (2)

Treasure: Worthwhile, in lair.

Special Abilities:

- * **Armor +2:** Scaly hide.
- * **Bite:** Str+d6, Reach 1.
- * **Hardy:** A second Shaken result does not cause a wound.
- * **Icy Breath:** Cryohydras breathe frigid air using the

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Cone Template. One head per round may use this attack. Every target within this Cone may make an Agility roll to avoid the attack. Those who fail suffer 2d8 damage. A head may not attack with bite in the round it breathes frigid air.

- * **Immunity (Cold):** Immune to background cold. Takes no damage from cold, coldfire, or ice attacks.
- * **Multiple Heads:** Hydras have between five and ten heads (1d4+6). Each head may make a Fighting roll in a round without incurring a multi-action penalty, though no more than two heads may attack a single target, regardless of its size. Every head has 1 wound and is severed if is Incapacitated. Damage caused to heads does not affect the hydra, though it dies automatically when the last head is severed.
- * **Regeneration:** Each round after a head is severed, the hydra makes a Vigor roll. On a success, any severed heads are replaced by a new one. Damage caused by fire prevents regeneration, as does cauterizing the wound before new heads grow. The latter requires a successful Touch Attack (+2 Fighting) with a torch or other flaming object.
- * **Size +5:** Cryohydras are large creatures. Most weigh over 3,000 pounds.
- * **Snow Walker:** Treats rough ice as normal ground, smooth ice as rough ice, and every inch of movement in snow as 1.5" instead of 2".
- * **Weakness (Fire):** Takes double damage from heat or fire.

CRYOSPHINX

A cryosphinx has the body of a shaggy lion, the head of a human (often female), and bat-like wings. Their fur is usually white or gray. Cryosphinxes dwell in cold climes, such as the High Winterlands. They are extremely clever, enjoy riddles, and savor the taste of flesh.

Some scholars claim that sphinxes once ruled a vast kingdom to the south, with dominions in the Hearthlands. Common folk, ever pragmatic, consider such talk nonsense—sphinxes may be clever, but how could they build houses without hands?

Attributes: Agility d8, Smarts d12+1, Spirit d10, Strength d10, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d10, Knowledge (Riddles) d12, Notice d6, Persuasion d8, Stealth d8, Taunt d10

Pace: 8; **Parry:** 6; **Toughness:** 8

Treasure: Rich, in lair.

Special Abilities:

- * **Bite/Claw:** Str+d6.
- * **Flight:** Pace 12.
- * **Immunity (Cold):** Immune to background cold. Takes no damage from cold attacks.
- * **Riddles:** Rather than immediately attack sentient prey, sphinxes prefer to enter into riddle contests. If the prey loses, it gets eaten.
- * **Size +2:** Sphinxes are the same size as lions.
- * **Snow Walker:** Treats rough ice as normal ground,

smooth ice as rough ice, and every inch of movement in snow as 1.5" instead of 2".

- * **Strong Willed:** As masters of trickery, sphinxes get a +2 bonus on Tests of Will.
- * **Weakness (Fire):** Takes double damage from heat or fire.
- * **Wise:** Sphinxes are renowned for their wisdom. They get +2 to all Common Knowledge rolls and roll a d8 for all Knowledge skills.

DEER

These stats cover moose, elk, reindeer, and other large members of the deer family. As with most herd-oriented herbivores, they become violent only if threatened and they have no escape route. Many species of deer possess horns.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d6, Guts d4, Notice d8

Pace: 12; **Parry:** 5; **Toughness:** 7

Treasure: None.

Special Abilities:

- * **Alertness:** Deer get +2 to all Notice rolls.
- * **Fleet Footed:** Deer roll a d10 running die.
- * **Kick/Horns:** Str+d4.
- * **Size +1:** Deer can weigh over 600 pounds.

DEMON

Most demons are a hate left over from old times. Only the gods and demons know the truth of their creation, and they do not speak to mortals of such matters. Some mortals believe that demons were once servants of the gods, but were punished for rebellion. Others think demons are remnants of the chaos present in the universe before the gods gave it order. Whatever the truth, demons exist, and have always existed, in the lowest depths of the Abyss.

Demons, also called daemons, devils, Abyss spawn, and several other names, are not true immortals, but cannot die of old age or ill health. When they visit the mortal realm their bodies can be killed, but their fell spirit simply returns to the Abyss, where it reforms. Only in the dark depths of the Abyss are these fell beings truly mortal.

CHAIN DEMON

Chain demons are huge creatures completely wrapped in chains. Scholar and priests alike claim the chains represent their mortal sins. If this is true, then these demons were extremely wicked in life.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Guts d10, Notice d6, Stealth d4

Pace: 6; **Parry:** 6; **Toughness:** 15 (3)/17 (3)

Treasure: None.

Special Abilities:

- * **Armor (+3):** Heavy chains.
- * **Chains:** Str+d6, Reach 1.
- * **Demon:** +2 to recover from being Shaken; immune to poison and disease; +2 Toughness against non-magical attacks, except for star metal.
- * **Entangle:** Rather than cause damage, a chain demon can attempt to ensnare foes. If it succeeds at a Touch Attack, its foe suffers a -2 penalty to Pace and skills linked to Agility and Strength. A raise restrains the target fully. He cannot move or use any skills linked to Agility or Strength. Each following round, the victim may make an Agility or Strength roll to break free.
- * **Flurry of Chains:** If a chain demon does not move in a round and takes no other actions it may unleash all its chains in a wild frenzy within a Large Burst Template centered on the demon. This otherwise functions as Improved Sweep.
- * **Improved Frenzy:** Chain demons may make two Fighting attacks at no penalty.
- * **Improved Sweep:** Chain demons can attack all adjacent foes with a single Fighting roll.
- * **Large:** Attackers are +4 to attacks rolls due to the demon's size.
- * **Size +6:** Chain demons are 18' tall and weigh several tons.
- * **Weakness (Star Metal):** Demons have lower Toughness against star metal weapons.

CHANGELING

In their natural form, changelings resemble inky-black humanoids devoid of any features. Changelings have the ability to assume the exact form of any of their victims, taking on their mannerisms and retaining their memories.

Regardless of the form they assume, they keep their own attributes. Thus, a changeling who assumes the form of a human with a d10 Strength may look physically impressive but it lacks the muscle power of the original. However, a changeling absorbs its victim's memories. It gains all its victim's skills at one die type lower (minimum d4) unless its own skills are higher, in which case it retains its own levels.

Changelings are used by demon lords and dark spellcasters as infiltrators and assassins. They are also experts at sowing the seeds of paranoia.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d8, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 5/7

Gear: As last victim

Treasure: None.

Special Abilities:

- * **Change Form:** A changeling can assume the form of any person it has killed, no matter how long ago. This requires an action and a Smarts roll at -2. Changing back to their natural form requires a Smarts roll. Changelings only assume the physical form—clothing and equipment must be taken from the corpse.

- * **Demon:** +2 to recover from being Shaken; immune to poison and disease; +2 Toughness against non-magical attacks, except for star metal.
- * **Weakness (Star Metal):** Demons have lower Toughness against star metal weapons.



COLLECTOR

Mortals are not the only creatures with desires. Even the mighty demon princes yearn for possessions. Whether they crave a soul or a relic, the princes unleash the fearsome demons known as collectors. Sending a collector to the mortal realm requires massive expenditure of arcane power. Thus, these fiends are sent only in the most important circumstances. Otherwise, mortal agents can be used to perform their task.

Collectors are notoriously single-minded, and rarely, if ever, deviate from their assigned task. Only those who stand in their way (or are their quarry) face their wrath.

Collectors always wear black cowls. Beneath their cowls, collectors resemble rotting corpses infested with maggots and worms. Their eyes are empty hollows, in which the viewer sees the vile torments of the Abyss. They speak many languages, but always with a drawn out, sibilant hiss.

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d12, Vigor d12

Skills: Fighting d10, Intimidation d12, Notice d10, Stealth d12, Tracking d12+2

Pace: 8; **Parry:** 7; **Toughness:** 9/11

Treasure: None.

Special Abilities:

- * **Claws:** Str+d6. The claws of a collector ignore all mundane and magical armor, are still subject to spells such as *deflection*.
- * **Demon:** +2 to recover from being Shaken; immune to poison and disease; +2 Toughness against non-magical attacks, except for star metal.
- * **Fear -2:** Collectors exude an aura of terror. Anyone seeing one must make a Guts roll at -2.
- * **Improved Arcane Resistance:** +4 Armor against damage-causing powers and +4 on Trait rolls to resist opposed powers.
- * **Single Minded:** Collectors are not easily swayed from their goal. They receive a +2 bonus to resist Tests of Will.
- * **Size +1:** These cowed demons stand over 7' tall.
- * **Soul Drain:** The uncowed stare of a collector can literally rip the soul from a living being. Fortunately, they usually reserve this fate for their quarry. To use this Ability, the collector must grapple its foe, at which point it removes its cowl and forces its prey to stare into its demonic eyes. The victim must make an opposed Spirit roll or suffer an automatic wound. This wound cannot be Soaked.
- * **Unnatural Senses:** A collector uses *detect arcana* as if it were part of its normal vision. It also ignores all penalties for bad lighting, including pitch darkness.

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- * **Weakness (Star Metal):** Demons have lower Toughness against star metal weapons.

DEMONIC SOLDIER

Most demonic soldiers are mortals who died without a patron deity to speak for them, or who died with sin in their souls. Their souls are tortured into insanity, and given new form. They take a variety of forms. Some are covered in wickedly sharp spines, while other have enlarged teeth or elongated claws. Most are bestial appearance, though this varies from near-human to abominable. Stripped of their personality and intelligence, demonic soldiers are relentless, remorseless killing machines.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

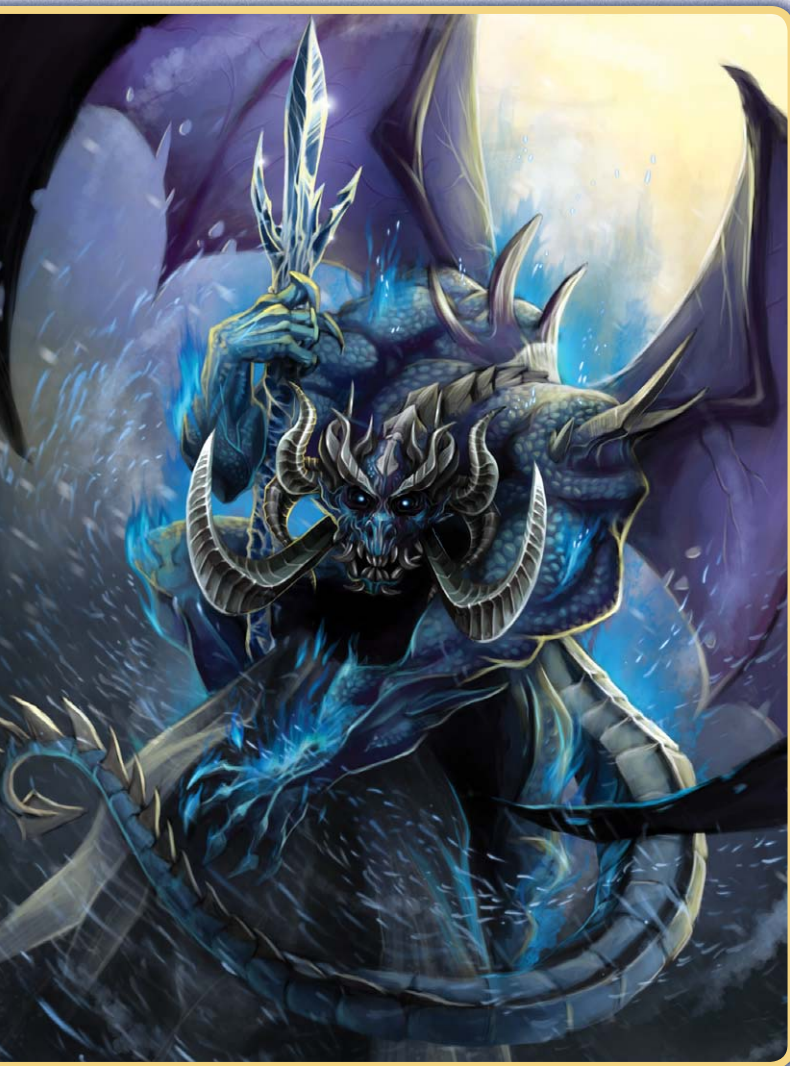
Skills: Fighting d6, Guts d4

Pace: 6; **Parry:** 5; **Toughness:** 5/7

Treasure: None.

Special Abilities:

- * **Berserk:** Demonic soldiers can go berserk at will.



- * **Bite/Claws:** Str+d4.
- * **Demon:** +2 to recover from being Shaken; immune to poison and disease; +2 Toughness against non-magical attacks, except for star metal.
- * **Size -1:** Demonic soldiers are rarely larger than 4' tall.
- * **Weakness (Star Metal):** Demons have lower Toughness against star metal weapons.

GLUTTONY DEMON

Many images of gluttony demons depict them as monstrous, bloated creatures. While such images are rightfully designed to instill fear in mortals, they are very misrepresentative. Gluttony demons are short and squat, with skin of sickly green or bile yellow. Their ginning maws are filled with razor-sharp teeth. Most gluttony demons are servants of Vali, the god of excess.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation d10, Notice d6, Stealth d6

Pace: 5; **Parry:** 6; **Toughness:** 8/10

Treasure: None.

Special Abilities:

- * **Bite:** Str+d8.
- * **Demon:** +2 to recover from being Shaken; immune to poison and disease; +2 Toughness against non-magical attacks, except for star metal.
- * **Obese:** Gluttony demons roll a d4 running die instead of a d6.
- * **Swallow:** A gluttony demon scoring a raise on its Fighting roll has swallowed its prey. The victim suffers 2d6 damage per round and is immobile. He can be released only when the demon is dead.
- * **Teleport:** A gluttony demon may *teleport* adjacent to any creature within 12" wounded or Shaken in the last round. No die roll is required, but this counts as the creature's movement for the round. This ability does not count as Withdrawing from Combat, nor does it provoke First Strike.
- * **Weakness (Star Metal):** Demons have lower Toughness against star metal weapons.



ICE DEMON

Ice demons are usually only found in the Hellfrost. Here they rule over large tribes of orcs and goblins, who see ice demons as living gods. They are powerful creatures and committed to Thrym's cause, but they know when to run to live and fight another day.

Surrounded by a veil of swirling snow, ice crystals, and coldfire, all most attackers ever see are their fiery blue eyes, which glow with unholy pallor. Within the column lurks a towering fiend with ice-blue skin as hard as rock, a spiked tail, and vicious, curved fangs.

Attributes: Agility d12, Smarts d10, Spirit d10, Strength d12+4, Vigor d10

Skills: Climbing d10, Fighting d10, Intimidation d12,

Notice d10, Spellcasting d10, Stealth d8, Tracking d8

Pace: 8; **Parry:** 8; **Toughness:** 15 (4)/17 (4)

Treasure: None.

Special Abilities:

- * **Arcane Resistance:** +2 Armor against damage-causing powers and +2 on Trait rolls to resist opposed powers.
- * **Armor +4:** Ice demons have thick, icy skin.
- * **Aura:** Ice demons project an aura of coldfire. At the end of their movement, any creatures adjacent to the devil take 2d6 damage from a coldfire attack.
- * **Bite/Tail:** Str+d4.
- * **Demon:** +2 to recover from being Shaken; immune to poison and disease; +2 Toughness against non-magical attacks, except for star metal.
- * **Fear (-2):** Any character seeing an ice demon must make a Guts roll at -2. The creature emits a fearful aura, which fills a Medium Burst Template centered on the demon. Any creature who enters the template or begins his turn in the Template must make a Guts roll at -2 each round.
- * **Hardy:** A second Shaken result does not cause a wound.
- * **Icy Spear:** Str+d8, +1 Parry, Reach 1, 2 hands. Anyone Shaken or wounded by the spear must make a Vigor roll or be encased in ice as per the *entangle* power. If the Fighting roll was a raise, treat this power as being cast with a raise, as well.
- * **Immunity (Cold):** Immune to background cold. Takes no damage from cold attacks.
- * **Improved Arcane Resistance:** +4 to Trait rolls to resist magic and +4 Armor against damage-causing arcane effects.
- * **Improved Frenzy:** Ice demons make two Fighting attacks per round at no penalty.
- * **Improved Snow Walker:** Treats all ice and snow as normal ground.
- * **Infra-vision:** Ice demons halve penalties for bad lighting when attacking heat-producing targets (round down).
- * **Large:** Attackers have +2 to attack rolls due to the creature's size.
- * **Powers:** Ice demons know the following spells; *barrier* (ice wall), *burst* (ice shards), *fear* (roar), *fly* (icy wings appear), and *sanctuary* (vanishes in a snow flurry).
- * **Size +4:** Ice demons are 15' tall.
- * **Veil of Snow:** Ice demons are surrounded by swirling snow. Attackers are -2 to attack rolls.
- * **Weakness (Fire):** Takes double damage from heat or fire.
- * **Weakness (Star Metal):** Demons have lower Toughness against star metal weapons.

IMP

Imps are small demons. On the mortal realm, they appear as mundane animals, though always with some unusual feature or deformity, such as a snake's tongue

or human eyes. Most are sent to serve human mages who ally with the demon lords, though clerics of the evil gods may be rewarded with an infernal companion. A few serve as spies, living the life of a normal creature but secretly reporting back all they see and hear to the princes of the Abyss.

Attributes: Agility d10, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d4, Notice d10, Spellcasting d8, Stealth d8

Pace: 4; **Parry:** 5; **Toughness:** 3/5

Treasure: None.

Special Abilities:

- * **Claws:** Str+d4.
- * **Demon:** +2 to recover from being Shaken; immune to poison and disease; +2 Toughness against non-magical attacks, except for star metal.
- * **Improved Arcane Resistance:** +4 Armor against damage-causing powers and +4 on Trait rolls to resist opposed powers.
- * **Powers:** Imps know the following powers: *arcane resistance*, *bolt*, *confusion*, *detect/conceal*, *invisibility*, *obscure*, and *shape change*.
- * **Lending:** An imp grants the mage or priest it follows +1 to arcane skill rolls.
- * **Size -2:** Imps are the size of small animals.
- * **Small:** Attackers are -2 to attack rolls against the creature due to its size.
- * **Weakness (Star Metal):** Demons have lower Toughness against star metal weapons.

LASHER

The armies of the Abyss, while currently imprisoned, still lust for destruction. To appease their hordes, the demon princes wage constant and futile war against each other. Serving as the equivalent of sergeants are lashes, huge demons with black, iron scales. They give no encouragement to the infernal armies, but rather whip the soldiers into a constant frenzy.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d12+3, Vigor d12

Skills: Fighting d10, Guts d10, Intimidation d12, Knowledge (Battle) d6, Notice d8

Pace: 8; **Parry:** 7; **Toughness:** 14 (3)/16 (3)

Treasure: None.

Special Abilities:

- * **Arcane Resistance:** +2 Armor against damage-causing powers and +2 on Trait rolls to resist opposed powers.
- * **Armor +3:** Iron scales.
- * **Barbed Whip:** Str+d10, Reach 2. In addition, anyone struck by the whip, whether they are injured or not, must make a Vigor roll or immediately go berserk (as per the Edge). Unlike demons, mortals struck by the whip attack the nearest creature, friend or foe. If multiple creatures are equally close randomly determine each round which is attacked.
- * **Demon:** +2 to recover from being Shaken; immune

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to poison and disease; +2 Toughness against non-magical attacks, except for star metal.

- * **Fear -2:** Anyone seeing a lasher must make a Guts roll at -2.
- * **Fight, You Dogs:** Lashers have the Command, Fervor, and Hold the Line Edges.
- * **Flight:** Pace 12.
- * **Improved Sweep:** By whirling its whip round, a lasher can attack all opponents within 2' at no penalty.
- * **Size +3:** Lashers stand 9' tall and weigh over 1000 pounds.
- * **Weakness (Star Metal):** Demons have lower Toughness against star metal weapons.

LIBRARIAN

Librarian demons are clerics of Hoenir unclaimed by their deity after death. Although demon princes use them as advisors, they have been cursed with never being able to learn anything new. No matter how hard they try, librarians are condemned to spend eternity unable to increase their knowledge. Although they do have vast libraries and continually research knowledge beyond their fields of expertise, they forget it hours later. Librarians exist only as pale shades of their former selves.

Librarian demons will aid mortals, but only for suitable payment. Usually they demand a relic, though most will trade for tomes of lore. It is said that each time one is paid, the arsenals of the demon lords grow more powerful. Should the demons ever escape the Abyss again, those who have consulted librarians may find the knowledge they gained came at a terrible price.

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d4, Investigation d12, Knowledge (any one) d12+2, Knowledge (any two) d12, Knowledge (any two) d10, Notice d8, Stealth d10, Taunt d8

Pace: 6; **Parry:** 4; **Toughness:** 6/8

Treasure: Rich.

Special Abilities:

- * **Demon:** +2 to recover from being Shaken; immune to poison and disease; +2 Toughness against non-magical attacks, except for star metal.
- * **Scholar:** Librarians apply the Scholar Edge to all their Knowledge skills.
- * **Weakness (Star Metal):** Demons have lower Toughness against star metal weapons.

PLAGUE DEMON

Unlike other demons, plague demons do not actually dwell in the abyss. They souls corrupted by Vali the Plaguebearer, imbued with diseases of divine origin and sent to the mortal realm to spread disease and death. They can take the form of members of any species, but are always covered in weeping sores and pus-filled boils, and are always surrounded by a dark halo of flies.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 6/8

Treasure: None.

Special Abilities:

- * **Claws:** Str+d4.
- * **Demon:** +2 to recover from being Shaken; immune to poison and disease; +2 Toughness against non-magical attacks, except for star metal.
- * **Disease (-2):** Anyone touched by a plague demon who fails a Vigor roll catches a virulent plague. Each day thereafter, they must make a Vigor roll or lose one die of Strength and Vigor. If either attribute reaches zero, the victim dies. On a roll of 1 on any Vigor roll, regardless of Wild Die, the disease becomes contagious. Anyone the victim physically touches must also make a Vigor roll or catch the disease. A Healing roll at -4 may be attempted each day to cure the disease. Reduced attributes return at the rate of one die per week.
- * **Fear (-2):** Anyone seeing the creature must make a Guts roll at -2.
- * **Halo of Flies:** The swarm of flies around a plague demon makes it hard to hit. Attackers suffer a -2 penalty to all attack rolls.
- * **Weakness (Star Metal):** Demons have lower Toughness against star metal weapons.

REVEALER

Revealers were once clerics of the Norns. They died without receiving penance for mortal sins, and were transformed into demons after their souls were consigned to the Abyss. They appear identical to librarians, but always appear in groups of three. Revealers are both blessed and cursed with knowledge of the past, present, and future.

They can be bribed to reveal facts about the past or present. Each question asked costs the curious 1,000 gs in offerings, in advance.

They are only too happy to reveal the future to those who wish to know, though such knowledge comes at a heavy price. Given their propensity for telling folk what lies in store for them in years to come, they are despised by clerics of the Norns.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d4, Notice d12+2, Stealth d10

Pace: 6; **Parry:** 4; **Toughness:** 5/7

Treasure: None.

Special Abilities:

- * **Death Vision:** The only tangible aspect of a revealer is its cloak. Anyone pulling aside the cloak sees the image of their own death as it will come to pass. The character must make a Guts check at -4.
- * **Demon:** +2 to recover from being Shaken; immune to poison and disease; +2 Toughness against non-magical attacks, except for star metal.
- * **Ethereal:** Cannot be harmed by normal attacks. Take

normal damage from magic items, weapons, and supernatural powers.

- * **Future Sense:** Revealers have the Improved Level Headed and Quick Edges. They can never be Surprised.
- * **Reveal Future:** A character who has his future revealed may gain between one and four bennies (his choice). These are retained from session to session until used. For every benny the hero gains, the GM gains a special benny. These may be used only to force that character to reroll a Trait roll. The hero must take the *lower* result.
- * **Weakness (Star Metal):** Demons have lower Toughness against star metal weapons.

SPINED

Spined demons are demonic shock troops. Hunched and bestial, their arms end not in hands but in a block of sharp spines. Shorter spines cover their arms, torso, and legs. Their preferred tactic is to unleash a volley of spines while closing to melee. They then try to grapple their foes, piercing them with multiple barbs.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d8

Skills: Climbing d10, Fighting d10, Guts d8, Intimidation d10, Notice d6, Shooting d10, Stealth d8

Pace: 6; **Parry:** 7; **Toughness:** 6/8

Treasure: None.

Special Abilities:

- * **Demon:** +2 to recover from being Shaken; immune to poison and disease; +2 Toughness against non-magical attacks, except for star metal.
- * **Dislodged Spines:** If an attack roll using its spines causes a wound, a spine is dislodged. This pierces the victim's flesh, inflicting terrible pain. The victim remains Shaken until the spine is removed. Unlike normal, the victim may make a Strength roll at -2 to remove the barb. Once the spine is out, the victim may try to recover from his Shaken condition as normal.
- * **Fear:** Anyone seeing the creature must make a Guts roll.
- * **Spiny Slam:** Str+d6.
- * **Spines:** Anyone who grapples or is grappled by a spined demon suffers 2d8 damage per round from its spines.
- * **Volley of Spines:** Each round, a spine demon may launch a volley of sharp spines in a Cone Template. Everyone under the template must make an opposed Agility vs. Shooting roll or suffer 2d6 damage.
- * **Weakness (Star Metal):** Demons take normal damage from star metal weapons.

STEED

Demonic steeds are primarily used by demons to travel around the Abyss, though black knights ride them in battle. Rarely, they are gifted to loyal mortals to use as they will. Demonic steeds are jet black, with red eyes.

Their bit and bridle are made from twisted barbed wire, and their horseshoes hammered in with nails made from the ribs of sinners.

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d8, Guts d10, Notice d6

Pace: 10; **Parry:** 6; **Toughness:** 10/12

Gear: Some necromancers give their nightmares barding (+3).

Treasure: None.

Special Abilities:

- * **Demon:** +2 to recover from being Shaken; immune to poison and disease; +2 Toughness against non-magical attacks, except for star metal.
- * **Fleet Footed:** Demonic steeds roll a d10 for their running die.
- * **Kick:** Str+d6.
- * **Rider Empathy:** If the rider of a demonic steed is evil, whether mortal or supernatural, he gains +2 to Riding rolls. Should he be good, he suffers a -4 penalty and the steed attempts to dismount him at every opportunity. The latter requires a Strength roll opposed by the rider's Riding.
- * **Size +3:** Demonic steeds weigh between 800 and 1000 pounds.
- * **Weakness (Star Metal):** Demons have lower Toughness against star metal weapons.

SUCCUBUS/INCUBUS

Ask any citizen of Rassilon and he'll tell you succubi are female demons of lust, while incubi are male. These definitions are actually a misnomer, for in truth the demon has no sex, and can flit between male and female appearance as it pleases. Their earthly visage is of a stunningly beautiful member of whatever race they choose. Beauty, however, is only skin deep. Their true form is of a hideous crone or withered man.

According to clerics, these demons were once mortals who could not control their lusts. Given that these are true demons, not corrupted souls, such tales are morality lessons rather than proven facts.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d10 Vigor d8

Skills: Fighting d8, Guts d8, Notice d6, Persuasion d12+2

Charisma: +6; **Pace:** 6; **Parry:** 6; **Toughness:** 6/8

Treasure: None.

Special Abilities:

- * **Claws:** Str+d6.
- * **Demon:** +2 to recover from being Shaken; immune to poison and disease; +2 Toughness against non-magical attacks, except for star metal.
- * **Kiss of Death:** These foul creatures have more than one way to kill. In combat, a succubus must grapple a victim first. Successive attacks are then made as Touch Attacks. With success, the victim must make a Vigor roll opposed by the demon's Spirit or lose one die of Vigor, two on a raise. If Vigor drops to zero, the

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demon has sucked out the victim's life force, killing him. Assuming the victim survives, lost Vigor returns at the rate of one die per day.

- * **Lure:** A succubus/incubus can make a Persuasion roll as an action to seduce any mortal, even one trying to kill it. With success, the victim is Shaken. On a raise, he is Shaken and enamored of the demon. He puts up no resistance if it tries to kiss him. Rather than a Called Shot to deliver the kiss of death, the demon requires only a Touch Attack. Removing the Shaken condition also removes the infatuation.
- * **Very Attractive:** Succubi and incubi resemble stunningly beautiful creatures in their illusory form. They can assume the shape of any sentient being of either sex. Their illusory appearance gives them +6 Charisma. A *detect arcana* spell penetrates the illusion. The demon uses its Spirit to resist the spell.
- * **Weakness (Star Metal):** Demons have lower Toughness against star metal weapons.

DIRGE

A dirge is an undead form of skald. Whereas skalds bring amusement and joy through their magical voices, dirges sing only of death and fear. They appear much as they did in life, but have pale skin, sunken eyes, and a blackish tint to their cheeks and lips.



Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d4, Guts d10, Intimidation d8, Notice d6, Song Magic d10

Pace: 6; **Parry:** 4; **Toughness:** 8

Edges: Combine Spells

Gear: Musical instrument (usually made of bone)

Treasure: Meager.

Special Abilities

- * **Dirge:** A dirge generates magic through its mournful voice and knows the following spells: *dispel*, *fatigue*, *fear*, *lower trait* (no boost), *nightmare*, *panic* (no bless), *warding*, *zombie*.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison. No wound penalties.

DOMINATOR

Sometimes the Puppeteer's (page 97) plans fail. When that happens they are typically left with two choices—kill whoever caused the failure or convert them to the cause. The former is easy work, something any Puppeteer can arrange. For the second, the Puppet Masters allow their minions to use a special pet.

Dominators are small spider-like creatures with a human eye in the centre of their back. Although living, the Puppeteers see them as mere tools, used to control important people. The vile creatures attach themselves to the spinal cord of sentient beings, from where they can monitor, and control, the victim's thoughts.

Attributes: Agility d4, Smarts d10, Spirit d12, Strength d4, Vigor d8

Skills: Notice d6, Psionics d12, Stealth d8

Pace: 4; **Parry:** 2; **Toughness:** 4

Treasure: None.

Special Abilities:

- * **Attach:** Dominators are not combatants and are generally introduced to a sleeping host. The creature sinks its legs into its victim's spinal cord. The creature makes a Psionics roll versus the victim's Spirit. With success, the victim is dominated as per the Puppet ability.
- * **Hard to Remove:** Dominators would rather see their victim die than break free of their control. Removing a dominator requires a Healing roll at -4 or a use of the *greater healing* spell. With a failure, the creature makes a Psionics roll opposed by the victim's Spirit. Success lowers the victim's Smarts by 1 die and a raise by 2 dice as it destroys the brain as an act of revenge. A victim reduced to below d4 Smarts is a vegetable. The same applies if it is ever wounded—it has one attempt to destroy its victim's brain before it dies.
- * **Puppet:** Once attached, the dominator uses the *puppet* power on its victim to keep him or her under control. A dominator does not sleep and, unless a victim is forced to do something against his code of behavior, he is forever enslaved. Should a victim be allowed

a Spirit roll and succeed, he is free of the creature for one hour, or two hours with a raise. Slaves of these vile beasts may never reveal the presence of the dominator—this restriction never allows a victim a chance to break free of the beast's hold over him.

- * **Size -2:** Dominators are 1' long.
- * **Small:** Attackers are -2 to attack rolls against a dominator because of their size.

DRAGON

There are six main species of dragon in Rassilon, and all but one are hostile to the civilized races. All dragons speak Draketongue, and many speak Trader, though they are loathe to admit to having learned the language of lesser beings.

Dragons live many centuries, but they are not immortal and can die of old age. A hatchling can be anywhere from a few hours to around 30 years of age. Juveniles are aged between 30 and 75, adults from 75–200, old dragons 200–600 years, and the rare ancient dragons are 600–1000 years of age. To find the relevant stats, just determine the age category of the dragon and use the appropriate entries on the tables on pages 27-32.

FOREST

Forest dragons are found only in deciduous forests, having never bothered settling in pine forests. Their scales are a mix of greens and browns, varying toward orange during fall and winter months. Their wings and tail are short and stubby, making them better suited to ground attacks. Their breath is a stream of regurgitated twigs and forest matter, often freshly snapped off and razor sharp. Extremely territorial, they are fortunately rarely encountered outside of their forest homes.

HELLFROST

Hellfrost dragons are the offspring of Thrym, and, like their god, are cold-hearted killers. They are not the largest or cleverest of the dragon breeds, but they are among the most common, and are highly aggressive, especially toward the Hearthland races. Their scales range from dirty white to glacial blue, and they breathe roaring coldfire.

MARSH

Marsh dragons, also known as swamp drakes or mire dragons, have dark green to black scales, breathe corrosive stomach acid mixed with deadly marsh gas, and stink to high heaven. They are among the smallest dragons, and have an inferiority complex.

STORM

Found only on the highest mountains (and flying majestically through terrifyingly powerful storms), storm

dragons are masters of the air. As befits their nature, they have the largest wings and fastest flight speed of any species of drake. They vary in color from brilliant white (like a lightning flash) down to black (like the darkest storm clouds), but most have a blue hue to their belly scales. Storm dragons are reclusive, which is fortunate because their lightning breath is among the deadliest of any dragon.

SUN

Driven south by the biting cold, or hunted by Hellfrost dragons, sun dragons (also called gold, fire, or hearth dragons) have almost disappeared from the Hearthlands. They are the largest and most magically adept of the dragons, but fortunately they have little interest in attacking the civilized races. Their breath is scorching fire, their scales typically deep yellow with flecks of red and orange around the extremities, and their eyes a maelstrom of flame.

UNDEAD

When Hela unleashed the spirit horde from the Abyss, it was not just the souls of evil men, orcs, and other humanoid races which escaped. The souls of many evil dragons also found their way back to the mortal realm. Most found themselves as wanderers without form and were taken to Hela's secret realm, but a rare few managed to locate a dragon corpse, returning it to life as an undead. Their corpses vary from near-perfect specimens to virtually skeletal forms.

Their breath is a stream of necromantic energy, which withers living flesh and ages solid matter to the point it crumbles to dust. Unlike with a necromantic spell trapping, undead dragons do not heal wounds through their breath.

Regardless of what form they took in life, all Undead dragons share a common template. Although dead, undead dragons continue to grow in size and magical power through the ages.

SPECIAL ABILITIES

Not all dragons have the same Special Abilities. Edges listed under Special Abilities, such as Frenzy or Level Headed, follow the standard rules for those Edges and aren't described here.

- * **Armor +X:** Scaly hide. See table.
- * **Bite/Claws:** See table.
- * **Breath:** Dragons breathe a variety of substances using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer damage as per the appropriate table. A dragon may not attack with its claws or bite in the round it breathes. Fire and coldfire attacks have a chance of catching victims alight (see **Fire** in *Savage Worlds*).
- * **Fear -X:** Anyone who sees a dragon must make a Guts

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check using the modifier listed on the table

- * **Flight:** The table lists the dragon's Flying Pace.
- * **Hardy:** Some dragons do not suffer a wound from being Shaken twice.
- * **Leadership:** Hellfrost dragons have the Command, Fervor, and Hold the Line Edges when leading evil minions of the Hellfrost. The dragon has a command radius as shown on the table.
- * **Size +X:** Dragons are massive creatures. Juvenile dragons are usually Large (attackers get a +2 bonus), adult and old dragons are generally Huge (attackers get +4 bonus), and most ancient dragons are Gargantuan (also a +4 bonus).
- * **Spellcasting:** Dragons use the standard Arcane Background (Magic) Edge from the core rules. Their Spellcasting die, arcane Edges, and spells are listed on the table. A number in parentheses after the Spell Finesse Edge indicates how many times the Edge has been taken. Benefits must be assigned by the GM to any spell the dragon knows. Older dragons know every Power Edge and spell listed under lesser age categories.

Thus, an ancient forest dragon has Spell Finesse three times, Focus, and Improved Concentration.

- * **Tail Lash:** The dragon can sweep all opponents in its rear facing in an area shown on the table, the first measurement in length, the second width. This is a standard Fighting attack. Damage is equal to the dragon's Strength minus 2.
- * **Weakness:** The dragon takes double damage from the listed material.
- * **Wing Buffet:** Aside from nasty breath and claws and teeth, dragons have wings. A wing buffet can only be used in a round in which the dragon makes no other attacks. Place a Cone Template facing forward from each wing.

Every creature in a Template must make an Agility roll with a penalty equal to the dragon's Size. The target's Size also modifies this roll. Thus, giants are harder to knock over than engros. On a failure, the victim is blown back the distance shown on the table and falls prone. If the Agility roll is a 1 (regardless of Wild Die), the creature is Shaken, as well.



FOREST DRAGON TABLES

ATTRIBUTES & SKILLS

Age	Attributes					Skills			
	Agility	Smarts	Spirit	Strength	Vigor	Fighting	Guts	Intimidation	Notice
Hatchling	d6	d6	d6	d12	d8	d6	d6	d8	d8
Juvenile	d8	d6	d6	d12+2	d10	d8	d8	d10	d8
Adult	d8	d6	d8	d12+5	d10	d10	d10	d12	d10
Old	d10	d8	d10	d12+8	d12	d10	d12	d12+1	d12
Ancient	d10	d10	d10	d12+10	d12	d12	N/A	d12+2	d12

SECONDARY TRAITS

Age	Pace	Parry	Toughness	Treasure
Hatchling	6	5	7 (1)	Worthwhile, in lair
Juvenile	8	6	11 (2)	Rich, in lair
Adult	8	7	14 (3)	Treasure Trove, in lair
Old	10	7	21 (5)	Two Treasure Troves, in lair
Ancient	12	8	24 (6)	Four Treasure Troves, in lair

VARIABLE COMMON SPECIAL ABILITIES

Age	Armor	Bite/Claws	Breath	Fear	Flight	Size	Tail	Wing
Hatchling	+1	Str+d4	2d4	0	8"	+0	1" x 1"	N/A
Juvenile	+2	Str+d6	2d6	0	10"	+2	1" x 2"	1"
Adult	+3	Str+d8	2d8	-1	14"	+4	2" x 4"	d2"
Old	+5	Str+d10	2d10	-2	16"	+8	3" x 6"	d4"
Ancient	+6	Str+d10	3d10	-4	20"	+10	3" x 6"	d6"

OTHER SPECIAL ABILITIES

Age	Special Abilities
Hatchling	Burrowing (4"), Forest Born (p. 44), Frenzy, Low Light Vision
Juvenile	Arcane Resistance, Burrowing (6"), Forest Born (p. 39), Frenzy, Level Headed, Low Light Vision, Spellcasting
Adult	Arcane Resistance, Burrowing (8"), Forest Born (p. 39), Hardy, Improved Frenzy, Large, Level Headed, Low Light Vision, Spellcasting
Old	Burrowing (10"), Forest Born (p. 39), Hardy, Huge, Improved Frenzy, Improved Arcane Resistance, Level Headed, Low Light Vision, Spellcasting
Ancient	Burrowing (12"), Fearless, Forest Born (p. 39), Hardy, Gargantuan, Improved Arcane Resistance, Improved Frenzy, Improved Level Headed, Low Light Vision, Spellcasting

SPELLCASTING ABILITIES

Age	Die	Power Edges	Spells
Hatchling	None	None	None
Juvenile	d6	Concentration	<i>Barrier</i> (wall of vegetation), <i>deflection</i> (flurry of leaves)
Adult	d6	Spell Finesse (1)	<i>Detect/conceal</i> (vegetation moves to reveal or conceal target), <i>entangle</i> (vines), <i>invisibility</i> (camouflage)
Old	d8	Focus, Spell Finesse (1)	<i>Dispel</i>
Ancient	d10	Improved Concentration, Spell Finesse (1)	<i>Shape change</i> (not aquatic creatures)

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HELLFROST DRAGON TABLES

ATTRIBUTES & SKILLS

Age	Attributes					Skills			
	Agility	Smarts	Spirit	Strength	Vigor	Fighting	Guts	Intimidation	Notice
Hatchling	d6	d6	d6	d12	d8	d6	d8	d8	d8
Juvenile	d8	d8	d8	d12+4	d10	d8	d10	d10	d10
Adult	d8	d8	d8	d12+9	d12	d10	d12	d12	d12
Old	d8	d10	d10	d12+11	d12	d12	d12+1	d12+1	d12
Ancient	d8	d12	d12	d12+14	d12	d12+1	N/A	d12+2	d12

SECONDARY TRAITS

Age	Pace	Parry	Toughness	Treasure
Hatchling	6	5	9 (2)	Worthwhile, in lair
Juvenile	8	6	14 (3)	Treasure Trove, in lair
Adult	8	7	20 (4)	Three Treasure Troves, in lair
Old	10	8	23 (5)	Five Treasure Troves, in lair
Ancient	12	8	26 (6)	Seven Treasure Troves, in lair

VARIABLE COMMON SPECIAL ABILITIES

Age	Armor	Bite/Claws	Breath	Fear	Flight	Leader	Size	Tail	Wing
Hatchling	+2	Str+d4	2d6	0	12"	5"	+1	1" x 2"	d2"
Juvenile	+3	Str+d6	2d8	-1	18"	8"	+4	2" x 4"	d3"
Adult	+4	Str+d8	2d10	-2	24"	10"	+8	3" x 6"	d4"
Old	+5	Str+d10	3d10	-4	30"	12"	+10	4" x 8"	d6"
Ancient	+6	Str+d12	4d10	-6	36"	15"	+12	5" x 10"	d8"

OTHER SPECIAL ABILITIES

Age	Special Abilities
Hatchling	Arcane Resistance, Frenzy, Immunity (Cold), Infravision, Snow Walker, Weakness (Fire)
Juvenile	Arcane Resistance, Frenzy, Immunity (Cold), Infravision, Large, Level Headed, Snow Walker, Spellcasting, Weakness (Fire)
Adult	Hardy, Huge, Immunity (Cold), Improved Arcane Resistance, Improved Frenzy, Improved Level Headed, Improved Snow Walker, Infravision, Spellcasting, Weakness (Fire)
Old	Gargantuan, Hardy, Immunity (Cold), Improved Arcane Resistance, Improved Frenzy, Improved Level Headed, Improved Snow Walker, Infravision, Spellcasting, Weakness (Fire)
Ancient	Fearless, Hardy, Gargantuan, Immunity (Cold), Improved Arcane Resistance, Improved Frenzy, Improved Level Headed, Improved Snow Walker, Infravision, Spellcasting, Weakness (Fire)

SPELLCASTING ABILITIES

Age	Die	Power Edges	Spells
Hatchling	None	None	None
Juvenile	d6	Concentration, Spell Finesse (1)	<i>Armor</i> (icy scales), <i>deflection</i> (snow flurry), <i>detect/conceal</i>
Adult	d8	Focus, Spell Finesse (1)	<i>Entangle</i> (freezes foe), <i>storm</i> (blizzard), <i>obscure</i> (snowstorm)
Old	d10	Hellfreeze, Spell Finesse (2)	<i>Confusion</i> (hypothermia), <i>dispel</i>
Ancient	d12	Improved Focus, Spell Finesse (3)	<i>Summon elemental</i> (coldfire, ice, or slush)

MARSH DRAGON TABLES

ATTRIBUTES & SKILLS

Age	Attributes					Skills			
	Agility	Smarts	Spirit	Strength	Vigor	Fighting	Guts	Intimidation	Notice
Hatchling	d8	d6	d8	d10	d6	d6	d8	d8	d8
Juvenile	d8	d8	d8	d12+1	d8	d6	d10	d8	d10
Adult	d10	d8	d10	d12+3	d8	d8	d12	d10	d10
Old	d10	d10	d10	d12+5	d10	d10	N/A	d12	d10
Ancient	d12	d10	d10	d12+8	d10	d10	N/A	d12+1	d12

SECONDARY TRAITS

Age	Pace	Parry	Toughness	Treasure
Hatchling	6	5	6 (1)	Worthwhile, in lair
Juvenile	6	5	10 (2)	Rich, in lair
Adult	8	6	13 (3)	Treasure Trove, in lair
Old	10	7	17 (4)	Two Treasure Troves, in lair
Ancient	10	7	19 (4)	Three Treasure Troves, in lair

VARIABLE COMMON SPECIAL ABILITIES

Age	Armor	Bite/Claws	Breath	Fear	Flight	Size	Tail	Wing
Hatchling	+1	Str+d4	2d6 (AP 2)	0	6"	+0	2" x 4"	0"
Juvenile	+2	Str+d4	2d8 (AP 2)	0	8"	+2	3" x 6"	1"
Adult	+3	Str+d6	2d10 (AP 2)	-1	10"	+4	3" x 6"	d2"
Old	+4	Str+d6	3d8 (AP 2)	-2	14"	+6	3" x 6"	d3"
Ancient	+4	Str+d8	4d8 (AP 2)	-2	16"	+8	4" x 8"	d4"

OTHER SPECIAL ABILITIES

Age	Special Abilities
Hatchling	Aquatic, Frenzy, Immunity (Acid, Disease), Infravision, Paralysis (claws/bite)
Juvenile	Aquatic, Frenzy, Immunity (Acid, Disease), Infravision, Paralysis (claws/bite), Spellcasting
Adult	Arcane Resistance, Aquatic, Hardy, Immunity (Acid, Disease), Improved Frenzy, Infravision, Large, Level Headed, Paralysis (claws/bite), Spellcasting
Old	Arcane Resistance, Aquatic, Fearless, Hardy, Immunity (Acid, Disease), Improved Frenzy, Infravision, Large, Level Headed, Paralysis (claws/bite), Spellcasting
Ancient	Aquatic, Arcane Resistance, Fearless, Hardy, Huge, Immunity (Acid, Disease), Improved Frenzy, Improved Level Headed, Infravision, Paralysis (claws/bite), Spellcasting

SPELLCASTING ABILITIES

Age	Die	Power Edges	Spells
Hatchling	None	None	None
Juvenile	d4	None	<i>Obscure</i> (inky darkness)
Adult	d6	Concentration	<i>Confusion</i> (stinky vapors), <i>stun</i> (stinky vapors)
Old	d6	Spell Finesse (1)	<i>Bladebreaker</i> (weapon melts), <i>disease</i> (skin rots away)
Ancient	d8	Focus, Spell Finesse (1)	<i>Aura</i> (vile odor)

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STORM DRAGON TABLES

ATTRIBUTES & SKILLS

Age	Attributes					Skills			
	Agility	Smarts	Spirit	Strength	Vigor	Fighting	Guts	Intimidation	Notice
Hatchling	d8	d6	d6	d12	d8	d6	d8	d8	d8
Juvenile	d10	d8	d8	d12+3	d10	d8	d10	d10	d8
Adult	d10	d8	d10	d12+7	d12	d10	d12	d12	d10
Old	d12	d10	d10	d12+10	d12	d12	d12	d12	d10
Ancient	d12	d10	d10	d12+12	d12	d12	N/A	d12	d12

SECONDARY TRAITS

Age	Pace	Parry	Toughness	Treasure
Hatchling	4	5	9 (2)	Worthwhile, in lair
Juvenile	6	6	13 (3)	Treasure Trove, in lair
Adult	6	7	18 (4)	Two Treasure Troves, in lair
Old	8	8	21 (5)	Three Treasure Troves, in lair
Ancient	8	8	24 (5)	Four Treasure Troves, in lair

VARIABLE COMMON SPECIAL ABILITIES

Age	Armor	Bite/Claws	Breath	Fear	Flight	Size	Tail	Wing
Hatchling	+2	Str+d4	2d6	0	14"	+1	1" x 2"	d3"
Juvenile	+3	Str+d6	2d8	0	22"	+3	2" x 4"	d4"
Adult	+4	Str+d8	2d10	-1	26"	+6	3" x 6"	d6"
Old	+5	Str+d10	3d8	-2	34"	+8	4" x 8"	d8"
Ancient	+5	Str+d10	3d10	-4	40"	+11	4" x 8"	d10"

OTHER SPECIAL ABILITIES

Age	Special Abilities
Hatchling	Arcane Resistance, Frenzy, Immunity (Electricity), Level Headed, Quick
Juvenile	Arcane Resistance, Frenzy, Immunity (Electricity), Level Headed, Quick, Spellcasting
Adult	Arcane Resistance, Hardy, Immunity (Electricity), Improved Frenzy, Improved Level Headed, Large, Quick, Spellcasting
Old	Hardy, Huge, Immunity (Electricity), Improved Arcane Resistance, Improved Frenzy, Improved Level Headed, Quick, Spellcasting
Ancient	Fearless, Hardy, Gargantuan, Immunity (Electricity), Improved Arcane Resistance, Improved Frenzy, Improved Level Headed, Quick, Spellcasting

SPELLCASTING ABILITIES

Age	Die	Power Edges	Spells
Hatchling	None	None	None
Juvenile	d6	None	<i>Obscure</i> (dense fog), <i>voice on the wind</i> (crackling voice)
Adult	d8	Spell Finesse (1)	<i>Blast</i> (lightning strikes), <i>fog cloud</i> , <i>whirlwind</i>
Old	d10	Concentration, Spell Finesse (2)	<i>Quickness</i> , <i>summon elemental</i> (air only)
Ancient	d12	Focus, Improved Concentration	<i>Storm</i> (thunderstorm)

SUN DRAGON TABLES

ATTRIBUTES & SKILLS

Age	Attributes					Skills			
	Agility	Smarts	Spirit	Strength	Vigor	Fighting	Guts	Intimidation	Notice
Hatchling	d6	d6	d6	d12+2	d8	d6	d8	d8	d8
Juvenile	d8	d8	d8	d12+5	d10	d8	d10	d10	d10
Adult	d8	d10	d8	d12+8	d12	d10	d12	d10	d10
Old	d8	d12	d10	d12+12	d12	d12	d12+1	d12	d12
Ancient	d8	d12	d12	d12+15	d12	d12	N/A	d12+1	d12

SECONDARY TRAITS

Age	Pace	Parry	Toughness	Treasure
Hatchling	6	5	11 (3)	Worthwhile, in lair
Juvenile	8	6	15 (4)	Treasure Trove, in lair
Adult	8	7	21 (5)	Two Treasure Troves, in lair
Old	10	8	25 (6)	Three Treasure Troves, in lair
Ancient	12	8	28 (7)	Five Treasure Troves, in lair

VARIABLE COMMON SPECIAL ABILITIES

Age	Armor	Bite/Claws	Breath	Fear	Flight	Size	Tail	Wing
Hatchling	+3	Str+d4	2d6	0	12"	+2	1" x 2"	d2"
Juvenile	+4	Str+d6	2d8	0	16"	+4	2" x 4"	d3"
Adult	+5	Str+d8	2d10	-1	22"	+8	3" x 6"	d4"
Old	+6	Str+d10	3d8	-2	28"	+11	4" x 8"	d6"
Ancient	+7	Str+d10	3d10	-4	34"	+13	5" x 10"	d8"

OTHER SPECIAL ABILITIES

Age	Special Abilities
Hatchling	Arcane Resistance, Frenzy, Immunity (Fire), Spellcasting, Weakness (Cold)
Juvenile	Arcane Resistance, Frenzy, Immunity (Fire), Large, Level Headed, Spellcasting, Weakness (Cold)
Adult	Hardy, Huge, Immunity (Fire), Improved Arcane Resistance, Improved Frenzy, Improved Level Headed, Spellcasting, Weakness (Cold)
Old	Gargantuan, Hardy, Immunity (Fire), Improved Arcane Resistance, Improved Frenzy, Improved Level Headed, Spellcasting, Weakness (Cold)
Ancient	Fearless, Hardy, Gargantuan, Immunity (Fire), Improved Arcane Resistance, Improved Frenzy, Improved Level Headed, Spellcasting, Weakness (Cold)

SPELLCASTING ABILITIES

Age	Die	Power Edges	Spells
Hatchling	d6	Concentration	<i>Fatigue</i> (heat exhaustion), <i>light</i>
Juvenile	d8	Spell Finesse (1)	<i>Deflection</i> (heat shimmer), <i>beat mask</i> , <i>stun</i> (blinding light)
Adult	d10	Focus, Spell Finesse (2)	<i>Dispel</i> , <i>healing</i> (target feels warm), <i>invisibility</i>
Old	d12	Improved Concentration, Spell Finesse (2)	<i>Puppet</i> , <i>negate arcana</i>
Ancient	d12+1	Improved Focus, Spell Finesse (2)	<i>Ethereal</i> (turns into sun motes)

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UNDEAD DRAGON TABLES

ATTRIBUTES & SKILLS

Age	Attributes					Skills			
	Agility	Smarts	Spirit	Strength	Vigor	Fighting	Guts	Intimidation	Notice
Hatchling	d6	d6	d6	d12	d8	d6	N/A	d10	d6
Juvenile	d8	d6	d8	d12+2	d10	d8	N/A	d10	d8
Adult	d8	d8	d10	d12+4	d10	d8	N/A	d12	d8
Old	d8	d8	d10	d12+7	d12	d10	N/A	d12+1	d10
Ancient	d8	d10	d12	d12+9	d12	d10	N/A	d12+2	d10

SECONDARY TRAITS

Age	Pace	Parry	Toughness	Treasure
Hatchling	6	5	9 (1)	Worthwhile, in lair
Juvenile	8	6	13 (2)	Rich, in lair
Adult	8	6	17 (3)	Treasure Trove, in lair
Old	10	7	22 (4)	Two Treasure Troves, in lair
Ancient	12	7	25 (5)	Three Treasure Troves, in lair

VARIABLE COMMON SPECIAL ABILITIES

Age	Armor	Bite/Claws	Breath	Fear	Flight	Size	Tail	Wing
Hatchling	+1	Str+d4	2d6	-1	8"	+0	1" x 1"	N/A
Juvenile	+2	Str+d6	2d8	-2	10"	+2	1" x 2"	N/A
Adult	+3	Str+d8	2d10	-3	14"	+5	2" x 4"	1"
Old	+4	Str+d10	3d8	-4	16"	+8	3" x 6"	d2"
Ancient	+5	Str+d10	3d10	-6	20"	+10	3" x 6"	d4"

OTHER SPECIAL ABILITIES

Age	Special Abilities
Hatchling	Disciple of Hela, Fearless, Frenzy, Infravision, Spellcasting, Undead
Juvenile	Arcane Resistance, Disciple of Hela, Fearless, Frenzy, Infravision Level Headed, Spellcasting, Undead
Adult	Arcane Resistance, Disciple of Hela, Hardy, Improved Frenzy, Infravision, Large, Level Headed, Spellcasting, Undead
Old	Disciple of Hela, Hardy, Huge, Improved Frenzy, Improved Arcane Resistance, Infravision, Level Headed, Spellcasting, Undead
Ancient	Disciple of Hela, Fearless, Hardy, Gargantuan, Improved Arcane Resistance, Improved Frenzy, Improved Level Headed, Infravision, Spellcasting, Undead

SPELLCASTING ABILITIES

Age	Die	Power Edges	Spells
Hatchling	d4	Concentration	Zombie
Juvenile	d6	Spell Finesse (1)	<i>Barrier</i> (wall of bones), <i>obscure</i> (darkness)
Adult	d8	Spell Finesse (2)	<i>Aura</i> (necromantic), <i>enhance undead</i> , <i>strength of the undead</i>
Old	d10	Improved Focus, Spell Finesse (2)	<i>Greater zombie</i> , <i>prolonged blast</i> (necromantic)
Ancient	d12	Spell Finesse (1)	<i>Puppet</i>



DRAUGR

Draugar (plural form) are a form of undead found primarily in Saxa lands. Necromancers are the most likely to rise as a draugr, for Hela grants her evil servants undead status as a final reward for a life-time of service. Former spellcasters raised as draugr cannot wield magic, but their supernatural powers more than compensate.

Despite looking like zombies, draugr are intelligent, strong, and agile. A draugr's physical form can be *hel-blár* ("death-black") or *nár-föltr* ("corpse-pale").

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+4, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d6, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 9

Treasure: Worthwhile, in lair.

Special Abilities:

- * **Claws:** Str+d6.
- * **Fear (-2):** Anyone seeing the blackened, decaying corpse must make a Guts roll at -2.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Invulnerability:** Draugar can be Shaken by mundane weapons and magic, but only take wounds from being grappled.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison. No wound penalties.
- * **Weakness (Grappling):** Defeating a draugr requires a hero to grapple them. Unlike a regular grapple, draugar automatically suffer damage equal to the attacker's Strength each round the grapple is maintained.

ELASMOTHERIUM

Elasmotheria (el-as-mo-ther-ee-a) are related to woolly rhinos, but are much larger and more aggressive. Notoriously short-sighted, they instinctively charge mounted intruders, thinking them rival elasmotheria.

Attributes: Agility d6, Smarts d4(A), Spirit d10, Strength d12+7, Vigor d10

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d4, Stealth d6

Pace: 8; **Parry:** 6; **Toughness:** 16 (2)

Treasure: None.

Special Abilities:

- * **Armor +2:** Thick fur.
- * **Fleet Footed:** Elasmotheria have a d8 running die.
- * **Gore:** If it can charge at least 6" before attacking, the creature adds +4 to its damage total.
- * **Horn:** Str+d10.
- * **Large:** Attacks are +2 to attack rolls against elasmotheria because of their size.
- * **Resistance (Cold):** Immune to background cold. Half damage from cold and ice attacks.
- * **Size +7:** Elasmotheria weigh as much as 5 tons and measure up to 20'.
- * **Susceptibility (Fire):** Takes +4 damage from heat or fire.

DISEASES

Diseases may not be monsters, but that makes them no less deadly to unwary adventurers. A sample of diseases known in Rassilon is detailed below. Note that Healing rolls are rarely effective in treating diseases, and *healing* and *greater healing* spells do nothing to cure diseases unless used within 10 minutes of infection. A patient's best hope of rapid recovery is a skilled herbalist.

- * **Black Lung (-4):** This deadly disease eats away at the victim's lungs, causing him to cough black phlegm. Victims must make a Vigor roll at -4 each week after infection or drop one die in Vigor, dying when Vigor is reduced below a d4. Lost Vigor dice return at the rate of one per two weeks if the patient is active (i.e. adventuring) or one per week if he is resting once the infection ends.
- * **Brewer's Face (0):** This disease is a minor yeast infection, easily cured with antibiotics. A Vigor roll is allowed once per week. Until the roll is successful the character suffers -1 Charisma due to large red blotches on his face and hands.
- * **Hellfrost Fever (-2):** Victims suffer severe chills and plummeting body temperatures. A Vigor roll (-2) is made once per day. The first failure results in Incapacitation. The second results in death.
- * **Hellfrost Roar (-1):** Victims hear a loud roaring in both ears, giving them the Hard of Hearing (Minor) Hindrance. Victims already hard of hearing go completely deaf. A successful Vigor roll at -1, made each day after infection, cures the victim and returns his hearing.
- * **Red Pox (-2):** Infected characters break out in unsightly red pustules and blisters. The disease is unsightly, but not deadly. A Vigor roll at -2 is allowed each week to remove the condition. Characters suffer -2 Charisma while infected. Red pox itches—really itches. When the disease ends, the character must make a Spirit roll, with a cumulative -1 penalty for each week or part thereof of infection. Failure means he has scratched his pustules, leaving behind deep scars. He suffers a permanent one point drop in Charisma.
- * **Sniffles (0):** The Rassilon equivalent of the common cold, the sniffles leaves those infected with a runny nose and blocked sinuses and a general feeling of lethargy. Victims suffer a level of Fatigue for a week. Victims can never be more than Exhausted from the sniffles. If the victim is already Exhausted or Incapacitated when he becomes infected the sniffles' Fatigue is applied only once the characters Fatigue level from other sources is reduced to Fatigued or lower. Although it is easy to relieve symptoms with *suc-cor* spells, the disease is remarkably virulent—the Fatigue level returns each morning. Because no

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DISEASES CONT.

Vigor rolls are allowed, antibiotics are of no use in treating the sniffles.

- * **Vali's Revenge (-1):** Caused by eating undercooked, contaminated food, Eostre's revenge is a common stomach complaint. Victims suffer nausea, abdominal cramps, diarrhea, and incontinence. Victims have a -1 penalty to all Trait rolls while infected. They must make a Vigor roll each day.

ELEMENTAL

Elementals inhabit the core elemental realms, those of air, earth, fire, and water, and the ever-shifting borders between them. Coldfire and ice elementals, supposedly from an elemental realm of ice, are presented here, despite elemental scholar still debating whether they belong under the category of border elementals or core elementals.

Although intelligent and capable of understanding any spoken language, elementals never speak to mortals. Even the greatest arkhwisards have long given up trying to communicate with these strange creatures.

AIR ELEMENTAL

Air elementals manifest as whirlwinds with pale blue eyes.

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Notice d8, Shooting d6, Stealth d8

Pace: —; **Parry:** 6; **Toughness:** 5

Treasure: None.

Special Abilities:

- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Ethereal:** Air elementals can maneuver through any non-solid surface. They can seep through the cracks in doors, bubble through water, and rush through sails.



- * **Flight:** Air elementals fly at a rate of 6". They may never "run."
- * **Invulnerability:** Immune to all nonmagical attacks.
- * **Push:** The air elemental can push a single target 1d6" directly away from the spirit by directing a concentrated blast of air at him. The victim may make a Strength roll against the attack, with each success and raise reducing the amount he's moved by 1".
- * **Wind Blast:** Air elementals can send directed blasts of air at foes using the Cone Template and a Shooting roll. Foes may make an opposed Agility roll to avoid the blast. The damage is 2d6 points of nonlethal damage.
- * **Whirlwind:** As long as the air elemental does not move that turn it may attempt to pick up a foe. Make an opposed Strength check and if the air elemental wins, then its foe is pulled into the swirling maelstrom of its body. While trapped, the target is at -2 on all rolls including damage, to hit and Strength rolls to free himself. The air elemental cannot move as long as it wants to keep foes trapped inside its form.

COLDFIRE ELEMENTAL

Coldfire elementals appear as a column of blue coldfire with red, flickering eyes. They are more vicious than fire elementals.

Attributes: Agility d12+1, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d10, Notice d8, Shooting d8, Stealth d6

Pace: 6; **Parry:** 7; **Toughness:** 5

Treasure: None.

Special Abilities:

- * **Coldfire Strike:** Coldfire elementals can project a blast of coldfire using the Cone Template. Characters within the cone must beat the elemental's Shooting roll with Agility or suffer 2d10 damage, plus the chance of catching fire.
- * **Coldfire Touch:** Str+d6; chance of catching fire.
- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Immunity (Cold):** Coldfire elementals are immune to background cold. They take no damage from cold attacks.
- * **Invulnerability:** Coldfire Elementals are immune to all nonmagical attacks, but suffer 1d6 damage when doused in at least a gallon of water, +2 per additional gallon.
- * **Weakness (Fire):** Takes double damage from heat or fire.

DUST ELEMENTAL

Dust elementals inhabit the dusty border between the realms of earth and air. They manifest in humanoid form, but can turn into whirling clouds of flying dust and grit with a mere thought.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12, Vigor d8

Skills: Fighting d8, Notice d6, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 6/8

Treasure: None.

Special Abilities:

- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison; suffers no wound penalties.
- * **Immunity:** +2 Toughness against all nonmagical attacks.
- * **Sand Blast:** Dust elementals can send directed blasts of air at foes using the Cone Template and a Shooting roll. Foes may make an opposed Agility roll to avoid the blast. The damage is 2d8.
- * **Seep:** Dust elementals can squeeze through small gaps as if it were difficult ground. Unlike water elementals, they cannot travel through porous substances—there must be an actual hole through the obstacle (such as a keyhole).
- * **Slam:** Str+d4.
- * **Whirlwind:** As long as the elemental does not move that turn it may attempt to pick up a foe. Make an opposed Strength check and if the sand elemental wins, then its foe is pulled into the swirling maelstrom of its dusty body. While trapped, the target is at -2 on all rolls including damage, to hit and Strength rolls to free himself, and suffers 2d6 damage per round. The elemental cannot move as long as it wants to keep foes trapped inside its form.

EARTH ELEMENTAL

Earth elementals manifest as five-foot tall, vaguely man-shaped collections of earth and stone. Though amazingly strong, they are also quite slow and ponderous.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d10

Skills: Fighting d8, Notice d4, Stealth d6

Pace: 4; **Parry:** 6; **Toughness:** 11 (4)

Treasure: None.

Special Abilities:

- * **Armor +4:** Rocky hide.
- * **Bash:** Str+d6.
- * **Burrowing (10"):** Earth elementals can meld into and out of the ground.
- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.

FIRE ELEMENTAL

Fire elementals appear as man-shaped flame.

Attributes: Agility d12+1, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Climbing d8, Fighting d10, Notice d6, Shooting d8, Stealth d6

Pace: 6; **Parry:** 7; **Toughness:** 5

Treasure: None.

Special Abilities:

- * **Elemental:** No additional damage from Called Shots;

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Fearless; immune to disease and poison.

- * **Fiery Touch:** Str+d6; chance of catching fire.
- * **Flame Strike:** Fire elementals can project a searing blast of flame using the Cone Template. Characters within the cone must beat the spirit's Shooting roll with Agility or suffer 2d10 damage, plus the chance of catching fire.
- * **Immunity (Fire):** Takes no damage from any source of heat or fire.
- * **Invulnerability:** Fire elementals are immune to all nonmagical attacks, but suffer 1d6 damage when doused in at least a gallon of water, +2 per additional gallon.
- * **Weakness (Cold):** Takes double damage from cold, coldfire, or ice.

ICE ELEMENTAL

They look similar to earth elementals, but have cold-blue eyes, a mouth that, when opened, looks like the centre of an active ice volcano, and cracked, icy skin of the deepest blue.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+3, Vigor d10

Skills: Fighting d8, Notice d8, Shooting d8, Stealth d6

Pace: 4; **Parry:** 6; **Toughness:** 10 (3)

Treasure: None.

Special Abilities:

- * **Armor +3:** Icy hide.
- * **Bash:** Str+d6.
- * **Burrowing (6"):** Ice elementals can meld into and out of the ground so long as it is snow or ice.
- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Ice Strike:** Ice elementals can spit a freezing blast of ice using the Cone Template. Characters within the Cone must beat the spirit's Shooting roll with Agility or suffer 2d10 damage.
- * **Immunity (Cold):** Immune to background cold. Takes no damage from cold attacks.
- * **Weakness (Fire):** Takes double damage from heat or fire.

LAVA ELEMENTAL

Composed of fire and earth, these creatures have a stony skin overlaying a body of molten rock. They look similar to earth elementals, but have fiery eyes, a mouth that when opened looks like the center of an active volcano, and smoking, blackened, rocky skin.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+3, Vigor d10

Skills: Fighting d8, Notice d6, Shooting d8, Stealth d6

Pace: 4; **Parry:** 6; **Toughness:** 10 (3)

Treasure: None.

Special Abilities:

- * **Armor +3:** Rocky hide.
- * **Bash:** Str+d6.
- * **Burrowing (6"):** Lava elementals can meld into and

out of the ground.

- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Flame Strike:** Lava elementals can spit a searing blast of flame using the Cone Template. Characters within the cone must beat the spirit's Shooting roll with Agility or suffer 2d10 damage, plus the chance of catching fire.
- * **Immunity (Fire):** Takes no damage from any source of heat or fire.
- * **Weakness (Cold):** Takes double damage from cold, coldfire, or ice.

MAGIMENTAL

Magimentals, as far as anyone can tell, hail from the moon, or at least use it as a portal from whatever realm they inhabit. A few mages claim magimentals are Maera's true divine heralds, but her clergy don't support this view. They are grouped with the major elementals out of respect for Maera. They appear as man-shaped creatures formed of multi-colored woven strands of magic.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Notice d6, Spellcasting d12, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Treasure: None.

Special Abilities

- * **Dispel:** Any creature subjected to a Touch attack (+2 to Fighting) is struck with an automatic *dispel*.
- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Invulnerability:** Magimentals are immune to all magical attacks, but suffer normal damage from mundane attacks.
- * **Powers:** A magimental knows 1d10 spells chosen by the GM.

MUD ELEMENTAL

Mud elementals exist on the border between the realms of earth and water. They resemble earth elementals in shape, but are fluid like their water elemental kin.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12+1, Vigor d10

Skills: Fighting d8, Notice d6, Stealth d6

Pace: 5; **Parry:** 6; **Toughness:** 7/9

Treasure: None.

Special Abilities:

- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Immunity:** The semisolid body of a mud elemental gives it limited resistance to attacks. Against nonmagical attacks of any sort they have +2 Toughness.
- * **Seep:** Mud elementals can squeeze through small gaps as if it were difficult ground. Unlike water elementals, they cannot travel through porous substances—there

must be an actual hole through the obstacle (such as a keyhole).

- * **Slam:** Str+d6, nonlethal damage.
- * **Smother:** If a mud elemental scores a raise on a grapple attack it has enveloped its target. Escaping requires an opposed Strength roll. Each round the victim remains smothered, he suffers a Fatigue level.

SHADOW ELEMENTAL

Shadows elementals hail, according to the priests of Niht, from the realm of shadows, a dark, barren realm where there is only darkness. Elementalists dispute this, claiming that shadow elementals are simply conjurations of shadow given intelligence.

Even priests of Niht are unsure what a shadow elemental looks like, for they are surrounded by a Medium Burst Template of total darkness. A few scholars have proposed that the entire area of darkness is the elemental.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6,

Vigor d10

Skills: Notice d6, Stealth d12

Pace: 6; **Parry:** 2; **Toughness:** 7

Treasure: None.

Special Abilities:

- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Seep:** Shadows elementals can squeeze through small gaps as if it were difficult ground. Unlike water elementals, they cannot travel through porous substances—there must be an actual hole through the obstacle (such as a keyhole).
- * **Strands of Darkness:** Creatures within the Template suffer 2d6 damage per round from strands of solid darkness flaying their flesh. Mundane armor does not protect against this. Relic armor provides protection equal to its magical augmentation only. The *armor* spell functions as normal, and offers double protection if it has a light trapping.
- * **Veil of Darkness:** Any creature within the Template



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of a shadow elemental is lost in total darkness. Even sound is smothered and distorted. All actions are at -6, even mental ones (due to panic and the overwhelming senses of isolation). All movement within the template is random, as there are no visual or audio references. For each inch a victim moves within the Template, roll a d12 (read as a clock face) to determine direction.

- * **Weakness (Light):** Takes double damage from spells with a light trapping. Sunlight causes 2d6 damage per round.

SLUSH ELEMENTAL

Slush elementals are a cross between water and ice elementals. Many consider them a form of sub-elemental, but the creatures themselves are rather quiet on the subject.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+1, Vigor d10

Skills: Fighting d8, Notice d6, Stealth d6

Pace: 5; **Parry:** 6; **Toughness:** 7/9

Treasure: None.

Special Abilities:

- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Immunity:** The semisolid body of a slush elemental gives it limited resistance to attacks. They have +2 Toughness against nonmagical attacks.
- * **Immunity (Cold):** Immune to background cold. Takes no damage from cold attacks.
- * **Seep:** Slush elementals can squeeze through small gaps as if it were difficult ground. Unlike water elementals, they cannot travel through porous substances—there must be an actual hole through the obstacle (such as a keyhole).
- * **Slam:** Str+d6, nonlethal damage.
- * **Smother:** If a slush elemental scores a raise on a grapple attack, it has enveloped its target. Escaping requires an opposed Strength roll. Each round the victim remains smothered, he suffers a Fatigue level.
- * **Weakness (Fire):** Takes double damage from heat or fire.

STEAM ELEMENTAL

The last of the common border elementals are those inhabiting the overlap of the realms of fire and water. They manifest as clouds of swirling steam.

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Notice d6, Stealth d6

Pace: —; **Parry:** 6; **Toughness:** 6

Treasure: None.

Special Abilities:

- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Flight:** Pace 6. They may never “run.”
- * **Immunity:** Steam elementals suffer no damage from

all nonmagical attacks.

- * **Steam Blast:** Steam elementals can send directed blasts of superheated air at foes using the Cone Template and a Shooting roll. Foes may make an opposed Agility roll to avoid the blast. The damage is 2d10 and ignores nonmagical Armor.
- * **Seep:** Steam elementals can squeeze through any porous gaps as if it were difficult ground.
- * **Whirlwind:** As long as the elemental does not move that turn it may attempt to pick up a foe. Make an opposed Strength check and if the elemental wins, then its foe is pulled into the swirling maelstrom of its steamy body. While trapped, the target is at -2 on all rolls including damage, to hit and Strength rolls to free himself, and suffers 2d6 damage per round. The elemental cannot move as long as it wants to keep foes trapped inside its form.

WATER ELEMENTAL

Water spirits are frothing, man-shaped creatures of water or sea-foam.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d8, Notice d6, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 7

Treasure: None.

Special Abilities:

- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Invulnerability:** Water elementals are immune to all nonmagical attacks except fire. A torch or lantern causes them 1d6 damage but is instantly put out if it hits.
- * **Seep:** Water elementals can squeeze through any porous gap as if it were difficult ground.
- * **Slam:** Str+d6, nonlethal damage.
- * **Waterspout:** Water spirits can project a torrent of rushing water in the shape of a Cone template. This automatically puts out any normal fires, or 1d6 ship fires. Creatures within the cone must make a Strength roll at -2 or be Shaken.

WOOD ELEMENTAL

Although mages have long argued that wood is not an element, being simply an aspect of earth, there is no denying that druids and nature priests have the ability to awaken what appear to be elemental creatures.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d8, Notice d6, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 11 (1)

Treasure: None.

Special Abilities:

- * **Armor +1:** Hard bark.
- * **Camouflage:** When the elemental isn't moving or attacking, it appears to be a normal tree and gains +4 to Stealth rolls.

- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Improved Sweep:** May attack all adjacent foes with no penalty.
- * **Lashing Branches:** Str+d6, Reach 3”.
- * **Size +3:** Wood elementals are walking trees, averaging 10–12’.
- * **Susceptibility (Fire):** Fire based attacks do +4 damage and the chance of catching alight is 5–6 on a d6.

ELEMENTALIST

Elementalists are mages who summon power through air, earth, fire, and water. Most, though by no means all, are members of the Convocation, an ancient and powerful magical order.



EXPERIENCED MAGE

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d6, Vigor d6

Skills: Elementalism d12, Fighting d6, Guts d6, Intimidation d8, Knowledge (Arcana) d10, Notice d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Various

Edges: Arcane Background (Elementalism), Concentration, Connection (Convocation), Elemental Mastery (the mage knows two elements—roll 1d3 twice to determine which), Focus

Gear: Various

Treasure: Worthwhile.

Powers:

- * **Eir:** *Bolt* (blast of air), *deflection* (wind), *elemental form* (air), *elemental manipulation* (air), *speak language* (air spirits translate words), *teleport* (vanishes in a whirlwind).
- * **Ertha:** *Armor* (stone skin), *burrow* (earth parts), *elemental form* (earth), *elemental manipulation* (earth), *entangle* (victims sink into the earth), *quake*.
- * **Fyr:** *Blast* (fireball), *bolt* (bolts of fire), *burst* (breathes fire), *deflection* (heat shimmer), *elemental form* (fire), *elemental manipulation* (fire),
- * **Waeter:** *Elemental form* (water), *elemental manipulation* (water), *healing* (healing potion flows from hands), *knockdown* (blast of water), *succor* (healing potion flows from hands), *stun* (choke on water).

YOUNG MAGE

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Elementalism d8, Fighting d6, Guts d6, Intimidation d6, Knowledge (Arcana) d8, Notice d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Various

Edges: Arcane Background (Elementalism)

Gear: Various

Treasure: Worthwhile.

Powers:

- * **Eir:** *Deflection* (wind), *elemental manipulation* (air), *speak language* (air spirits translate words).
- * **Ertha:** *Armor* (stone skin), *burrow* (earth parts), *elemental manipulation* (earth).
- * **Fyr:** *Bolt* (fire bolts), *deflection* (heat shimmer), *elemental manipulation* (fire).
- * **Waeter:** *Elemental manipulation* (water), *healing* (healing potion flows from hands), *stun* (choke on water).

ELF

The elves are creatures of the forests, be they the hearth elves of the deciduous realms or the taiga elves of the frozen wastes. Reclusive by nature, some elves’ realms are coming under threat, as the humans seek to expand their domains, and racial tensions are growing along the forest borders. The statistics presented here are for typical elf rangers of both races.

To create a typical elf Wood Warden, simply add the Wood Warden and Connection (Wood Wardens) Edges and the Orders Hindrances.

HEARTH ELF DRUID

Druids practice natural magic, harnessing the magical energy contained within all creatures and objects. They work to maintain the forests they call home, but have no qualms about using force against intruders.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d6, Druidism d8, Fighting d6, Guts d6, Healing d6, Notice d8, Stealth d6, Survival d6, Tracking d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: All Thumbs

Edges: Agile, Arcane Background (Druidism), Beast Friend (hawk companion), Natural Realms

Gear: Leather armor (+1), antler staff (Str+d6, +1 Parry, Reach 1, 2 hands)

Powers: *Armor* (bark skin), *beast friend* (song of the wild), *bolt* (sharp wooden darts), *feast* (animals bring food), *healing* (herbs), *shape change* (possessed by animal spirit)

Treasure: Meager.

Special Abilities:

- * **Forest Born:** Hearth elves suffer no penalties for difficult ground in forests.
- * **Low Light Vision:** Elves ignore penalties for Dim and Dark lighting.

HEARTH ELF RANGER

Hearth elf rangers patrol the woods they call home, keeping a watchful eye out for overzealous lumberjacks or hunters, and of course for orc incursions. Experts at camouflage and stealth, travelers through elven woods are normally trailed for many leagues without even realizing it.

HELLFROST: BESTIARY

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Climbing d6, Fighting d6, Guts d6, Notice d8, Shooting d8, Stealth d8, Survival d8, Tracking d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: All Thumbs

Edges: Agile, Combat Reflexes, Marksman, Woodsman

Gear: Leather armor (+1), long sword (Str+d8), long bow (Range: 15/30/60, Damage: 2d6), camouflage cloak (+2 Stealth when hiding in deciduous forest)

Treasure: Meager per 3 warriors.

Special Abilities:

- * **Forest Born:** Hearth elves suffer no penalties for difficult ground in forests.
- * **Low Light Vision:** Elves ignore penalties for Dim and Dark lighting.

TAIGA ELF DRUID

Taiga elf druids are concerned with maintaining the status quo against the ever-encroaching Hellfrost and trying to protect their homes from the freezing weather.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d8

Skills: Climbing d6, Druidism d8, Fighting d6, Guts d8, Healing d6, Notice d8, Stealth d6, Survival d8, Tracking d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)

Hindrances: All Thumbs, Insular

Edges: Agile, Arcane Background (Druidism), Beast Friend (wolf companion), Forest Born, Natural Realms

Gear: Leather armor (+1), antler staff (Str+d6, +1 Parry, Reach 1, 2 hands), furs, skis.

Powers: *Armor* (bark skin), *bolt* (sharp wooden darts), *feast* (animals bring food), *environmental protection* (against cold, creates warm clothing), *healing* (herbs), *voice on the wind* (whispers into the wind)

Treasure: Meager.

Special Abilities:

- * **Heat Lethargy:** Taiga elves have -1 to all Trait rolls in temperatures over 53 degrees.
- * **Low Light Vision:** Elves ignore penalties for Dim and Dark lighting.
- * **Winter Soul:** Taiga elves have +2 to Vigor saves to resist the effects of Cold and +2 Armor to resist ice or cold attacks.

TAIGA ELF RANGER

Taiga elf rangers perform similar duties to their southern cousins, but are more aggressive in dealing with hostile interlopers.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d8, Guts d8, Notice d8, Shooting d8, Stealth d8, Survival d10, Tracking d8

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)

Hindrances: All Thumbs, Insular

Edges: Agile, Combat Reflexes, Forest Born, Marksman,

Snow Walker, Woodsman

Gear: Leather armor (+1), long sword (Str+d8), long bow (Range: 15/30/60, Damage: 2d6), skis, camouflage cloak (+2 Stealth when hiding in taiga forest)

Treasure: Meager per 3 warriors.

Special Abilities:

- * **Heat Lethargy:** Taiga elves have -1 to all Trait rolls in temperatures over 53 degrees.
- * **Low Light Vision:** Elves ignore penalties for Dim and Dark lighting.
- * **Winter Soul:** Taiga elves have +2 to Vigor saves to resist the effects of Cold and +2 Armor to resist ice or cold attacks.

EMBER SPRITES

Ember sprites begin life as a flickering ball of fire, only a fraction of an inch across. Indeed, in a blacksmith's forge or around a crackling fire, it is almost impossible to tell an ember sprite from a natural ember, and this is where the danger of a fireball becomes apparent.

Despite their minute size, ember sprites can cause huge amounts of destruction. Drawn to sources of great heat (such as forges, ovens, and hearths), ember sprites settle in the flames and rapidly swell in size. As they grow, they throw off a scorching aura of heat, which ignites nearby combustibles and fuels their growth. After a sprite has consumed everything in the immediate vicinity, it rapidly loses heat and size, and then floats off looking for another meal.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d4, Vigor d6

Skills: Notice d6, Stealth d8

Pace: —; **Parry:** 2; **Toughness:** 3

Treasure: None.

Special Abilities:

- * **Camouflage:** Around a lit fire or forge, an ember sprite's Stealth increases to a d12+2.
- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Fire Growth:** Once an ember sprite reaches a source of great heat, it begins to grow rapidly. For each round within a source of heat, the ember sprite gains certain abilities. Attacking the creature with fire or heat based spells is exceptionally dangerous. Every "wound" caused actually increases the growth as if the sprite had spent an additional round in a hearth.
 - * **Round 1:** +1 Size; the sprite is surrounded by a fiery aura which fills a Small Burst Template. Creatures in the template take 2d6 damage per round on the sprite's action card and have a chance of catching fire.
 - * **Round 2:** +1 Size (loses Small); the Template increases to Medium. Aura damage is 2d8 per round.
 - * **Round 3:** +1 Size; Template increases to Large and damage is 2d10 per round.
 - * **Round 4+:** +1 Size each additional round, to a maximum of Size +10. Gains Large at Size +4 and

Huge at Size +8. Once it reaches Size +10, the creature shrinks one Size per round until it reaches Size -2.

- * **Flight:** Pace 2.
- * **Immunity (Fire):** Immune to background heat. No damage from heat or fire attacks.
- * **Size -2:** Ember sprites begin as tiny creatures.
- * **Small:** Attackers have -2 to attack an ember sprite because of its small size.
- * **Weakness (Cold):** Takes double damage from cold attacks.
- * **Weakness (Water):** Ember sprites suffer 1d6 damage when doused in at least a gallon of water, +2 per additional gallon.

ENGRO

Engros generally try to avoid trouble, but sometimes trouble comes to them, and when it does, they're ready. The race has no standing army to defend their homes, but what troops it has are more than capable of putting up fierce defense.

BLUDGEONER

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Guts d8, Intimidation d6, Shooting d8, Stealth d8, Survival d6, Taunt d8

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5 (1)

Hindrances: Orders, Outsider, Small

Edges: Bludgeoner, Connection (Bludgeoners), Luck, Marksman, Sneaky, Spirited

Gear: Leather armor (+1), small shield (+1 Parry), short sword (Str+d6), sling (Range: 6/12/24, Damage: Str+d4, Str+d6 at Short range)

Treasure: Meager per 3 Bludgeoners.

EXPERIENCED BLUDGEONER

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d8, Guts d10, Intimidation d10, Shooting d10, Stealth d8, Survival d6, Taunt d8

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 6 (1)

Hindrances: Orders, Outsider, Small

Edges: Bludgeoner, Command, Connection (Bludgeoners), Luck, Marksman, Natural Leader, Sneaky, Spirited, Steady Hands

Gear: Leather armor (+1), small shield (+1 Parry), short sword (Str+d6), sling (Range: 8/16/32, Damage: Str+d4, Str+d6 at Short range)

Treasure: Meager.

DRUID

Engro druids tend to be more community oriented than elven druids. A few, however, are more adventurous and aid the Bludgeoners.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d8

Skills: Climbing d8, Druidism d10, Fighting d4, Guts d8, Healing d8, Knowledge (Alchemy) d8, Persuasion d8, Shooting d6, Stealth d8, Survival d6, Taunt d6

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 6 (1)

Hindrances: Loyal, Outsider, Small

Edges: Arcane Background (Druidism), Beast Master (war dog companion), Hedge Magic, Luck, Sneaky, Spirited

Gear: Leather armor (+1), short spear (Str+d6, Reach 1), sling (Range: 4/8/16, Damage: Str+d4)

Treasure: Worthwhile.

Powers: Druids typically know the following spells: *barrier* (wall of thorns), *beast friend* (whistles), *bolt* (clods of dirt), *entangle* (plants grab targets), *healing* (soothing balms), *wilderness step* (feet don't touch the ground).

FANG WYRM

Fang wyrms are white-furred serpents with two protruding fangs, which deliver a paralyzing poison. They usually live beneath the snow and ice, burrowing up to attack prey by surprise.

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d12, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d10, Notice d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 13 (2)

Treasure: None.

Special Abilities:

- * **Armor +2:** Thick fur.
- * **Bite:** Str+d6.
- * **Burrowing (10"):** Fang wyrms can disappear and reappear on the following action anywhere within 20".
- * **Large:** Attackers add +2 to their Fighting or Shooting rolls when attacking a wyrm, due to its size.
- * **Poison:** Anyone Shaken or wounded by a fang wyrm's bite must make a Vigor roll or be paralyzed for 2d6 rounds.
- * **Resistance (Cold):** Immune to background cold. Half damage from cold and ice attacks.
- * **Size +5:** Fang wyrms are 20' long and 3' thick.
- * **Susceptibility (Fire):** Takes +4 damage from heat or fire.

FEY

The fey are spirits, commonly called "faeries" by humans and engros. Most are reclusive (including the nastier ones), which can be fortunate, for they have a range of powers at their disposal.

Unless a fey has an actual arcane skill, it suffers no backlash when using its powers, manipulating the fields of magic in ways mortals cannot comprehend.

BANNIK

The importance of bathhouses (or saunas) in Saxa

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and Finnar culture must be understood before explaining the origins of the bannik. Sweat bathing is a popular Saxa and Finnar pastime; especially during the long winter months.

Saunas are typically made of logs and covered in turf for insulation. Even in material short areas of the northern wastes, saunas with dirt or straw covered floors can be found manufactured out of clay or turf or dug into the sides of hills.

The bannik is a fey creature which haunts saunas. This mischievous spirit is said to look like an old man with long-nailed, hairy paws. Hiding behind the stove or under the benches, it punishes disrespectful bathers who have intercourse, lie, boast, swear, sing too loud, or talk excessively. The bannik is also known to pick on visiting strangers and newcomers.

A knowing Saxa or Finnar utters a quick prayer to Eira to protect him or herself from the bannik and never enters a bathhouse when purring noises are heard. This is when the bannik is entertaining unnatural guests, perhaps even devils.

When angered, the bannik may throw red hot rocks from the stove or boiling water or change steam into poisonous gas (if the stove uses peat instead of wood). Worse, the bannik is known to skin bathers and wrap their bodies around the stove. The bannik uses all of its powers to avoid direct conflict, but since it cannot leave the sauna, it fights to the death if given no alternative.

If the sauna is burned down or destroyed, the bannik returns to its plane of existence and only returns if a new sauna is created over or near the site of the old sauna.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12, Vigor d8

Skills: Fighting d6, Notice d8, Spellcasting d10, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Treasure: None.

Special Abilities:

- * **Domain:** A bannik inhabits a single sauna and cannot pass beyond the threshold.
- * **Fear Aura:** A bannik can cause all those in the sauna who fail a Guts roll to flee and not want to even look at or enter another sauna for a week. Those who pass are immune to additional fear auras generated by the bannik for one week.
- * **Immunity (Fire):** Banniks are immune to background heat, and suffer no damage from heat or fire based attacks.
- * **Powers:** Banniks can use the following powers: *confusion*, *fatigue* (poison gas), *invisibility* (on self only), *lock/unlock*, *nightmare*, *puppet*, *slumber*, *speaking language*, *telekinesis*.
- * **Quick:** Banniks redraw initiative cards of 5 or lower.
- * **Weakness (Cold):** Banniks suffer double damage from cold, coldfire, and ice attacks.

BUGGANE

Bugganes (boo-gains) are ogre-like creatures covered

in black hair. They have sharp claws and tusks, which they use to burrow through the earth. Although they have prevalence for digging, they usually make their homes in ruins, caves, or in dark forests. Many folk believe they are servants of Ertha, though in truth bugganes are fey folk. They are usually on good terms with trow, and have been known to assist dwarves.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+3, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d6, Stealth d8, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 10 (1)

Treasure: Meager.

Special Abilities

- * **Armor +1:** Thick fur.
- * **Burrowing (6"):** When they erupt from the ground, victims must make a Notice roll opposed by the creature's Stealth. If the creature wins, it gains +2 to attack and damage that round, +4 with a raise.
- * **Claws/Tusks:** Str+d6.
- * **Infra-vision:** Bugganes halve penalties for bad lighting when attacking living targets.
- * **Size +2:** Bugganes are over 8' tall.

CLURICHAUN

Clurichauns (clur-ee-corns) are small fey with a love of strong drink. When encountered, they are almost always drunk, and typically spend their time riding small animals, abusing passersby, making noise, and singing loudly.

If treated well, they will use their powers to protect a brewery, tavern, or wine cellar. If abused, they follow their target home and proceed to make themselves a nuisance, wrecking his home and drinking all the alcohol in the house.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d6, Guts d10, Intimidation d8, Notice d8, Riding d8, Spellcasting d8, Stealth d6, Taunt d8

Pace: 8; **Parry:** 5; **Toughness:** 6

Treasure: Meager.

Special Abilities:

- * **Annoying:** An angry clurichaun gets revenge by making loud noises all night. Anyone in the same building as the irate fey must make a Spirit roll at -2 or be unable to sleep.
- * **Powers:** Clurichauns know the following spells: *beast friend* (slurred words), *boost/lower trait* (blessing or curse), *fatigue* (target becomes drunk), *jinx* (curse), *speaking language* (the universal language of drunks), *voice on the wind* (drunken song).
- * **Size -1:** Clurichauns are the size of human children.
- * **Strong-Willed:** +2 to perform Intimidation and Taunt Tests of Will; +2 to resist such tests.
- * **Weakness (Alcohol):** Clurichauns offered alcohol must make a Spirit roll to stay focused or immediately head for the alcohol and begin drinking. They can quaff a quart in one action. They also suffer from the Habit (Major) Hindrance with regard to alcohol.

FEY KNIGHT

Fey knights resemble thin humans, but glow with a pale light. Clad in white or black armor, depending on their nature, and riding similarly colored fey horses, they are fearsome combatants.

When encountered in the mortal realm, they are always engaged in a quest. The nature of such quests is near-impossible for a mortal to achieve (such as catching a rainbow, or combating the wind), but the knights care little for mortal ideas of what is and isn't possible. They have been known to force mortals into their service through their powers. Such mortals do not age while questing with a fey knight, but neither do they lead a good life—squires, as the knights call them, must polish the knight's armor, care for his horse, carry his kit, and obey his every whim. Worse still, fey knights have little understanding of a mortal's frailty, and often forget to feed, appropriately clothe, and rest their squires.

Whether good or evil, fey knights always fight honorably and despise those who use trickery in battle.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d10, Vigor d8

Skills: Fighting d12, Guts d10, Intimidation d8, Knowledge (Battle) d8, Notice d8, Riding d12, Taunt d10

Charisma: +6; **Pace:** 6; **Parry:** 11; **Toughness:** 9 (3)

Hindrances: Code of Honor

Edges: Attractive, Charismatic, Combat Reflexes, Improved Arcane Resistance, Improved Block, Improved Frenzy, Improved Sweep, Level Headed, Noble

Gear: Plate mail (+3), full helm (+3), long sword (Str+d8), lance (Str+d8, Reach 2, AP 2), medium shield (+1 Parry), fey horse with plate barding (+3)

Treasure: Worthwhile.

Special Abilities:

* **Force Servitude:** Fey knights can use the *puppet* power, with Spirit as their arcane skill. They have the Spell Finesse (Arcane and Range) Edges for this purpose only. A knight uses its power to acquire a squire, but may only have one squire at a time. The victim is bound to obey the knight's every command, gaining no rolls to escape if forced to perform a task he considers morally wrong. A squire may try to break free only once per year, on the anniversary of his forced servitude. Killing the fey (which the squire cannot do) immediately frees the squire.

* **Righteous Fury:** If an opponent successfully uses a Trick against a fey knight, the knight gains +2 to

Fighting rolls against the opponent for the rest of the encounter.

GLIMMERWING

Most fey can be benevolent or malicious, changing between the two on a whim. Glimmerwings are no exception.

They spend much of their time engaged in bizarre dances around ancient stone circles (known as fey circles for this reason), and are wary of showing themselves to non-fey, except for children. Indeed, glimmerwings have a strange affinity to children of all races, and often adopt a child, protecting him or her from bullies or abusive adults. When being protective, their fury knows no limits.

In their natural form they appear as winged humanoid with sharp teeth and claws, animal eyes, and mottled green-brown skin. However, they spend much of their time in the guise of flicking balls of light with translucent wings, from where they get their common name.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d6, Knowledge (Arcana) d10, Intimidation d8, Notice d6, Spellcasting d10, Stealth d10

Pace: 6; **Parry:** 5; **Toughness:** 6

Treasure: None.

Special Abilities:

* **Bite/Claws:** Str+d4.



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- * **Ethereal:** As a free action, a glimmerwing can become ethereal. In this state it can only be harmed by magical attacks.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Flight:** Pace 8.
- * **Powers:** Glimmerwings know the following spells: *becalm*, *confusion*, *dispel*, *entangle*, *fatigue*, *fog cloud*, *knockdown*, *invisibility*, *light*, *quickness*, *slumber*, *storm*, *voice on the wind*, *whirlwind*, *voice on the wind*, *zephyr*.
- * **Shapechange:** As an action, glimmerwings can change between their two forms. This requires a Smarts roll. Only in their natural form can they use their magic.
- * **Weather Control:** For every additional glimmerwing within 5", a glimmerwing increases his Spellcasting die by one step, to a maximum of d12+2, when casting *becalm*, *fog cloud*, *knockdown*, *storm*, *whirlwind*, or *zephyr*.

GRINDYLOW

Grindyloes are malevolent fey creatures who inhabit streams, pools, and marshes. Although humanoid in appearance, they have green skin and teeth, and yellow eyes. Their arms are extremely long and end in wicked claws.

They lurk at the edge of the water, waiting for suitable prey to come within range of their long arms. When it does, they snatch at their prey, dragging it underwater and holding it until it drowns. They then store it in their underwater lairs until it has begun decomposing.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Guts d6, Intimidation d6, Notice d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Treasure: Worthwhile, in lair.

Special Abilities:

- * **Ambush:** Grindyloes lurk at the edge of their watery homes, hiding just beneath the surface. They wait until prey comes within range, then shoot out their long, grasping arms. The grindyloe makes a Stealth roll opposed by its prey's Notice. If the grindyloe wins, it gets +2 to attack and damage that round, +4 with a raise.
- * **Aquatic:** Pace 8.
- * **Claws:** Str+d6, Reach 2.
- * **Grapple:** A grindyloe scoring a raise on its Fighting roll has also grappled its victim. Victims are dragged underwater, and must make a Vigor roll at the start of each round thereafter, until they break the grapple. On a failure, the victim gains one level of Fatigue. Incapacitated characters die in a number of rounds equal to half their Vigor. Resuscitation and recovery is as per the **Drowning** rules in the *Savage Worlds* rules. This ability can only be used on foes of Size +1 or smaller.



LESHIJ

Leshiji (less-idg-ee), like skogsra (see page 45) and wood wights (page 46), are wood spirits. They inhabit all the forests of Rassilon, typically tending an area of 100 square miles. They are also known as "fathers of the wood wights," though in truth the role they perform is more like a supervisor, watching over and aiding a gang of wood wights within their domain. Wood wights call them "forest lords" out of respect for their powers.

As protectors of both forest and animals, their form is a blend of the two. Their usual form is that of a humanized figure with bark-like skin, hair and beard of living grass, but with a tail, hooves, and horns.

Farmers, shepherds, and hunters who take only what they need leave offerings to their local leshij to ensure it does not take offense at what they take from the forest. Those who offend a leshij are subjected to a range of attacks, from confusing them to all-out attacks.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d6, Guts d6, Intimidation d8, Notice d8, Spellcasting d12, Stealth d8, Survival d8, Swimming d8, Tracking d8

Pace: 6; **Parry:** 5; **Toughness:** 7

Gear: Large club (Str+d8)

Treasure: None.

Special Abilities:

- * **Alter Size:** As an action, a leshij can alter its size up or down. The creature makes a Smarts roll, with each success and raise indicating a one point change in Size. For every point of Size change, Strength and Toughness increase or decrease one step. They gain the Large Monstrous Ability at Size +4, Huge at +8, and Gargantuan at +12.
- * **Forest Born:** Leshiji never suffer difficult ground penalties in forests.
- * **Powers:** Leshiji can use the following spells: *animate war tree* (song of awakening), *armor* (bark skin), *barrier* (wall of wood), *bladebreaker* (only works on axes), *confusion* (victim hears voices on the wind), *deflection* (branches intercept attacks), *disease* (wasting sickness), *healing* (plants and animals only), *entangle* (trees grab at targets), *fog cloud* (special: trees move to block out light), *growth/shrink* (song of changing), *nightmare* (victim dreams he is wandering through a dark, ever-changing forest), *refuge* (trees form a shelter), *summon elemental* (wood only).
- * **Shapeshift:** Leshiji know the *shape change* power but can only assume the form of mundane plants and animals. They use Smarts as their arcane skill die.
- * **Speak with Nature:** Leshiji can communicate with all mundane animals and plants.
- * **Summon Beasts:** A leshij can summon forest creatures to him by singing. This requires an action and a Smarts roll at -2. If successful, 1d6+2 wolves or 1d4 bears come from the surrounding wilds in 1d6+2 rounds.
- * **Teach Magic:** A leshij who rolls a Helpful result on

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the Reaction Table (see Nonplayer Characters in *Savage Worlds*) when dealing with a druid of any race teaches the hero one spell, so long as the hero first performs the fey a favor. Once the task is complete, the hero automatically gains the New Power Edge. Others heroes who befriend a leshij simply have a friend for life, so long as they respect its home.

MEPHIT

Mephits are a race of fey known for their disgusting stench. They are also known as dung fey, filth imps, and stench wisps. They are common in marshes and bogs, but can be attracted to sewers or other unsanitary places. They detest bath houses and saunas.

Mephits resemble swirling clouds of green mist with two yellow eyes.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Notice d6, Spellcasting d8, Stealth d8

Pace: 6; **Parry:** 2; **Toughness:** 5

Treasure: None.

Special Abilities:

- * **Ethereal:** Mephits are immaterial and can only be harmed by magical attacks.
- * **Powers:** Mephits know the following spells: *bolt* (balls of filth, causes nonlethal damage), *confusion* (foul stench addles target), *fatigue* (noxious vapors), *stun* (stinking cloud).
- * **Stench:** Mephits exude an awful stench. Characters adjacent to a mephit after its movement must make a Vigor roll at the start of their turn or suffer a level of Fatigue. This can lead to Incapacitation, but never Death.

NYKR

Nykr (knee-ka) are freshwater spirits, in the way skogsra are tree spirits. They appear as comely maidens with wet hair and watery blue or green eyes. They are naturally wary of non-forest folk, and prefer to watch intruders near their domain before deciding how best to deal with them.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d4, Guts d6, Notice d10, Persuasion d8, Spellcasting d10, Stealth d10, Swimming d10

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Treasure: None.

Special Abilities:

- * **Aquatic:** Pace 10.
- * **Arcane Resistance:** +2 to Trait rolls to resist magic and +2 Armor against damage-causing arcane effects.
- * **Attractive:** Nykr resemble beautiful human females.
- * **Pool Bond:** Nykr share their soul with a particular pool, river, or similar small body of water. They must remain within 36" of the water or their magic does not work. If the pool is polluted, the nykr must make

a Vigor roll each day or suffer a Fatigue level until the taint is cleared.

- * **Powers:** Nykr know the following powers: *barrier* (wall of water), *beast friend* (aquatic only), *entangle* (smoothed in water), *healing* (pours water on wound), *invisibility* (assumes a watery, translucent form), *shape change* (aquatic only), and *stun* (jet of water).

SKOGSRA

Skogsra (skohg-sra) are nature spirits, specifically those of woodlands. Shy by nature, they prefer to watch intruders, only making their presence felt if the need arises. They appear as comely maidens with long, brown hair, and soft green eyes.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d4, Guts d6, Notice d10, Persuasion d8, Spellcasting d10, Stealth d10

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Treasure: None.

Special Abilities:

- * **Arcane Resistance:** +2 to Trait rolls to resist magic and +2 Armor against damage-causing arcane effects.
- * **Attractive:** Skogsra resemble attractive human females, but often have a green or brown tint to their skin.
- * **Forest Born:** Skogsra suffer no penalties for difficult ground in forests.
- * **Powers:** Skogsra know the following powers: *armor* (bark), *animate war tree* (song of awakening), *barrier* (wall of thorns), *beast friend* (talks to beasts), *deflection* (tree branches get in the way), *entangle* (vines), *healing* (glowing hands), *shape change* (calls forth the animal's spirit to possess it), and *stun* (word of power).
- * **Tree Bond:** Skogsra share their soul with a particular tree. They must remain within 36" of the tree or their magic does not work. If the tree dies, so does the skogsra (and vice versa).

WILL-O'-THE-WISP

Will-o'-the-wisps are malign spirits which take the form of glowing orbs. Often known as ghost lanterns, they appear at night, luring victims deeper into their swampy homes in the hope of causing them to stumble into quicksand.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Notice d10

Pace: —; **Parry:** 2; **Toughness:** 3

Treasure: None.

Special Abilities:

- * **Charm:** By swaying from side to side and pulsating, wisps can charm prey into following them. This requires a Spirit roll opposed by the victim's Smarts.

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Charmed victims may only move up to their Pace on their action. No other actions, including speech, are allowed. The charm is broken by killing the wisp or violently slapping the victim. The latter counts as a Touch Attack. A slapped victim may make another Smarts roll at the start of his turn to break free. Charmed victims violently resist any attempts to prevent them from following the wisp, attacking even lifelong friends to the best of their abilities.

- * **Easy Target:** Attackers never suffer darkness penalties to attack a will-o'-the-wisp.
- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Flight:** Pace 8.
- * **Improved Dodge:** These sprites are very nimble. Ranged attacks against them are at -2.
- * **Size -2:** Wisps measure 1' in diameter.
- * **Small:** Attackers are -2 to attack wisps because of their size.



WOOD WIGHT

Although commonly used to describe a form of undead, the word “wight” is an old Saxa term for “man.” Thus, wood wights are literally “wood men,” which sums them up nicely. Saxa often use the term waldgeist, or wood spirit. These fey creatures stand 3–4' high, and have the appearance of small humans made of twigs. Their eyes are large, round, and totally black, their hands long and spindly, and their wooden teeth pointed (for eating beetles).

Wood wights are shy creatures, dedicated to tending the forests they call home. They are usually on good terms with other good-hearted forest dwellers, such as nykr, skogsra, tree men, elves, and most mundane animals. Each wood wight tends an area of about a square mile. When their homes are threatened, they resort to guerrilla tactics, hiding in the undergrowth and attacking with spells.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d4, Guts d6, Knowledge (Herbalism) d10, Notice d6, Spellcasting d8, Stealth d4, Survival d4, Tracking d4

Pace: 8; **Parry:** 4; **Toughness:** 5 (1)

Edges: Woodsman

Treasure: Meager, in lair.

Special Abilities:

- * **Armor +1:** Bark.
- * **Camouflage:** When a wood wight stands motionless in a forest, it gains +4 to Stealth rolls.
- * **Forest Born:** Wood wights suffer no penalties for difficult ground in forests.
- * **Forest Folk:** Wood wights have Stealth, Survival, and Tracking at d8 in forests.
- * **Low Light Vision:** No penalties for Dim and Dark lighting.
- * **Powers:** Wood wights know the following spell: *boost/lower Stealth, entangle* (vegetation comes alive), *bealing* (animals only), *beat mask, knockdown* (nearby trees slap victims), *wilderness step* (forests only).
- * **Size -1:** Wood wights are similar in size to young human children.

FROST DWARF

Although skalds speak of other races of dwarves, only frost dwarves are known in Rassilon. They live in vast fortress cities, carved into mountains or glaciers, and prefer to avoid prolonged contact with other races, though they do trade metal goods and ores for foodstuffs, wood, and clothing.

The statistics presented here are for a typical dwarf warrior and an experienced militant rune mage.

WARRIOR

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d8, Guts d8, Knowledge (Battle) d6, Intimidation d6, Notice d6, Stealth d6, Throwing d8

Charisma: -2; **Pace:** 5; **Parry:** 7; **Toughness:** 8 (2)

Hindrances: Insular, Loyal, Slow

Edges: Combat Reflexes, Frenzy, Sweep, Tough, Snow Walker

Gear: Chain mail (+2), pot helm (+3), battle axe (Str+d8), medium shield (+1 Parry), two throwing axes (Range: 3/6/12, Damage: Str+d6)

Treasure: Meager.

Special Abilities:

- * **Mountain Born:** Dwarves suffer no penalties for difficult ground in mountains or hills.
- * **Heat Lethargy:** Frost dwarves have -1 to all Trait rolls in temperatures over 53 degrees.
- * **Low Light Vision:** Dwarves ignore penalties for Dim and Dark lighting.
- * **Winter Soul:** Frost dwarves have +2 to Vigor saves to resist the effects of cold and +2 Armor to resist ice or cold attacks.



RUNE MAGE

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Armor-Rune d8, Battle-Rune d8, Climbing d6, Cut-Rune d10, Fighting d8, Guts d8, Knowledge (Arcana) d8, Knowledge (Battle) d8, Intimidation d6, Notice d6

Charisma: -2; **Pace:** 5; **Parry:** 7; **Toughness:** 8 (2)

Hindrances: Insular, Loyal, Slow

Edges: Arcane Background (Rune Magic), Command, Focus, Improved Concentration, Tough

Runes: *Armor-rune, battle-rune, cut-rune*

Gear: Chain mail (+2), pot helm (+3), medium shield (+1 Parry), axe (Str+d6)

Treasure: Meager.

Special Abilities:

- * **Heat Lethargy:** Frost dwarves have -1 to all Trait rolls in temperatures over 53 degrees.
- * **Low Light Vision:** Dwarves ignore penalties for Dim and Dark lighting.
- * **Mountain Born:** Dwarves suffer no penalties for difficult ground in mountains or hills.
- * **Winter Soul:** Frost dwarves have +2 to Vigor saves to resist the effects of cold and +2 Armor to resist ice or cold attacks.



FROST MOTE SWARM

Frost motes appear as a cloud of swirling snow, though each “flake” is actually a single mote. They swarm around victims, burrowing under their skin in search of warmth. Victims who die become hosts for the swarm, dead, yet animated by the swarm.

Hosts are only usable for a short while. Typically, they lose one degree of body temperature per day. When they reach 70 degrees F (roughly 28 days later), the mote swarm either emerges to find a new host (if one is within

range) or hibernates, waiting for heat-producing prey to come within range.

Frost mote swarms fill a Medium Burst Template.

Attributes: Agility d8, Smarts d4(A), Spirit d12 Strength d8, Vigor d10

Skills: Notice d8

Pace: 10; **Parry:** 4; **Toughness:** 7

Treasure: None.

Special Abilities:

- * **Bite:** Swarms inflict hundreds of tiny bites each round to their victims, hitting automatically and causing 2d4 damage to everyone in the template. Damage is applied to the least armored location. Anyone killed by a mote swarm becomes a frost mote host (below).
- * **Infra-vision:** Halve penalties for poor lighting against heat-producing targets.
- * **Host Required:** Frost mote swarms require a host to survive. Each round they are outside a host, they must make a Vigor roll or suffer a level of Fatigue.
- * **Mindless:** Unaffected by Tests of Will, Tricks, or arcane powers like *puppet*.
- * **Split:** Mote swarms are clever enough to split into two smaller swarms (Small Burst Templates) should their foes split up. The Toughness of these smaller swarms is lowered by -2 (to 5 each).
- * **Swarm:** Parry +2; Because the swarm is composed of scores, hundreds, or thousands of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round.

FROST MOTE HOST

Mote hosts are dead, yet not undead. They can walk and clumsily use weapons, their limbs powered by the frost mote swarm lurking inside their bloated bellies. However, they have only limited cognizance and cannot talk. The older the host, the more decomposed it looks, which often leads to hosts being mistaken for zombies.

Attributes: Agility d4, Smarts d4(A), Spirit d10 Strength d6, Vigor d6

Skills: Fighting d6, Notice d4

Pace: 4; **Parry:** 5; **Toughness:** 5

Gear: Whatever they carried in life.

Treasure: None.

Special Abilities:

- * **Host:** When a host is killed, the frost mote swarm immediately escapes. Place a Medium Burst Template centered on the former host.

FROST WIGHT

Frost wights are a particularly nasty form of undead, but fortunately are only usually found in the Frozen Forest. They resemble taiga elves, though their eyes are piercing blue, their skin encrusted with hoarfrost, and their long fingernails black with frostbite.

According to skalds, frost wights were once denizens of the Frozen Forest but some evil curse befell them.

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For their part, the taiga elves are extremely reluctant to speak of the frozen realm and are loathe to venture into its frigid depths.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d6, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 10 (2)

Gear: Chain hauberk (+2), long sword (Str+d8)

Treasure: Rich, in lair.

Special Abilities:

- * **Bony Claws:** Str+d4.
- * **Fear:** Anyone who sees a frost wight dweller must make a Guts check.
- * **Numbing Touch:** Anyone Shaken or wounded by a frost wight's claws must make a Vigor roll. On a failure, the victim rolls on the Injury Table, the result indicating which area of the body has been numbed by the fell touch. Injuries caused by this ability last until the victim spends an hour beside a source of heat. A *healing* spell removes one numbed "injury" per success and raise (caster's choice of location), but heals no actual wounds if used this way.
- * **Resistance (Cold):** Immune to background cold. Half damage from cold and ice attacks.
- * **Snow Walker:** Treats rough ice as normal ground, smooth ice as rough ice, and every inch of movement in snow as 1.5" instead of 2".
- * **Susceptibility (Fire):** Takes +4 damage from heat or fire.

- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Weakness (Sunlight):** Frost wights are weakened by the sun. Each round in sunlight, they must make a Vigor roll or become Exhausted.

FROSTREAYER

Frostreavers are men whose arrogance led them to believe they could dwell in the Hellfrost. Driven mad by constant exposure to the Hellfrost winds, they have given their bodies and souls to Thrym, and now seek the total destruction of all races opposed to their god. They have no leaders, existing in loose groups held together by a common desire to ensure the Fimbulvinter takes place.

When the weather and terrain permit, frostreavers make use of ice ships and sledges pulled by dire wolves.

TYPICAL FROSTREAYER

Attributes: Agility d8, Smarts d4, Spirit d10, Strength d10, Vigor d10

Skills: Boating d6, Fighting d8, Guts d10, Intimidation d10, Notice d4, Riding d6, Survival d8

Charisma: -4; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (1)

Hindrances: Bloodthirsty

Edges: Combat Reflexes, Frenzy, Snow Walker, Strong Willed

Gear: Leather armor and furs (+1), medium shield (+1 Parry), battle axe (Str+d8)

Treasure: Meager, per 3 warriors

Special Abilities:

- * **Berserk:** Frostreavers can force themselves to go berserk with a successful Spirit roll. This otherwise acts as the Berserk Edge.
- * **Resistance (Cold):** Immune to background cold. Half damage from cold, coldfire, or ice attacks.



EXPERIENCED FROSTREAYER

Attributes: Agility d8, Smarts d6, Spirit d12, Strength d12, Vigor d12

Skills: Boating d10, Fighting d12, Guts d12, Intimidation d12, Notice d6, Riding d8, Survival d10

Charisma: -4; **Pace:** 6; **Parry:** 9; **Toughness:** 10 (2)

Hindrances: Bloodthirsty, Illiterate, Vengeful (Major)

Edges: Combat Reflexes, Hard to Kill, Improved Frenzy, Improved Nerves of Steel, Improved Snow Walker, Strong Willed, Wall of Steel

Gear: Chain hauberk and furs (+2), medium shield (+1 Parry), battle axe (Str+d8)

Treasure: Meager.

Special Abilities:

- * **Berserk:** Frostreavers can force themselves to go berserk with a successful Spirit roll. This otherwise acts as the Berserk Edge.
- * **Resistance (Cold):** Immune to background cold. Half damage from cold, coldfire, or ice attacks.

FUNGAL

One of the strangest creatures ever seen in the Hearthlands are fungals. They look exactly like man-sized mushrooms, except with pudgy arms and feet, and small, beady eyes. Most folks who have seen one call them “mushroom men.”

They are extremely rare, and most often seen before harvest time. Numerous farmers have witnessed them stealing crops, but when chased, they vanish into nearby caves and crevasses that lead to the labyrinthine network of tunnels known as the Underearth, or Ertha’s Realm.

Druids and clerics of both Ertha and Eostre have tried making contact with these strange beings, but without success. Exactly why this fungoid race wants crops remains, for now, a mystery.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Guts d6, Notice d6, Stealth d8

Pace: 5; **Parry:** 5; **Toughness:** 6

Gear: Sickle (Str+d4)

Treasure: None.

Special Abilities:

- * **Plant:** +2 to recover from being Shaken. Called Shots do no extra damage. Immune to piercing attacks.
- * **Spores:** Once a day fungals can release a cloud of spores. The spores fill a Medium Burst Template centered on the fungal, and last until the fungal’s next action. Any creature in the cloud must make a Vigor roll or be affected. (A victim caught in multiple clouds must roll for each one separately.) The nature of the affliction depends on the type of spore released. Each cloud contains only one type of spore. The GM can pick an effect or roll a d4 and consult the table below. Fungals are immune to these spores.

FUNGAL SPORES

d4 Spore Type

- 1 **Paralysis:** The victim is paralyzed for 2d6 rounds, during which time he can take no actions. His Parry is reduced to 2.
- 2 **Choking:** Victims are Shaken for 1d4 rounds. This does not count as a physical attack.
- 3 **Blinding:** The victim is blinded. He has –6 to all Trait rolls involving sight, and his Parry drop to 2. He may make an Agility roll each round with no penalty to rub the spores free of his eyes. This counts as an action. With success, the spores are removed but it consumes the entire round. With a raise, the hero regains his sight and may act as

normal.

- 4 **Berserk:** The victim automatically goes berserk (as per the Edge) and attacks the nearest creature, friend or foe, with a Wild Attack. If there are multiple targets available, roll randomly to see which one the victim attacks. Calming down is as normal for the Berserk Edge.

FURY

Furies are savage, bestial creatures sent by the gods to punish worshippers for major transgressions. The exact form of a fury varies by deity, but all have sharp claws and wings of some description. Although individually weak, they hunt in packs of 1d4+4 members.

Attributes: Agility d8, Smarts d6(A), Spirit d10, Strength d10, Vigor d8

Skills: Fighting d6, Intimidation d6, Persuasion d6, Taunt d8, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 7 (1)

Treasure: None.

Special Abilities:

- * **Armor +1:** Hide.
- * **Berserk:** Furies can become Berserk at will. They can also end their rage as a free action.
- * **Claws:** Str+d4.
- * **Flight:** Pace 6.
- * **Improved Arcane Resistance:** +4 Armor against damage-causing powers and +4 on Trait rolls to resist opposed powers.

GARGOYLE

True gargoyles are not actually animated statues, but a stony-skinned race, common to mountainous areas. They fly using leathery wings, which when not required, fold back flush with the body to prevent damage on jagged rocks. When on the ground, they run with a loping, hunched gait. Gargoyles can speak Dwarven and a little Trader, as well as their own language.

TYPICAL GARGOYLE

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d8, Intimidation d8, Notice d6, Stealth d8

Pace: 4; **Parry:** 6; **Toughness:** 9 (2)

Treasure: Meager, per 3 gargoyles.

Special Abilities:

- * **Armor +2:** Stony skin.
- * **Bite/Claws:** Str+d6.
- * **Camouflage:** Gargoyles receive +2 to Stealth rolls in rocky terrain, due to their skin color.
- * **Flight:** Pace 8.



GARGOYLE PRIEST

Gargoyles worship Ertha, goddess of the earth, but

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also pay homage to Thunor, god of the air. Some scholars believe the gargoyle race was created by a union of these two deities.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Faith d8, Fighting d6, Intimidation d10, Notice d6, Stealth d8

Pace: 4; **Parry:** 5; **Toughness:** 9 (2)

Edges: Arcane Background (Miracles)

Treasure: Meager.

Special Abilities:

- * **Armor +2:** Stony skin.
- * **Bite/Claws:** Str+d6.
- * **Camouflage:** Gargoyles receive +2 to Stealth rolls in rocky terrain due to their skin color.
- * **Flight:** Pace 8.
- * **Powers:** Gargoyle priests know the following spells: *armor* (skin hardens), *bolt* (chunks of rock), *burrow* (flies through ground), *elemental manipulation* (earth only), *sphere of might* (whirling rocks).



GATORMAN

Gatormen were once the most powerful race within the Great Swamp, their empire extending even into the fields and hills beyond. Crumbling, vine-shrouded temples built in honor of their ferocious deity, Sarkeb, He Who Rends the Flesh of Gods, stand as final testament to their former power.

The gatormen had long enslaved the lizardmen race, using them to build the great temples, fight their wars, and as sacrifices. As is the way of all slaves, the lizardmen chafed at their yokes, and several rebellions had to be brutally crushed.

But while the majority of lizardmen lived lives of back breaking labor, a few were allowed to study the ancient knowledge of the gatormen. This was to prove the empire's undoing, for among the ancient texts were the secrets of how to enthrall thunderlizards (page 111). Long before the Blizzard War, the lizardmen rose again against their masters, summoning great herds of thunderlizards to their side. Within weeks, the great gatormen empire had been destroyed.

Today, gatormen live only in small groups, ever wary of the lizardmen who still hunt them. Much of their former knowledge was lost or captured in the final slave war, and the gatormen must make their homes in dark holes, hunting to survive with crude spears, and all the while dreaming of the past.

While the lizardmen are trying to migrate south to warmer lands, the gator men are trapped between their ancient foes and the encroaching ice.

WARRIOR

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d8, Notice d6, Stealth d6, Swimming d10, Survival d6, Throwing d6, Tracking d6

Pace: 6; **Parry:** 7; **Toughness:** 9 (2)

Gear: Crude long spear (Str+d6, +1 Parry, Reach 1, 2 hands; see below)

Treasure: Meager, per 5 gatormen.

Special Abilities:

- * **Armor +2:** Thick scales.
- * **Bite:** Str+d4.
- * **Crude Spear:** If a gatormen rolls a 1 on his Fighting die, regardless of Wild Die (for Wild Cards), he has damaged his spear. The spear's damage die is reduced one step. Below a d4, the spear has shattered, leaving the gatormen holding a few bits of stick.
- * **Semi-Aquatic:** Gatormen can hold their breath for 10 minutes.
- * **Tail:** Str, Reach 1. Gatormen have long, stiff tails. These increase their Swimming Pace by one. They also wave them frantically when attacked, using them to distract foes. Gang-Up bonuses against a gatormen are reduced by 1.



PRIEST

Gatorman priests still follow Sarkeb, though his power has been in steady decline since the empire collapsed. Their signature spell is *armor*.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d10, Vigor d10

Skills: Faith d8, Fighting d6, Notice d6, Stealth d6, Swimming d10, Survival d6, Throwing d6, Tracking d4

Pace: 6; **Parry:** 6; **Toughness:** 9 (2)

Edges: Arcane Background (Miracles)

Gear: Crude long spear (Str+d6, +1 Parry, Reach 1, 2 hands; see below)

Treasure: Worthwhile.

Special Abilities:

- * **Armor +2:** Thick scales.
- * **Awaken Avatar:** Once per month, a gatorman priest can attempt to summon an avatar of Sarkeb (p. 9). This requires a sacrifice and a Faith roll at -4. Sacrifices can be made in combat by nominating a slain foe as a sacrificial victim, but the avatar must be summoned the very next round.
- * **Bite:** Str+d4.
- * **Crude Spear:** If a gatorman rolls a 1 on his Fighting die, regardless of Wild Die (for Wild Cards), he has damaged his spear. The spear's damage die is reduced one step. Below a d4, the spear has shattered, leaving the gatorman holding a few bits of stick.
- * **Powers:** Priests know the following spells: *armor* (scales toughen), *bolt* (spectral crocodiles), *environmental protection* (can breathe under water only), *quickness* (burst of speed), *water walk* (feet widen).
- * **Semi-Aquatic:** Gatormen can hold their breath for 10 minutes.
- * **Tail:** Str, Reach 1. Gatormen have long, stiff tails. These increase their Swimming Pace by one. They also wave them frantically when attacked, using them to distract foes. Gang-Up bonuses against a gatorman are reduced by 1.

GENGANGER

A genganger is a spirit of one who left a task incomplete in life. Their burning desire to finish their chore has resulted in their spirit remaining in the corpse after death, albeit with the blessing of their patron deity. Although very rarely servants of Hela, the genganger is a form of zombie and thus much feared by the citizens of Rassilon.

The genganger lacks the rotting flesh of a true zombie, though its corpse displays the means of its death. A victim of drowning may appear drenched in wet clothes which never dry, while a murder victim has bloodstains on his clothing when the fatal wound entered his body.

Revenants are fully capable of speech. In many instances, the genganger's task is simple—to inform its living relatives of its death. They often appear at banquets, and are thus also known as “banquet wights.”

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8,

Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 8

Gear: Some sort of melee weapon, typically doing Str+d8 damage

Treasure: None.

Special Abilities:

- * **Fearless:** Immune to Fear and Intimidation.
- * **Mist:** A genganger can summon a mist to conceal it passing. This functions as the *obscure* power. The genganger's vision is not affected by the mist it summons.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Vengeful:** So long as its vengeance goes unsated a revenant cannot be truly slain. No matter what damage its body takes, the thing returns 1d6 days later to carry on its quest. Once it has finished its task, however, it disappears in a cloud of mist. A genganger can be *banished*.

GHOST

When Hela opened the gates of the Abyss, not every spirit which escaped found a host—those who didn't now roam the world as ghosts, caught between the worlds of the living and the dead.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d12+2, Notice d12, Taunt d10, Stealth d12+4, Throwing d12

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Thrown objects (Str+d4)

Treasure: None.

Special Abilities:

- * **Anchor:** Some ghosts have anchors which tie them to the world of the living. An anchor may be a building, a battlefield, the ghost's former body, or any other place or person that was important to it in life. Such spirits may not travel more than a mile from the anchor, though if it moves, they go with it.
- * **Chill of the Grave:** A ghost may make a touch attack that deals 2d6 nonlethal damage. Only magic armor protects against this damage.
- * **Ethereal:** Ghosts are immaterial and can only be harmed by magical attacks.
- * **Fear -2:** Ghosts cause Guts checks at -2 when they let themselves be seen.

GIANT, CLIFF

Cliff giants (also known as hill or mountain giants) are the smallest and stupidest of the giant breeds, yet possess great strength. They wear crude furs and skins, stitched together with sinew, and carry clubs made from large branches. Despite their stupidity, they have extremely keen noses, and can track by scent alone.

HELLFROST: BESTIARY

Cliff giants live in caves carved into rugged hills or the foothills of mountains, though in the latter they must always be wary of frost giants, who have no love for them. Orcs sometimes “adopt” cliff giants as champions.

Wild Card cliff giants do exist. They are usually older males, the effective leaders of their small family groups. They otherwise have the same stats as regular cliff giants.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d10

Skills: Climbing d10, Fighting d8, Notice d6, Swimming d8, Throwing d6, Tracking d8

Pace: 6; **Parry:** 6; **Toughness:** 10

Gear: Club (Str+d6), thrown boulder (Range: 5/10/20; Damage: Str+d10)

Treasure: Meager, in lair.

Special Abilities:

- * **Berserk:** As well as going berserk when Shaken or wounded, cliff giants go berserk if they are victims of a successful Smarts Trick.
- * **Clueless:** -2 to Common Knowledge rolls.
- * **Fearless:** Cliff giants are too stupid to be Intimidated or subjected to Fear.
- * **Improved Sweep:** Cliff giants can attack all adjacent foes at no penalty.
- * **Size +3:** Cliff giants average 12' in height.

GIANT, FIRE

Fire giant numbers have been steadily declining since the Blizzard War. A few scholars claim the giants are retreating to warmer climes, but most folk suspect they're dying because they can't stand the cold weather or are being systematically eradicated by frost giants. While fire giant warriors have been spotted in the lower Hearthlands, no jarls or priests have been seen above the Sigel Peaks in decades.

In many ways fire giants are similar to frost giants, sharing a clannish culture. Fire giants craft vast fortifications from huge stone blocks, preferring basalt above all others. Their ruddy complexion and flame-red hair makes them easy to identify.



JARL

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+5, Vigor d10

Skills: Climbing d8, Fighting d10, Guts d12, Intimidation d12, Notice d6, Throwing d8

Pace: 8; **Parry:** 7; **Toughness:** 15 (3)

Edges: Berserk, Block, Command, Fervor, Natural Leader

Gear: Plate corselet (+3), chain limbs (+2), monstrous axe (Str+d12, -1 Parry, AP 2, 2-hands), thrown boulder (Range: 5/10/20; Damage: Str+d10)

Treasure: Treasure Trove, in lair.

Special Abilities:

- * **Fire Aura:** Fire giants radiate fearsome heat. At the end of movement, all adjacent foes suffer 2d6 damage.

- * **Improved Sweep:** Fire giants can attack all adjacent foes at no penalty.

- * **Large:** Attackers gain +2 to attack rolls against fire giants, due to their size.

- * **Resistance (Heat):** Immune to background heat. Half damage from heat and fire attacks.

- * **Size +5:** Fire giants are over 20' tall.

- * **Susceptibility (Cold):** Takes +4 damage from cold-fire, cold, and ice attacks.



PRIEST OR ELEMENTALIST

Fire giants are devout followers of Kenaz, god of fire. Most clans contain at least one priest. Other spellcasters within a tribe may be students of elementalism, instead, though they usually focus only on fire. That said, a small few do practice both fire and earth elementalism.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d12+3, Vigor d8

Skills: Climbing d8, Elementalism or Faith d10, Fighting d8, Guts d10, Intimidation d10, Notice d6, Throwing d10

Pace: 8; **Parry:** 5; **Toughness:** 13 (2)

Edges: Arcane Background (Elementalism or Miracles)

Gear: Chain hauberk (+2), great axe (Str+d10, -1 Parry, AP 1, carried in one hand), thrown rock (Range: 4/8/16; Damage: Str+d10)

Treasure: Worthwhile, in lair.

Special Abilities:

- * **Fire Aura:** Fire giants radiate fearsome heat. At the end of movement, all adjacent foes suffer 2d6 damage.

- * **Improved Sweep:** Fire giants can attack all adjacent foes at no penalty.

- * **Large:** Attackers gain +2 to attack rolls against fire giants, due to their size.

- * **Powers:** Fire giants, whether priests or elementalists, typically know the following spells: *Blast* (fireball), *bolt* (fire darts), *energy immunity* (cold, coldfire, and ice), *prolonged blast* (raging inferno), *smite* (fiery blade), *summon elemental* (fire).

- * **Resistance (Heat):** Immune to background heat. Half damage from heat and fire attacks.

- * **Size +5:** Fire giants are over 20' tall.

- * **Susceptibility (Cold):** Takes +4 damage from cold-fire, cold, and ice attacks.

WARRIOR

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+4, Vigor d10

Skills: Climbing d6, Fighting d8, Guts d8, Intimidation d10, Notice d6, Throwing d8

Pace: 8; **Parry:** 5; **Toughness:** 14 (2)

Gear: Chain hauberk (+2), monstrous axe (Str+d12, -1 Parry, AP 2, 2-hands), thrown rock (Range: 5/10/20; Damage: Str+d10)

Treasure: Meager, in lair.

Special Abilities:

- * **Fire Aura:** Fire giants radiate fearsome heat. At the end of movement, all adjacent foes suffer 2d6 damage.
- * **Improved Sweep:** Fire giants can attack all adjacent foes at no penalty.
- * **Large:** Attackers gain +2 to attack rolls against fire giants, due to their size.
- * **Resistance (Heat):** Immune to background heat. Half damage from heat and fire attacks.
- * **Size +5:** Fire giants are over 20' tall.
- * **Susceptibility (Cold):** Takes +4 damage from cold-fire, cold, and ice attacks.

GIANT, FOREST

Forest giants can be found in most deciduous forests, but only rarely in the evergreen taiga, where the frost giants rule supreme. While most are hostile to other races, a small minority have aided elves and druids in defending the forest from orcs, primarily because such arrangements are mutually beneficent, not because the giants care about the lesser races.

Their homes are usually sturdy log steads, similar to those of the Saxa, only much larger. A perimeter "fence" (eight feet high) serves to keep in their cattle (aurochs, p. 9) and to keep out cattle thieves. Forest giants have extended family groups, usually two or three families, led by the eldest male (a Wild Card).

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12+3, Vigor d10

Skills: Climbing d10, Fighting d8, Guts d8, Notice d8, Stealth d6, Tracking d6

Pace: 8; **Parry:** 5; **Toughness:** 12 (1)

Gear: Leather armor (+1), great axe (Str+d10, -1 Parry, AP 1, used one handed due to giant's size)

Treasure: Worthwhile, in lair.

Special Abilities:

- * **Forest Born:** Forest giants treat forests as normal terrain, not difficult ground.
- * **Forest Home:** Forest giants have +2 to Stealth and Tracking while in forests.
- * **Improved Sweep:** Forest giants can attack all adjacent foes with no attack penalty.
- * **Large:** Attackers gain +2 to attack rolls against forest giants, due to their size.
- * **Size +4:** Forest giants are 15' tall.

GIANT, FORMORIAN

Formorians are a subspecies of cliff giant renowned for their bestial appearance. They are the smallest of the giants, being shorter even than ogres. Formorians have the head of goats. Some sages believe they were once servants of Eostre, but fell from grace due to past sins. Many an adventurer has met his fate by mistakenly believing that because they are ugly, formorians are also dumb brutes.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength

d12+3, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d6, Stealth d6, Tracking d6

Charisma: -2; **Pace:** 8; **Parry:** 5; **Toughness:** 10 (1)

Gear: Leather armor (+1), great axe (Str+d10, -1 Parry, 2-hands)

Treasure: Meager.

Special Abilities:

- * **Horns:** Str+d6.
- * **Improved Sweep:** Formorians can attack all adjacent foes with no attack penalty.
- * **Size +2:** Formorians stand over 9' high.

GIANT, FROST

Frost giants, also called hrimthursar (rime giants) or frost lords, are the most common and most powerful species of giant known in the Hearthlands. They live in high mountains, always above the snow line, or in the frozen reaches of the world. In these remote and frigid



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FROST GIANT PRIESTS

Frost giants are worshippers of Thrym, god of endless winter. To create a frost giant priest use the hrimwisard stats as a base and make the following changes:

- * Swap Hrimwisardry d10 for Faith d10.
- * Add Knowledge (Religion) d6
- * Add the Disciple of Thrym Edge.
- * Retain the spells listed in the stat block. Due to their Devotee Edge, they also retain the +2 bonus to casting.

FROST GIANT RUNE MAGES

Frost dwarf claims that they were gifted rune magic by the gods are erroneous. Giants were the initial recipients—the dwarves simply stole the knowledge. That said, knowledge of the runes is fading among the frost giants, who now favor hrimwisardry and Thrym's divine miracles. To create a frost giant priest use the hrimwisard stats as a base and make the following changes:

- * Remove the Hrimwisardry skill and special ability.
- * Frost giant runes mages know two runes from armor-rune, battle-rune, cut-rune, coldfire-rune, and weather-rune. One rune is known at d10 and the second at d8.

realms they construct vast stone forts, from where they rule over orcs and goblins as veritable gods. Their skin is glacial blue, their hair as white as snow, and their eyes as black as the darkest night.

JARL

Frost giants actually have an organized society, with clan jarls (chieftains) being elected from the warriors for their intelligence, bravery, and ferocity. Once in power, a jarl can only be removed by death or by being challenged by a would-be successor (in which instance the loser dies, thus avoiding any chance of the clan fragmenting into rival factions). Lance Knights have spoken of a terrible frost giant king inhabiting Hrimthyr Isle, but none have seen him (and lived).

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d12+5, Vigor d12

Skills: Climbing d8, Fighting d10, Guts d12, Intimidation d12, Notice d6, Throwing d8

Pace: 8; **Parry:** 7; **Toughness:** 16 (2)

Edges: Block, Command, Fervor, Level Headed, Natural Leader

Gear: Chain hauberk (+2), monstrous axe (Str+d12, -1 Parry, AP 2, 2-hands), thrown rock (Range: 5/10/20, Damage: Str+d10)

Treasure: Treasure Trove, in lair.

Special Abilities:

- * **Icy Aura:** Frost giants radiate deadly cold. At the end of movement, all adjacent foes suffer 2d6 damage.
- * **Improved Sweep:** Frost giants can attack all adjacent foes at no penalty.
- * **Infra-vision:** Halve darkness penalties against heat-producing targets.
- * **Large:** Attackers gain +2 to attack rolls against frost giants, due to their size.
- * **Resistance (Cold):** Immune to background cold. Half damage from cold, coldfire, and ice attacks.
- * **Size +6:** Chiefs are over 25' tall.
- * **Snow Walker:** Treats rough ice as normal ground, smooth ice as rough ice, and every inch of movement in snow as 1.5" instead of 2".
- * **Susceptibility (Fire):** Takes +4 damage from heat or fire.



HRIMWISARD

Frost giant hrimwisards are relatively uncommon due to the giants' relatively dull intellect. Most clans can only muster one mage, who serves as an advisor to the jarl.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d12+3, Vigor d8

Skills: Climbing d8, Fighting d8, Guts d8, Hrimwisardry d10, Intimidation d10, Knowledge (Arcana) d8, Notice d6, Throwing d8

Pace: 8; **Parry:** 5; **Toughness:** 13 (2)

Gear: Chain shirt (+2), great axe (Str+d10, -1 Parry, AP 1, carried in one hand), thrown rock (Range: 4/8/16, Damage: Str+d10)

Treasure: Rich, in lair.

Special Abilities:

- * **Hrimwisardry:** Frost giant hrimwisards can draw cold from their own aura. They have a minimum bonus of +2 to Hrimwisardry rolls, but use a higher bonus only when the ambient temperature permits. Hrimwisard frost giants know the following spells: *armor* (icy skin), *bolt* (coldfire), *entangle* (freezes foe), *sphere of might* (coldfire), *storm* (blizzard), *stun* (blast of frigid air), *summon elemental* (coldfire, ice, or slush).
- * **Icy Aura:** Frost giants radiate deadly cold. At the end of movement, all adjacent foes suffer 2d6 damage.
- * **Improved Sweep:** Frost giants can attack all adjacent foes at no penalty.
- * **Infra-vision:** Halve darkness penalties against heat-producing targets.
- * **Large:** Attackers gain +2 to attack rolls against frost giants, due to their size.
- * **Resistance (Cold):** Immune to background cold. Half damage from cold, coldfire, and ice attacks.
- * **Size +5:** Frost giants are over 18' tall.
- * **Snow Walker:** Treats rough ice as normal ground, smooth ice as rough ice, and every inch of movement in snow as 1.5" instead of 2".
- * **Susceptibility (Fire):** Takes +4 damage from heat or fire.

GREATER

Greater frost giants are veteran warriors of the clan, from whom jarls are elected. Ever watchful for signs of weakness, they continually plot their ascension to power while simultaneously acting like loyal subjects.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+4, Vigor d10

Skills: Climbing d8, Fighting d10, Guts d8, Intimidation d10, Notice d6, Throwing d8

Pace: 8; **Parry:** 6; **Toughness:** 14 (2)

Gear: Chain hauberk (+2), huge great axe (Str+d10, -1 Parry, AP 1), thrown rock (Range: 4/8/16, Damage: Str+d10)

Treasure: Worthwhile, in lair.

Special Abilities:

- * **Frenzy:** May make two Fighting attacks at -2 each round.
- * **Icy Aura:** Frost giants radiate deadly cold. At the end of movement, all adjacent foes suffer 2d6 damage.
- * **Improved Sweep:** Frost giants can attack all adjacent foes at no penalty.
- * **Infra-vision:** Halve darkness penalties against heat-producing targets.
- * **Large:** Attackers gain +2 to attack rolls against frost giants, due to their size.
- * **Resistance (Cold):** Immune to background cold. Half damage from cold, coldfire, and ice attacks.
- * **Size +5:** Frost giants are over 18' tall.
- * **Snow Walker:** Treats rough ice as normal ground, smooth ice as rough ice, and every inch of movement in snow as 1.5" instead of 2".
- * **Susceptibility (Fire):** Takes +4 damage from heat or fire.

LESSER

Lesser frost giants are cruel, stupid giants who enjoy eating goblins and any other sentient beings who fall into their clutches—particularly ones roasted on sticks over coldfire hearths. They have no designs on being leaders and are happy to obey orders, so long as that involves killing and maiming.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

Skills: Climbing d8, Fighting d8, Guts d8, Notice d6, Throwing d8

Pace: 8; **Parry:** 6; **Toughness:** 11

Gear: Spiked club (Str+d8), thrown boulder (Range: 4/8/16; Damage: Str+d10)

Treasure: Meager, in lair.

Special Abilities:

- * **Clueless:** -2 to Common Knowledge rolls.
- * **Improved Sweep:** Lesser frost giants can attack all adjacent foes with no attack penalty.
- * **Infra-vision:** Halve darkness penalties against heat-producing targets.
- * **Large:** Attackers gain +2 to attack rolls against frost giants due to their size.

- * **Resistance (Cold):** Immune to background cold. Half damage from cold, coldfire, and ice attacks.
- * **Size +4:** Lesser frost giants are 15' tall.
- * **Snow Walker:** Treats rough ice as normal ground, smooth ice as rough ice, and every inch of movement in snow as 1.5" instead of 2".
- * **Susceptibility (Fire):** Takes +4 damage from heat or fire.

GIANT ANIMAL

Giant animals are simply beasts of unnatural size. While some theories point to Eostre playing a part in their creation, many common citizens consider them as monstrous as giants or basilisks.

CENTIPEDE

Giant centipedes are voracious hunters. Covered in thick, black chitin and possessing mandibles capable of ripping through the toughest armor, they are greatly feared by those who must explore the subterranean depths these creatures call home.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d6, Guts d8, Notice d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 13 (3)

Treasure: Meager, in lair.

Special Abilities:

- * **Armor +3:** Thick chitin.
- * **Bite:** Str+d8, AP 2.
- * **Burrow (6"):** Giant centipedes can move through soil or loose earth.
- * **Large:** Attackers add +2 when attacking a giant centipede, due to their size.
- * **Size +4:** Giant centipedes grow up to 24' long but are really more than two feet wide.

EAGLE

Giant eagles hunt by swooping down on prey, grasping it in their huge talons, and then carrying the prey back to the nest, where 1d6 hungry chicks are waiting. Use hawk stats (p. 64) for the chicks.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+4, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d10, Notice d12+4

Pace: 4; **Parry:** 6; **Toughness:** 14

Treasure: Worthwhile, in nest.

Special Abilities:

- * **Bite/Talons:** Str+d8; AP 4, Heavy Weapon.
- * **Flight:** Pace 16.
- * **Huge:** Characters add +4 when attacking an eagle, due to their great size.
- * **Lift:** Giant eagles have incredible lift, and can pick up creatures or objects of Size +5. It takes the eagle a full round to properly grasp a creature, which is a Grapple attack. With a raise, the eagle lifts the character in

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the air and ascends 6" per round afterward.

- * **Size +8:** Giant eagles are huge creatures with wingspans of over 60'.

LEECH

Bloodsucking leeches are common in marshy regions, but are usually no more than an annoyance. These black, slimy monsters, however, are more deadly, and can drain a human dry in just a few minutes.

Attributes: Agility d4, Smarts d4(A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d6, Guts d8, Notice d6, Stealth d8, Swimming d6

Pace: —; **Parry:** 5; **Toughness:** 5

Treasure: None.

Special Abilities:

- * **Aquatic:** Pace 6.
- * **Bite:** Str+d4.
- * **Blood Drain:** A giant leech succeeding in a Fighting roll attaches itself to its prey and begins to drink blood. Each round the leech is attached, the victim must make a Vigor roll or suffer a level of Fatigue. Removing a leech requires an opposed Strength roll. Alternatively, the leech can be killed with weapons—a giant leech attached to its victim has a Parry of 2. Unfortunately, any roll of 1 on the attack die (regardless of Wild Die) strikes the leech's victim.
- * **Size -1:** Giant leeches measure 2' in length.
- * **Weakness (Salt):** A pound of salt causes 2d6 damage to a giant leech.

MOSQUITO

As long as a man's arm, and carrying deadly diseases, the giant mosquito is a menace to adventurers in swampy environments.

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d4, Vigor d4

Skills: Fighting d6, Notice d6

Pace: —; **Parry:** 5; **Toughness:** 2

Treasure: None.

Special Abilities:

- * **Disease:** Anyone Shaken or wounded by a giant mosquito must make a Vigor roll or be infected. Victims are automatically Fatigued. Each week, they must make another Vigor roll. On a success, they recover one level of Fatigue. With a failure, they get sicker, suffering another level of Fatigue. This can lead to Death. Once all Fatigue is recovered, the victim is healed. No other form of healing can remove these Fatigue levels.
- * **Flying:** Pace 10".
- * **Infravision:** Halves penalties for Bad Lighting against living targets.
- * **Proboscis:** Str+d4.
- * **Size -2:** Giant mosquitoes measure around 1'.
- * **Small:** Attackers are -2 to attack rolls against a giant mosquito, due to its small size.

OWL

Giant owls are nocturnal hunters, swooping silently out of the gloom to grab prey in their powerful talons.

Attributes: Agility d10, Smarts d6(A), Spirit d8, Strength d12+1, Vigor d8

Skills: Fighting d8, Guts d8, Notice d12+2, Stealth d12

Pace: —; **Parry:** 6; **Toughness:** 7

Treasure: Meager, in nest.

Special Abilities:

- * **Bite/Claws:** Str+d4.
- * **Flight:** Pace 12.
- * **Low Light Vision:** Giant owls halve penalties from Dim and Dark lighting conditions.
- * **Silent Killers:** On the first round of combat, the intended victim must make a Notice roll opposed by the owl's Stealth. With failure, the owl gains the Drop, as well as Surprise.
- * **Size +1:** Giant owls are 7' tall'.

PENGUIN

Giant penguins inhabit the permanent ice packs close to the Hellfrost, as well as the Hellfrost itself. Though clumsy on land, they are extremely agile underwater, where they hunt fish (and other swimming creatures, such as player characters).

Attributes: Agility d4, Smarts d4(A), Spirit d8, Strength d12, Vigor d8

Skills: Fighting d6, Guts d8, Notice d6, Stealth d6, Swimming d10

Pace: 4; **Parry:** 5; **Toughness:** 10

Treasure: Meager, in nest.

Special Abilities:

- * **Agile Underwater:** Giant penguins are excellent swimmers, and use their full Swimming die when underwater. Their Agility rises to a d8 beneath the waves.
- * **Bite:** Str+d4.
- * **Large:** Attackers are +2 to attack rolls against giant penguins, due to their size.
- * **Resistance (Cold):** Immune to background cold. Take half damage from cold, coldfire, and ice attacks.
- * **Semi-Aquatic:** Giant penguins can hold their breath for 15 minutes.
- * **Size +4:** Giant penguins are 15' tall'.
- * **Slow:** Giant penguins have a d4 running die on land, instead of a d6.
- * **Weakness (Fire):** Take +4 damage from fire and heat attacks.

POLAR BEAR, HELLFROST

These large specimens only inhabit the Hellfrost regions.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+7, Vigor d12

Skills: Fighting d8, Guts d10, Notice d6, Stealth d8, Swimming d8, Tracking d8

Pace: 6; **Parry:** 6; **Toughness:** 17 (2)

Treasure: Meager, in lair.

Special Abilities:

- * **Armor +2:** Thick fur and fat.
- * **Bear Hug:** Bears don't actually "hug" their victims, but they do attempt to use their weight to pin their prey and rend it with their claws and teeth. A bear that hits with a raise has pinned his foe and attacks at +2 until the foe is freed. The opponent may only attempt to escape the "hug" on his action, which requires a raise on an opposed Strength roll.
- * **Claws:** Str+d8.
- * **Large:** Attackers have +2 to attack rolls, due to the creature's size.
- * **Resistance (Cold):** Immune to background cold. Half damage from cold and ice attacks.
- * **Size +7:** These creatures stand up to 20' tall and weigh over 8,000 pounds each.
- * **Snow Walker:** Treats rough ice as normal terrain, smooth ice as rough ice, and every inch of movement in snow as 1.5" instead of 2".
- * **Susceptibility (Fire):** Takes +4 damage from heat or fire.

RAT

Giant rats are just big rats, averaging the size of a typical dog. Their bite carries a nasty disease, and often results in infected wounds.

Attributes: Agility d8, Smarts d8(A), Spirit d8, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d6, Guts d6, Intimidation d8, Notice d6, Stealth d8

Pace: 8; **Parry:** 5; **Toughness:** 3

Treasure: Meager per 10 rats, in lair.

Special Abilities:

- * **Bite:** Str+d4.
- * **Infection:** Anyone Shaken or wounded by a rat must make a Vigor roll or suffer a level of Fatigue from an infected bite. Cumulative bites can lead to Incapacitation, but never to Death. One Fatigue level is recovered every 24 hours or with a successful Healing roll.
- * **Size -1:** Giants rats are the same size as dogs.

SPIDER

Giant spiders live in nests of 1d6+2 arachnids, but they frequently go hunting when prey is scarce. Their lairs are littered with the bones (and treasures!) of their victims. Most are found in warmer climes, but hairy versions are reported to dwell in the taiga.

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d10, Vigor d6

Skills: Climbing d12+2, Fighting d8, Guts d6, Intimidation d10, Notice d8, Shooting d10, Stealth d10

Pace: 8; **Parry:** 6; **Toughness:** 5

Treasure: Meager, in lair.

Special Abilities:

- * **Bite:** Str+d4.

MAKING GIANT ANIMALS

While we could have given stats for a large, huge, and gargantuan centipede, we thought we'd save room for other exciting monsters. If you want to create really big monsters (including creatures like elementals), or even smaller varieties of giant monsters, these simple rules should help.

Not all of the giant monsters below were created using these rules. The rules shouldn't replace your imagination—they just help speed things up when you want something quickly.

- * For every step you increase Size, also increases Strength one die. After a d12, Strength goes up in single steps (d12+1, d12+2, and so on). Remember as well that each point of Size increases Toughness by one point.
- * When lowering Size, reduce Strength and Toughness instead. Strength cannot drop below a d4 and Toughness cannot be lower than 2.
- * When a beast gets to Size +4 it gains the Large Monstrous Ability. It gains the Huge ability at Size +8. Gargantuan can be added to any creature of Size +9 and over, but isn't required. Creatures of Size -2 gain the Small ability.
- * For every two points of Size increase, creatures with Armor gain an extra +1 to their rating, representing thickening scales, skin, or whatever. The opposite applies when shrinking beasts. Armor can't go negative.
- * For every two points of Size increase or decreases, Pace is raised (no maximum) or lowered (to a minimum of 1) by 1 point respectively.

- * **Poison (-4):** Victims Shaken or wounded by a spider's bite must make a Vigor roll or be paralyzed for 2d6 rounds.
- * **Wall Walker:** A spider may move along any surface at its full Pace. It can also run without penalty, even when hanging upside down.
- * **Webbing:** The spiders can cast webs from their thorax that are the size of Small Burst Templates. This is a Shooting roll with a range of 3/6/12. Anything in the web must cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4.

TOAD

These toads are monstrous, bloated amphibians live in marshes, hibernating during the long winter months. Bufomi make use of them as guards in the same way other races use dogs.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d6, Notice d8, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 10

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Treasure: Meager, in lair.

Special Abilities:

- * **Bite:** Str+d6.
- * **Engulf:** Giant toads can swallow prey as large as Size +1 whole. While engulfed, the target is at -4 to all Trait rolls and damage. He suffers 2d6 damage per round from powerful digestive juices. (Armor offers no protection, except through the *armor* spell.)
- * **Large:** Attackers are +2 to attack rolls against the toad, due to its size.
- * **Size +4:** Giant toads weigh over 2,000 pounds.
- * **Tongue:** Reach 3. The tongue is coated in sticky saliva. If the toad scores a success on its Fighting roll it has grappled its prey. Unless the foe can escape before the toad's next action, it draws him into its mouth and Engulfed. On a raise, the victim is grappled and Engulfed in the same action.

WEASEL

The weasel family includes minks, badgers, wolverines, and stoats. Species living in colder climes alter their coats from brown to white during winter. Giant weasels measure about 5' in length.

Attributes: Agility d10, Smarts d6(A), Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d8, Guts d10, Notice d6, Stealth d10, Swimming d6, Tracking d10

Pace: 6; **Parry:** 6; **Toughness:** 6

Treasure: Meager, in lair.

Special Abilities:

- * **Bite:** Str+d6.
- * **Camouflage:** During winter, giant weasels have +4 to Stealth rolls in snow, due to the color of their fur.
- * **Lock Jaw:** Once a giant weasel succeeds in a bite attack, it locks its jaws, dealing d8+d6 damage automatically each round. An opposed Strength roll as an action is required to remove the polecat.
- * **Variant Species:** Different species of the weasel family have different special abilities.
 - * **Badger:** Badgers are stocky and have +1 Toughness.
 - * **Stoats:** Giant stoats stand on their back legs and sway hypnotically. The stoat picks one victim within 6" and makes an opposed Agility roll versus the victim's Spirit. With success, the victim is Shaken but cannot move until he unShakes.
 - * **Wolverines:** These aggressive creatures have the Berserk Edge. They also produce a powerful musk. Once per day, the wolverine can emit musk in a Cone Template from its rear end. All targets in the Template must make a Vigor roll or be Shaken.
- * **Warm Blooded:** +2 to Vigor rolls to resist the effect of cold.

GLADE UNICORN

Glade unicorns, also known as spring unicorns and gladeicorns, are servants of both Eostre and Kenaz. Their horn radiates powerful magic, which keeps the temperature around their domain above freezing. Naturally, this power is considered an abomination by servants of Thrym, who have waged a war of extinction against these noble, gentle beasts.

Glade unicorns are tan-colored, with a single flame-red horn. Their horn loses all power when the unicorn dies. They are wary of most creatures except hearth elves. (Taiga elves don't like them, as the temperatures in their glade are uncomfortable for the cold-loving taiga dwellers.)

Attributes: Agility d8, Smarts d8(A), Spirit d10, Strength d12+2, Vigor d10

Skills: Fighting d6, Guts d10, Notice d8, Stealth d8

Pace: 10; **Parry:** 5; **Toughness:** 9

Treasure: None.

Special Abilities:

- * **Cold Foes:** Glade unicorns add +2 to damage when attacking creatures with Immunity or Resistance to cold, and have +2 Toughness when suffering damage from such creatures.
- * **Glade:** Unicorns have the power to hold back the Hellfrost. Within 20 miles of a unicorn's lair, the



temperature is always the equivalent of a Hearthland summer.

- * **Fleet Footed:** Unicorns roll a d10 for their running die, rather than a d6.
- * **Kick:** Str+d6.
- * **Size +2:** Unicorns weigh between 600 and 800 pounds.



GLITTERBUG SWARM

Glitterbugs are small insects with unusual camouflage. By some quirk of fate, their wing cases are shield shaped, golden, and glitter in light. Unless the bug moves, it looks exactly like a gold scield. When a swarm gathers, it has the appearance of a pile of treasure. A smell of decay often accompanies a settled swarm—the stench of their last victim’s remains, hidden beneath the pile of “treasure.” The swarm covers an area equal to a Medium Burst Template.

Attributes: Agility d10, Smarts d4(A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6, Stealth d10

Pace: 10; **Parry:** 4; **Toughness:** 7

Treasure: Meager.

Special Abilities:

- * **Bite:** Swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template. Damage is applied to the least armored location.
- * **Camouflage:** Heroes approaching a stationary glitterbug swarm must make a Notice roll opposed by the swarm’s Stealth to detect anything amiss. Those who fail are Surprised when the swarm attacks.
- * **Mindless:** Unaffected by Tests of Will, Tricks, or arcane powers like *puppet*.
- * **Swarm:** Parry +2; Because the swarm is composed of scores, hundreds, or thousands of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round. Glitterbug swarms can be foiled by jumping in water.

GNASHER

These squat frog-creatures have pale skin, pink eyes, and large gnashing jaws—hence the name. They have a very rudimentary language of clicks and chirps, and use a few simple tools such as sharpened sticks for spears. They appear to be a degenerative form of *bufomi* (p. 13), but few scholars have bothered spending time researching the link.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Notice d4, Swimming d10

Pace: 4; **Parry:** 5; **Toughness:** 6 (1)

Gear: Crude short spears (Str+d6, Reach 1)

Treasure: Meager per 5 gnashers.

Special Abilities:

* **Aquatic:** Pace 6. Gnashers aren’t truly Aquatic since they are amphibians, but can stay under water for over 20 minutes at a time.

* **Armor +1:** Warty skin.

* **Bite:** Str+d4.

* **Bound:** A gnasher can leap 1d6+2” in a straight line to attack with +2 to its Fighting roll and +2 to damage.

* **Crude Spear:** If a gnasher rolls a 1 on his Fighting die, regardless of Wild Die (for Wild Cards), he has damaged his spear. The spear’s damage die is reduced one step. Below a d4, the spear has shattered, leaving the gnasher holding a few bits of stick

GOBLIN, ICE

Ice goblins have blue skin and hair. Unlike orcs, goblins are well adapted for living underground. They are not as well organized as orcs and rarely produce leaders of their own species. Tribes are usually ruled by a frost giant or a powerful orc chieftain.



SHAMAN

Goblin shamans serve as advisors to their chieftain. Their arcane talents give them a position of respect within the tribe. It is a rare shaman who does not honor Thrym, god of winter.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Faith d8, Fighting d6, Guts d4, Notice d6, Shooting d8, Stealth d10, Taunt d8, Throwing d6

Pace: 5; **Parry:** 5; **Toughness:** 4

Gear: Short spear (Str+d6, Reach 1)

Treasure: Meager.

Special Abilities:

- * **Improved Snow Walker:** Treat ice and snow as normal terrain.
- * **Infravision:** Goblins halve penalties for bad lighting when attacking living targets (round down).
- * **Powers:** Shamans typically know *bolt* (icicles), *fear* (howl), *obscure* (snow cloud), and *smite* (icicles form on weapon).
- * **Size -1:** Goblins stand 3–4’ tall.
- * **Warm Blooded:** +2 to Vigor rolls to resist the effect of cold.

WARRIOR

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating d6, Climbing d6, Fighting d6, Guts d4, Notice d6, Shooting d8, Stealth d10, Taunt d6, Throwing d6

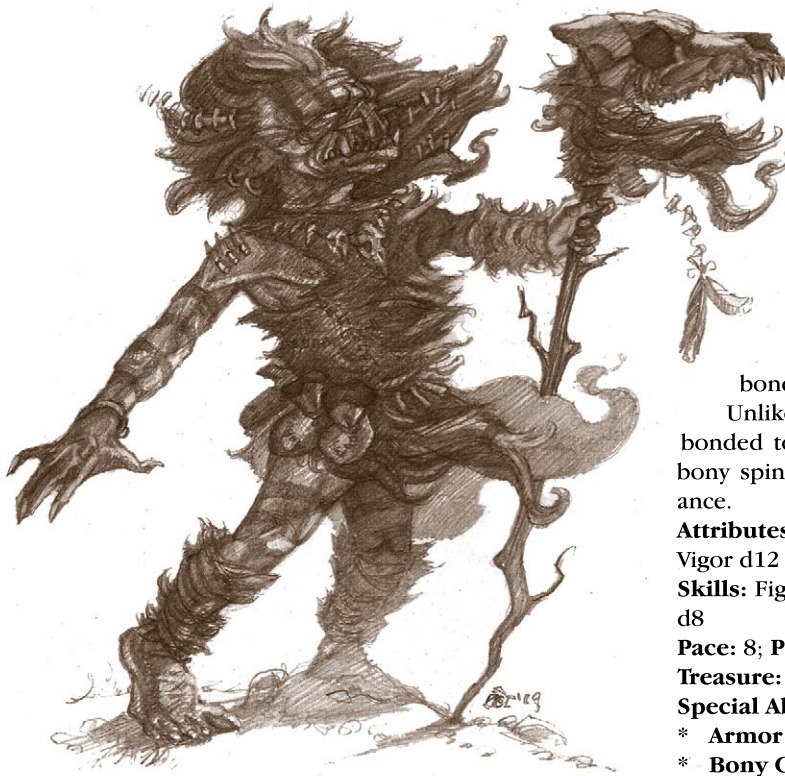
Pace: 5; **Parry:** 5; **Toughness:** 4

Gear: Short spear (Str+d6, Reach 1)

Treasure: Meager, per 5 ice goblins.

Special Abilities:

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- * **Improved Snow Walker:** Treat ice and snow as normal terrain.
- * **Infravision:** Goblins halve penalties for dark lighting against living targets (round down).
- * **Size -1:** Goblins stand 3–4' tall.
- * **Warm Blooded:** +2 to Vigor rolls to resist the effect of cold.

WOLF RIDER

Goblins ride standard wolves rather than dire wolves, the latter seeing most goblins as little more than a tasty snack.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Guts d4, Notice d6, Riding d6, Shooting d8, Stealth d10, Taunt d6, Throwing d6

Pace: 5; **Parry:** 5; **Toughness:** 4

Gear: Short spear (Str+d6, Reach 1), bow (Range: 12/24/48, Damage: 2d6)

Treasure: Meager, per 5 ice goblins.

Special Abilities:

- * **Improved Snow Walker:** Treat ice and snow as normal terrain.
- * **Infravision:** Goblins halve penalties for dark lighting against living targets (round down).
- * **Size -1:** Goblins stand 3–4' tall.
- * **Warm Blooded:** +2 to Vigor rolls to resist the effect of cold.

GOLEM

Golems are artificial constructs. Once created through lengthy and costly rituals, their manufacture has been banned since the Golem Uprising and virtually all knowledge of their creation purged. Despite best attempts to cleanse them from Rassilon, many golems still exist amid the numerous ruins.

BONE

Crafted from bones of sentient creatures, bone golems are usually humanoid in appearance.

Unlike skeletons, they are a mishmash of bones bonded together through dark magic. Many are given bony spines to add to their already grotesque appearance.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d12, Vigor d12

Skills: Fighting d10, Intimidation d8, Notice d6, Stealth d8

Pace: 8; **Parry:** 7; **Toughness:** 12 (2)

Treasure: None.

Special Abilities:

- * **Armor +2:** Bone.
- * **Bony Claws:** Str+d4.
- * **Construct:** +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Fear:** Characters seeing a bone golem must make a Guts check.
- * **Fearless:** Bone golems are immune to Fear and Intimidation.
- * **Frenzy:** May make two Fighting attacks each round at -2.
- * **Size +2:** Bone golems are usually over 9' tall.

ICE

These unusual constructs are crafted from solid ice and most often used as guardians in Thrym's temples. Unlike ice statues, they are capable of basic reasoning.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d10, Intimidation d8, Notice d8, Stealth d8

Pace: 6; **Parry:** 7; **Toughness:** 11 (3)/13 (3)

Treasure: None.

Special Abilities:

- * **Arcane Resistance:** +2 Armor against damage-causing powers and +2 on Trait rolls to resist opposed powers.
- * **Armor +3:** Thick ice.
- * **Camouflage:** When standing against an unworked ice wall, detecting an ice golem requires an opposed Notice roll at -4 against its Stealth.
- * **Construct:** +2 to recover from being Shaken. No ad-

ditional damage from Called Shots. Immune to disease and poison.

- * **Fearless:** Golems are immune to Fear and Intimidation.
- * **Icy Fists:** Str+d6. The fists have razor sharp icicles on.
- * **Immunity (Cold):** Immune to background cold. Takes no damage from cold attacks.
- * **Immunity (Weapons):** +2 Toughness against slashing attacks and take no damage from piercing attacks. Blunt weapons inflict normal damage.
- * **Size +1:** Ice golems average 8' tall.
- * **Snow Walker:** Treats rough ice as normal terrain, smooth ice as rough ice, and every inch of movement in snow as 1.5" instead of 2".
- * **Weakness (Blunt):** Ice golems take double damage from blunt weapons, such as clubs and hammers.
- * **Weakness (Fire):** Takes double damage from heat or fire.

METAL

Typically crafted in humanoid form from iron or bronze, metal golems are among the most powerful golems. Some creators give their iron golems long swords instead of hands, allowing them to attack more often.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+3, Vigor d12+1

Skills: Fighting d10, Intimidation d10, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 15 (5)

Gear: Great axe (Str+d10, -1 Parry, requires 2 hands)

Treasure: None.

Special Abilities:

- * **Armor +5:** Magically hardened metal.
- * **Construct:** +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Fearless:** Golems are immune to Fear and Intimidation.
- * **Improved Arcane Resistance:** +4 Armor against damage-causing arcane powers and +4 on Trait rolls to resist opposed powers.
- * **Size +2:** Metal golems stand over 10' high and weigh 6,000 pounds.
- * **Sweep:** Metal golems may attack all adjacent creatures at no penalty.

STONE

Stone golems are the traditional animated statue. As with most golems, they are shaped in the form of warriors and serve as guardians.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+2, Vigor d12

Skills: Fighting d10, Intimidation d8, Notice d6

Pace: 5; **Parry:** 7; **Toughness:** 13 (4)

Treasure: None.

Special Abilities:

- * **Armor +4:** Magically hardened stone.
- * **Construct:** +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Fearless:** Golems are immune to Fear and Intimidation.
- * **Improved Arcane Resistance:** +4 Armor against damage-causing arcane powers and +4 on Trait rolls to resist opposed powers.
- * **Size +1:** Stone golems stand over 8' high and weigh 4,000 pounds.
- * **Stone Fists:** Str+d6.

WOOD

Wood golems are magically animated wooden statues. Many were carved carrying weapons. Since these weapons are part of the golem, they cannot be disarmed. Fortunately for those who encounter rogue wood golems, these weapons are less powerful than metal versions. They are used to club victims rather than slice them apart.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d8, Intimidation d8, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 9 (2)

Gear: Wooden long sword (Str+d6)

Treasure: None.

Special Abilities:

- * **Armor +2:** Solid wood.
- * **Construct:** +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Fearless:** Golems are immune to Fear and Intimidation.
- * **Improved Arcane Resistance:** +4 Armor against damage-causing arcane powers and +4 on Trait rolls to resist opposed powers.
- * **Slam:** Str+d4.
- * **Susceptibility (Fire):** Takes +4 damage from fire, but not from heat.

GORTA WIGHT

Famine is an all too real danger. Some victims of starvation return as gorta wights ("hungry men"), emaciated undead with an insatiable appetite. A gorta wight moving into an area can bring famine to the region within a few days. Gorta wights are intelligent and can communicate with the living (though usually only to beg for food).

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d6, Guts d6, Intimidation d8, Notice d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 8

Treasure: None.

Special Abilities:

- * **Emaciating Touch:** With a successful Touch attack (+2 to Fighting), a gorta wight sucks the life from a

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victim's body. The victim must make a Vigor roll, -2 if the wight scored a raise, or suffer a level of Fatigue. This Fatigue is removed as per the rules for hunger. Victims who die of this attack rise as gorta wights in 1d4 days.

- * **Insatiable Hunger:** A gorta wight which locates a source of food, such as a field of crops, herd of cattle, and so on, can devastate the resource. Each day, the gorta wight makes a Vigor roll. Each success and raise means it devours one-tenth of the resource.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Weakness (Food):** If a gorta wight is offered food, it must make a Spirit roll of immediately begin devouring it, ignoring all other events around it. A gorta wight can devour one pound of food as an action.



GRAY RIDER

Gray riders are withered, desiccated humanoids swathed in heavy, gray cloaks (hence their name) and mounted on demonic steeds (p. 23). They never reveal their faces, but the aura surrounding them is enough to quail the hearts of mortals. When a gray rider is slain, it dissolves into smoke, as does all of its gear.

Gray riders first appeared in the Magocracy around 30 years ago, and most sightings have been in that realm. There have been dozens of confirmed sightings, but never more than three riders have been seen together. As such, the heahwisards are unsure how many of these fell creatures truly exist.

It seems that the gray riders are driven by some fell purpose, for many stories exist of heahwisards who have been questioned by the mysterious riders. Those who have heard them speak tell of rasping, sibilant voices imbued with a sense of hidden urgency. The gray riders do not answer questions posed to them, however.

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d10, Vigor d10

Skills: Fighting d10, Intimidation d10, Notice d10, Riding d10, Spellcasting d10, Stealth d6

Pace: 6; **Parry:** 7; **Toughness:** 10 (1)

Edges: Command, Improved Arcane Resistance, Improved Concentration, Improved Focus, Improved Nerves of Steel, Level Headed

Gear: Heavy cloak (+1), long sword (see below), demonic steed

Treasure: None.

Special Abilities:

- * **Fear:** Anyone who sees a gray rider must make a Guts roll.
- * **Hardy:** Multiple Shaken results never cause a wound.
- * **Long Sword:** Str+d8. Mages Shaken or wounded by the blade must make a Spirit roll or suffer a temporary loss of 1 die to their arcane skill. If the total drops below a d4, they have lost access to their spells. Lost dice recover at the rate of one per day.

- * **Magic Flux:** Mages within 48" of a gray rider must subtract 2 from arcane skill rolls. Miraculous spellcasters are unaffected.

- * **Powers:** Gray riders know the following spells: *armor*, *bladebreaker*, *detect/conceal*, *fear*, *negate arcana*, *obscure*, *slumber*, *speak language*, *zombie*.

- * **Siphon:** Mages within 48" of a gray rider who roll on the Siphoning Table roll an extra d6 and use the lowest two dice.

- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison. No wound penalties.

- * **Unnatural Senses:** A gray rider uses *detect arcana* as if it were part of its normal vision. It also ignores all penalties for bad lighting, including pitch darkness.

GRIFFIN

Griffins have the body of a lion and the head and wings of an eagle. They are fierce predators, swooping down on their foes to pin them, then tearing them open with their sharp beak.

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d12, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d12, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 9

Treasure: Meager, in lair.

Special Abilities:

- * **Bite/Claws:** Str+d6.

- * **Flight:** Pace 12.

- * **Grapple:** If a griffin gets a raise while performing a grapple, it has knocked its foe to the floor and pinned it with its paws. Bite attacks against a pinned foe are made at +2.

- * **Horse Terror:** Griffins' favorite prey is horse flesh. Horses seeing a griffin must make a Guts roll or become Panicked.

- * **Improved Frenzy:** Griffins may make two Fighting attacks each action at no penalty.

- * **Size +2:** Griffins weigh over 500 pounds.

- * **Swoop:** Griffins often swoop on their prey to pin it to the ground. It gains +4 to its attack and damage. Its Parry is reduced by -2 until its next action when performing the maneuver, however.

HAG

Hags are distantly related to ogres but are always female. Despite their name, they can appear as beautiful young women or withered crones. They have no ability to switch appearances, save momentarily to a more hideous through magic, and age does not seem a contributing factor. Many hags have claimed to have been alive for centuries, but appear as comely maidens in their early twenties. They have a fondness for human flesh, preferably the sweet, tender flesh of children.

The word "hag" is a contraction of *bagtesse*, the Anari word for a witch. Saxa refer to them as *seithkonur*

(sing. *seithkona*), an old term for female practitioners of magic.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d6, Intimidation d8, Knowledge (Arcana) d6, Notice d6, Persuasion d12, Spellcasting d10, Taunt d8

Charisma: +2/-2; **Pace:** 5; **Parry:** 5; **Toughness:** 6

Treasure: Worthwhile, in lair.

Special Abilities:

- * **Claws:** Str+d6.
- * **Powers:** Hags typically know the following spells: *armor* (iron skin), *boost/lower trait* (blessing/curse), *fear* (hideous visage), *nightmare* (terrible dreams of suffocating), *puppet* (persuasive words), *quickness* (superhuman reflexes), *storm*.

HAGBUI

Also known as grave wights, these undead are the corporeal remains of Saxa kings and heroes buried in ages past. Until Hela's treachery, they lay still in their graves, but when the gates of the Abyss were opened, foul spirits inhabited their corpses.

Their form is that of a mummified corpse, with tight, leathery skin drawn over taut, wasted muscles, and their eyes burn with a pale, cold light. Although a hagbui can speak, it only speaks only Auld Saxa, and rarely bothers communicating with mortals unless they too are heroes or kings.

PETTY HAGBUI

A petty hagbui is the corpse of a minor noble or lesser hero. Their earthly remains are inhabited by fell spirits. Although buried with wealth, their tombs are not as rich as those of their masters.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d6, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 11 (3)

Gear: Ancient bronze armor (+3), ancient bronze long sword (Str+d6)

Treasure: Rich, in lair.

Special Abilities:

- * **Bony Claws:** Str+d4.
- * **Bound:** A hagbui may not move further than 50' (100 yards) from its burial place.
- * **Fear:** Anyone who sees a hagbui must make a Guts check.
- * **Numbing Touch:** Any creature touched by a hagbui must make a Vigor roll. On a failure, the victim suffers a cumulative -1 penalty to Agility rolls and skills linked to Agility.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Weakness (Sunlight):** A hagbui is weakened by the

sun. Each round in sunlight it must make a Vigor roll or become Exhausted.

ROYAL HAGBUI

These undead were once mortal rulers or great heroes. Although the spirit residing in their bones may not have been a noble in life, these undead retain their status in the eyes of others of their kind. Their tombs are brimming with treasure, and they intend to ensure it remains that way for eternity.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d10, Vigor d10

Skills: Faith d10, Fighting d8, Guts d10, Intimidation d10, Notice d6, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 12 (3)

Gear: Ancient bronze armor (+3), ancient bronze long sword (Str+d6)

Treasure: Treasure Trove, in lair.

Special Abilities:

- * **Arcane Resistance:** +2 to Trait rolls to resist magic



HELLFROST: BESTIARY

and +2 Armor against damage-causing arcane effects.

- * **Bony Claws:** Str+d4.
- * **Bound:** A royal hagbui may not move further than 200" (400 yards) from its burial place.
- * **Fear (-2):** Anyone seeing the creature must make a Guts roll at -2.
- * **Numbing Touch:** Any creature touched by a hagbui must make a Vigor roll. On a failure, the victim suffers a cumulative -1 penalty to Agility rolls and skills linked to Agility.
- * **Powers:** A royal hagbui know the following powers: *bladebreaker* (weapon rusts), *fear* (unearthly scream), *lower trait* (curse), *obscure* (mist), *quickness* (supernatural reflexes).
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison. No wound penalties.
- * **Weakness (Sunlight):** A hagbui is weakened by the sun. Each round in sunlight it must make a Vigor roll or become Exhausted.

HAMMERHAND

Distantly related to giants, hammerhands are hulking, hunched brutes covered in short, wiry hair. Their arms end not in hands, but in large, solid lumps of bone and gristle, which they use to "tenderize" food.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+2, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d6, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 9

Treasure: Meager.

Special Abilities:

- * **Hammerhand:** Str+d8, AP 2 vs. rigid armor (including Object Toughness).
- * **Improved Sweep:** May attack all adjacent targets at no penalty.
- * **Size +3:** Hammerhands stand 8' tall and weigh as much as 800 pounds.

HARPY, MARSH

Harpies have the lower body, wings, and claws of a vulture and the head and chest of an ugly human. They inhabit marshes and swamps. Many folk suspect they are the failed experiment of some ancient wizard, but in truth they were clerics cursed by a now forgotten deity for refusing to serve loyally.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Intimidation d6, Notice d6, Stealth d6

Pace: 2; **Parry:** 5; **Toughness:** 5

Treasure: Meager, in lair.

Special Abilities:

- * **Claws:** Str+d4.
- * **Flight:** Pace 8.

- * **Infection (-2):** Harpies live in unsanitary habitats, and their claws are caked in filth. Any victim wounded or Shaken by a claw attack must make a Vigor roll, or the wound becomes infected. Magic *healing* has no effect on the wounds, and natural Healing suffers a -1 penalty. This lasts until all the victim's wounds are healed, at which time the infection is cleansed.

HAVMAND (MERMAID)

Mermaids (and men) vary in appearance from beautiful, young women to ugly hags with crooked teeth and seaweed-matted hair. Whatever their appearance, havmandr (hef-mander) are generally friendly to humans, especially those who swim to their underwater homes. Guests who bring them wine, their favorite drink, are especially honored. Havmand have also been known to thank fishermen who offer sacrifices by filling their nets with fish.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Intimidation d8, Knowledge (Riddles) d8, Notice d6, Persuasion d8, Stealth d8, Taunt d8

Charisma: +4 to -4; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Gear: Dagger (Str+d4)

Treasure: Worthwhile, per every 5 mermaids.

Special Abilities:

- * **Aquatic:** Pace 8.
- * **Riddles:** Havmand love riddles, and receive a +2 bonus to Knowledge (Riddles) rolls.

HAWK

Hawks are used as hunting birds. A few are trained to attack larger prey (such as characters), but most are content to snatch rabbits and small birds.

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d12+4, Stealth d8

Pace: 2; **Parry:** 5; **Toughness:** 3

Treasure: None.

Special Abilities:

- * **Blind:** When attacking large prey (such as characters), hawks go for the eyes. If the hawk scores a raise on its Fighting roll, it has hit the character's face. The character must make an Agility roll. On a failure, he suffers the One Eye Hindrance until the wound heals. A roll of 1 on the Agility die, regardless of Wild Die, results in the victim gaining the Blind Hindrance until the wound heals.
- * **Claws:** Str+d4.
- * **Flying:** Pace 12.
- * **Size -2:** Hawks are rarely larger than 1-2'.
- * **Small:** Attackers suffer a -2 penalty to attack rolls against a hawk because of its size.

HAZARD

Hazards are natural dangers found across Rassilon.

Unlike monsters, one cannot bargain safe passage with a blizzard or wield a sword against a crevasse. Brains and resilience are the ways of “defeating” these perils.

AVALANCHE

Avalanches may be rocks or snow, but only occur in mountains or high hills. All characters in the party must make an Agility roll at -2 . On a success, the character has managed to leap clear or find a nook in which to hide. On a failure, the avalanche sweeps the victim along for $10+2d10''$ and inflicts $1d6$ damage per $5''$, or part thereof. A roll of 1, regardless of the Wild Die, means the characters is swept $20+2d20''$ instead.

BLIZZARD

Those caught in a blizzard must make a Vigor roll at -2 every hour until they find shelter (Survival at -4 , one roll per group per hour) or gain a level of Fatigue. A roll of 1, regardless of Wild Die, indicates not only failure but the character wanders over a crevasse as well. A typical storm lasts $1d4+1$ hours.

COLD SNAP

The temperature plummets one level (maximum Vigor penalty of -7) and stays that way for $1d4$ four-hour increments. Should night fall during this period, the temperature drops one additional level, as normal. When the cold snap ends, the temperature automatically rises one level.

CREVASSE

Crevasse exist in icy, hilly, and mountainous terrain. This result means such a formation lies in the party's path. Allow the lead character a Notice roll at -2 to detect the hidden crack. Failure means a tragic fall. The depth of the crack is $1d10 \times 10''$. Falling damage is halved due to snow. He can climb back out $10''$ with a successful Climbing roll. A victim caught in a snow crevasse must make a Fatigue roll each round to avoid suffocation.

FOG

Fog can be light or dense. Light fog counts as Dim Lighting and dense fog as Dark Lighting. Fog typically rises during the night and around dawn. It lasts for $3d6$ hours.

FREEZING RAIN

Rain is very rare in the Low and High Winterlands in winter, but it does occur. When it does rain in winter it presents a danger to creatures caught in it. As soon as the rain touches a surface it freezes solid. On the ground it forms vast sheets

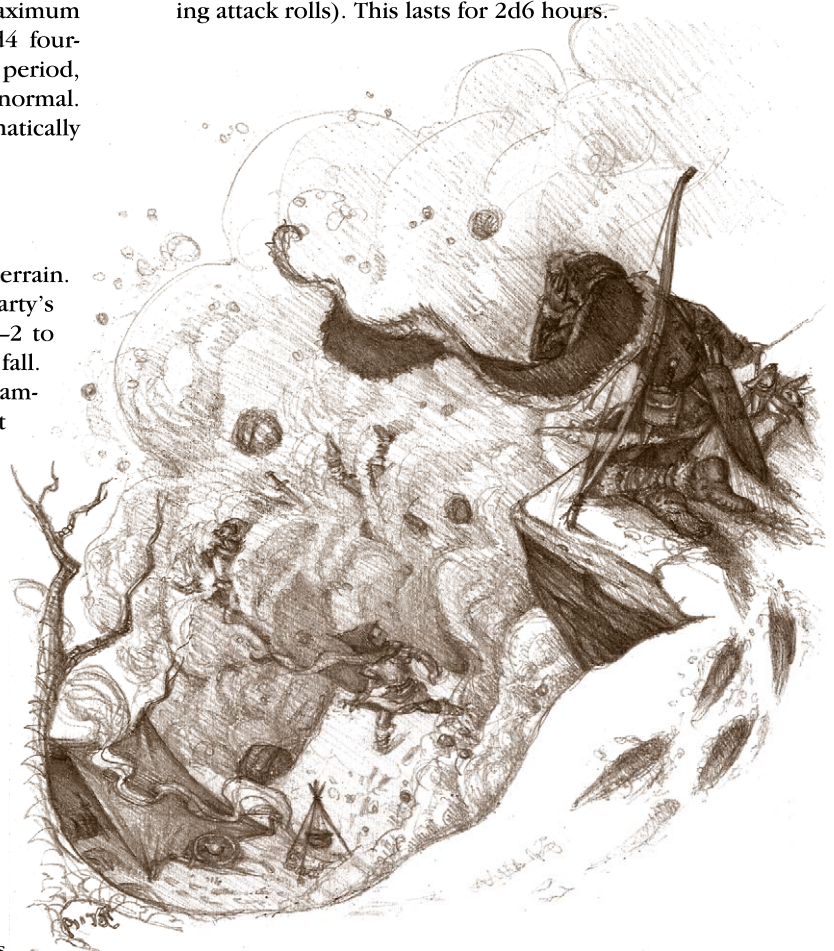
of rough ice, but when it strikes living targets it can entomb them in a block of solid ice. A typical downpour lasts $1d4+1$ hours.

Those caught in a freezing rain shower must make a Vigor roll at -2 every hour until they find shelter (Survival at -4 , one roll per group per hour). With failure, the victim loses one die from his Agility and Strength, as well as $1''$ from his Pace, as his body slowly becomes entombed in ice. A hero who drops below a $d4$ in either Agility or Strength is frozen solid. His Pace immediately drops to zero. Each hour thereafter, he must make a Vigor roll at -2 (winter clothing bonuses apply) or suffer a level of Fatigue. Should a victim die, he returns $1d4$ days later as a frost wight.

Thawing a character takes one hour and requires both shelter and a temperature above freezing. Fire and heat magic are dangerous tools for thawing a comrade, for the victim takes half the damage. One die and $1''$ of Pace is returned each hour when these conditions are met. Characters recover any Fatigue as if from Cold, but cannot recover until the ice is thawed.

HEAVY SNOWFALL

Heavy snowfall reduces maximum visibility to $24''$ and gives a -1 penalty to all Trait rolls involving sight (including attack rolls). This lasts for $2d6$ hours.



HELLFROST: BESTIARY

HELLFROST WIND

Encountered only rarely outside the Winterland regions, and then only in deepest winter, the Hellfrost wind is not a blizzard, but a terrifying howl, which sounds like a dragon's howl accompanied by a chorus of damned souls wailing in torment. Anyone hearing the howl must make a Guts roll or roll on the Fear Table. The Guts roll is modified depending on where one hears the wind. Apply the modifier to the Fear Table, switching the positive and negative signs.

Region	Modifier
Hearthlands	+2
Low Winterlands	0
High Winterlands	-1
Outer Hellfrost	-2
Hellfrost core	-4

ICEBERG

An iceberg bears down on the hero's ship. The captain must make a Boating roll at -2 (the crew cooperates, as usual) or the ship suffers 10d6 damage as the floating island rips along the hull.

ICE FLOW

Massive islands of ice fill the sea. The vessel should go around, which adds an extra 1d3 days to the journey. A captain who wants to press through may make a Boating roll at -4 (the crew may Cooperate). Failure causes the ship 10d6 damage from icebergs.

ICICLE RAIN

Hailstones may hurt when they strike exposed skin, but icicle rain is actually deadly. During an icicle rain storm, thin, sharp, needles of ice fall from the sky, puncturing armor, flesh, and bone. Tents offer little protection—the only safety is in a building, cave, deep snow hole, or other enclosed structure.

Those caught in an icicle rain shower must make a Vigor roll at -2 every hour until they find shelter (Survival at -4, one roll per group per hour) or suffer 2d6 damage. A typical downpour lasts 1d4+1 hours.

LEECH SNOW

Leech snow looks like regular snow, but is far deadlier. It rapidly drains the heat from travelers who cross over it. Characters entering leech snow must make a Vigor roll at -2 every round until they clear the patch or suffer a level of Fatigue. Bonuses from winter clothing apply. A typical patch is 20+2d10" across. Characters who die from leech snow return as Hellfrost vampires (p. 119) within 1d4 hours.

MAGESTORM

A flux in the magical field ripples across the land. The GM must draw a single card from the deck. On a black card, all mages suffer -1 to arcane skill rolls for the next 1d4+1 hours. A red card means they get a +1 bonus instead. Should a Joker be drawn, draw a second card. A modifier of +2 or -2 applies. If the second card is also a Joker, draw a third card. The modifier is -4 or +4, depending on the card's color.

QUICKSAND

"Quicksand" comes in two forms, wet (swamp) and dry (desert or snow field). The game mechanics are identical.

Allow the lead character a Notice roll at -2 to detect the hidden danger. Failure means he plunges in to his waist (neck for Small characters) and begins sinking.

Those stuck in the hazard sink completely in three rounds (one round for Small characters) unless extracted. They can make a Strength roll (-4) to pull themselves out. A success stops them sinking any further, and a raise pulls them out. On a critical failure, the character is sucked under and immediately begins drowning. Heroes aiding a sinking comrade need to make a Strength roll to drag the unfortunate being from the quicksand. On a critical failure they are pulled in and begin sinking, as well.

Once a character is under the surface he cannot extricate himself and must be dragged out by allies on the surface. In order to find the character, those searching for him must first make a Notice (-2) roll. Extricating a submerged character requires a Strength (-2) roll.

Wagons sink to their axles and ice rigs to their gunwale. Getting the vehicle free can be achieved through careful "driving" (Boating or Driving roll at -4) or by digging it clear. The latter requires a Strength roll at -6 and one hour of time per attempt. This can be made as a group or cooperative roll.

RAZOR ICE

Razorice forms in large patches in the High Winterlands. Hearth Knights who have survived the Hellfrost record seeing areas of razorice comparable in size to some of the Hearthlands' kingdoms.

The ice grows upward, pointed like a spear tip and hellishly sharp along the edges. Even creatures acclimatized to the intense cold must walk these lands at an extremely slow rate, for the blades of ice can cut through metallic armor or thick scales as easily as a hot knife through butter.

Crossing Razorice: Characters must make an Agility roll every hour spent moving through a razorice field. With failure, they suffer Fatigue from razor sharp cuts as per Bumps and Bruises. This can lead to Incapacitation (and Death if a character is dragged forward through the ice). One level is recovered by resting for

24 hours or with a successful Healing roll and 4 hours rest.

Even ice rigs are not immune to the sharp icicles. A ship traveling at its top speed takes 4d6 damage each hour. One traveling between half and top speed causes just 2d6 damage. Ships moving slower than half their top speed take no damage. Naturally, flying creatures are immune to the dangers of razorice.

Razorice in Combat: Razorice counts as difficult ground. Any creature running must make an Agility roll each round it runs or suffer a level of Fatigue from cuts and grazes.

Razorice Spears: A character can snap off a razor icicle at the base by using any weapon. By carefully chipping away the sharp edges at one end, he can craft a simple spear. This requires 10 minutes and an Agility roll. With success, the spear acts as a regular spear except it has AP 1. On a raise, it has AP 2. With failure, the spear is ruined. A roll of 1 on the Agility die (regardless of Wild Die) means the character has cut himself. He suffers 2d6 damage to his hands.

Should a combatant roll a 1 on his attack roll while using the spear (regardless of the Wild Die), the weapon shatters, rendering it useless. Razor ice is treated as normal ice for the purposes of melting. A spear melts in one hour in temperatures above freezing and in half that time above 55° F.

SEA BLIZZARD

A blizzard strikes at sea. Visibility is reduced to zero, and unless the captain makes a Boating roll at -6 (the crew may cooperate as usual), the ship moves in a random direction for the next 12 hours.

SLUSH ICE

Many are the dangers of the Low and High Winterlands. Usually concealed beneath a thin layer of frozen ice, slush ice is a pool or river which is semi-frozen. Use the rules for quicksand (p. 66) for character who fall into slush ice. Rescued victims also suffer the effects of Immersion (see the *Hellfrost Players' Guide*).

WARM SPELL

The temperature rises one level and stays that way for 1d4+1 four-hour increments. When the warm spell ends, the temperature automatically drops one level. Should the temperature rise over 90 degrees (one level above a Hearthland summer) use the rules for Heat in *Savage Worlds*.

HEAHWISARD

Heahwisards are aristocratic mages, hailing from the Magocracy. Their art requires a staff, through which the mage focuses his power. Without this vital tool, few mages have the will to work magic.



EXPERIENCED HEAHWISARD

These stats can be used to represent a mage of the Third or Fourth Sphere, regardless of his social rank.

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Heahwisardry d12, Intimidation d10, Notice d8, Persuasion d10, Riding d8, Streetwise d10, Stealth d6, Taunt d8

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Various (often Arrogant)

Edges: Arcane Background (Heahwisardry), Augment Staff (any four augments), Connection (Heahwisards), Improved Concentration, Improved Focus, Noble

Powers: *Armor* (electrical shield), *bolt* (lightning bolt), *dispel* (rays shoot from staff), *environmental protection* (surrounded by faint crackling electricity), *smite* (lightning crackles over weapon), *sphere of might* (electricity), *stun* (word of power)

Gear: Staff (Str+d4, +1 Parry, Reach 1, 2 hands)

Treasure: Rich.

NOVICE HEAHWISARD

These stats can be used to represent a mage of the First or Second Sphere, regardless of his social rank.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Guts d6, Heahwisardry d8, Intimidation d6, Notice d8, Persuasion d6, Riding d6, Streetwise d6, Taunt d6

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Various (often Arrogant)

Edges: Arcane Background (Heahwisardry), Augment Staff (any two augments), Connection (Heahwisards), Noble

Powers: *Armor* (electrical shield), *bolt* (lightning bolt), *dispel* (rays shoot from staff), *smite* (lightning crackles over weapon)

Gear: Staff (Str+d4, +1 Parry, Reach 1, 2 hands)

Treasure: Worthwhile.

DUELIST

A duelist may be a professional duelist, a low-ranking mage who wants to make his name in the arena, or a weak champion for a noble house.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d4, Guts d6, Heahwisardry d8, Intimidation d6, Notice d8, Shooting d6, Stealth d6, Taunt d6

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Various (often Arrogant)

Edges: Arcane Background (Heahwisardry), Augment Staff (Spell Store: *bolt*), Concentration, Noble, Spell Finesse (*bolt*, AP, Range), Quick

Gear: Staff (Str+d4, +1 Parry, Reach 1, 2 hands)

Powers: *Armor* (spectral shield), *bolt* (ray of light), *dispel* (rays shoot from staff), *knockdown* (spectral hands)

HELLFROST: BESTIARY

push targets).

Treasure: Worthwhile.



MASTER DUELIST

Master duelists are arena champion or the champions of a major house.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d10

Skills: Fighting d6, Guts d6, Heahwisardry d10, Intimidation d10, Notice d8, Stealth d6, Taunt d8

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Hindrances: Various (often Arrogant and Overconfident)

Edges: Arcane Background (Heahwisardry), Augment Staff (Spell Store: *bolt*, *deflection*), Improved Concentration, Improved Focus, Level Headed, Noble, Spell Finesse (*bolt*; AP, Arcane, Backlash, Range), Spell Finesse (*deflection*; Duration), Quick

Powers: *Armor* (spectral shield), *bolt* (ray of light), *deflection* (spectral hands deflect blows), *dispel* (rays shoot from staff), *knockdown* (spectral hands push targets), *stun* (thunderclap)

Gear: Staff (Str+d4, +1 Parry, Reach 1, 2 hands)

Treasure: Rich.

HEARTH KNIGHT

Hearth Knights are the guardians of the Hearthlands and strive to hold back the advancing Hellfrost hordes. When the weather and terrain permit, Hearth Knights make use of ice ships.

TYPICAL SHIELD KNIGHT

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Boating d6, Fighting d8, Guts d8, Intimidation d6, Knowledge (Battle) d6, Notice d6, Riding d8, Survival d6, Tracking d6

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (2)

Hindrances: Code of Honor, Heroic, Loyal, Orders

Edges: Combat Reflexes, Connection (Hearth Knights), Hearth Knight, Snow Walker

Gear: Chain vest (+2), full helm (+3), long sword (Str+d8), medium shield (+1 Parry), lance (Str+d8, Reach 2, AP 2), war horse, winter clothing, skis

Treasure: Meager.



TYPICAL SWORD KNIGHT

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d10, Vigor d10

Skills: Boating d8, Fighting d10, Guts d10, Intimidation d8, Knowledge (Battle) d8, Notice d6, Riding d10, Survival d8, Tracking d8

Charisma: +1; **Pace:** 6; **Parry:** 10; **Toughness:** 9 (2)

Hindrances: Code of Honor, Heroic, Loyal, Orders

Edges: Block, Combat Reflexes, Command, (Hearth

Knights), Fervor, Frenzy, Hearth Knight, Improved Snow Walker, Level Headed, Nerves of Steel, Sweep, Woodsman

Gear: Chain hauberk (+2), full helm (+3), long sword (Str+d8), large shield (+2 Parry), lance (Str+d8, Reach 2, AP 2), war horse, winter clothing and furs, skis, boot spikes (Str+d4)

Treasure: Worthwhile.



TYPICAL LANCE KNIGHT

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d10, Vigor d12

Skills: Boating d8, Fighting d10, Guts d10, Intimidation d10, Knowledge (Battle) d8, Notice d8, Riding d10, Survival d10, Tracking d10

Charisma: +2; **Pace:** 6; **Parry:** 11; **Toughness:** 10 (2)

Hindrances: Code of Honor, Heroic, Loyal, Orders

Edges: Combat Reflexes, Command, (Hearth Knights), Favored Foe (frost giants *or* Hellfrost dragons), Fervor, Hard to Kill, Hearth Knight, Improved Block, Improved Frenzy, Improved Nerves of Steel, Improved Snow Walker, Improved Sweep, Level Headed, Woodsman

Gear: Chain hauberk (+2), full helm (+3), long sword (Str+d8), large shield (+2 Parry), lance (Str+d8, Reach 2, AP 2), pygmy mammoth, saddle, winter clothing and furs, skis, boot spikes (Str+d4)

Treasure: Worthwhile.

HELLFROST SPIDER

The stories of hairy spiders living in the forests of the High Winterlands are true. Unfortunately, Hellfrost spiders are not confined to the most northern wastes. In recent years they have been spotted as far south as the Icebarrier.

As large as a man, covered in short, white hair, and with a single fang capable of piercing plate armor, these frosty fiends dwell in rocky terrain and ice crevasses. Hellfrost spiders are ambushers, not web spinners, and spray unsuspecting foes with a liquid which sets as hard as ice in cold temperatures. They store their frozen prey in caves or large cracks in the ground until it is time to pierce their icy coating and suck out their precious fluids.

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d10, Vigor d8

Skills: Climbing d12+2, Fighting d6, Intimidation d10, Notice d10, Shooting d10, Stealth d10

Pace: 8; **Parry:** 5; **Toughness:** 6

Treasure: Meager, in lair.

Special Abilities:

* **Bite:** Str+d8, AP 2.

* **Camouflage:** Hellfrost spiders add +4 to Stealth roll in snow or ice terrain because of their white hair.

* **Encase:** Hellfrost spiders have no venom. Instead, they spray a fine liquid which freezes rapidly, encasing targets in solid ice. The fluid has a Range of 3/6/12, and the spider uses Shooting. Victims struck are af-

affected as per the *entangle* power, with a raise on the attack counting as if a spellcaster had scored a raise. Escaping is not easy, however. The roll to break free suffers a penalty equal to the Vigor roll modifier on the temperature table (see *Hellfrost Setting Book*). Each round the victim remains encased, he must make a Vigor roll, -2 with a raise, or suffer a level of Fatigue. This Fatigue is removed as per removing Fatigue from cold.

- * **Immunity (Cold):** Immune to background cold. Takes no damage from cold attacks.
- * **Infra-vision:** Hellfrost spiders halve darkness penalties against heat-producing targets.
- * **Weakness (Fire):** Takes double damage from fire or heat attacks.



HELLFROST WYRM

Native to the deepest Winterlands and the Hellfrost, these monstrous creatures are swathed in dense layer of fat and coated in thick, white fur. Their mandibles are capable of tearing through heavy armor. They hunt through sensing vibrations, and can detect a moving human at 300 yards.

Although the stats below represent a typical adult, sightings in the deep wastes of the Hellfrost indicate creatures as long as 100 feet may exist. Such colossal beasts would have a Size of +20 and possess the Gargantuan special ability.

Attributes: Agility d6, Smarts d6(A), Spirit d10, Strength d12+10, Vigor d10

Skills: Fighting d6, Guts d8, Intimidation d10, Notice d10, Stealth d10

Pace: 6; **Parry:** 5; **Toughness:** 19 (4)

Treasure: None, Worthwhile in lair.

Special Abilities:

- * **Armor +4:** Thick fur and fat.
- * **Bite:** Str+d8.
- * **Burrowing (20"): Hellfrost wyrms can disappear and reappear on the following action anywhere within 20".**
- * **Fear:** Anyone seeing this creature must make a Guts roll.
- * **Hardy:** The creature does not suffer a wound from being Shaken twice.
- * **Huge:** Attacks against a wurm by man-size creatures are made at +4.
- * **Resistance (Cold):** Immune to background cold. Half damage from cold and ice attacks.
- * **Size +8:** Hellfrost wyrms are usually well over 50' long and 10" or more in diameter.
- * **Slam:** Hellfrost wyrms attempt to rise up and crush their prey beneath their massive bodies. This is an opposed roll of the creature's Fighting versus the target's Agility. If the wurm wins, the victim suffers Strength + Size damage, less its own Size. A slam attack affects all creatures in a Cone Template.
- * **Susceptibility (Fire):** Takes +4 damage from heat or fire.

HELLHOUND

Hellhounds are monstrous dogs, often with black skin which steams from the heat of the beast's demonic blood. Their eyes burn with demonic fire, and their teeth are oversized, protruding from their jaw at all angles. Certain demons often keep them as pets, though they may also be found in the company of necromancers and evil wizards.

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d10, Vigor d10

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d10, Stealth d6

Pace: 8; **Parry:** 5; **Toughness:** 7

Treasure: None.

Special Abilities:

- * **Bite:** Str+d6.
- * **Fear:** Anyone who sees a hellhound must make a Guts roll.
- * **Fleet Footed:** Hellhounds have a d10 running die.
- * **Go for the Throat:** If a hellhound gets a raise on its attack roll, it strikes its opponent's least armored location.
- * **Immunity (Fire):** Hellhounds take no damage from fire.
- * **Terrible Wounds:** The jagged teeth of a hellhound inflict terrible wounds, which do not heal quickly. Healing rolls, including magical and natural healing, are subject to a -2 penalty on top of any wound penalties.



HERALD OF THE GODS

Heralds are servants of the gods, sent to the mortal realm to serve briefly as followers for powerful priests or to pass on messages to followers. Although powerful beings in their own right, they are the weakest of a deity's servants. Each deity's herald is listed alphabetically below.

Heralds called to the mortal realm by the *summon herald* power can stay for only a limited time. Heralds sent by a god, either to aid a follower on a quest or to pass on a message, can stay as long as the deity (i.e. the GM) wishes.

COMMON ABILITIES

All heralds have the following special abilities. These are not repeated in individual stat blocks.

- * **Disciple:** Heralds have the Disciple Edge of their deity.
- * **Divine Favor:** Heralds make a free Soak roll each time they suffer damage.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Hardy:** A second Shaken result from a physical source does not cause a wound.
- * **Improved Arcane Resistance:** +4 Armor versus magic, and +4 to rolls made to resist magical effects.
- * **Invulnerability:** Heralds are immune to poison, dis-

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ease, and Fatigue loss from environmental affects. They suffer no damage from nonmagical attacks.

- * **Master:** All heralds roll a d10 Wild Die when making Faith rolls.

EIRA

Heralds of Eira dress in full-length, white robes. Removing their cowls reveals a translucent humanoid form. Her heralds speak gently, in soothing tones, and can never be angered.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d12

Skills: Faith d12+2, Fighting d6, Healing d12, Persuasion d10, Notice d6

Charisma: +2, **Pace:** 6; **Parry:** 6; **Toughness:** 8

Edges: Charismatic, Master (Healing)

Gear: Blessed quarterstaff (no damage, +1 Parry, see below)

Treasure: None.

Special Abilities:

- * **Blessed Quarterstaff:** Anyone subjected to a Touch attack (+2 Fighting) by the staff must make a Vigor roll, -2 with a raise, or be paralyzed for 2d6 rounds.
- * **Emotionless:** Immune to Fear and Tests of Will.
- * **Healing Aura:** Anyone within 5' of a herald of Eira gains +2 to Soak rolls.
- * **Healing Magic:** Herald of Eira can cast *feast*, *greater healing*, *healing*, *regenerate*, and *succor*.

EOSTRE

Eostre's heralds are a mix of flora and fauna. No two share the same appearance, but generally they have a bark-covered, humanoid form with the head, hands, feet, and tail of animals. Rarely do the animalistic limbs come from the same species.

Attributes: Agility d10, Smarts d6, Spirit d10, Strength d8, Vigor d8

Skills: Climbing d8, Faith d12+2, Fighting d8, Intimidation d8, Notice d8, Stealth d8, Survival d10, Tracking d8, Swimming d6

Pace: 6; **Parry:** 6; **Toughness:** 9 (2)

Edges: Beast Master, Combat Reflexes, Fleet-Footed, Woodsman

Gear: None.

Treasure: None.

Special Abilities:

- * **Armor +2:** Bark skin except on the head, hands, and feet.
- * **Awaken the Wild:** Herald of Eostre can use the following spells: *barrier* (plant wall), *beast friend* (animal speech), *entangle* (vines), *shape change* (can be used on the summoner), *wilderness step* (obstacles move aside).
- * **Bite/Claws:** Str+d6.
- * **Forest Born:** Suffer no difficult ground penalties in forests or marshes.
- * **Size +1:** Herald stand 8' tall.

ERTHA

Ertha's heralds appear as larger frost dwarves, clad in glowing, metal armor and carrying a rune-engraved maul.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Climbing d8, Faith d12+2, Fighting d10, Knowledge (Smithing) d12+2, Knowledge (Stonecraft) d12, Intimidation d10, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 13 (5)

Edges: Combat Reflexes, Improved Frenzy, Improved Sweep, Master (Smithing)

Gear: Enchanted chain mail (+5), pot helm (+3), blessed maul (Str+d8, -1 Parry, see below)

Treasure: None.

Special Abilities:

- * **Awaken Earth:** Herald of Ertha can use the following spells with an earth trapping: *armor* (stone skin), *barrier* (stone wall), *bladebreaker* (weapon snaps), *bridge* (stone bridge), *burrow* (earth parts), *entangle* (earth swallows victim), *quake* (earth roars in anger), *wall walker* (hands sink into material).
- * **Blessed Maul:** The maul ignores all metal armor, even *armor* spells.
- * **Burrowing (12"):** Only through earth or stone.
- * **Earthborn:** Herald of Ertha suffer no difficult ground penalties for hills, mountains, or when underground.
- * **Earthsense:** Herald of Ertha ignore all penalties for poor lighting when underground.
- * **Immunity (Metal):** Herald of Ertha take no damage from metal weapons, including magical ones.
- * **Size +1:** Herald stand 8' tall.

FREO

Freo herald's represent the wanderlust present in all his clergy. They have four identical faces, each looking a different direction, and four legs, again each facing a different direction. They have just two arms.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d10

Skills: Faith d12+2, Fighting d8, Intimidation d8, Notice d6, Riding d12, Stealth d8, Survival d10, Swimming d8

Pace: 8; **Parry:** 7; **Toughness:** 8

Edges: Fleet-Footed

Gear: Blessed quarterstaff (Str+d4, +1 Parry, Reach 1; see below)

Treasure: None.

Special Abilities:

- * **Blessed Quarterstaff:** Victims of a successful Touch attack (+2 Fighting) must make a Spirit roll or immediately move their full Pace plus full running die (usually 6) in a direction chosen by the herald. This can include over cliffs or into ice volcanoes, and there is no "save" to avoid this fate. Using this ability does not inflict regular damage for the staff.
- * **Immunity (Immobility):** Herald are immune to

grapples, automatically breaking free as a free action. They are immune to any magic which prevents movement, such as *barrier* or *entangle*, simply treating the spell effect as if it was not there.

- * **Magic of Movement:** Heralds of Freo can cast the following spells: *bridge* (wooden bridge), *fly* (lifted on winds), *leaping* (powerful legs), *quickness* (superhuman reflexes), *speed* (legs are a blur), *wall walker* (handholds appear).
- * **Size +1:** Heralds stand 8' tall.

HELA

Hela's heralds take the form of skeletons wrapped in black, heavy cowls. They carry large scythes etched with foul runes.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d12

Skills: Faith d12+2, Fighting d10, Intimidation d12, Notice d6, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 12 (1)

Gear: Heavy cowl (+1), cursed scythe (Str+d8, -1 Parry, Reach 1, 2 hands; see below)

Treasure: None.

Special Abilities:

- * **Awaken the Dead:** Hela's heralds know *enbance undead* (runes on corpse), *gravespeak* (draw runes on corpse), *strength of the undead* (gain some trait related to undead), and *zombie* (calls forth a spirit into the corpse). Any zombies they create are permanent until destroyed.
- * **Cursed Scythe:** Any non-undead creature Shaken or wounded by the scythe must make a Vigor roll, -2 if the herald scored a raise, or suffer an automatic wound. This wound cannot be Soaked. Creatures killed by the scythe are animated as zombies the next round.
- * **Fear (-2):** Non-worshippers of Hela who see her herald must make a Guts roll at -2.
- * **Size +1:** Heralds stand 8' tall.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison. No wound penalties.

HOENIR

Hoennir's heralds are exceptionally weak, physically, and are usually only summoned to impart information. Their gray-robed forms have blank eyes, except when they speak, when glowing pupils in the form of runes of knowledge and understanding appear.

Attributes: Agility d6, Smarts d12+2, Spirit d8, Strength d6, Vigor d8

Skills: Faith d12+2, Fighting d4, Investigation d12, Knowledge (all) d12+2, Notice d6, Streetwise d12

Pace: 6; **Parry:** 5; **Toughness:** 6

Edges: Master (all Knowledge skills), Scholar (all Knowl-

edge skills)

Gear: Blessed quarterstaff (Str+d4, +1 Parry, Reach 1, see below)

Treasure: None.

Special Abilities:

- * **All-Knowing:** Immune to Smarts Tricks. Heralds of Hoennir know everything that is happening in the material realm. However, they are loathe to impart this information to those who do not actively seek knowledge. If the heroes are truly stuck for a clue to some predicament, then the herald will aid them, but if they are just being lazy, the herald merely points them in the direction of the information they seek.
- * **Awaken Intelligence:** Heralds of Hoennir know the following spells: *boost Smarts* (rune of knowledge), *boost Investigation* (rune of seeking), *boost Knowledge* (rune of understanding), *boost Streetwise* (rune of friendship).
- * **Blessed Staff:** The victim of a Touch attack (+2 Fighting) must make a Spirit roll or suffer a one die pen-



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alty, two dice with a raise, to his Smarts and all Smarts linked skills for the next day. Smarts cannot drop below a d4, but Smarts linked skills can be reduced to zero.

HOTHAR

Hothar's heralds appear as judges, their eyes covered by a cloth engraved with runes of truth and impartiality. In their hands they carry great swords, engraved with runes of justice.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d8

Skills: Faith d12+2, Fighting d10, Intimidation d10, Persuasion d10, Streetwise d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Gear: Blessed great sword (Str+d10, -1 Parry, see below)

Treasure: None.

Special Abilities:

- * **Blade of Justice:** Anyone Shaken or wounded by the great sword must make a Spirit roll or be Shaken for 1d6 rounds as memories of past crimes, no matter how small, flash before their eyes. This Shaken condition does not count as a physical attack, and cannot be negated by spending a benny.
- * **Size +1:** Heralds stand 8' tall.
- * **Truthseer:** Heralds can automatically detect lies. However, if a person *truly* believes what they say is true, the herald cannot detect any lie.

KENAZ

Kenaz's heralds appear as members of the summoner's race, but are swathed in fire and have blackened, blistered skin. They reek of sulfur. Dedicated to the destruction of the Hellfrost, a herald summoned for purposes other than defeating a Hellfrost beast is likely to turn on its summoner, unless they have a very good reason for disturbing the herald.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d10

Skills: Faith d12+2, Fighting d8, Intimidation d10, Notice d6

Pace: 8; **Parry:** 6; **Toughness:** 8

Edges: Fleet-Footed, Quick

Gear: Blessed long sword (Str+d8, see below)

Treasure: None.

Special Abilities:

- * **Aura:** Kenaz's heralds radiate intense heat. At the end of its movement, all adjacent creatures suffer 2d8 heat damage.
- * **Awaken Fire:** Heralds of Kenaz know the following spells, all with a fire trapping: *bolt* (fire bolts), *blast* (fireball), *burst* (jet of fire), *deflection* (heat shimmer), *elemental form* (can be used on the summoner; fire), *heat mask* (target radiates no heat), *sphere of might* (sphere of fire).
- * **Blessed Long Sword:** Anyone Shaken or wounded

by the weapon has a chance of catching fire as if they were a flammable object (see *Savage Worlds*).

- * **Immunity (Fire):** Heralds take no damage from background sources of heat, or from direct heat or fire attacks.
- * **Size +1:** Heralds stand 8' tall.
- * **Weakness (Cold & Water):** Heralds take double damage from cold, coldfire, ice, and water attacks.

MAERA

Heralds of Maera appear as cowed figures, with robes decorated with runes of arcane power and the various types of arcane spellcaster. Strands of magical energy dance and weave around them like miniature rainbows.

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d6, Vigor d8

Skills: Faith d12+2, Fighting d4, Knowledge (Arcana) d12+2

Pace: 6; **Parry:** 5; **Toughness:** 7

Gear: Blessed quarterstaff (Str+d4, +1 Parry, Reach 1, see below)

Treasure: None.

Special Abilities:

- * **Alter Flow:** Heralds of Maera can cast *arcane resistance*, *detect/conceal (arcana only)*, *dispel*, and *negate arcana* with a +2 Faith bonus.
- * **Blessed Quarterstaff:** Any character with Arcane Background (Magic) whose is the victim of a Touch attack (+2 Fighting) must make a Spirit roll, -2 if the herald scored a raise, or lose access to his powers for 1d6 rounds. Any active spells are automatically disrupted if the roll is failed.
- * **Master:** Rolls a d10 Wild Die for Knowledge (Arcana).
- * **Powers:** Heralds can cast any power.
- * **Size +1:** Heralds stand 8' tall.

NAUTHIZ

Nauthiz's heralds always take the appearance of a member of the summoner's race. Typically they appear as gaudily dressed rakes. Like most heralds, they dislike being summoned for mundane tasks. A cleric who can't disable a trap, for instance, isn't fit to be a cleric. However, when there is treasure worth 10,000 scields or more involved they're happy to deal with mundane tasks, in return for a suitable cut of the loot (usually 50%), of course.

Attributes: Agility d12+1, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Climbing d8, Faith d12+2, Fighting d8, Gambling d12, Lockpicking d12+2, Notice d6, Stealth d12

Pace: 8; **Parry:** 6; **Toughness:** 6

Edges: Fleet-Footed, Improved Dodge, Quick

Gear: Blessed short sword (Str+d6, see below)

Treasure: None.

Special Abilities:

- * **Blessed Short Sword:** Anyone Shaken or wounded

must make a Spirit roll or have their Pace dropped to zero and lose their running die for 1d6 rounds.

- * **Gamble:** Heralds always offer clerics of their faith a chance to gamble for power. The wager is a +2 bonus to one Trait of the follower's choice for 24 hours, though if he loses he suffers a -2 penalty. Both parties make a single Gambling roll.
- * **Thieves' Aid:** Heralds can cast the following spells: *boost/lower (Climbing, Gambling, Lock-picking and Stealth)*, *ethereality* (no corporeality), *invisibility*, *obscure* (darkness), *speed* (blurred movement), and *wall walker* (sticks to any surface).
- * **Treasure Hound:** Heralds can automatically detect all items with a value of greater than 100 gs within 10". This includes coins or small gems of lesser value stored together (such as in a chest or sack).

NEORTHE

Depending where they are summoned, Neorthe's heralds appear either as mermaids or rough sailors. Whatever guise they take, they always sport a tattoo of Neorthe's holy symbol on their forearms, smell slightly of the sea, and move with a rolling gait.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d10

Skills: Boating d12+2, Faith d12+2, Fighting d8, Intimidation d10, Notice d6, Swimming d12+2

Edges: Master (Boating and Swimming)

Pace: 6; **Parry:** 7; **Toughness:** 7

Gear: Blessed trident (Str+d8, +1 Parry, see below)

Treasure: None.

Special Abilities:

- * **Aquatic:** Pace 14.
- * **Blessed Trident:** Anyone wounded or Shaken by the trident must make a Vigor roll or be Shaken for 1d6 rounds as they vomit water. This does not count as a physical attack, and cannot be removed with a benny.
- * **Mariner's Blessing:** The herald can bless one ship per day, with a successful Faith roll. This grants the crew a +2 bonus to Boating rolls made on the ship. In addition, it grants the captain the benefits of the Ace Edge (which is not otherwise available in this setting). It will not bless ice riggers, however, as they do not sail on water.

NIHT

Heralds of Niht appear as inky black humanoid forms with no discernible features. Their form is indistinct, making it hard to focus on them.

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d8, Vigor d10

Skills: Faith d12+2, Fighting d8, Intimidation d10, Notice d6, Stealth d12+2

Pace: 6; **Parry:** 6; **Toughness:** 7

Edges: Master (Stealth)

Gear: Blessed dagger (Str+d4, see below)

Treasure: None.

Special Abilities:

- * **Awaken Shadows:** Heralds know the following spells: *altered senses* (eyes glow green), *deflection* (blurred outline), *entangle* (solid darkness), *ethereality* (no corporeality), *fog cloud* (eerie dark fog), *obscure* (sphere of blackness).
- * **Blessed Dagger:** The black blade is hard to detect. Targets count as Unarmed Defenders.
- * **Darkvision:** Heralds suffer no penalties for poor lighting.
- * **Ethereal:** Niht's heralds are immaterial and can only be harmed by magical attacks.
- * **Indistinct:** All attacks against a herald are made at -2. This includes casting non-offensive spells, such as *puppet*, but not area-effect spells, like *blast* or *entangle*.

NORNS

The Norns' herald appears as a cloaked figure holding a sandglass in one hand and a length of tapestry that fades into nothingness. Beneath the cloak is a womanly form, which changes from young girl to adult to crone and back to child in rapid succession.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d8

Skills: Faith d12+2, Notice d10

Pace: 6; **Parry:** 2; **Toughness:** 6

Gear: Sandglass (see below) and thread (see below)

Treasure: None.

Special Abilities:

- * **Sandglass of Time:** Once per visit to the mundane realm, a herald can use the sandglass to alter the flow of time. The herald picks a spot within a number of inches equal to its Spirit die type, places a Medium Burst Template, and makes a Faith roll. With success, all creatures in the Template allied to the Norns act as if under the affects of a *quickness* spell (raises apply as normal). Foes act as if under the *sluggish reflexes* power.
- * **Thread of Life:** The thread the herald trails is that of a creature's life. By cutting the thread, the herald can inflict damage on any one creature it can see. This requires a Faith roll as an action. Success causes 2d10 damage. This attack ignores all forms of armor or protection, magical or mundane, and cannot be Soaked. The herald can use this power only once each time it visits the mortal realm.
- * **View the Weave of Life:** Heralds of the Norns can cast the following spells: *bless/panic*, *fortune's favored*, *luck/jinx*, *precognition*. These appear to mortals as mere happenstance and fate.

RIGR

Rigr's heralds take the form of their summoner's race, or the race they are sent to visit, but have eight eyes,

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one pair on each side of its head. They bare no arms or armor, only a large signal horn.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d8, Vigor d8

Skills: Faith d12+2, Fighting d8; Notice d12+2

Charisma: +2, **Pace:** 6; **Parry:** 6; **Toughness:** 6

Edges: Alertness, Master (Notice)

Gear: Signal horn

Treasure: None.

Special Abilities:

- * **Always Alert:** Heralds of Rigr cannot be Surprised and foes can never gain the Drop against them. They automatically detect *invisible* creatures or objects within sight. They can see as if it were daylight in any degree of darkness, including *obscure* spells.
- * **Awaken Senses:** Heralds of Rigr may cast the following spells: *altered senses* (eyes go white), *far-sight* (eyes go black), and *wandering senses* (eyes go gray).
- * **Signal Horn:** Once per day, the herald may blow its horn. All allied creatures within a mile immediately awaken to full alertness, if asleep. *Invisible* enemies within 48" of the herald automatically become visible, as if subjected to a *dispel* spell.

SCAETHA

Heralds of Scaetha appear as members of the summoner's race, but are surrounded by an aura of divine fury. Their eyes blaze with divine light.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d10

Skills: Faith d12+2, Fighting d12, Intimidation d10

Pace: 6; **Parry:** 8; **Toughness:** 10 (2)

Edges: Block, Champion, Holy Warrior

Gear: Chain hauberk (+2), blessed great sword (Str+d10, -1 Parry, see below)

Treasure: None.

Special Abilities:

- * **Blessed Great Sword:** Supernaturally evil creatures suffer double damage. The bonus from the Champion Edge is added after the base damage is doubled.
- * **Enemy of Darkness:** Scaetha's heralds can cast the following spells: *champion of the faith* (can cast on summoner; divine aura), *warding* (circle of glowing runes).
- * **Holy Aura:** After the herald has finished movement, all adjacent supernatural evil creatures suffer 2d6 damage.
- * **Holy Fervor:** Non-evil Extras and Wild Cards within 5" of the heralds gain the benefits of Command, Fervor, and Hold the Line if they are fighting a supernatural evil creature.
- * **Size +1:** Heralds stand 8' tall.

SIGEL

Father of the sun dragons, Sigel sends his heralds to earth in the guise of humanoid sun dragons. Their scales

glow with an inner light, and radiate an aura of purity. In their hands they carry a mace, its head a swirling ball of superheated gas, a miniature sun.

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d12, Vigor d10

Skills: Faith d12+2, Fighting d10, Intimidation d10, Notice d8

Pace: 6; **Parry:** 7; **Toughness:** 12 (2)

Gear: Blessed mace (Str+d6, see below)

Treasure: None.

Special Abilities:

- * **Armor +2:** Thick scales.
- * **Aura of Light:** Heralds of Sigel glow with light, illuminating the area around them for 20" as if it were daylight. The usual lighting rules (see *Hellfrost Players' Guide*) apply beyond this.
- * **Blessed Mace:** Demons, undead, and creatures associated with darkness (such as orcs and clergy of Niht) take additional damage equal to the herald's Faith.
- * **Size +3:** Stands 15' tall.

THRYM

The winter god's heralds appear as a half-frost giant, half-Hellfrost dragon, dressed in black ice armor and carrying a rune-engraved, black ice great sword.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d10, Vigor d10

Skills: Faith d12+2, Fighting d10, Intimidation d12, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 14 (3)

Edges: Combat Reflexes, Improved Snow Walker

Gear: Black ice full plate (+3), blessed black ice great sword (Str+d10, -1 Parry, see below)

Treasure: None.

Special Abilities:

- * **Awaken Winter:** Heralds can use the following spells: *armor* (icy skin), *bolt* (coldfire), *fatigue* (drains heat from victim), *obscure* (snow flurry), *storm* (blizzard).
- * **Aura:** Thrym's heralds radiate intense cold. At the end of its movement, all adjacent creatures suffer 2d8 cold damage.
- * **Blessed Great Sword:** The blade is swathed in coldfire. Anyone Shaken or wounded by the weapon has a chance of catching fire as if they were a flammable object (see *Savage Worlds*).
- * **Fear (-2):** Non-worshippers of Thrym who see his herald must make a Guts roll at -2.
- * **Flight:** Using their dragon wings, heralds can fly at Pace 12.
- * **Immunity (Cold):** Immune to background cold. Takes no damage from cold attacks.
- * **Size +4:** Stands 15' tall.
- * **Weakness (Fire):** Takes double damage from heat or fire.

THUNOR

Thunor's heralds appear as a cross between a member

of the summoner's race and a storm dragon. Lightning crackles across their teeth and claws, and their eyes are dark, swirling thunderstorms. Although they wear no armor, having thick scales, they carry great swords with blades of crackling, blue lightning.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d10, Vigor d10

Skills: Faith d12+2, Fighting d10, Intimidation d10, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 11 (2)

Gear: Blessed great sword (Str+d10, -1 Parry, see below)

Treasure: None.

Special Abilities:

- * **Armor +2:** Thick scales.
- * **Awaken the Heavens:** Heralds know the following spells: *blast* (lighting storm), *bolt* (lightning bolt), *knockdown* (powerful gust of wind), and *storm* (thunder storm).
- * **Blessed Great Sword:** Victims wearing metal armor suffer an extra d10 damage.
- * **Flight:** Heralds have dragon wings, and can fly at Pace 14.
- * **Size +2:** Heralds stand 10' tall.

TIW

Tiw's heralds, known as Warmongers to the faithful, are hulking warriors wearing armor engraved with runes of protection, and wield huge great swords decorated with runes of destruction. Talking is not their strong-point, nor is patience. Dargar's heralds are similar, except they have the Berserk Edge.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+2, Vigor d12

Skills: Faith d12+2, Fighting d12+2, Intimidation d12

Pace: 4; **Parry:** 10; **Toughness:** 16 (6)

Edges: Combat Reflexes, Improved Block, Improved Frenzy, Improved Nerves of Steel, Improved Sweep, Master (Fighting)

Gear: Magical plate (+6), blessed great sword (Str+d10, -1 Parry, see below)

Treasure: None.

Special Abilities:

- * **Awaken the Warrior's Soul:** Heralds of Tiw can cast the following spells: *armor*, *boost/lower trait*, (Strength, Vigor, and Fighting only), *gift of battle* (rune of leadership), *smite* (weapon grows denser), *warrior's gift* (rune of battle).
- * **Blessed Great Sword:** Attacks ignore all armor, magical or mundane.
- * **Size +2:** Heralds stand 10' tall.
- * **Slow:** Tiw's heralds have a Pace of 4 and roll a d4 running die, instead of a d6.

ULLR

Ullr's heralds are a blend of his major aspects, adopting the form of muscular, stag-headed humanoids, armed with a huge long bow.



Attributes: Agility d10, Smarts d8, Spirit d10, Strength d12+1, Vigor d12

Skills: Faith d12+2, Fighting d8, Notice d10, Shooting d12+2, Stealth d8, Survival d10, Tracking d12

Pace: 8; **Parry:** 6; **Toughness:** 9

Edges: Fleet Footed, Marksman, Master (Shooting), Mighty Shot, Steady Hands

Gear: Blessed huge long bow (Range: 24/48/96, Damage: Str+d6, see below)

Treasure: None.

Special Abilities:

- * **Antlers:** Str+d6.
- * **Awaken the Inner Hunter:** Herald's of Ullr can use the following spells: *aim* (arrow changes course slightly), *altered senses* (eyes turn yellow), *boost/lower trait* (Agility, Shooting, Stealth, Tracking), *wilderness step* (seems to float just above the ground).
- * **Blessed Bow:** The weapon ignores all armor, mundane or magical. Each time the bow is used, the herald may attach a trapping to the bow, as if it were a spell.

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- * **Gore:** If the herald moves at least 6" before making a Fighting roll, it causes +4 damage.
- * **Hunter's Instinct:** The herald ignores all penalties for Cover or Darkness when using its blessed bow.
- * **Size +1:** Heralds stand 8' tall.

THE UNKNOWABLE ONE

Those who summon a herald of the Trickster do so knowing that the capricious being is as likely to side with their foes as it is the summoner.

Heralds appear in a variety of forms. Though they usually take the form of a member of the civilized races, a few have appeared as orcs, demons, and even as heralds of other gods, feigning fury they have been summoned in error. Their attire varies, ranging from beggars to kings.

Attributes: Agility d10, Smarts d10, Spirit d10 Strength d6, Vigor d8

Skills: Faith d12+2, Fighting d8, Notice d8

Edges: Master (rolls a d10 Wild Die when performing Tricks)

Pace: 6; **Parry:** 9; **Toughness:** 6

Edges: Acrobat, Improved Block, Improved Dodge

Gear: Jester's stick (see below)

Treasure: None.

Special Abilities:

- * **Can't Joke A Joker:** Heralds of Trickster cannot be Tricked, and have +2 to perform Tricks. This stacks with Acrobat.
- * **Jester's Stick:** Any creature subjected to a Touch Attack (+2 Fighting) must make a Spirit roll or automatically suffer from the *confusion* spell for the next 24 hours. If the attack was a raise, then the effect of the *confusion* is also a raise. Multiple attacks are cumulative to a maximum of -6 penalty.
- * **New Tricks:** Although heralds are immune to Tricks, they do appreciate mortals who perform great tricks. A hero within 5" of a herald who scores a raise on a Trick is rewarded with a benny by the Trickster, regardless of his faith. Any character who scores a raise while copying a Trick done during the same encounter loses a benny instead for being boring.
- * **Trickster:** Heralds know the following spells: *blade-breaker* (various), *charismatic aura* (target grows more attractive), *confusion* (target can't think straight), *growth/shrink*, *invisibility*, *knockdown* (targets trip over own feet), *luck/jinx* (lucky charm or evil eye), *obscure* (darkness).

VALI

Vali's heralds are disgusting creatures, taking the form of morbidly obese half-man, half-rat creatures, covered in oozing sores and pustules.

Attributes: Agility d4, Smarts d8, Spirit d10, Strength d8, Vigor d10

Skills: Faith d12+2, Fighting d8, Intimidation d10, Notice d6

Pace: 4; **Parry:** 6; **Toughness:** 9

Gear: None

Treasure: None.

Special Abilities:

- * **Diseased Touch:** Characters struck by a Touch attack (+2 Fighting) are affected as per the *disease* spell. Victims' rolls to resist the initial infection are made against the Fighting roll.
- * **Fear (-2):** Anyone seeing a herald must make a Guts roll at -2.
- * **Lord of the Flies:** A stinking cloud of black flies surrounds the herald. All attacks against a herald are made at -4. This includes casting non-offensive spells, such as *puppet*, but not area-effect spells, like *blast* or *entangle*.
- * **Morbidly Obese:** +2 Toughness, Pace 4, no running die.
- * **Vermin Lord:** Heralds have the ability to summon and control rats. This requires an action and a Faith roll. If successful, 1d4 swarms of rats on a success and 1d6+1 with a raise come from the surrounding wilds in 1d6+2 rounds.

VAR

Var's heralds dress as merchants, but always in the finest clothes available. They usually appear as a member of the summoner's race, but can adopt any guise. All carry a trade ledger, in which are detailed every transaction their summoner has ever undertaken. Upon his death, these will be recalled when he faces Scaetha's judgment.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d8

Skills: Faith d12+2, Fighting d4, Intimidation d8, Notice d6, Persuasion d10, Streetwise d12+2

Charisma: +2, **Pace:** 6; **Parry:** 4; **Toughness:** 6

Edges: Charismatic, Master (Streetwise)

Gear: See below

Treasure: None.

Special Abilities:

- * **Buyer:** Heralds sometimes buy mundane and magical gear from clergy of Var. The seller must make an opposed Streetwise roll against the herald. Success gets him 25% of the item's value and a raise 50%, paid in coin. With failure, the herald is not interested in buying. Any transactions, failed or successful, are noted in the herald's book.
- * **Buyer's Instincts:** Heralds can use the following spells: *boost/lower trait* (Smarts, Spirit, Persuasion, and Streetwise), *charismatic aura* (personal magnetism), *confusion* (targets becomes easily distracted), *detect/conceal* (magic only), *sentry* (single object version only; small mouth appears).
- * **Canny:** Not subject to Smarts Tricks. Heralds cannot be deceived about an item's worth, either.
- * **I Have One:** A herald making a Faith roll can summon into existence any standard piece of gear. With a raise, it can summon goods made of special materials, like Maerathril. This gear remains until the herald departs the mortal realm.

HORSE

Few cultures make excessive use of horses. While they are ridden by nobles and other well-to-do sorts, only the Anari use them in battle—Saxa and Tuomi warriors ride them to the battle and then dismount to fight.

FEY

Fey horses are lighter than regular riding horses but are considerably faster and can cross broken ground as if it were a smooth road. Fey never sell them, and assume any non-fey caught riding one has either taken it by force or stolen it.

Attributes: Agility d10, Smarts d10(A), Spirit d8, Strength d12, Vigor d10

Skills: Fighting d4, Guts d10, Notice d8

Pace: 10; **Parry:** 4; **Toughness:** 10

Treasure: None.

Special Abilities:

- * **Fleet Footed:** Fey horses roll a d12 for their running die. Fey horses do not suffer movement penalties for Difficult Terrain.
- * **Kick:** Str+d6.
- * **Rider Empathy:** Fey gain +2 to Riding rolls on a fey horse.
- * **Size +3:** Fey horses weigh between 600 and 800 pounds.

RIDING

Riding horses are medium-sized animals that manage a good compromise between speed and carrying capacity.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12, Vigor d8

Skills: Fighting d4, Guts d6, Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 8

Treasure: None.

Special Abilities:

- * **Fleet Footed:** Horses roll a d10 when running instead of a d6.
- * **Kick:** Str.
- * **Size +2:** Riding horses weigh between 800 and 1000 pounds.

WAR

War horses are large beasts, trained for aggression. They are trained to fight with both hooves, either to their front or their rear. In combat, the animal attacks any round its rider doesn't make a trick maneuver of some kind.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d8, Guts d8, Notice d6

Pace: 8; **Parry:** 6; **Toughness:** 10

Treasure: None.

Special Abilities:

- * **Fleet Footed:** War horses roll a d10 when running instead of a d6.
- * **Kick:** Str+d4.
- * **Size +3:** Warhorses are large creatures bred for their power and stature.



HRIMFERNO

Hrimfernos are massive coldfire elementals, which spew out from coldfire volcanoes deep in the Hellfrost. They drift lazily across the Hellfrost for the most part, but a few have found their way as far south as the Icebarrier Mountains. They are dangerous, but short lived once they get into battle and begin expending energy.

Unlike regular elementals, they cannot be summoned by spellcasters. That said, rumors around the White Witch knows how to call them to do her bidding.

Attributes: Agility d12+1, Smarts d8, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d10, Notice d8, Shooting d10

Pace: 6; **Parry:** 7; **Toughness:** 14

Treasure: None.

Special Abilities:

- * **Coldfire Strike:** Hrimfernos can project a blast of coldfire using the Cone Template. Characters within the cone must beat the spirit's Shooting roll with Agility or suffer 2d10 damage, plus the chance of catching fire.
- * **Coldfire Touch:** Str+d6; chance of catching fire.
- * **Elemental:** No additional damage from Called Shots. Fearless. Immune to disease and poison. No Wound penalties.
- * **Huge:** Characters add +4 when attacking a hrimferno because of their great size.
- * **Immunity (Cold):** Hrimfernos are immune to background cold. Takes no damage from cold, coldfire, or ice attacks.
- * **Short Lived:** A hrimferno quickly consumes itself unless a source of fuel can be found. Each round of combat it must make a Vigor roll or lose a point of Size (with the resulting drop in Toughness). Once its Size drops to +7, heroes get +2 to attacks. If its Size drops to +3 or below they lose all bonuses.
- * **Size +8:** Hrimfernos are malevolent rolling banks of fire.
- * **Weakness (Fire):** Takes double damage from heat or fire.

HRIMGANGER

Hrimgangers ("hoar frost ghosts") are the spirits of those who have died in the snow and ice and whose bodies have decayed (or been eaten, or otherwise destroyed). The spirit remains trapped in the mortal realm, however.

Hrimgangers (rim-gang-uhs) have the ability to draw snow and ice around them, shaping a rough humanoid form which they can animate. When threatened, they can increase their form by drawing in more snow and ice,

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compacting it to form thick, icy armor. Fortunately this enlarged form cannot be maintained for more than an hour.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d10, Notice d6, Stealth d6, Swimming d8, Throwing d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Treasure: None.

Special Abilities:

- * **Camouflage:** Hrimgangers gains +4 to Stealth rolls in snow or ice.
- * **Construct:** +2 to recover from being Shaken. No additional damage from Called Shots; Immune to disease and poison.
- * **Gathering:** As a free action the hrimganger can make a Spirit roll. Success adds +1 to its Size and a raise +2 Size as it draws snow and ice around it. Every point of Size increases its Toughness by one point, Strength by one die, and adds 1 point of icy Armor (maximum +6 Armor). However, each level of Size lowers Pace by one, to a minimum of 1. Maintaining a larger form is mentally tiring for the spirit, and after an hour, it automatically (and harmlessly) sheds any excess mass, reducing its Size back to normal. It may not increase its mass again for 24 hours.
- * **Immunity (Cold):** Immune to background cold. Takes no damage from cold attacks.
- * **Improved Snow Walker:** Treats snow and ice as normal ground.
- * **Shards:** As an action, a hrimganger can shoot shards of ice from its body. However, every shard attack costs it a point of Size, and its Size cannot drop below zero. The shards fill a Medium Burst Template centered on the hrimganger and cause 2d6 damage. For the cost of two Size levels, the spray can either fill a Large Burst Template *or* inflict 3d6 damage. For three Size levels, it can do both.
- * **Slam:** Str.
- * **Spirit Form:** When a hrimganger is Incapacitated, only the physical shell is destroyed. The spirit remains as a ghost (p. 51) with the Gathering ability. The spirit may not use the Gathering power for one round after its icy body is shattered. The first point of Size the spectral entity gains from this ability recreates the hrimganger in its common form (the one presented here) rather than increasing its Size. Only by killing the spirit outside of its icy shell can the beast truly be slain.
- * **Weakness (Fire):** Takes double damage from heat or fire.

HRIMWISARD

Hrimwisards are masters of ice and cold magic. Most have migrated to the northern lands, where the colder temperatures allow them to work their strange magic with ease.

EXPERIENCED MAGE

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d6, Vigor d8

Skills: Climbing d6, Fighting d6, Guts d10, Hrimwisardry d12, Intimidation d8, Notice d8, Stealth d6, Survival d8

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Various

Edges: Arcane Background (Hrimwisardry), Concentration, Focus, Hellfreeze

Powers: *Aura* (coldfire), *bolt* (icicles), *entangle* (freezes foe), *storm* (blizzard), *stun* (icy blast), *summon elemental* (coldfire, ice, or slush)

Gear: Various

Treasure: Worthwhile.

YOUNG MAGE

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d8

Skills: Climbing d6, Fighting d4, Guts d6, Hrimwisardry d10, Intimidation d6, Notice d8, Stealth d6, Survival d6

Pace: 6; **Parry:** 4; **Toughness:** 6

Charisma: -2; **Pace:** 6; **Parry:** 4; **Toughness:** 6

Edges: Arcane Background (Hrimwisardry)

Powers: *Aura* (coldfire), *bolt* (icicles), *entangle* (freezes foe), *stun* (icy blast)

Gear: Various

Treasure: Worthwhile.

HROSSVAL

Hrossvalar (or “horse whales”) are a breed of beastmen found only in the frozen north, where they search for seals or polar bears, though some hunt whales, as well.

Hrossvalar (ross-val-ar) are gray-skinned humanoids with immense layers of fat, beady black eyes, and short, dull tusks. Their obese appearance belies their muscles, which grow quite large beneath the burden of their naturally blubbery skin.

Most hrossvalar are encountered while out hunting or in their camps, which consist of simple shelters and large fish, drying on lines. The hrossvalar are wary of strangers and act hostile, but don’t usually attack unless provoked. They are happy to trade for goods, and likely have a few polar bear furs, sealskins, or fish they’ll trade.

Most hrossvalar are carefree sorts, moving from one bloody hunt to the next. They aren’t particularly cruel-natured, but their savage lifestyle gives them a little less respect for life than most others.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d10

Skills: Boating d4, Climbing d6, Fighting d8, Guts d8, Intimidation d10, Notice d4, Stealth d6, Swimming d8, Throwing d8

Pace: 4; **Parry:** 6/7; **Toughness:** 9 (1)

Hindrances: All Thumbs, Clueless

Edges: Snow Walker

Gear: Club (Str+d4) or spear (Str+d6, +1 Parry, Reach 1)

Treasure: Loot for every 2 hrossvalar.

Special Abilities:

- * **Armor +1:** Thick blubber.
- * **Blubber:** +4 to resist the effects of Cold weather.
- * **Slow:** Pace 4 on land. Hrossvalar roll a d4 running die, instead of a d6.
- * **Semi-Aquatic:** Can stay submerged for 15 minutes.
- * **Size +1:** Hrossvalar weigh around 300 pounds.

HUNTING CAT

While most civilized races use dogs for hunting large prey, like deer, hunting cats are preferred for catching rabbits. Sometimes they are employed to catch salmon and trout, being capable swimmers. Closely related to wild cats, hunting cats are adept and stealthy hunters.

Attributes: Agility d10, Smarts d6(A), Spirit d6, Strength d4, Vigor d6

Skills: Climbing d10, Fighting d8, Guts d8, Intimidation d6, Notice d8, Stealth d10, Swimming d6, Tracking d6

Pace: 8; **Parry:** 6; **Toughness:** 4

Treasure: None.

Special Abilities:

- * **Camouflage:** Hunting cats are always tabbies. When in suitable terrain they roll a d6 Wild Die for Stealth rolls to remain unseen.
- * **Claws:** Str+d4.
- * **Size -1:** Hunting cats are only slightly smaller than dogs.

HUSCARL

Huscarls (hoos-karl) are professional soldiers. In the old days, the term meant those who serve Saxa lords as bodyguards in return for accommodation and equipment. Since the Blizzard War, it has come to mean any retained bodyguard or soldier serving a noble directly. They are hardened veterans of many conflicts, unswerving in their loyalty, and willing to die for their lord.

TYPICAL HUSCARL

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Boating d6, Fighting d8, Guts d8, Intimidation d6, Notice d6, Riding d8, Taunt d6, Throwing d8

Charisma: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 8 (2)

Hindrances: Loyal, Orders

Edges: Block, Shieldwall

Gear: Chain shirt (+2), pot helm (+3), medium shield (+1 Parry), sword (Str+d8), three short spears (Str+d6, Reach 1), two throwing axes (Range: 3/6/12, Damage: Str+d6)

Treasure: Meager per 3 huscarls.

VETERAN HUSCARL

Attributes: Agility d8, Smarts d6, Spirit d10, Strength

d10, Vigor d10

Skills: Boating d8, Fighting d10, Guts d10, Intimidation d10, Notice d6, Riding d8, Taunt d8, Throwing d10

Charisma: 0; **Pace:** 6; **Parry:** 10; **Toughness:** 9 (2)

Hindrances: Loyal, Orders

Edges: Combat Reflexes, Frenzy, Improved Block, Shieldwall, War Cry

Gear: Chain hauberk (+2), pot helm (+3), medium shield (+1 Parry), sword (Str+d8), three short spears (Str+d6, Reach 1), two throwing axes (Range: 3/6/12, Damage: Str+d6)

Treasure: Meager.



HVITRWYF

A hvitrwyf (“white woman”) is a form of undead, given unlife through their need for vengeance against all humanoid males. They are created only when a woman is left or sent out into the cold to die by a male. (Some Saxa clans developed the practice of sending unwanted womenfolk into the icy wastes to die centuries ago, though it is now considered a crime.)

Regardless of their age when they died, hvitrwyfs (huh-vite-er-vifes) appear as comely maidens, with white hair, pale skin, and piercing blue eyes. They are usually dressed in fine white robes with fur trim.

They are masters of seduction, and use their powers to force men to lie with them, all the while laughing as their victims die of cold, ambivalent to the danger they are in.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Guts d6, Intimidation d8, Notice d8, Persuasion d10, Spellcasting d10, Stealth d6, Taunt d10

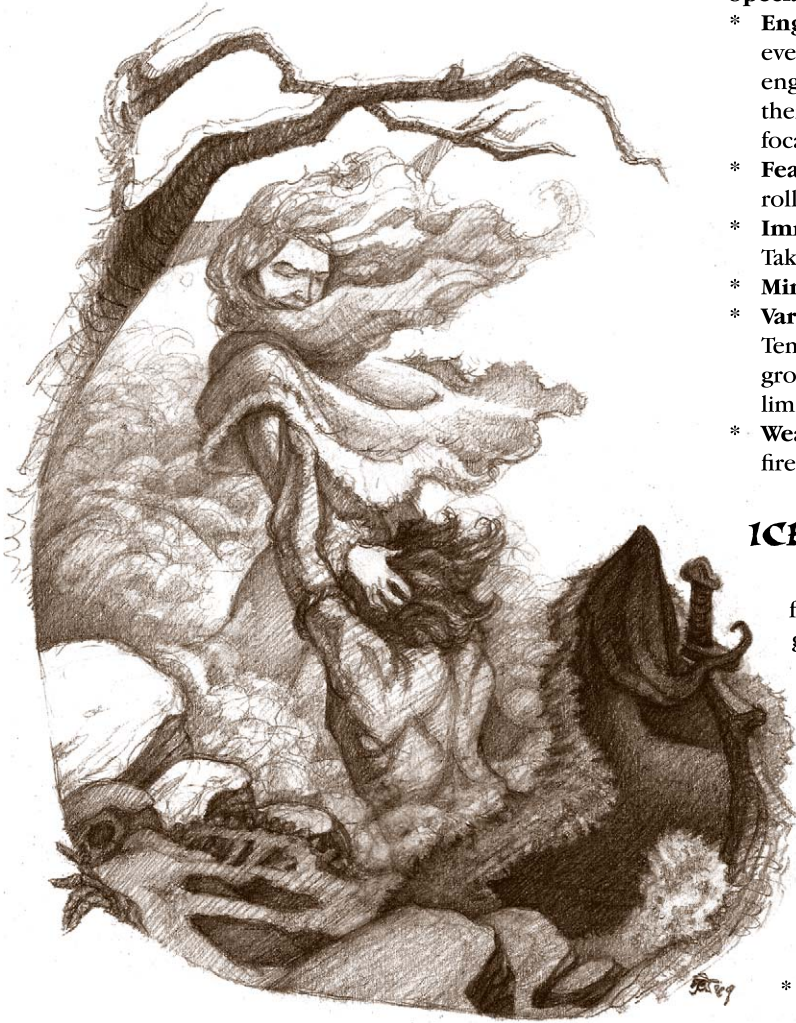
Charisma: +4, **Pace:** 6; **Parry:** 2; **Toughness:** 8

Treasure: Worthwhile.

Special Abilities:

- * **Bones:** Hvitrwyfs can be killed by physical damage, but return to the mortal realm each night at midnight, fully healed. They can only be permanently laid to rest by burning their bones. If the fiend is still alive when the bones are burned, all fire damage inflicted on the bones is applied to the hvitrwyf. Other damage to the bones (such as smashing them) has no affect on the creature. Fortunately, hvitrwyfs cannot move more than 50” from their bones.
- * **Icy Touch:** Hvitrwyfs cause Str+d6 damage with a successful Touch attack (+2 Fighting), as they freeze their victim’s blood.
- * **Icy Seduction:** Hvitrwyfs know the *puppet* power. They can only use this power on males, however, and only on one at a time. Victims are held enthralled until they receive a Shaken or wound from a physical source, at which time they are allowed another roll to escape. Hvitrwyfs always order their victims to strip naked (which takes a round) and, when not in danger, cavort with them, taking great delight in watching their victims freeze to death.
- * **Immunity (Cold):** Immune to background cold. Take

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no damage from cold, coldfire, or ice attacks.

- * **Infravision:** Halves darkness penalties against living targets.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison. No wound penalties.
- * **Weakness (Fire):** Take double damage from heat or fire attacks.

ICE OOZE

An ice ooze is basically a blob of white jelly with an insatiable hunger. They haunt ice and snow fields, slithering slowly along the surface and resemble a pile of slushy snow.

Attributes: Agility d4, Smarts d4(A), Spirit d12, Strength d12+2, Vigor d12

Skills: Fighting d8, Notice d8, Stealth d8

Pace: 4; **Parry:** 6; **Toughness:** 10

Treasure: None.

Special Abilities:

- * **Engulf:** An ice ooze may make a grapple attack against every creature under its template. On a success, it has engulfed its foe. Each round the grapple is maintained thereafter, the victim suffers a Fatigue level from suffocation. Victims reaching Death are absorbed.
- * **Fear:** Anyone seeing the creature must make a Guts roll.
- * **Immunity (Cold):** Immune to background cold. Takes no damage from cold attacks.
- * **Mindless:** Immune to Fear and Tests of Will.
- * **Variable Size:** An ice ooze begins as a Small Burst Template (Size +2). For each victim it absorbs, it grows 1" and adds +1 Size (and Toughness), with no limit.
- * **Weakness (Fire):** Takes double damage from heat or fire.

ICE STATUE

Ice statues are sculptures brought to life through fell magic. They come in many forms, from gargoyle-type creatures to gigantic carvings of ancient kings. Despite their strength and resilience, animated statues are rather slow and clumsy.

MAN-SIZED ICE STATUE

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Notice d6

Pace: 4; **Parry:** 6; **Toughness:** 8 (2)

Treasure: None.

Special Abilities:

- * **Arcane Resistance:** +2 to Trait rolls to resist magic and +2 Armor against damage-causing arcane effects.
- * **Armor +2:** Statues are made of solid ice.
- * **Construct:** +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Fearless:** Statues are immune to Fear and Intimidation.
- * **Immunity (Cold):** Immune to background cold. Takes no damage from cold attacks.
- * **Slam:** Str.
- * **Weakness (Fire):** Takes double damage from heat or fire.



GIANT ICE STATUE

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+4, Vigor d12

Skills: Fighting d8, Guts d8, Notice d6

Pace: 4; **Parry:** 6; **Toughness:** 13 (2)

Treasure: None.

Special Abilities:

- * **Arcane Resistance:** +2 to Trait rolls to resist magic and +2 Armor against damage-causing arcane effects.

- * **Armor +2:** Statues are made of solid ice.
- * **Construct:** +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison. No wound penalties.
- * **Fearless:** Statues are immune to Fear and Intimidation.
- * **Immunity (Cold):** Immune to background cold. Takes no damage from cold attacks.
- * **Size +3:** Giant statues stand 12–15' high.
- * **Slam:** Str.
- * **Weakness (Fire):** Takes double damage from heat or fire.



INTOXIC-ANT SWARM

Intoxic-ants resemble wood ants, but their bite causes the victim's body to react exactly as if he had consumed a great deal of alcohol. Swarms cover an area equal to a Medium Burst Template.

Attributes: Agility d10, Smarts d4(A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 7

Treasure: None.

Special Abilities:

- * **Bite:** Swarms inflict hundreds of tiny bites every round to their victims, hitting automatically. Victims take 2d4 nonlethal damage each round. Damage is applied to the least armored location.
- * **Mindless:** Unaffected by Tests of Will, Tricks, or arcane powers like *puppet*.
- * **Split:** Some swarms are clever enough to split into two smaller swarms (Small Burst Templates) should their foes split up. The Toughness of these smaller swarms is lowered by -2 (to 5 each).
- * **Swarm:** Parry +2; Because the swarm is composed of scores, hundreds, or thousands of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round. Intoxicants are foiled by jumping in water.



JUSTICAR

The Justiciary is a fanatical, secretive group of mage haters. All of these deadly mage-killers are Wild Cards, and should be "tweaked" from the basic profile here to offer a real challenge to your party.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Guts d12, Intimidation d10, Knowledge (Arcana) d10, Notice d8, Shooting d10, Stealth d10, Throwing d10

Charisma: -2; **Pace:** 6; **Parry:** 8; **Toughness:** 8 (2)

Hindrances: Delusional (mages are evil), Mean, Orders

Edges: Berserk (only when damaged by arcane powers or magic items), Combat Reflexes, Command, Improved Arcane Resistance, Improved Dodge, Improved Frenzy

Gear: Chain (+2), medium shield (+1 Parry), long sword

(Str+d8), bow (Range: 12/24/48, Damage: 2d6)

Treasure: Meager.

KNIGHT HRAFN

The Knights Hrafn are dedicated to military victory, shunning notions like chivalry and honor. To them, victory with minimal casualties is the key to a successful campaign. They are available for hire as mercenary commanders, and can be found leading mercenary bands and the armies of nobles. A small few have turned against civilization, and work for bandits and even orcs.

The stats below represent typical commanders. More experienced commanders may have Command Presence and/or Natural Leader, as well as more Leadership Edges from the choices below. They may also be Wild Cards.

KNIGHT OF THE LOWER HOUSE

Knights of the Lower House are tacticians, commanding small units in combat.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d6

Skills: Fighting d8, Guts d8, Knowledge (Battle) d10, Notice d8, Riding d6

Pace: 6; **Parry:** 6; **Toughness:** 8 (3)

Hindrances: Orders, various others

Edges: Command, Connection (Knights Hrafn), Knight Hrafn (+3 to command radius), Level Headed, two from Fanaticism, Fervor, Inspire, and Hold the Line

Gear: Plate corselet (+3), chain limbs (+2), medium long sword (Str+d8), riding horse, saddle

Treasure: Meager.

KNIGHT OF THE UPPER HOUSE

Upper House Knights are strategists, commanding entire armies.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d6

Skills: Fighting d8, Guts d8, Knowledge (Battle) d10, Notice d8, Riding d6

Pace: 6; **Parry:** 6; **Toughness:** 8 (3)

Hindrances: Orders, various others

Edges: Command, Connection (Knights Hrafn), Knight Hrafn (+3 to command radius), Level Headed, two from A Few Good Men, Cry Havoc, Death Before Dishonor, Siege Breaker, and Siege Mentality.

Gear: Plate corselet (+3), chain limbs (+2), medium long sword (Str+d8), riding horse, saddle

Treasure: Worthwhile.

KREANA

Kreana (kree-an-uh) are a breed of "fish men." They are covered in gray or green scales, have tail fins, webbed hands and feet, and mouths filled with three rows of razor sharp teeth. They dwell amid sunken ruins or in sea caves off the coasts of Rassilon, in societies run by

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their priests. They detest all land dwelling creatures, and sometimes raid coastal settlements for “food” and treasure.

WARRIOR

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d6, Notice d8, Stealth d8

Hindrances: Bloodthirsty

Pace: 6; **Parry:** 6; **Toughness:** 7 (1)

Gear: Short spear (Str+d6, Reach 1)

Treasure: Meager, per 3 warriors.

Special Abilities:

- * **Aquatic:** Pace 10. Kreana can run while swimming.
- * **Armor +1:** Scales.
- * **Claws/Bite:** Str+d4.
- * **Dehydration:** Kreana must immerse themselves in salt water at least one hour out of every 24. Those who don't are automatically Fatigued each day until they are Incapacitated. The day after that, they perish.

PRIEST

Kreana pay homage to a combined aspect of Dargar and Neorthe they call Carcharas, the Great Shark and Devourer of the Deep. Priests lead kreana society, and are fervent in their hatred of all air-breathers. Their favored spell is *smite*.

Attributes: Agility d8, Smarts d10, Spirit d10 Strength d6, Vigor d8

Skills: Faith d10, Fighting d6, Guts d8, Intimidation d10, Notice d8, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 7 (1)

Hindrances: Bloodthirsty

Edges: Arcane Background (Miracles)

Gear: Short spear (Str+d6, Reach 1)

Treasure: Worthwhile.

Special Abilities:

- * **Aquatic:** Pace 10. Kreana can run while swimming.
- * **Armor +1:** Scales.
- * **Claws/Bite:** Str+d4.
- * **Dehydration:** Kreana must immerse themselves in water (salt or fresh) at least one hour out of every 24. Those who don't are automatically Fatigued each day until they are Incapacitated. The day after that, they perish.
- * **Powers:** Priests know the following spells: *beast friend* (sharks only), *bolt* (shark's teeth), *fatigue* (water in lungs), *healing*, *sanctuary*, *shape change* (sharks only), and *smite* (bite only, increases size of teeth), *stun* (blast of water).

LICHE, DREAD

Liches are the most powerful undead, and all are fanatical servants of Hela. They appear as withered, skeletal husks, with pale, gray eyes devoid of any warmth, and are clad in ancient armor.

Liches are considered by many to be the most powerful undead. Liches are usually priests of Hela, “blessed” with eternal life and supreme knowledge of the dark arts. Occasionally a devoted mage is rewarded with lichedom.

Dread liches are true leaders of the undead and rank as Hela's most devout mortal servants. Aside from having greater magic and enhanced control over lesser undead, they can avoid destruction by transferring their essence to lesser undead.

Attributes: Agility d6, Smarts d12+2, Spirit d12, Strength d10, Vigor d10

Skills: Faith d12+1, Fighting d10, Guts d12+1, Intimidation d12+1, Knowledge (Arcana) d12+2, Knowledge (Battle) d10, Notice d10.

Pace: 6; **Parry:** 6; **Toughness:** 12 (3)

Gear: Plate corselet (+3), great sword (Str+d10, -1 Parry, 2 hands)

Treasure: Two Treasure Troves in lair.



Special Abilities:

- * **Damned Leader:** A dread liche has the Command, Fervor, and Hold the Line Edges.
- * **Death Aura:** Living foes adjacent to a dread liche at the end of its movement suffer 2d6 damage. Armor, mundane or magical, provides no protection.
- * **Disciple of Hela:** +2 to Faith rolls in graveyards, tombs, and other places of death.
- * **Fear (-2):** Anyone seeing the creature must make a Guts roll at -2.
- * **Improved Death Touch:** Liches drain the lives of those around them with a touch. Instead of a normal attack, a liche may make a Touch Attack (+2). Every raise on its Fighting roll automatically inflicts one wound to its target.
- * **Powers:** Liches know most every spell available to priests of Hela. Spells usually have a darkness or necromantic trapping.
- * **Regenerate Minions:** Undead Extras within 5" of a dread liche at the start of its turn are allowed a Vigor roll, as if they had the Fast Regeneration monstrous ability. Wounds inflicted by magic from clerics of Scaetha cannot be regenerated.
- * **Sire:** A victim Incapacitated by the dread liche's Death Touch has a 50% chance of dying and returning to life as a zombie within 1d4 rounds.
- * **Transfer Essence:** A dread liche may transfer its essence to any Extra undead within 5" as an action. This requires a Faith roll. On a success, the old body crumbles to dust and the new body immediately becomes a dread liche. The new dread liche is unwounded. On a failure, the dread liche's spirit is destroyed.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison. No wound penalties.
- * **Worthy Sacrifice:** As a free action a liche can destroy one undead Extra within 5". The liche heals one wound. This may be done once per round. Undead slain in this manner are not subject to the liche's Regenerate Minions ability.
- * **Zombie:** Dread liches are necromancers first and foremost. The undead they raise through the *zombie* or *greater zombie* spells or their death touch ability are permanent, so they are usually surrounded by 4d10 skeletons or zombies as they choose. Some liches have entire armies of the undead at their disposal.

LINDWYRM

Lindwyrms (lind-verm) are distantly related to dragons, but have no wings and just two forelegs. Legends tell that lindwyrms were once mortals, servants of Eira, goddesses of healing, punished to spend eternity in beast form for some terrible crime. Whether this is true or not, the shed skin of a lindwurm greatly increases knowledge of healing.

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d12+2, Vigor d10

Skills: Climbing d6, Fighting d8, Guts d8, Intimidation

d8, Notice d8, Stealth d6

Pace: 8; **Parry:** 6; **Toughness:** 13 (2)

Treasure: Worthwhile, in lair.

Special Abilities:

- * **Armor +2:** Thick scales
- * **Bite/Claws:** Str+d6.
- * **Healing Skin:** The shed skin of a lindwurm counts as a relic and thus must be attuned before it can be used. Whoever wears the skin gains the benefits of the Healer Edge and a one die increase to Healing skill.
- * **Size +4:** Lindwyrms weigh as much as 2000 pounds.
- * **Tail:** Str, Reach 1. Lindwyrms can use their tail to grapple. Any attacks by the lindwurm's bite against a grappled foe are made at +2.

LIZARDMAN

Lizardmen are aggressive bipedal lizards who favor live meals. They exist in large numbers within the Great Swamp, and brook no rivals within their fetid domain. The encroaching cold has recently forced them to consider moving south to warmer climes. At present the way is blocked by a human city, but that has been under siege for over two years and must soon fall.

Lizardman society is divided into rigid castes, with chieftains at the top, then priests, warriors, and commoners. Castes can be distinguished by their head crests—chieftains have black crests, priests are red, warriors green, and commoners various shades of brown. Even within these rigid castes, priests have the authority to depose poor chieftains and replace them with one more favorable to their requests. Lizardmen also practice slavery, forcing any sentient creature they capture to serve their needs.

Despite being quite advanced in many fields, including astronomy (which they stole from the gatormen), they have never developed metalworking. They prize metal tools and weapons, and are quick to scavenge them from fallen foes.

Although they have been laying a siege for two years, lizardmen do not construct siege engines. Rather, they train thunderlizards for this purpose. This makes their armies extremely mobile, though the dietary requirements of their living siege engines makes maintaining supply lines difficult.



CHIEFTAIN

Each lizardman tribe is led by a chieftain, though he rules only at the mercy of the clerics of Ssslak, the ever hungry god of the lizardmen.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Climbing d6, Fighting d10, Guts d8, Notice d8, Stealth d6, Swimming d8, Throwing d8

Pace: 6; **Parry:** 9; **Toughness:** 10 (2)

Edges: Berserk, Block, Command, Fervor, Sweep

Gear: Bone corselet (+2), stegosaurus plate medium shield (+1 Parry), battle axe (Str+d8), lance (Str+d8,

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Reach 2, AP 2), triceratops mount, saddle
Treasure: Meager per 5 lizardmen.

Special Abilities:

- * **Keen Senses:** Lizardmen “taste” the air, giving them +2 to all Notice rolls. This ever-present advantage means they are always considered “Active” when consulting the Stealth results table.
- * **Natural Swimmers:** Lizardmen’s tail makes them powerful swimmers, giving them +2 on all Swimming rolls and increasing their swimming Pace to equal their Swimming die.
- * **Size +1:** Chieftains receive the first cut of any kills, and are thus well fed.

WARRIOR

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d8, Guts d8, Notice d8, Stealth d6, Swimming d8, Throwing d8

Pace: 6; **Parry:** 7; **Toughness:** 7 (1)

Gear: Leather armor (+1), stegosaurus plate medium shield (+1 Parry), flint battle axe (Str+d8), flint throwing axe (Range: 3/6/12, Damage: Str+d6)

Treasure: Meager per 5 lizardmen.

Special Abilities:

- * **Keen Senses:** Lizardmen “taste” the air, giving them +2 to all Notice rolls. This ever-present advantage means they are always considered “Active” when consulting the Stealth results table.
- * **Natural Swimmers:** Lizardmen’s tail makes them powerful swimmers, giving them +2 on all Swimming rolls and increasing their swimming Pace to equal their Swimming die.

PRIEST

Virtually all lizardmen worship Ssslak, the Ground-Shaking Thunderlizard King. His clerics preach that the other races are inferior to the lizardmen race, suitable only as pack animals or for food. Their signature spell is *smite*.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Climbing d6, Faith d10, Fighting d6, Guts d8, Notice d8, Stealth d6, Swimming d8

Pace: 6; **Parry:** 5; **Toughness:** 7 (1)

Edges: Arcane Background (Miracles), Command

Gear: Leather armor (+1), flint short sword (Str+d6)

Treasure: Meager.

Special Abilities:

- * **Keen Senses:** Lizardmen “taste” the air, giving them +2 to all Notice rolls. This ever-present advantage means they are always considered “Active” when consulting the Stealth results table.
- * **Natural Swimmers:** Lizardmen’s tail makes them powerful swimmers, giving them +2 on all Swimming rolls and increasing their swimming Pace to equal their Swimming die.
- * **Powers:** Shamans know the following powers: *armor* (hardened scales), *beast friend* (reptiles, amphibians, and dinosaurs), *bolt* (thunderlizard teeth), *entangle* (vines), *fog cloud*, and *smite* (obsidian shards).

LOGGER

Loggers resemble long, brown slugs and, when floating in water, look like submerged logs (hence the name). Although carnivorous, they are not particularly skilled hunters. They spend much of their time drifting near the shores of lakes. Loggers have primitive eyes and have great difficulty detecting anything over a few yards away. They simply lie still and wait for their unsuspecting prey to come to them.

Attributes: Agility d4, Smarts d4(A), Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d4, Stealth d10, Swimming d4

Pace: 2; **Parry:** 5; **Toughness:** 7

Treasure: None

Special Abilities:

- * **Amphibian:** Pace 5 in water.
- * **Bite:** Str+d6.
- * **Dehydration:** The creature must immerse itself in water at least one hour out of every 24. Those who don't are automatically Fatigued each day until they are Incapacitated. The day after that, they perish.
- * **Size +1:** Loggers measure 8' in length.

LOREKEEPER

Lorekeepers are dedicated to finding and preserving knowledge of times before the Blizzard War. Having learned not to put all their eggs in one basket, individual Lorekeepers are given custody of a small scroll collection, which they must protect.

TYPICAL LOREKEEPER

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Guts d4, Knowledge (any one) d10, Knowledge (any one) d8, Notice d6, Streetwise d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Orders, plus various others

Edges: Connection (Lorekeepers), Lorekeeper, Linguist

Gear: Staff (Str+d4 damage, +1 Parry, Reach 1, 2 hands), robes, bag of scrolls, writing gear

Treasure: Meager.

LEARNED LOREKEEPER

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Guts d4, Knowledge (any one) d12, Knowledge (any two) d10, Notice d8, Streetwise d8

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Order, plus various (often Bad Eyes or Elderly)

Edges: Connection (Lorekeepers), Connection (local thieves' guild), Lorekeeper, Linguist, Scholar (pick two)

Gear: Staff (Str+d4 damage, +1 Parry, Reach 1, 2 hands), robes, bag of scrolls, writing gear

Treasure: Worthwhile.

MAELSTROM SOUL

Maelstrom souls are formed when a group of sentient beings die together in some awful way. Driven by anger and despair, the souls of these unfortunates do not journey heavenward, but instead remain in the mortal realm, bonded together into a maelstrom soul.

Most good priests believe Hela is in some way responsible for these abominations, for no other deity has the inclination to thwart the passage of souls to their rightful resting place. That said, followers of Dargar have been responsible for

creating the circumstances that spawn a maelstrom soul in recent times. Of course, there are many, many older maelstroms, created during the reign of the Liche-Priest and the Blizzard War, not to mention the years of hardship which followed.

A maelstrom resembles a swirling cloud of mist, in which can be seen screaming spectral faces and withered clutching hands. Their only emotions are dark—pain, anger, and revenge. Their only desire is to consume other souls, thus stoking the fires of hatred with new victims.

Attributes: Agility d8, Smarts d4, Spirit d12, Strength d4, Vigor d8

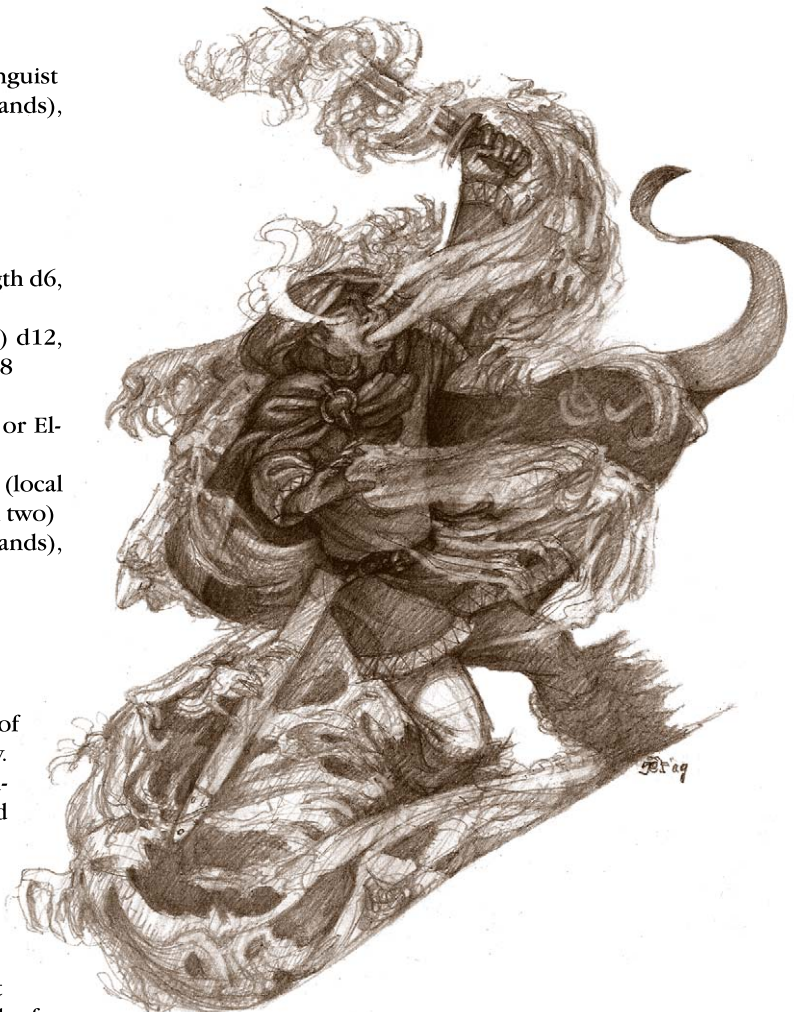
Skills: Intimidation d10, Notice d8, Stealth d10

Pace: 6; **Parry:** 2; **Toughness:** 8

Treasure: None.

Special Abilities:

- * **Ethereal:** Maelstrom souls are immaterial and can only be harmed by magical attacks.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Flight:** Pace 12.
- * **Soul Absorption:** The soul of any sentient creature sucked out by the maelstrom soul is absorbed into its



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mass. The maelstrom soul heals one wound for each soul absorbed.

- * **Soul Drain:** After the creature has finished moving, any living being with a soul (not demons, constructs, fey, elementals, undead, plants, and such like) within the template must make a Spirit roll opposed by the maelstrom's Spirit. With failure, the victim loses one die from Spirit. Victims whose Spirit is reduced below a d4 have their soul sucked from them (see Soul Absorption). Lost dice recover at the rate of one die per week.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison. No wound penalties.
- * **Wail of the Damned:** As an action, the maelstrom can generate a fearful wail. This requires an Intimidation roll. With success, victim must make a Guts roll, -2 with a raise. This affects all targets within 12" who can hear the wail.

MAMMOTH

Mammoths are large elephants with long, curling tusks and thick, woolly coats. They are found only in colder climates, but, except for the Hellfrost mammoth, are not adapted to true arctic conditions.



HELLFROST MAMMOTH

Hellfrost mammoths resemble small mammoths. Unlike regular mammoths, however, their breath can freeze a man solid.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+4, Vigor d10

Skills: Fighting d6, Guts d6, Notice d4

Pace: 6; **Parry:** 5; **Toughness:** 14 (2)

Treasure: None.

Special Abilities:

- * **Armor +2:** Thick hide and fur.
- * **Icy Breath:** Hellfrost mammoths breathe an icy blast using the Cone Template. Every target within this Cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d8. A Hellfrost mammoth may not attack with its tusks or trample in the round it breathes fire.
- * **Large:** Attackers have +2 to attack rolls against these beasts due to their size.
- * **Resistance (Cold):** Immune to background cold. Half damage from cold and ice attacks.
- * **Size +5:** Hellfrost mammoths weigh over 4,000 pounds.
- * **Susceptibility (Fire):** Takes +4 damage from heat or fire.

- * **Trample:** Strength + Size, less the target's Size. The beast must run to use this attack. All characters in a straight line path must make an Agility roll against the creature's Fighting or suffer damage.
- * **Tusks:** Str+d6.

PYGMY MAMMOTH

Pygmy mammoths are the smallest of the mammoth family. They can be trained as mounts or beasts of burden, but training must be started young as they are very strong spirited. Many Hearth Knights venturing into the northern realms have taken to riding them instead of horses, and, though unusual, in some northern realms pygmy mammoths have replaced horses and mules altogether, even being used to draw sledges and plows (the latter when the weather permits).

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+1, Vigor d10

Skills: Fighting d6, Guts d6, Notice d4

Pace: 6; **Parry:** 5; **Toughness:** 12 (2)

Treasure: None.

Special Abilities:

- * **Armor +2:** Thick hide and fur.
- * **Size +3:** Pygmy mammoths stand 6' tall at the shoulder and are well-set.

- * **Sweep:** Can attack all adjacent characters at -2.
- * **Trample:** Strength + Size, less the target's Size. The beast must run to use this attack. All characters in a straight line path must make an Agility roll against the creature's Fighting or suffer damage.
- * **Tusks:** Str+d6.
- * **Warm Blooded:** +2 to Vigor rolls to resist the effect of cold.



WOOLLY MAMMOTH

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+6, Vigor d12

Skills: Fighting d6, Guts d6, Notice d4

Pace: 6; **Parry:** 5; **Toughness:** 17 (2)

Treasure: None.

Special Abilities:

- * **Armor +2:** Thick hide and fur.
- * **Improved Sweep:** Can attack all adjacent characters with no penalty.
- * **Large:** Attackers have +2 to attack rolls against these beasts, due to their size.
- * **Size +7:** Mammoths are larger than bull elephants.
- * **Trample:** Strength + Size, less the target's Size. The beast must run to use this attack. All characters in a straight line path must make an Agility roll against the creature's Fighting or suffer damage.
- * **Tusks:** Str+d6.
- * **Warm Blooded:** +2 to Vigor rolls to resist the effect of cold.

MANTICORE

A manticore has the body of a lion and a vaguely human head. Its mouth contains three rows of razor sharp teeth and its tail ends in a ball of darts or spines. Manticores are fierce predators and devour every part of their victims, including much of their gear. Fortunately for treasure hunters, not all of the gear is digestible. Manticores are intelligent and capable of speech.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+2, Vigor d10

Skills: Climbing d8, Fighting d8, Guts d10, Intimidation d8, Notice d8, Shooting d8, Stealth d8, Tracking d6

Pace: 8; **Parry:** 6; **Toughness:** 9

Treasure: Meager, in lair.

Special Abilities:

- * **Bite/Claw:** Str+d6.
- * **Defensive Volley:** Rather than fire its tail darts at one target, the manticore may launch them in a circular pattern. The manticore makes a Shooting roll against all target within a Large Burst Template centered on the beast. Victims suffer 2d8 damage. The manticore may take no other actions in the round it uses this ability, including movement. This ability may be used only once per day and uses all the darts in the tail. There must be at least 3 volleys of darts left for this ability to work.
- * **Improved Frenzy:** Manticores may make two Fight-

ing attacks each action at no penalty.

- * **Size +2:** Manticores weigh over 600 pounds.
- * **Tail Darts:** Each round, a manticore may fire a volley of darts at one target. Range: 4/8/16, Damage: 2d6. It may not fire its darts at the same target it attacks with its claws or bite during the same round. A manticore can only fire 10 volleys in a single day.

MEGALOCEROS

Megaloceroses are a species of giant deer. They stand to a height of over 8', with a pair of multi-pronged antlers spanning a dozen feet. They typically haunt the Low Winterlands realms, where they are hunted for food by most races.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12+1, Vigor d12

Skills: Fighting d8, Guts d6, Intimidation d8, Notice d8

Pace: 8; **Parry:** 6; **Toughness:** 11

Treasure: None.

Special Abilities:

- * **Alertness:** +2 to all Notice rolls.
- * **Antlers:** Str+d6.
- * **Fleet Footed:** Megaloceroses roll a d10 running die, instead of a d6.
- * **Gore:** A megaloceros which moves at least 6" before making an attack gains +4 damage.
- * **Size +3:** Megaloceroses stand around 8' tall and are just as long.
- * **Throw:** If a megaloceros scores a raise on its Fighting roll, it has impaled its target in its antlers. Next round, unless the victim has succeeded in an opposed Strength roll to pull himself off, the megaloceros violently shakes its head from side to side, causing 2d6 damage (ignoring all armor) and throwing the victim 1d4". This can only be used on creatures of Size +1 or smaller.
- * **Warm Blooded:** +2 to Vigor rolls to resist the effect of cold.

MERCENARY

Sellswords, dogs of war, profiteers, battle crows—mercenaries are hired soldiers, and Rassilon has its fair share of them. Some belong to respectable units with a history of integrity and loyalty to their paymaster. Others happily switch sides if a better offer is made.

To represent Iron Guild mercenaries, add the Iron Guild Mercenary and Connection (Iron Guild) Edges. For Gray Legionaries, add the Gray Legion and Connection (Gray Legion) Edges. Both receive the Orders Hindrance.

COMMON MERCENARY

Groups of mercenaries are often armed with the same weapons. Thus, one finds mercenary pikemen, cavalymen, skirmishers, archers, and so on. These stats are for generic infantrymen—modifications to represent other troop types are found below.

HELLFROST: BESTIARY

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Climbing d6, Fighting d6, Guts d6, Notice d6, Shooting d6, Stealth d6, Throwing d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (1)

Hindrances: Various

Edges: —

Gear: Leather armor (+1), various weapons. Most infantry armed with a one-handed weapon also have a medium shield (+1 Parry)

Treasure: Meager per 5 soldiers.

- * **Archer:** Shooting d8, bow (Range: 12/24/48, Damage: 2d6).
- * **Cavalry:** Strength d8, Riding d6, lance (Str+d8, Reach 2, AP 2), riding horse, leather barding (+1), saddle.
- * **Skirmisher:** Stealth d8, Throwing d8, javelin (Range: 3/6/12, Damage: Str+d6).

VETERAN MERCENARY

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Climbing d6, Fighting d10, Guts d8, Intimidation d8, Notice d6, Shooting d10, Stealth d6, Throwing d8

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 9 (2)

Hindrances: Various

Edges: Combat Reflexes

Gear: Chain hauberk (+2), pot helm (+3), various weapons. Most infantry armed with a one-handed weapon also have a medium shield (+1 Parry)

Treasure: Meager per 3 soldiers.

- * **Archer:** Shooting d10, Marksman, Mighty Shot, long bow (Range: 15/30/60, Damage d8+d6).
- * **Cavalry:** Strength d8, Riding d10, Beast Bond, lance (Str+d8, Reach 2, AP 2), war horse, plate barding (+3), war saddle.
- * **Skirmisher:** Stealth d8, Throwing d10, Mighty Throw, Steady Hands, javelin (Range: 3/6/12, Damage: Str+d6).

MERCENARY CAPTAIN

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d10, Vigor d10

Skills: Climbing d6, Fighting d12, Guts d10, Knowledge (Battle) d10, Intimidation d10, Notice d8, Riding d8, Shooting d10, Stealth d6, Throwing d10

Charisma: 0; **Pace:** 6; **Parry:** 9; **Toughness:** 10 (3)

Hindrances: Various

Edges: A Few Good Men, Block, Combat Reflexes, Command, Death Before Dishonor, Fervor, Hold the Line

Gear: Plate corselet (+3), chain limbs (+2), pot helm (+3), various weapons, war horse, saddle

Treasure: Worthwhile.

- * **Archer:** Marksman, Mighty Shot, long bow (Range: 15/30/60, Damage: Str+d6).
- * **Cavalry:** Riding d10, Beast Bond, lance (Str+d8, Reach 2, AP 2), war horse, barding (+3), war saddle.

MONITOR LESARDE

Monitor lesardes are small, bipedal lizards. They look harmless and appear friendly, trotting up to adventurers and sniffing them, shaking their frilled heads from side to side, and chirping quietly.

Once satisfied that their target is edible, they retreat to a safe distance and let out a loud, high-pitched shriek which can be heard as much as a mile away. In the wild, this is used to attract carnivores. Once the carnivore has done its job, the monitor lesarde gets to eat the leftovers. Typically, something nasty appears on the scene within 2d6 minutes.

Attributes: Agility d8, Smarts d8(A), Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Notice d8, Stealth d8

Pace: 6; **Parry:** 4; **Toughness:** 3

Treasure: None, but a wild lesarde may have Worthwhile treasure scattered throughout its territory.

Special Abilities

- * **Improved Dodge:** Ranged attacks against a monitor lesarde are made at -2. They have +2 to Agility rolls to avoid area effect attacks (when allowed).
- * **Shriek:** When the creature shrieks, place a Medium Burst Template centered over the lesarde. Any creature within the template must make a Vigor roll or gain the effects of the Hard of Hearing (Minor) Hindrance for an hour and is Shaken. On a critical failure, the victim gains the Major Hindrance for 24 hours. Characters who are deaf are immune to this ability.
- * **Size -2:** Monitor lesardes stand 12" high.
- * **Small:** Attackers are -2 to attack a monitor lesarde due to its size.

MOUNTAIN LION

Mountains lions are large, feral cats found in hilly terrain and the lower slopes of mountains. Typically wary of people, they have been known to attack when potential prey is weakened or alone.

Attributes: Agility d8, Smarts d6(A), Spirit d10, Strength d10, Vigor d8

Skills: Fighting d8, Guts d10, Notice d8

Pace: 8; **Parry:** 6; **Toughness:** 7

Treasure: None.

Special Abilities:

- * **Bite or Claw:** Str+d6.
- * **Improved Frenzy:** Mountain lions may make two Fighting attacks each action at no penalty.
- * **Pounce:** Mountain lions often pounce on their prey to best bring their mass and claws to bear. It can leap 1d6" to gain +4 to its attack and damage. Its Parry is reduced by -2 until its next action when performing the maneuver, however.
- * **Size +1:** Male lions can weigh over 300 pounds.
- * **Sure-Footed:** Mountain lions suffer no penalties for difficult ground in hills or mountains.

MULE

Mules are a cross between a donkey and a horse, and are usually used to haul heavy goods or pull wagons. Although not as fast as horses, they are ideal for carrying loads through hilly terrain.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8

Skills: Guts d6, Notice d4

Pace: 6; **Parry:** 2; **Toughness:** 8

Treasure: None.

Special Abilities:

- * **Fleet-Footed:** When a mule can be convinced to run, it rolls a d8 instead of a d6.
- * **Kick:** Str.
- * **Ornery:** Mules are contrary creatures. Characters must subtract 1 from their Riding rolls when riding them.
- * **Size +2:** Mules are stocky creatures weighing up to 1000 pounds.

MUMMY, ICE

Ice mummies are created from frostbitten corpses, not through embalming techniques. The intense cold has dried their skin to a rock hard texture, and their limbs were twisted and deformed as the flesh shrunk and hardened. Much of their skin is black, a clear sign of a cold death, and their eyes glow with a pale, sickly blue light.

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d6, Guts d10, Intimidation d8, Stealth d8

Pace: 4; **Parry:** 5; **Toughness:** 11 (2)

Treasure: Meager.

Special Abilities:

- * **Armor +2:** Hardened skin.
- * **Burrowing (4):** These mummies can burrow through snow. They can make a surprise attack at +2 to attack and damage (+4 with a raise) by making an opposed Stealth vs Notice roll.
- * **Fear:** Anyone seeing an ice mummy must make a Guts roll.
- * **Icy Touch:** Anyone touched by an ice mummy, whether he is damaged or not, must make a Vigor roll. Failure means the character develops frostbite. He suffers a cumulative -1 penalty to Agility rolls and Agility linked skills, to a maximum of -6. One point of penalty is removed for each 10 minutes spent near a source of heat.
- * **Resistance (Cold):** Immune to background cold. Half damage from cold and ice attacks.
- * **Shuffling Gait:** Mummies roll a d4 running die.
- * **Slam:** Str.
- * **Thaw:** Ice mummies need a cold environment. Each hour spent in temperatures above freezing, they must make a Vigor roll or suffer a level of Fatigue.
- * **Undead:** +2 Toughness. +2 to recover from being

Shaken. No additional damage from Called Shots. Immune to disease and poison.

- * **Susceptibility (Fire):** Takes +4 damage from heat or fire.



NACHZEHRER

A nachzehrer is an unholy spirit which draws sustenance from its life-draining aura (which only affects its kinsmen) and consuming corpse flesh. While they share some similarities with modern vampires, they cannot sire new nachzehrer. Typically, mortals who commit suicide are doomed to the Hall of Endless Screams. Hela collects these souls and sends them back to Rassilon to do her bidding.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d8, Stealth d10, Tracking d8

Pace: 6; **Parry:** 5; **Toughness:** 8

Treasure: Meager (grave goods).

Special Abilities:

- * **Bite:** Str+d6.
- * **Death Aura:** Once per day, all living relatives of a nachzehrer within 12" of its position must make a Vigor roll or suffer a level of Fatigue. This Fatigue can only be recovered when the undead is slain.
- * **Rebirth:** Unless beheaded, a "slain" nachzehrer rises each night at midnight, fully healed.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Weakness (Coin):** Placing a coin inside a nachzehrer's mouth causes it to become paralyzed. This requires an Called Shot to the head (-4) on a Fighting roll and then an opposed Strength roll.
- * **Weakness (Decapitation):** The only way to permanently kill a nachzehrer is to sever its head. It can never Soak wounds inflicted by a Called Shot to the head (-4), nor do these wounds heal.

NIHTSTALKER

Nihtstalkers are evil creatures of corrupted shadow that subsist on human souls. They are lone hunters that appear only at dusk, following travelers, waiting for them to make camp for the night.

These shadowy killers are patient hunters. When a nihtstalker spots its prey, it hides away in the enshrouding darkness and waits for most of the travelers to fall asleep. Then it begins its insidious attack, using mimicry and illusion to draw out its chosen foe. The camp's guard likely sees strange "patches" of darkness, or hears a distant baby's cry or some far-off screams—anything the night haunt can do to unnerve its prey. Its goal is to lure the guard out alone, preferably without waking his companions.

If the nihtstalker is successful, it draws the poor fool out further from the safety of his comrades, until he's

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entirely isolated, and then attacks with its soul-wrenching claws. When it has killed its victim, it feasts greedily on the fleeing soul.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d10, Intimidation d10, Notice d8, Stealth d10, Taunt d10

Pace: 6; **Parry:** 7; **Toughness:** 6

Treasure: None.

Special Abilities:

- * **Claws:** Nihststalkers can attack corporeal beings at will, causing Str+d10 damage and ignoring any armor.
- * **Darkvision:** Nihststalkers suffer no penalties for poor lighting, including Pitch Darkness.
- * **Ethereal:** Nihststalkers are incorporeal. They can only be harmed by magical effects and weapons.
- * **Fearful Touch:** With a successful Touch Attack (+2 to Fighting), a nihstalker can cause its victim to suffer horrifying visions. The victim must make a Guts roll at -2 or roll on the Fright Table.
- * **Fearless:** Nihststalkers are immune to Fear and Intimidation.
- * **Shadowwalk:** Nihststalkers can move between areas of darkness they can see. This uses all their Pace for the round, regardless of the distance involved.
- * **Weakness (Light):** Nihststalkers are creatures of shadow, and suffer 2d6 damage when hit by bright lights (a Fighting roll at +2 with a torch, lantern, etc.).

NOBLE

In most domains, nobles are the cream of society. They own or control much of the land, collect taxes from the populace, and raise a peasant militia (the *fyrð*), but must also ensure that the citizens are adequately protected. Some nobles are good people, who fully believe it is their duty to serve their people. Others are tyrants, who treat their freemen little better than slaves.

The stats presented here are for typical nobles with some martial training. By adding Combat Edges, you can create tougher versions. Likewise, by lowering Fighting and physical attributes, raising Persuasion, and adding the Charismatic Edge, you can make diplomatic types.

LESSER NOBLE

Lesser nobles may be Saxa ridder, lendmenn or haulds, Finnar aatelenen or vapaherras, or Anari knights, barons, or counts.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Boating d6, Fighting d8, Guts d6, Intimidation d8, Knowledge (Battle) d8, Notice d6, Persuasion d8, Riding d6, Shooting d6, Throwing d6

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (2)

Hindrances: Various

Edges: Command, Connection (Nobles), Fervor, Noble

Gear: Chain hauberk (+2), pot helm (+3), medium shield (+1 Parry), long sword (Str+d8), horse, jewelry, 1d6 bodyguards (treat as huscarls, p. 79)

Treasure: Rich on person, Treasure Trove in home.

GREATER NOBLE

Greater nobles may be powerful Saxa jarls or cynings, Anari dukes and kings, or Finnar kreivis.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d10, Vigor d10

Skills: Boating d8, Fighting d10, Guts d10, Intimidation d10, Knowledge (Battle) d10, Notice d8, Persuasion d8, Riding d8, Shooting d8, Throwing d10

Charisma: +2; **Pace:** 6; **Parry:** 8; **Toughness:** 10 (3)

Hindrances: Various

Edges: Command, Connection (Nobles), Fervor, Hold the Line, Very Rich

Gear: Plate corselet (+3), chain limb (+2), pot helm (+3), medium shield (+1 Parry), long sword (Str+d8), fine jewelry, horse, 2d6 bodyguards (treat as huscarls, p. 79)

Treasure: Rich on person, 1d3 Treasure Troves in home.

COURTIER

Courtiers are more than just servants—they are advisors, and often hold positions of importance within the court. Unless the characters know a noble personally, most dealings are conducted through a trusted courtier, typically a seneschal or herald.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Guts d6, Knowledge (Heraldry) d8, Notice d8, Persuasion d8, Riding d6, Streetwise d8

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Various

Edges: Charismatic

Gear: Short sword (Str+d6), fine clothes

Treasure: Meager or Worthwhile, depending on status.

OGRE

Ogres are some kin to orcs and lesser giants. They are often taken in by orc clans as champions.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d12

Skills: Guts d8, Fighting d8, Intimidation d8, Notice d4, Throwing d6

Pace: 7; **Parry:** 6; **Toughness:** 11 (1)

Gear: Thick hides (+1), massive club (Str+d8)

Treasure: Meager.

Special Abilities:

- * **Infravision:** Ogres halve penalties for bad lighting when attacking living targets.
- * **Improved Sweep:** May attack all adjacent foes.
- * **Size +2:** Most ogres are over 8' tall with potbellies and massive arms and legs.

ORC

Orcs are savage, gray-skinned humanoid with bestial faces and dark hair. Contrary to popular beliefs they cannot see any better than humans in poor lighting, despite their preference for dwelling underground—orcs in *Hellfrost* do not have the Infravision special ability.

Orcs are tribal creatures, led by powerful chieftains backed up by a loyal bodyguard and usually the tribe's priest. A typical tribe has around 300 warriors, though tribes as large as 1000 warriors have been reported in the deep mountains. When raiding, orcs operate in warbands of between 20 and 50 members.

Despite their reputation for savagery, orcs have a good grasp of tactics, even producing their own siege engines. When the weather and terrain permit, orcs make use of ice rigger ships and sledges pulled by dire wolves. As well as warriors, many tribes boast a variety of specialist orcs, such as berserks, drummers, and scouts.

SNOW ORCS

Snow orcs are similar in appearance to regular orcs, but have white hair. They use the same stats as below, with the addition of the Warm Blooded Edge. They inhabit the higher mountains, above the treeline and the colder climes to the north. Snows orcs are equipped with furs and boot spikes (Str+d4 damage).



CHIEFTAIN

The leader of an orc tribe is always the most deadly brute in the bunch. Chiefs gain their position through defeating their predecessor in mortal combat, and are already wary of potential rivals gaining too much power.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Boating d8, Fighting d12, Guts d8, Intimidation d10, Notice d6, Shooting d8, Stealth d6, Throwing d8

Pace: 6; **Parry:** 8; **Toughness:** 11 (3)

Edges: Block, Combat Reflexes, Command, Fervor, Hold the Line, Sweep

Gear: Plate corselet (+3), chain arms and legs (+2), pot helmet (+3), great axe (Str+d10, -1 Parry, 2 hands)

Treasure: Worthwhile.

Special Abilities

- * **Size +1:** Orcs are slightly larger than humans.



PRIEST

Orcs have generally converted to worshipping Thrym, though a few tribes do follow Dargar, Niht, or Vali. Orc priests typically wear fur cloaks and carry spears tipped with crudely carved Hellfrost dragon heads, albeit ones with razor sharp edges. Orc priests also drape themselves in fetishes, bones, and other occult trappings to appear more menacing to their foes. While they are usually the smallest members of a tribe, priests are among the most savage.

ORC TRIBAL TRAITS

Orcs belong to tribes, and each tribe has its own unique feel. In *Hellfrost*, this is represented by a Tribal Trait. All members of the tribe receive the same trait, be it an Edge, Hindrance, or a Special Ability, though not every tribe has to have a special edge over the heroes. Below are a number of sample orc tribes and their special trait. GM's should feel free to create their own tribes and tribal traits.

- * **Bloodletters:** Among the most savage tribes, the Bloodletters all have the Bloodthirsty Hindrance. They follow Dargar rather than Thrym.

- * **Bone Gnawers:** These orcs sharpen their teeth and see any living creature as potential food. Their teeth do Str+d4 damage.

- * **Eye Piercers:** Famed for their archery, orcs of this tribe have an extra die in Shooting and all carry bows (Range 12/24/48, Damage 2d6). Their chieftains have the Coordinated Fire Edge.

- * **Feyhunters:** This tribe inhabits the depths of Angarion. They suffer no difficult ground penalties in forests.

- * **Frostriders:** Whereas many tribes use dire wolves as mounts, the Frostriders have trained polar bears to fulfill a similar roll, though only the important members use them. The polar bears wear leather barding (+1 Armor), and act as trained mounts in combat. Chieftains, priests, and elite warriors have Riding equal to their Fighting skill. Scouts and messengers have Riding d8, and drummers have Riding d6. Other orcs move on foot or use dire wolves.

- * **Nihtstalkers:** The Nihtstalkers are followers of Niht, goddess of darkness. To show their devotion, all chieftains and elite warriors gouge out one of their eyes, giving them the One Eye Hindrance. In return, Niht has blessed their good eye with the Low Light Vision Monstrous Ability.

- * **Sons of Thrym:** Dwelling in the outer Hellfrost, this tribe has adapted to its icy habitat. All members have the Snow Walker Edge.

- * **The Teeth of Thrym:** This tribe's name refers not to any practice of sharpening their teeth, but to their use of long spears as their preferred weapon. All warriors carry a long spear (Str+d6, +1 Parry, Reach 1, 2 hands), but do not carry shields. In battle, they form a solid line of bristling spears and advance steadily, impaling everything in their path.

- * **Wolves Teeth:** The Wolves Teeth are renowned for their cowardice. If they do not outnumber a foe at least 2-to-1, they must make Guts rolls each round or become Panicked.

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Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Faith d8, Fighting d6, Guts d8, Intimidation d8, Notice d6, Shooting d6, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 6 (1)

Edges: Arcane Background (Miracles)

Gear: Leather armor (+1), long spear (Str+d6, Parry +1, Reach 1, 2 hands), furs

Treasure: Worthwhile.

Special Abilities:

- * **Powers:** Priests typically know *armor* (icy skin), *bolt* (icicles), *fear* (howl), *obscure* (snow cloud), *smite* (jagged icicles form on weapon), and *summon elemental* (ice or slush).



DRUMMER

Orcs don't have skalds, but they do have drummers, whose frantic beating inspires orcs around them. Drummers are also used to relay signals on the battlefield.

The heads of the drum beaters are human skulls with a curving blade on the reverse of the handle—they serve as weapons, as well.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d6, Shooting d6

Pace: 6; **Parry:** 5; **Toughness:** 8 (1)

Gear: Leather armor (+1), drum beaters (Str+d6), war drum

Treasure: Meager.

Special Abilities:

- * **Level Headed:** Drummers need to react quickly to changing battlefield conditions. They draw two action cards and use the best.
- * **Size +1:** Orcs are slightly larger than humans.
- * **War Drum:** As an action, the drummer can beat his drum to produce a special effect benefiting all orcs within 10" of the drummer. Only one beat can be used at a time. Once chosen, the same beat sounds until



the drummer's next action card, when he may stop, continue with the same beat, or switch to a different beat. All benefits cease immediately if the beat ends early (such as in the event of the drummer's death).

- * **Charge:** Orcs who begin their turn within 10" gain +2 Pace and increase their running die by one step (typically to a d8).
- * **Fearless:** Immune to Fear and Intimidation.
- * **Fervor:** Inflict +1 damage with Fighting attacks.
- * **Frenzy:** Gain the Frenzy Edge (there is no benefit to orcs already possessing the Edge).
- * **Hold the Line:** Gain +1 Toughness.
- * **Rally:** +1 to Spirit rolls to recover from being Shaken.

WARRIOR

Orc warriors are tougher than humans, but fortunately are rarely as skilled.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Boating d6, Fighting d6, Guts d8, Intimidation d8, Notice d6, Shooting d6, Stealth d6, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 8 (1)

Gear: Leather armor (+1), medium shield (+1 Parry), short sword, axe, or mace (Str+d6)

Treasure: Meager, per 3 warriors.

Special Abilities:

- * **Size +1:** Orcs are slightly larger than humans.

ELITE WARRIOR

Elite warriors make up only a small percentage of a tribe's warriors, which is fortunate because they are better trained and equipped than their comrades.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Boating d6, Fighting d8, Guts d8, Intimidation d10, Notice d6, Shooting d8, Stealth d6, Throwing d8

Pace: 6; **Parry:** 7; **Toughness:** 9 (2)

Edges: Combat Reflexes

Gear: Chain hauberk (+2), pot helm (+3), medium shield (+1 Parry), long sword or battle axe (Str+d8)

Treasure: Meager.

Special Abilities:

- * **Size +1:** Orcs are slightly larger than humans.

APOTHECARY

Orcs are not renowned for the merciful behavior, but even they have need to patch up their wounded warriors and keep prisoners alive for interrogation.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Healing d6, Intimidation d6, Knowledge (Alchemy) d8, Notice d6, 6 Stealth d6, Survival d6

Pace: 6; **Parry:** 5; **Toughness:** 7 (1)

Edges: Hedge Magic

Gear: Leather armor (+1), short sword, axe, or mace (Str+d6), 2d4 doses of herbal remedies (normally healing and stimulants)

Treasure: Meager.

Special Abilities:

- * **Size +1:** Orcs are slightly larger than humans.

BERSERK

Berserks are violently insane and serve the tribes as shock troops. They are in a state of constant frenzy, and are usually kept chained until needed.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d10+2, Vigor d10

Skills: Fighting d8+2, Intimidation d10, Notice d6

Pace: 6; **Parry:** 3; **Toughness:** 11 (1)

Edges: Improved Frenzy, Sweep

Gear: Leather armor (+1), great axe (Str+d10, AP 1, -1 Parry)

Treasure: None.

Special Abilities:

- * **Berserk:** These orcs begin any encounter already berserk, as per the Edge. Their stat block reflects these changes. Wild Card berserks ignore wound penalties.
- * **Fearless:** Berserks are immune to Fear and Intimidation.
- * **Hardy:** Multiple Shaken results never cause a wound.
- * **Size +1:** Orcs are slightly larger than humans.

ENGINEER

Engineers are siege experts, and have been the downfall of more than one general who scoffed that the "dumb" orcs had built their catapults out of range of his army.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Guts d8, Intimidation d8, Knowledge (Siege Artillery) d8, Notice d6, Shooting d8

Pace: 6; **Parry:** 5; **Toughness:** 8 (1)

Gear: Leather armor (+1), short sword (Str+d6)

Treasure: Meager.

Special Abilities:

- * **Siege Expert:** Siege engineers increases the range of siege weapons they operate by 50%, and add +2 to any AP rating.
- * **Size +1:** Orcs are slightly larger than humans.

OGRE-HERD

Ogres are often employed by orcs to back up their warriors. Unruly and dumb, these lumbering brutes can be as much danger to their allies as their enemies. When possible, each ogre is assigned a herder, whose task it is to keep the ogre focused on the task at hand. Because ogres have a nasty habit of turning on their handlers, the task falls to above-average runts who have a steely will but don't qualify for any other special duties.

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When encountered with an ogre, the two, herder and ogre, operate as a team and use the same action card.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Whip (Str+d4, Reach 1, can Disarm and grapple)

Treasure: None.

Special Abilities:

- * **Improved Block:** Ogre-herds are adept at avoiding the sweeping attacks of their charge. The ogre-herd has +2 Parry when targeted by his ogre's Improved Sweep. The ability has no effect with regard other ogres or creatures.
- * **Kiss of the Lash:** As an action, the ogre-herd can lash an ogre within range of his whip to produce a special effect. Only one effect can be used at a time. The bonus lasts until the ogre-herd's next action card. This ability has no effect on other creatures.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Fervor:** Inflict +1 damage with Fighting attacks.
- * **Frenzy:** Gain the Frenzy Edge (there is no benefit to ogres already possessing the Edge).
- * **Get Moving:** Removes one level of Fatigue from any source. This can be used only once per hour.
- * **Hold the Line:** Gain +1 Toughness.
- * **Rally:** +1 to Spirit rolls to recover from being Shaken.

RIDER

Many orc tribes use dire wolves as mounts. Some make use of Hellfrost boars, and at least one tribe uses polar bears.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d6, Riding d6, Shooting d6

Pace: 6; **Parry:** 5; **Toughness:** 8 (1)

Edges: Steady Hands

Gear: Leather armor (+1), long sword (Str+d8), long spear (Str+d6, +1 Parry, Reach 1), bow (Range: 12/24/48, Damage: 2d6), dire wolf mount, saddle

Treasure: Meager, per 3 riders.

Special Abilities:

- * **Size +1:** Orcs are slightly larger than humans.

RUNNER

Runners are messengers, carrying communiqués between tribes or across the battlefield. They are capable combatants, but are more renowned for their speed, endurance, and ability to cross ground others would find impassable.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d10

Skills: Fighting d6, Guts d8, Intimidation d6, Notice d6, Shooting d6, Stealth d8, Swimming d8

Pace: 8; **Parry:** 5; **Toughness:** 9 (1)

Edges: Fleet-Footed, Improved Snow Walker

Gear: Leather armor (+1), short sword, axe, or mace (Str+d6)

Treasure: Meager.

Special Abilities:

- * **Size +1:** Orcs are slightly larger than humans.
- * **Sure Footed:** Messengers treat every inch of movement over difficult ground as 1.5", instead of 2".

RUNT

Runts who don't make the grade to be scouts are given rudimentary weapons training and sent to battle in vast numbers. Although they die very easily, their deaths drain enemy resources. When storming dwarven fortresses they are used as trap detectors, pushed along in front of the main army to set off any defenses and thus save more valuable warriors from harm.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d4, Guts d4, Notice d4

Pace: 6; **Parry:** 4; **Toughness:** 5

Gear: Mace (Str+d6)

Treasure: None.

SCOUT

Scouts are runts who show intelligence and cunning. Those who survive are trained in basic scouting and infiltration techniques.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d4, Guts d6, Intimidation d4, Notice d8, Shooting d4, Stealth d8, Survival d6, Throwing d6, Tracking d8

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Small shield (+1 Parry), short sword (Str+d6), javelin (Range: 3/6/12, Damage: Str+d6)

Treasure: Meager per 5 scouts.

Special Abilities:

- * **Woodsmen:** Scouts have +2 to Stealth, Survival, and Tracking rolls made in the wilderness.

ORM

Orms are non-flying dragons with animal intelligence (rather than the more human-like sentience of true dragons). They are much more aggressive in direct combat than their distant cousins, however.

Three types of orm are known in Rassilon, fire orms, Hellfrost orms, and marsh orms. Fire orms have red, or orange, and yellow scales, and prefer the relative warmth of the Hearthlands. Hellfrost orms are typically blue-white, and live in the Hellfrost. Marsh orms vary in color from dark green to black, vomit powerful acids, and are rarely encountered outside the stinking swamps they call home.

Attributes: Agility d6, Smarts d6(A), Spirit d10, Strength d12+6, Vigor d12

Skills: Fighting d10, Guts d12, Intimidation d12, Notice d8

Pace: 4; **Parry:** 7; **Toughness:** 17 (4)

Treasure: Rich, in lair.

Special Abilities:

- * **Armor +4:** Scaly hide.
- * **Breath Weapon:** Orms attack using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. An orm may not attack with its claws or bite in the round it breathes fire. The damage is dependent on the type of orm.
 - * **Fire:** 2d10 (fire). Victims risk catching fire.
 - * **Hellfrost:** 2d10 (coldfire). Victims have a chance of catching fire.
 - * **Marsh:** 3d6, AP 2 (acid).
- * **Claws/Bite:** Str+d8.
- * **Fear:** Orms are frightening creatures to behold.
- * **Large:** Attackers add +2 to their attack rolls when attacking a drake, due to its large size.
- * **Size +5:** Drakes are over 20' long from snout to tail, and weigh in at over 3000 pounds.
- * **Tail Lash:** A drake can sweep all opponents in its rear facing in a 3" long by 6" wide rectangle. This is a standard Fighting attack, and damage Str-2.

POLAR BEAR

Polar bears are among the largest of the ursine family. They are territorial, have wide feet for walking over snow and ice, and can dive for food, as well, suffering little ill effect from the icy, polar waters. Compared to other bears, polar bears are more willing to consider the civilized races as prey and even have tactics for hunting them.

STANDARD

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+5, Vigor d12

Skills: Fighting d8, Guts d10, Notice d6, Stealth d8, Swimming d8, Tracking d8

Pace: 6; **Parry:** 6; **Toughness:** 12 (1)

Treasure: Meager, in lair.

Special Abilities:

- * **Armor +1:** Thick fur and fat.
- * **Bear Hug:** Bears don't actually "hug" their victims, but they do attempt to use their weight to pin their prey and rend it with their claws and teeth. A bear that hits with a raise has pinned his foe and attacks at +2 until the foe is freed. The opponent may only attempt to escape the "hug" on his action, which requires a raise on an opposed Strength roll.
- * **Claws:** Str+d6.
- * **Resistance (Cold):** Immune to background cold. Half damage from cold and ice attacks.
- * **Semi-Aquatic:** Polar bears can stay submerged for 5 minutes.
- * **Size +3:** These creatures stand up to 9' tall and weigh

over 1200 pounds each.

- * **Snow Walker:** Treats rough ice as normal terrain, smooth ice as rough ice, and every inch of movement in snow as 1.5" instead of 2".

SABER-TOOTHED

Saber-toothed bears haunt the colder regions. They share many of the features of polar bears, except for their oversized canines, which are used to pierce the thick hides of their prey.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+4, Vigor d12

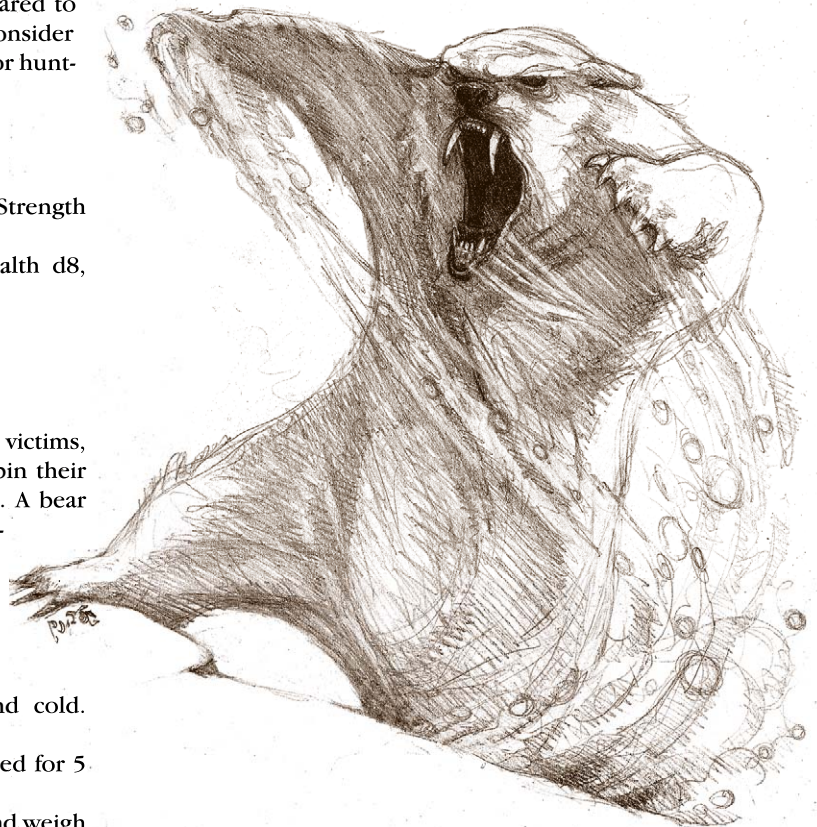
Skills: Fighting d8, Guts d10, Notice d8, Swimming d6, Tracking d6

Pace: 8; **Parry:** 6; **Toughness:** 11 (2)

Treasure: Meager, in lair.

Special Abilities:

- * **Armor +1:** Thick fur and fat.
- * **Bite:** Str+d10.
- * **Bear Hug:** Bears don't actually "hug" their victims, but they do attempt to use their weight to pin their prey and rend it with their claws and teeth. A bear that hits with a raise has pinned his foe and attacks at +2 until the foe is freed. The opponent may only attempt to escape the "hug" on his action, which requires a raise on an opposed Strength roll.



HELLFROST: BESTIARY

- * **Claws:** Str+d8.
- * **Improved Frenzy:** May make two attacks each round at no penalty.
- * **Resistance (Cold):** Immune to background cold. Half damage from cold and ice attacks.
- * **Size +2:** These creatures stand up to 8' tall and weigh over 1000 pounds each.
- * **Snow Walker:** Treats rough ice as normal terrain, smooth ice as rough ice, and every inch of movement in snow as 1.5" instead of 2".



PRIESTS & PALADINS

Priests and paladins are devout servants of the gods, receiving miraculous powers in return for their service. The stats below are a small selection of priests and paladins, and represent typical foes rather than allies. They are tough opponents, designed to be a challenge for Seasoned or Veteran groups. Weaker versions can be easily created by lowering Faith and reducing the number of spells.

CLERIC OF DARGAR

Torturers and war leaders, Dargar's clerics lead brutal bands of bandits, orcs, and frostreavers against the civilized races, culling the weak and allowing the strong to grow stronger.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d8, Vigor d10

Skills: Faith d10, Fighting d8, Guts d10, Intimidation d10, Knowledge (Battle) d8, Notice d6

Charisma: -4; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (1)

Hindrances: Bloodthirsty plus various others

Edges: A Few Good Men, Arcane Background (Miracles), Command, Cry Havoc, Disciple of Dargar, Fervor, Hold the Line

Powers: *Armor* (congealed blood), *battle song* (war chant), *burst* (axes and swords), *gift of battle* (target's skin drips blood), *smite* (sharpens weapon), *weapon immunity* (blood runes)

Gear: Blessed robes (+1), medium shield (+1 Parry), long sword (Str+d8)

Treasure: Worthwhile.

PALADIN OF DARGAR

Dargar's paladins, despite being great warriors, make poor leaders. They seek only slaughter and to bathe in the blood of the slain, caring little for those supporting them. Their armor is usually heavily stained with blood, and severed hands, ears, and heads hang as grisly warnings to those who would dare stand against them.

Attributes: Agility d8, Smarts d4, Spirit d10, Strength d10, Vigor d12

Skills: Faith d6, Fighting d12, Guts d12, Intimidation d10, Knowledge (Battle) d4, Notice d4

Charisma: -6; **Pace:** 6; **Parry:** 8; **Toughness:** 11 (3)

Hindrances: Bloodthirsty, Mean, plus various others

Edges: Arcane Background (Miracles), Berserk, Block, Combat Reflexes, Disciple of Dargar, Hard to Kill, Improved Frenzy, Improved Sweep

Powers: *Armor* (congealed blood), *gift of battle* (target's skin drips blood), *smite* (sharpens weapon)

Gear: Blessed armor (+3), great sword (Str+d10, -1 Parry, 2 hands)

Treasure: Meager.

CLERIC OF HELA

Hela's dark clerics typically work in the background, creating undead to serve in Hela's fell army.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Faith d10, Fighting d6, Guts d10, Intimidation d10, Notice d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (1)

Hindrances: Various

Edges: Arcane Background (Miracles), Disciple of Hela, Gravetouched, Unholy Warrior

Gear: Blessed robes (+1), mace (Str+d6)

Treasure: Worthwhile.

Powers: *Armor* (bone), *aura* (necromantic energy), *bolt* (black skulls; necromantic), *enhance undead* (dark runes), *fear* (touch of death), *zombie* (dark prayers).

PALADIN OF HELA

Bedecked in black armor made of magically hardened bone, Hela's paladins are the mortal leaders of the undead armies, marching at the head of the soulless soldiery. Many ride on zombie war horses.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Faith d8, Fighting d10, Guts d10, Intimidation d6, Knowledge (Battle) d8, Notice d6, Riding d10

Charisma: 0; **Pace:** 6; **Parry:** 9; **Toughness:** 10 (3)

Hindrances: Loyal, plus various others

Edges: Arcane Background (Miracles), Block, Champion, Combat Reflexes, Disciple of Hela, Gravetouched, Frenzy, Hard to Kill, Improved Nerves of Steel

Powers: *Armor* (bone), *aura* (necromantic energy), *fear* (touch of death), *smite* (object is shrouded with necromantic energy), *strength of the undead* (cadaverous appearance), *zombie* (dirge)

Gear: Blessed armor (+3), medium shield (+1 Parry), long sword (Str+d8), zombie war horse, war saddle (+1 to Riding)

Treasure: Worthwhile.

CLERIC OF THRYM

Clerics of Thrym conduct elaborate, lengthy rituals to increase their icy lord's cold domain. They are rarely found in the field, but sometimes serve as advisors to frost giants.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Faith d10, Fighting d8, Guts d8, Intimidation d10, Notice d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)

Hindrances: Various

Edges: Arcane Background (Miracles), Disciple of Thrym, Improved Snow Walker, Unholy Warrior

Powers: *Armor* (icy skin), *bolt* (screaming coldfire dragon heads), *burst* (coldfire breath), *detect/conceal* (object glows with white aura), *entangle* (freezes foe), *fatigue* (hypothermia), *smite* (object is shrouded with coldfire), *storm* (howling blizzard), *summon elemental* (usually ice)

Gear: Blessed robes (+1), dragon head mace (Str+d6), Hellfrost dragon's head amulet (grants *environmental protection (cold)* to worshippers)

Treasure: Worthwhile.

PALADIN OF THRYM

Clad in glacier blue armor, Thrym's paladins function as his most trusted killers. Some lead bands of orcs or goblins into battle. Others are sent into the Hearthlands to assassinate any spellcaster who knows the arts of heat and fire.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Faith d8, Fighting d10, Guts d10, Intimidation d6, Knowledge (Battle) d8, Notice d6, Riding d10

Charisma: 0; **Pace:** 6; **Parry:** 9; **Toughness:** 10 (3)

Hindrances: Loyal, plus various others

Edges: Arcane Background (Miracles), Block, Champion, Combat Reflexes, Command, Disciple of Thrym, Frenzy, Improved Nerves of Steel, Improved Snow Walker, Level Headed

Powers: *Armor* (icy skin), *bolt* (screaming dragon heads), *fatigue* (hypothermia), *smite* (object swathed in coldfire)

Gear: Blessed armor (+3), medium shield (+1 Parry), long sword (Str+d8), Hellfrost dragon's head amulet (grants *environmental protection (cold)* to worshippers)

Treasure: Worthwhile.

PUFFPLATE

Puffplates are large, round, flat fungi found in woodland. They have no mobility, simply growing in one spot and letting falling leaves conceal their presence. Most puffplates are no more than 2 yards across, but large colonies measuring ten times this size have been reported. Each 2 yard area is considered a separate creature with regard to damage and the ability to produce spores.

When trod on, or if Incapacitated, puffplates explode in a cloud of deadly, choking spores.

Attributes: Agility d4, Smarts d4(A), Spirit d8, Strength d4, Vigor d6

Skills: Stealth d8

Pace: —; **Parry:** 2; **Toughness:** 5

Treasure: None.

Special Abilities:

* **Concealment:** A character about to step on a puffplate may make an opposed Notice roll against the puffplate's Stealth to spot the fungus.

* **Mindless:** Immobile and mindless, puffplates cannot be Tricked and are immune to Fear.

* **Plant:** +2 to recover from being Shaken. Immune to piercing attack. Called Shots do no extra damage. Not subject to Tests of Will.

* **Spore Blast:** Once per day a puffplate can release a cloud of spores. These fill a Medium Burst Template centered on the puffplate. The cloud remains for three rounds before being dispersed. Anyone in the Template must make a Vigor roll each round. On a failure, the victim takes a level of Fatigue and must make another Vigor roll next round, whether or not he is in the Template. One level of Fatigue is recovered every 10 minutes.



PUPPETEER

Puppeteers are master manipulators serving the shad-



HELLFROST: BESTIARY

PSIONICS

Psionics in *Hellfrost* works exactly as per the *Savage Worlds* rules. If you want to create unique Puppeteers, they have the following spell list.

Powers: *Analyze foe*, *beast friend*, *bolt*, *boost/lower trait*, *burst*, *charismatic aura*, *deflection*, *detect/conceal*, *energy immunity*, *environmental protection*, *farsight*, *fatigue*, *fear*, *healing*, *leaping*, *mimic*, *mind reading* (see below), *precognition*, *puppet*, *quickness*, *smite*, *speak language*, *speed*, *steal*, *stun*, *succor*, *telekinesis*, *voice on the wind*, *wandering senses*, *weapon immunity*.

MIND READING

Rank: Seasoned

Range: Smarts x 2

Duration: Maintained

Trappings: Concentration, conversation.

Perhaps the most insidious power known to psionists is the ability to read minds.

On a successful Psionics roll, the psionist picks up the surface thoughts of one target within range. To probe deeper, the psionist must declare his intention before rolling his arcane skill. Deep probes require a Psionics roll opposed by the target's Spirit.

The GM must decide what information is learned, based on the success of the psionist's roll. Generally a success will uncover information of a common nature, such as the name of a loved one. Secret information requires at least one raise, and possibly two for deep secrets.

owy Puppet Masters. They exist to create wars, famine, strife, and pain, though for what reason has never been revealed.

Each is a skilled psionist, a form of spellcaster with the power to manipulate the world using only the power of their brain. All Puppeteers have psionic circuitry embedded in their scalps and necks, a gift from their dark masters.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Intimidation d8, Investigation d8, Knowledge (any two) d10, Notice d8, Persuasion d12, Psionics d10, Riding d8, Shooting d6, Streetwise d10

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Loyal (to the Puppet Masters)

Edges: Arcane Background (Psionics; see above in sidebar), Arcane Resistance, Charismatic, Combat Reflexes, Connection (at least three), Level Headed

Powers: A typical Puppeteer knows the following powers: *analyze foe* (scans brain), *bolt* (mind blasts), *boost/lower trait* (mind over matter), *charismatic aura* (empathy), *confusion* (random mental stimuli), *fear* (hallucinations), *mind reading* (ESP), *puppet* (mental domina-

tion), *speak language* (basic mind reading), *telekinesis* (power of the mind), *voice on the wind* (telepathy).

Gear: Varies, but also fine clothes

Treasure: Worthwhile.

Special Abilities:

* **Psionic Circuitry:** A Puppeteer rolls a d10 Wild Die for his Psionics, due to his psionic circuitry.

* **Weakness (Circuitry):** A Called Shot to the head has a 50% chance of disrupting the psionic circuitry. (Deliberately aiming for the circuitry requires a Called Shot against a tiny target). The psionist loses his d10 Wild Die, drops his Psionics die to a d6, and loses his Arcane Resistance, Combat Reflexes, and Level Headed Edges. Repairing the psionic circuitry can only be done by the Puppet Masters. Assume this is done automatically over the next 1d6 weeks.

RED MIST

"Battle frenzy," the unholy bloodlust which sometimes descends on hardened warriors and makes them commit unspeakable deeds, is present in every conflict. While much of it can be chalked up to the stress inherent in battle, the fiendish creature known as the red mist, a servant of Dargar, certainly does its best to facilitate bloody massacres.

In its natural form, a red mist is a cloud of fog filling a Medium Burst Template. Occasionally, the faces of pained and dying innocents, butchered by frenzied warriors, may appear fleetingly in the smoky form, psychic impressions left from previous victims. These sentient killers possess their victims, causing them to lose any sense of morality. Red mists find glee in senseless and violent deaths.

Red mists largely lie dormant during periods of peace, emerging only when war rages. However, they seem to be able to sense a crisis and gravitate toward them in the hopes of manipulating the involved parties into violence.

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d4, Vigor d8

Skills: Notice d6, Persuasion d8, Stealth d10

Pace: 6; **Parry:** 2; **Toughness:** 6

Treasure: None.

Special Abilities:

* **Domination:** A red mist attacks victims simply by engulfing it within its foggy tendrils. Any creature caught inside must make a Vigor roll each round to avoid inhaling. Those who do breathe in the fog must make a Spirit roll each round they are in the Template or become berserk (as per the Edge). While berserk, the victim must attack the nearest creature (other than the red mist), whether they are friend, foe, or innocent bystander. A Spirit roll is required to break the red mist's hold over a victim. This is an action, and if failed the poor soul must continue his berserk rage.

* **Gaseous Form:** As a result of its insubstantial nature, the creature suffers half damage from all forms of damage. It can pass through small holes or narrow

openings. It can't enter water or other liquid.

- * **Weaknesses:** Strong winds do 3d6 points of damage each round to a red mist. Electricity, air, and water-based attacks do normal damage.

RELIQUARY, THE

The organization known as the Reliquary is dedicated to locating, collecting, and studying magic items. It also jealously guards those it finds.

ARCANOLOGIST

Arcanologists work to unlock the mysteries of magic item creation. Some are mages, but many are simply scholars or sages. For mages, use the appropriate mage stat block and add the Investigation and Knowledge skills, plus the Edges, from below.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Guts d8, Intimidation d6, Investigation d10, Knowledge (Arcana) d10, Knowledge (History) d8, Notice d6

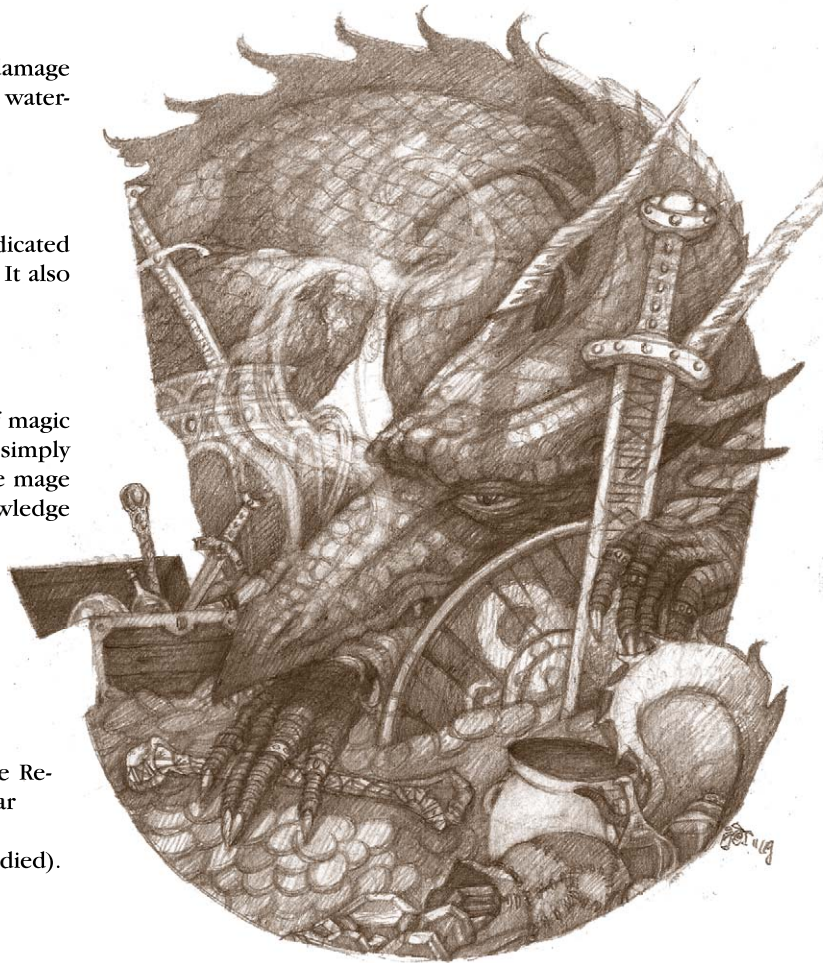
Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Orders, various others

Edges: Connection (Reliquary), Improved Arcane Resistance, Linguist, Reliquary (Arcanologist), Scholar

Gear: Dagger (Str+d4)

Treasure: Meager, 10% chance of a relic (being studied).



GUARDIAN OF THE ARCANE

The Keepers, as they are more commonly known, are the militant arm of the Reliquary, guarding arcanologists in the field and protecting the vaults of the Citadel.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d8, Knowledge (Arcana) d6, Notice d6, Shooting d6, Stealth d6, Throwing d6

Charisma: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 8 (2)

Hindrances: Orders, various others

Edges: Block, Combat Reflexes, Connection (Reliquary)

Gear: Chain mail hauberk (+2), full helm (+3), medium shield (+1 Parry), long sword (Str+d8)

Treasure: Meager per 3 soldiers.

RELIQUAE

Reliquae are the organization's finders, tracking down and retrieving magic items.

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d6, Guts d8, Knowledge (Arcana) d8, Lockpicking d10, Notice d10, Stealth d10, Streetwise d8, Taunt d8, Throwing d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Orders, various others

Edges: Acrobat, Arcane Resistance, Connection (Reli-

quary), Dodge, Level Headed, Reliquary (Reliqu), Thief

Gear: Leather armor (+1), short sword (Str+d6), throwing knives (Range: 3/6/12, Str+d4)

Treasure: Meager.

ROADWARDEN

Roadwardens are an independent organization dedicated to ensuring the roads of Rassilon remain safe to travel. Some use a travel tower as a permanent base, protecting a short stretch of road. Others prefer a nomadic lifestyle, wandering the highways and byways as their mounts take them.

TYPICAL ROADWARDEN

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d8, Fighting d8, Guts d8, Notice d6, Shooting d6, Stealth d6, Streetwise d6, Survival d8, Tracking d8

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (2)

Hindrances: Various

Edges: Combat Reflexes, Roadwarden

Gear: Chain hauberk (+2), pot helm (+3), medium

HELLFROST: BESTIARY

shield (+1 Parry), long sword (Str+d8), bow (Range: 12/24/48, Damage: 2d6), furs, horse, barding (+1)

Treasure: Meager per 3 Roadwardens.



EXPERIENCED ROADWARDEN

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d10, Vigor d10

Skills: Climbing d8, Fighting d10, Guts d8, Notice d8, Shooting d8, Stealth d8, Streetwise d8, Survival d10, Tracking d10

Charisma: 0; **Pace:** 6; **Parry:** 9; **Toughness:** 9 (2)

Hindrances: Various

Edges: Alertness, Block, Combat Reflexes, Frenzy, Roadwarden, Sweep, Wall of Steel

Gear: Chain hauberk (+2), pot helm (+3), medium shield (+1 Parry), long sword (Str+d8), long bow (Range: 15/30/60, Damage: 2d6), horse, barding (+1)

Treasure: Meager.

SABER-TOOTHED TIGER

Saber-toothed tigers haunt the lower frozen wastes.



Their twin canine teeth can slice through armor and bone as easily as flesh.

Attributes: Agility d10, Smarts d6(A), Spirit d8, Strength d12, Vigor d10

Skills: Climbing d8, Fighting d8, Guts d6, Intimidation d8, Stealth d8, Tracking d6

Pace: 8; **Parry:** 6; **Toughness:** 10

Treasure: Meager, in lair.

Special Abilities:

* **Bite:** Str+d10, AP 1.

* **Claws:** Str+d6.

* **Improved Frenzy:** A saber-toothed tiger may make two attacks each round with no penalty.

* **Pounce:** Saber-tooths often pounce on their prey to best bring their mass and teeth to bear. It can leap 1d6" to gain +4 to its attack and damage. Its Parry is reduced by -2 until its next action when performing the maneuver, however.

* **Size +3:** Saber-tooths weigh over 800 pounds.

SAILOR

Coastal ships and river barges are important for trade. The stats are also used for ice sailors.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Boating d6, Fighting d4, Guts d6, Notice d6, Swimming d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrances: Loyal

Edges: —

Gear: Dagger (Str+d4), long spear (Str+d6, +1 Parry, Reach 1, 2 hands)

Treasure: Meager, per 5 sailors.

SCAVENGER

Scavengers were first reported 65 years ago by frost dwarf miners who had broken into a deep, worked shaft of unknown origin. Within a decade, the fortress of Karad Noshrek was a tomb. Neighboring dwarves sent an army to reclaim the city, but their bones were found on the plains beneath the fortress, stripped clean of all metal.

Since then, the scavengers (the name given to them after the discovery of the dwarven army) have made sporadic raids against nearby settlements. Although hundreds of innocents have been killed, the strange metal beasts seemed more interested in gathering all the metal they could locate rather than in wanton slaughter.

Reports seem to indicate that the scavengers return metal they acquire to Karad Noshrek, though no one knows why. Numerous attempts to infiltrate the former stronghold have failed.

Scavengers have the general form of large beetles. Four arms extend from their back, each tipped with an oversized mining tool. Their carapace is thick metal, and the constant ticking noise

they emit has led people to believe they are not a true life form. Unfortunately, examination of one has proven difficult, as when they receive too much damage they explode, leaving behind nothing but a molten blob of red hot metal.

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d10, Vigor d8

Skills: Climbing d8, Fighting d8, Intimidation d8, Stealth d8, Tracking d6

Pace: 6; **Parry:** 6; **Toughness:** 9 (3)

Treasure: None.

Special Abilities:

- * **Arcane Resistance:** +2 to Trait rolls to resist opposed arcane powers and +2 Armor against damage-causing magic.
- * **Armor +3:** Metal shell.
- * **Construct:** +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Explode:** When a scavenger is Incapacitated, it explodes, causing 3d6 damage to everything in a Medium Burst Template. The scavenger's core is fused into a solid ball of molten slag.
- * **Immunity:** Scavengers are immune to acid and electrical attacks.
- * **Improved Frenzy:** A scavenger may make two attacks each round with no penalty.
- * **Tools:** Str+d6, AP 4. Scavengers have four arms, fitted with a variety of oversized drills, saws, picks, and spades. These are Heavy Weapons.
- * **Sense Metal:** Scavengers can detect metal at a range of 48", regardless of how well it is hidden. A scavenger moves toward the nearest source of metal, scooping it up and placing it inside its shell. Metal carried on a living target is removed once the carrier has been slaughtered.
- * **Weakness (No Metal):** Scavengers never consider foes devoid of *all* metal a threat, even if attacked by them.

SCEADUGENGA

Sceadugenga (shee-adu-gang-uh) are ephemeral creatures made of living darkness. Most likely they come from Niht's Shadow Realm, though how they arrive in the mortal realm is a mystery, as no summoning magic exists to call them forth. Sceadugengas can take the form of any mundane animal (regular or giant, Wild Card or Extra), but never those of sentient or supernatural creatures.

To create a sceadugenga, take the standard stat block and add the following Special Abilities. Note that shadow beasts never have treasure.

- * **Call the Darkness:** As an action, a sceadugenga can make a Spirit roll to create an area of darkness. This is equal to a Medium Burst Template centered on the beast, or a Large Template with a raise. The area under the Template is treated as Pitch Darkness. Sceadugenga can see normally. The Template moves with the beast and lasts for one hour. This is magical. *Dispel* and *negate* spells are opposed by

the creature's Spirit die.

- * **Darkvision:** Sceadugenga ignore all modifiers for poor lighting.
- * **Shadow Form:** No additional damage from Called Shots; Immune to disease and poison.
- * **Stealth:** Sceadugenga have +4 to Stealth rolls in any poor lighting.
- * **Veil of Darkness:** In poor lighting conditions attackers have an additional -1 penalty to attack a shadow beast. Sceadugenga do not generate heat, and thus cannot be detected by Infravision.

SAMPLE SCEADUGENGA, WOLF

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d10

Pace: 8; **Parry:** 5; **Toughness:** 4

Treasure: None.

Special Abilities:

- * **Bite:** Str+d4.
- * **Call the Darkness:** As an action, a sceadugenga can make a Spirit roll to create an area of darkness. This is equal to a Medium Burst Template centered on the beast, or a Large Template with a raise. The area under the Template is treated as Pitch Darkness. Sceadugenga can see normally. The Template moves with the beast and lasts for 3 rounds.
- * **Darkvision:** Sceadugenga ignore all modifiers for poor lighting.
- * **Fleet Footed:** Sceadugenga wolves roll a d10 when running, instead of a d6.
- * **Go for the Throat:** Sceadugenga wolves instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.
- * **Shadow Form:** No additional damage from Called Shots; Immune to disease and poison.
- * **Size -1:** Sceadugenga wolves are relatively small.
- * **Stealth:** Sceadugenga wolves have +4 to Stealth rolls in any poor lighting.
- * **Veil of Darkness:** In poor lighting conditions attackers have an additional -1 penalty to attack a Sceadugenga wolf. Sceadugenga wolves do not generate heat, and thus cannot be detected by Infravision.



SEA SERPENT

Sea serpents are monstrous wyrms, capable of crushing ships into kindling. Even ship-mounted artillery can do little to hurt these nightmarish beasts.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12+8, Vigor d10

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d6, Swimming d8

Pace: —; **Parry:** 6; **Toughness:** 19

Treasure: None.

Special Abilities:

- * **Aquatic:** Pace 12.

HELLFROST: BESTIARY

- * **Bite:** Str+d8. A sea serpent's long neck gives it a Reach of 2.
- * **Crush:** A sea serpent may wrap its serpentine body around a ship (or large sea creature) as a grapple. Victims suffer damage each round the grapple is maintained. A sea serpent may crush and bite in the same round without incurring a multi-action penalty.
- * **Gargantuan:** Heavy Armor. Creatures add +4 to attacks due to its great size. Add Size to damage when crushing but subtract Size of victim. Ships have a Size equal to their base Toughness (ignoring Armor).
- * **Quick:** Sea serpents possess fast reflexes, able to turn in an instant and whip their long necks to attack passing prey. They redraw action cards of 5 or lower.
- * **Size +12:** Sea serpents measure over 150' long.

SENTRY SKULL

Sentry skulls are skulls given a limited intellect through arcane rituals. They serve primarily as spies, though they can defend themselves if attacked. Intelligent undead seed the lands around their crypts and mausoleums with countless skulls, any one of which could be a sentry skull.

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d6, Intimidation d8, Notice d10, Stealth d6, Taunt d8

Pace: 0; **Parry:** 5; **Toughness:** 5

Treasure: None

Special Abilities:

- * **Flying:** Pace 6.
- * **Headbutt:** Str.
- * **Scream:** A skull can emit a terrifying scream. This functions as the *fear* power. The skull uses its Spirit as its arcane skill.
- * **Shared Senses:** The creator of a screaming skull can use its senses as if they were his own. Sharing senses requires concentration and gives a multi action penalty to the creator (but not the skull).
- * **Size -2:** Screaming skulls are small.
- * **Small:** Attackers are -2 to attack rolls.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.



SHAPE-LEAPER

Shape-leapers, or hamhleypas (sing. hamhleypa; "ham-huh-lay-pa") in Saxa, are intelligent animals which can assume a half-man, half-beast hybrid or fully human form.

Unlike lycanthropes, shape-leapers are not forced to assume their other forms on the full moon. Silver affects them (silver has no relation to the moon in Rassilon anyway). Their condition is hereditary and cannot be transmitted by their bite or claws.

In human form, most shape-leapers use the stats for Citizens (p. 16), although the GM should feel free

to use any archetype he wishes, including spellcasters. The stats below are for the human-animal hybrid form. Hamhleypas can speak any language they know while in their animal or hybrid forms.

Rather than use the full and clumsy title, such as hamhleypa bear, most folk refer to them by the shortened leypa<animal> form. Thus one finds leypabears, leypawolves, and so on.

LEYPABEAR

Hamhleypa bears can be brown, black (p. 10), or polar (p. 56) bears in their natural form, depending on where they live.

Brown and black types, while reclusive, are usually willing to talk to civilized races before engaging in combat. They get on well with elves, sharing a common habitat with them, and with many druids.

Polar bear hamhleypas, on the other hand, tend to be highly aggressive toward any creature, sentient or otherwise, primarily because resources are scarce in the wastes, and every intruder is a potential rival.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+6, Vigor d12+2

Skills: Climbing d8, Fighting d12, Guts d10, Intimidation d10, Notice d12, Swimming d6, Stealth d8, Tracking d8

Pace: 6; **Parry:** 8; **Toughness:** 11

Edges: Alertness, Combat Reflexes, Sweep

Gear: Battle axe (Str+d8)

Treasure: Meager.

Special Abilities:

- * **Bear Hug:** A leypabear that hits with a raise has pinned his foe and attacks at +2 until the foe is freed. The opponent may only attempt to escape the hug on his action, which requires a raise on an opposed Strength roll.
- * **Bite/Claws:** Str+d6.
- * **Low Light Vision:** Leypabears ignore penalties for Dim and Dark lighting.
- * **Shapeleaper:** Leypabears can change between any of their forms as a normal action by making a Vigor roll at +2. With a normal success, they can't take any other actions that round, including movement. With a raise, they can take other actions as normal.
- * **Size +2:** These creatures stand up to 8' tall and weigh over 1000 pounds each.

LEYPABOAR

A leypaboar's natural form is that of a wild boar (p. 12). They are forest dwellers, but unlike leypabears are aggressive, rude, and ill-tempered beasts, disliking even their own kind except during mating season.

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d12, Vigor d10

Skills: Fighting d10, Guts d10, Intimidation d10, Notice d8, Stealth d8

Pace: 6; **Parry:** 7; **Toughness:** 8

Edges: Berserk, Hard to Kill, Improved Nerves of Steel

Gear: Battle axe (Str+d8)

Treasure: Meager.

Special Abilities:

- * **Hardy:** Multiple Shaken results do not cause a wound.
- * **Low Light Vision:** Leypaboars ignore penalties for Dim and Dark lighting.
- * **Shapeleaper:** Leypaboars can change between any of their forms as a normal action by making a Vigor roll at +2. With a normal success, they can't take any other actions that round, including movement. With a raise, they can take other actions as normal. .
- * **Size +1:** These creatures stand up to 7' tall and weigh over 700 pounds each.
- * **Tusks:** Str+d6.

LEYPARAT

Leyparats are giant rats in their animal form. Most folk consider them little better than the vermin they live with, and fear them as spreaders of disease. Most are indeed followers of Vali, the Verminlord. Unlike most hamhleypas, rats are only the same size as adult humans in hybrid form.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d8, Fighting d6, Guts d4, Notice d8, Stealth d10, Survival d8, Tracking d6

Pace: 8; **Parry:** 5; **Toughness:** 6

Edges: Fleet Footed

Gear: Short sword (Str+d6)

Treasure: Meager.

Special Abilities:

- * **Bite:** Str+d4.
- * **Direction Sense:** Leyparats usually live in sewers or slums. Maneuvering around these mazes has given them a good sense of direction. Leyparats never get lost, even in nonnative locales.
- * **Immunity:** Leyparats are immune to poison and disease.
- * **Infection:** Anyone bitten by a leyparat must make a Vigor roll, or the wound becomes swollen and infected. The victim suffers a level of Fatigue, which is recovered with a successful Healing roll or after 24 hours. Cumulative infections can cause a victim to be Incapacitated, but cannot lead to Death.
- * **Low Light Vision:** Leyparats ignore penalties for Dim and Dark lighting.
- * **King Rat:** Leyparats have a unique bond with common rats and can summon them. This requires an action and a Smarts roll at -2. If successful, 1d6 swarms of rats come from the surrounding wilds in 1d4 (urban environment) or 1d6+2 (rural) rounds.
- * **Shapeleaper:** Leyparats can change between any of their forms as a normal action by making a Vigor roll at +2. With a normal success, they can't take any other actions that round, including movement. With a raise, they can take other actions as normal. .

LEYPAWOLF

Leypawolves are incredibly powerful, fast, and vicious. Sometimes they act as alpha males in common wolf packs, but are just as likely to be found among dire wolves, whose temperament they share. Only rarely will a pack of leypawolves form, and then any nearby settlements should beware.

Their animal form is usually a regular wolf (p. 121), though around 25% are dire wolves (p. 121).

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12, Vigor d8

Skills: Fighting d10, Guts d10, Survival d10, Notice d10, Stealth d8, Tracking d8

Pace: 8; **Parry:** 7; **Toughness:** 7

Edges: Alertness, Combat Reflexes, Fleet-Footed, Improved Frenzy, Quick

Gear: Long sword or battle axe (Str+d8)

Treasure: Meager.

Special Abilities:

- * **Bite:** Str+d6.
- * **Go for the Throat:** If a leypawolf gets a raise on its Fighting roll, it strikes its opponent's least armored location.
- * **Howl:** A leypawolf can use its entire action to howl at the moon. When it does so, every enemy able to hear the chilling sound must make a Spirit roll or be Shaken.
- * **Low Light Vision:** Leypawolves ignore lighting penalties for anything less than Pitch Black conditions.
- * **Shapeleaper:** Leypawolves can change between any of their forms as a normal action by making a Vigor roll at +2. With a normal success, they can't take any other actions that round, including movement. With a raise, they can take other actions as normal.
- * **Size +1:** Leypawolves stand around 8' tall.

SISTER OF MERCY

The Sisters are an order of healers unaffiliated to Eira, goddess of healing. Their Fighting skill represents basic training in avoiding blows, not delivering them. Treat the Swords of Necessity, their bodyguards, as veteran mercenaries.

TYPICAL SISTER

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Guts d8, Healing d8, Knowledge (Alchemy) d8, Persuasion d6, Notice d6, Streetwise d6

Charisma: +1; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Orders, Pacifist (Major), Vow (heal the sick)

Edges: Connection (Sisters of Mercy), Hedge Magic, Sister of Mercy

Gear: Staff (Str+d4, +1 Parry), healing herbs

Treasure: Meager per 5 Sisters.

HELLFROST: BESTIARY

FLESH & BONE

The *zombie* power isn't restricted to humans and other sentient creatures—it works on animals, monsters, and humanoids as well. While zombie or skeletal humans are useful servants, a zombie bear or skeletal troll makes for a deadly bodyguard. Constructs, demons, elementals, ethereal, and undead beings cannot be made into undead, but plants can.

When casting *zombie* to create an unusual undead, the caster receives a penalty equal to the beast's Size, if positive. For instance, a zombie or skeletal saber-toothed tiger (Size +3) has a -3 penalty. Creatures with negative Size are treated as if they were Size +0.

Zombies: To create a zombie creature, simply follow these steps. There's some sample zombie creatures on page 124.

- * Add the Claws (Str damage), Fearless, Undead, and Weakness (Head) Special Abilities to the creature. (Creatures with natural weapons won't need the Claws ability.)

- * Reduce Pace by two, to a minimum of 1.

- * Reduce Smarts and Spirit to a d4—animals retain their (A) notation.

- * Lose any Guts skill.

- * Change the Treasure entry to None.

Skeletons: Skeletons work slightly differently. There are a few sample skeletal creatures on page 105.

- * Agility is increased one die to account for the skeleton being less bulky, and Pace increases by 1, as well.

- * Add the Bony Claws (Str+d4 damage) if necessary, Fearless and Undead Special Abilities.

- * Reduce Spirit and Smarts to a d4.

- * Remove any Guts skill.

- * Change the Treasure entry to None.

Other Changes: In addition to these, other changes to the stat block may also apply, depending on the creature's special abilities. Both skeletons and zombies lose any Regeneration ability. Skeletons lose any Armor ability that requires flesh (or fur, or fat, and so on)—bone plates, scales, and other “dead” substances can still be used, however. Other changes and tweaks are left to the GM to decide based on individual creatures.



EXPERIENCED SISTER

Experienced Sisters are always accompanied by a Sword of Necessity.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Guts d10, Healing d12, Knowledge (Alchemy) d10, Persuasion d8, Notice d6, Streetwise d8

Charisma: +1; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Orders, Pacifist (Major), Vow (heal the sick)

Edges: Connection (Sisters of Mercy), Dodge, Hedge Magic, Level Headed, Sister of Mercy

Gear: Staff (Str+d4, +1 Parry), healing herbs

Treasure: Meager.

SKALD

Skalds are storytellers and sorcerers, whose tales of heroic deeds echo through nobles' drinking halls on wintry nights. Most are possessed of quick wits and sharp tongues, and know something of riddles.

TYPICAL SKALD

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (History) d6, Knowledge (Folklore) d8, Knowledge (Riddles) d6, Persuasion d8, Song Magic d8, Streetwise d8, Taunt d8

Charisma: +1; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Various

Edges: Arcane Background (Song Magic)

Powers: *Beast friend* (song of charming), *charismatic aura* (friendly demeanor), *stun* (shrill note)

Gear: Dagger (Str+d4), short spear (Str+d6, Reach 1), musical instrument

Treasure: Meager.



EXPERIENCED SKALD

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Knowledge (History) d8, Knowledge (Folklore) d10, Knowledge (Riddles) d10, Persuasion d10, Song Magic d12, Streetwise d8, Taunt d10

Charisma: +3; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Various

Edges: Arcane Background (Song Magic), Charismatic, Command, Connection

Powers: *Beast friend* (song of charming), *charismatic aura* (friendly demeanor), *fear* (scary song), *healing* (song of healing), *stun* (shrill note), *succor* (uplifting song)

Gear: Dagger (Str+d4), short spear (Str+d6, Reach 1), musical instrument

Treasure: Meager.

SKELETON

The skin has already rotted from these risen dead, leaving them slightly quicker than their flesh-laden zombie counterparts. Skeletons can only exist through necromancy, when dark magic is used to bond a fell spirit to the bones.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6

Pace: 7; **Parry:** 5; **Toughness:** 7

Gear: Varies, often a Str+d6 damage hand weapon

Treasure: Meager per 3 skeletons.

Special Abilities

- * **Bony Claws:** Str+d4.
- * **Fearless:** Skeletons are immune to fear and Intimidation.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.

WARRIOR

Skeleton warriors are the reanimated bones of long-dead soldiers. Unlike common skeletons, these undead troops retain more of their combat skills and are equipped with functional, if somewhat old, armaments.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d8, Intimidation d8, Notice d4, Shooting d6

Pace: 7; **Parry:** 7; **Toughness:** 9 (2)

Gear: Bronze breastplate (+2), medium shield (+1 Parry), bronze short sword (Str+d6)

Treasure: Meager per 3 warriors.

Special Abilities:

- * **Bony Claws:** Str+d4.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.

SKELETAL FOREST TROLL

Skeletal forest trolls don't have any blubbery hide (it rotted away) or regeneration (which requires living tissue), but they are still tough to put down. They're also faster and more agile than their living counterparts.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d12+2, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d6, Swimming d6, Throwing d6

Pace: 8; **Parry:** 6; **Toughness:** 11

Gear: Spiked clubs (Str+d8)

Treasure: Worthwhile, in lair.

Special Abilities:

- * **Claws:** Str+d4.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Improved Sweep:** May attack all adjacent foes.
- * **Size +2:** Trolls are tall, lanky creatures over 8' tall.
- * **Undead:** +2 Toughness. +2 to recover from being

Shaken. No additional damage from Called Shots. Immune to disease and poison.

SKELETAL WOOLLY RHINO

Stripped of their flesh, fat, and fur, skeletal woolly rhinos no longer have any protection against the cold, but neither do they suffer extra damage from heat or fire. They retain their large horn, which combined with their faster speed make them just as dangerous as their living brethren.

Attributes: Agility d6, Smarts d4(A), Spirit d4, Strength d12+5, Vigor d10

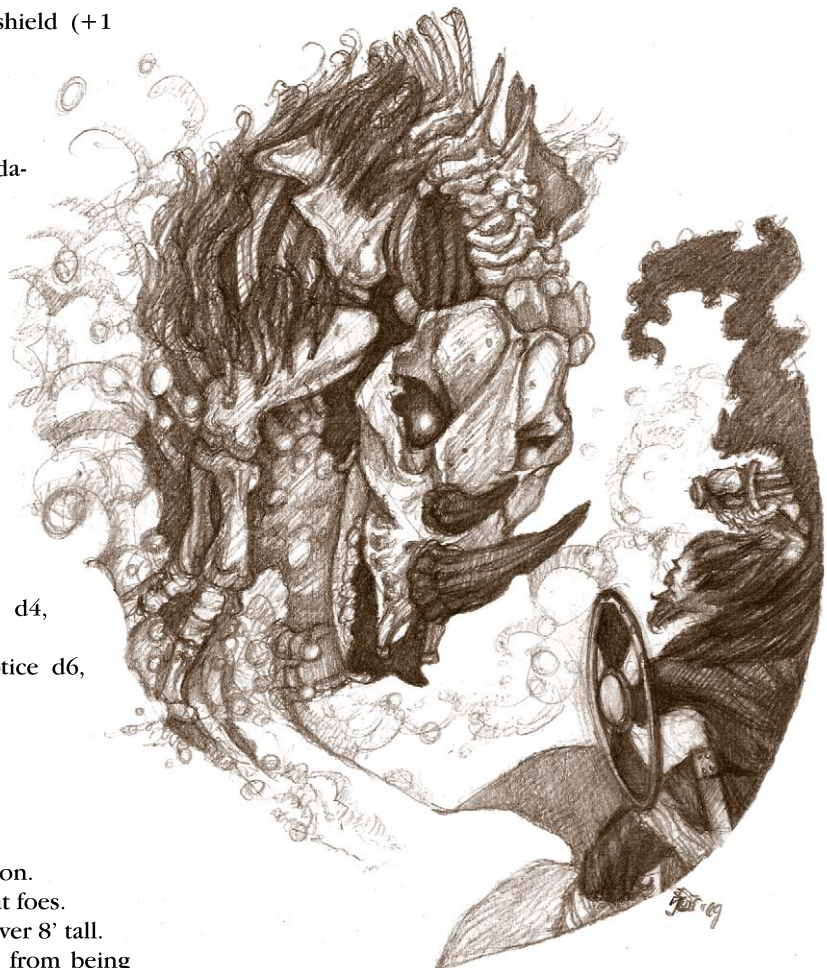
Skills: Fighting d6, Guts d10, Intimidation d10, Notice d4, Stealth d6

Pace: 7; **Parry:** 5; **Toughness:** 13

Treasure: None.

Special Abilities:

- * **Fearless:** Immune to Fear and Intimidation.
- * **Fleet Footed:** Skeletal rhinos have a d8 running die.
- * **Gore:** If it can charge at least 6" before attacking, it adds +4 to its damage total.
- * **Horn:** Str+d6.
- * **Large:** Attacks are +2 to attack rolls against rhinos because of their size.



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- * **Size +4:** Woolly rhinos weigh as much as 3 tons and measure up to 15'.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.

SLUAGH

The slugh (slew-aah) is a horde of evil spirits that manifests itself as a flock of large, black, crow-like birds. Their only goal is to capture and devour the souls of the dying, which means a battlefield is something of an all-you-can-eat buffet for them. Although they usually appear on battlefields, they may sometimes attack lone creatures and peck them to death.

Many folks suspect the slugh are Hela's servants, stealing souls and carrying them back to her dark, twisted domain, where they can be used in fell rites by her necromancer-priests.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d10, Vigor d10

Skills: Notice d8

Pace: —; **Parry:** 4; **Toughness:** 7

Treasure: None.

Special Abilities:

- * **Bite/Claw:** Slugh attack everyone within the flock every round, hitting automatically for 2d4 damage. Damage is applied to the least armored location.
- * **Destabilization:** The presence of a flock of slugh can cause the wounded to die. Characters who are Incapacitated must make a Vigor roll when the flock comes within 10". Failure means they are Bleeding Out, as if their Vigor roll failed. Characters who become Incapacitated while the flock is within range are affected starting the next round. Another character can try to counter it by making a successful Healing roll each round that the flock is in range. This Healing has no benefit other than countering the destabilizing effect.
- * **Flight:** Pace 12.
- * **Low Light Vision:** Slugh ignore the penalties for Dim and Dark lighting.
- * **Mindless:** Unaffected by Tests of Will, Tricks, or arcane powers like *puppet*.
- * **Swarm:** +2 Parry. Slugh attack in flocks of up to 100 birds. These flocks are treated as an individual creature the size of a Medium Burst Template. The flock can only be harmed by area effect attacks. Stomping causes no damage because the flock never lands. A single Wound disperses the flock.

SMALL CREATURE

Small creature is a generic term covering most small, harmless, mundane animals, such as cats, most birds, rabbits, and so on. They are included in case heroes want pets.

Dogs use the stats for war dogs (p. 120) or wolves (p. 121). Birds of prey are covered by hawks (p. 64).

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Guts d4, Notice d6

Pace: 4; **Parry:** 4; **Toughness:** 3

Treasure: None.

Special Abilities:

- * **Harmless:** When attacking creatures of Size -1 or greater, damage rolls from these creatures can Shake a foe, but never cause wounds. This includes inflicting successive Shaken results.
- * **Size -2:** These creatures are small.
- * **Small:** Attackers are -2 to attack rolls against these creatures because of their size.
- * **Variant Breeds:** Use these abilities as examples when designing your own mundane creatures.
 - * **Avian:** Ground Pace zero, Flying Pace 8, Bite/Claws Str.
 - * **Cat or Weasel:** Claws Str, Climbing d8, Quick Edge.
 - * **Rabbit:** Bite Str, Alertness Edge.
 - * **Squirrel:** Bite Str, Climbing d10.

SNAKE

There are around 20 species of snake in Rassilon. All but five are harmless, though many folk cannot tell this at a glance, potentially giving a mildly painful bite if provoked.

GRASS ADDER

There are many species of snake in the Hearthlands capable of biting, but only grass adders are poisonous. Even then, their bite is unlikely to kill a healthy adult.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d4, Vigor d4

Skills: Fighting d4, Notice d12, Stealth d10

Pace: 10; **Parry:** 4; **Toughness:** 2

Treasure: None.

Special Abilities:

- * **Bite:** Str.
- * **Poison:** Snakes this size do little serious damage with their bite, but may inject deadly venom. A character bitten by a viper, whether he is wounded or not, must make a Vigor roll. With success, the bite area swells and becomes numb. The victim gains one level of Fatigue until healed. With a failure, the victim gains two levels of Fatigue. This can lead to Death.
- * **Quick:** Snakes are notoriously fast. They may discard action cards of 5 or lower and draw another. They must keep the replacement card, however.
- * **Size -2:** Most venomous snakes are four to six feet in length, but only a few inches thick.
- * **Small:** Anyone attacking a snake must subtract 2 from his attack rolls.

HELLFROST

Hellfrost snakes thrive in cold conditions. Their venom literally freezes victims from the inside out, though it rarely kills quickly. Instead, victims suffer a prolonged, agonizing death.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Guts d6, Notice d10, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 4

Treasure: None.

Special Abilities:

- * **Bite:** Str+d4 plus poison.
- * **Poison (-1):** Anyone bitten by a Hellfrost serpent must make a Vigor roll each hour or suffer a wound. Races resistant to cold gain a +2 bonus to their Vigor roll. The only herbal remedy that works to cure this is an ingested warming herbal remedy can cure. A single dose allows an immediate Vigor roll. With success, the poison is neutralized. No more than one roll per hour may be ingested.
- * **Size -1:** Hellfrost snakes are over 4' long and as much as six inches in thickness.

HYDROS

The hydros serpent is especially vicious, fearlessly attacking prey many times its size. Covered in green and brown scales, a hydros lurks unseen in undergrowth for anything edible to pass by, whereupon it strikes suddenly. Its poison is rarely instantly fatal, but is normally very deadly.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Notice d10, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 4

Treasure: None.

Special Abilities:

- * **Bite:** Strength.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Poison (-1):** The venom of the hydros snake causes its victims' body to rapidly swell. Anyone bitten, even if not Shaken or wounded, must make a Vigor (-1) roll. Failure causes the victim to swell up. His Pace drops by one point and his running die is lowered by a die type. When the running die type reaches zero, the victim can no longer run. This roll must be repeated at the start of each round, with failures further lowering Pace. Once Pace reaches zero, the bloated victim's skin ruptures violently, inflicting 2d10 damage.
- * **Size -2:** Most venomous snakes are four to six feet in length, but only a few inches thick.
- * **Small:** Anyone attacking a snake must subtract 2 from his attack rolls.

RAINBOW VIPER

The rainbow viper is so named for its scintillating scales. The serpent has a powerful bite but lacks the fast

reflexes of an adder, to which it is distantly related. To compensate, it has learned to use its coloration to great effect.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Notice d8, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 3

Treasure: None.

Special Abilities:

- * **Bite:** Strength.
- * **Hypnosis:** As an action, the serpent can writhe and wiggle so as to produce a glittering, hypnotic effect. One target within 6" nominated by the snake must make a Spirit roll. With failure, the character is hypnotized and Shaken. He can take no actions and his Parry drops to 2. He snaps out of his trance as per recovering from being Shaken.
- * **Size -2:** Most venomous snakes are four to six feet in length, but only a few inches thick.
- * **Small:** Anyone attacking a snake must subtract 2 from his attack rolls.

SLIME

Native to the Great Swamp, the slime snake is Rasilon's only constrictor. Slime snakes are covered in a thick, viscous mucus, which sticks like glue and prevents their prey from easily escaping. Once its prey is dead, the snake exudes another layer of mucus, enabling it to slip free ready to engulf its latest meal.

Attributes: Agility d4, Smarts d4(A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d10, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Treasure: None.

Special Abilities:

- * **Bite:** Strength.
- * **Constrict:** These creatures bite when they succeed at a Fighting roll, and entangle when they succeed with a raise. The round they entangle and each round thereafter, they cause damage to their prey equal to Str+d6. The prey may attempt to escape on his action by getting a raise on an opposed Strength roll. Due to the slimy coating, the victim rolls at -2.



SNICKERSNACK

Thankfully rare, snickersnacks are muscular, four-armed creatures with warty, black hides. Each of their four arms ends where the elbow would be, and the forearm is replaced with a long, sharp, bony blade. They take their name from the peculiar noise their blades make when they rub together.

It is commonly believed that snickersnacks were an experiment created by mad wizards for equally mad warriors long before the Blizzard War. With their acute reflexes and four blades, opinion is divided over whether they were a weapon of war created to replace soldiers

HELLFROST: BESTIARY

or a sparring tool for fighters to hone their reflexes against.

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d10, Notice d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 8

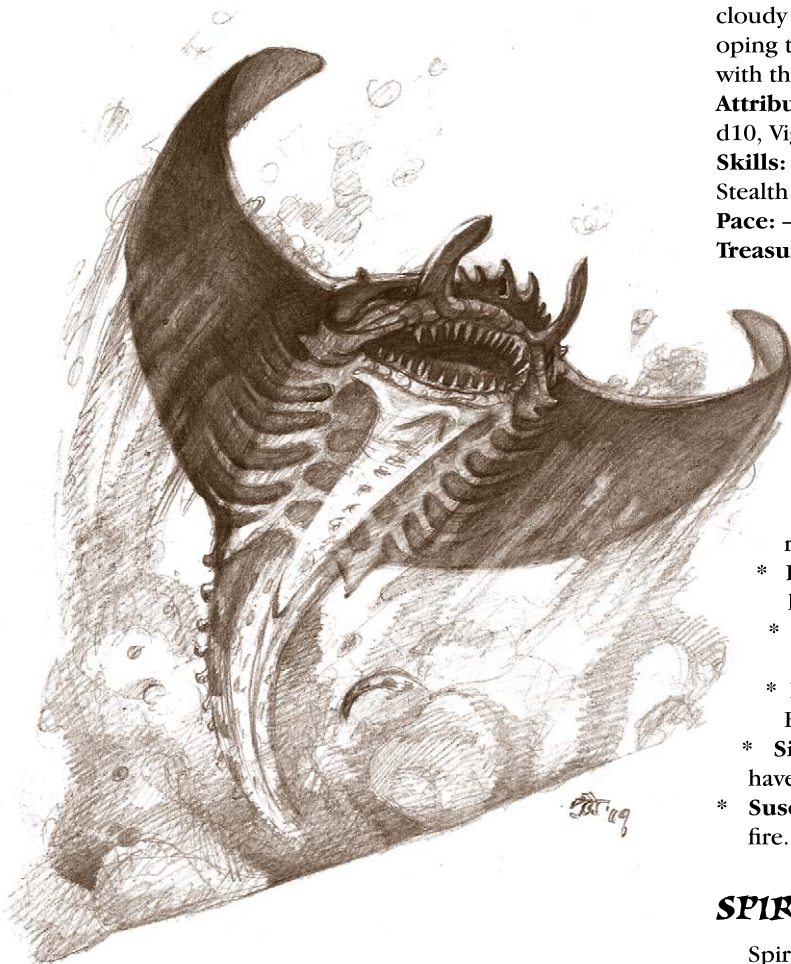
Treasure: None.

Special Abilities:

- * **Blades:** Str+d8.
- * **Improved Frenzy:** Snickersnacks may make two Fighting attacks each round at no penalty.
- * **Level Headed:** Acts on the best of two initiative cards.
- * **Multiple Arms:** Snickersnacks ignore 3 points of Gang Up bonuses against them. When attacking a single foe, they are treated as having a Gang Up bonus of +3, and against two foes they have +2 bonus.
- * **Quick:** Redraws initiative cards of 5 or lower.
- * **Size +2:** Snickersnacks are 9' tall.

SNOW LEOPARD

Snow leopards are carnivorous cats native to the cold



climates. Their gray-white coats blend in well with snow, making snow leopards excellent ambush hunters.

Attributes: Agility d10, Smarts d6(A), Spirit d10, Strength d8, Vigor d8

Skills: Fighting d8, Guts d10, Notice d8, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 6

Treasure: None.

Special Abilities:

- * **Bite or Claw:** Str+d6.
- * **Camouflage:** +4 to Stealth rolls in snow.
- * **Improved Frenzy:** Snow leopards may make two Fighting attacks each action at no penalty.
- * **Pounce:** Snow leopards often pounce on their prey to best bring their mass and claws to bear. It can leap 1d6" to gain +4 to its attack and damage. Its Parry is reduced by -2 until its next action when performing the maneuver, however.
- * **Snow Walker:** In snow, every inch of movement counts as 1.5" instead of 2". It treats rough ice as normal terrain and smooth ice as rough ice.

SNOW WING

Snow wings resemble rays (the aquatic beasts), but fly on their wide wings. Their upper skin is white and the lower grey, allowing them to blend in with snow fields or cloudy skies. They attack by swooping down and enveloping their prey in their leathery wings, and then biting with their long, sharp teeth.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d10, Vigor d6

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d6, Stealth d8

Pace: —; **Parry:** 5; **Toughness:** 9

Treasure: None.

Special Abilities:

- * **Bite:** Str+d6.
- * **Flight:** Pace 8.
- * **Engulf:** Snow wings wrap their wings tight around their prey, and then attack with their teeth. A snow wing that hits with a raise has pinned his foe and attacks at +2 until the foe is freed. The opponent may only attempt to escape the grapple on his action, which requires a raise on an opposed Strength roll.
- * **Infra-vision:** Snow wings halve penalties for bad lighting when attacking living targets.
- * **Large:** Attackers have +2 to attack rolls against these beasts, due to their size.
- * **Resistance (Cold):** Immune to background cold. Half damage from cold and ice attacks.
- * **Size +4:** Snow wings measure 10' in length and have large wings.
- * **Susceptibility (Fire):** Takes +4 damage from heat or fire.

SPIRITS

Spirits are otherworldly beings. Some sages argue

they are leftover parts of creation, raw magic with a single purpose. Others tend to follow the line of thought of clerics, who say spirits are entities from the divine realms which have either been dispatched by the deity or have somehow found their own way into existence. One other train of thought suggests these spirits are spontaneously created by the collective will of the various races.

Whatever their source of origin, spirits are fixed beings, incapable of any change. Many are tied to emotions, though not all. A pain spirit, for instance, can no more decide to become a healing spirit than a rock can decide to become a tree.

Spirits usually appear as semi-translucent wisps. Colors are gentle pastels for benevolent ones and dark red, black, or sickly green and yellow for malignant spirits. Spirits without a host are referred to as being disembodied. Those who have possessed someone are said to be embodied spirits. Many spirits are malign in nature; most likely because the evil gods enjoy causing suffering while the good deities prefer to let their worshippers endure hardship so as to strengthen their faith.

Regardless of their type, spirits share a standard basic stat block. Each spirit then has its own individual special ability.

Attributes: Agility d6, Smarts d4(A), Spirit d10, Strength d4, Vigor d8

Skills: Fighting d6, Notice d8, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Treasure: None.

Special Abilities:

- * **Ethereal:** Immune to nonmagical attacks. Can pass through solid objects.
- * **Possession:** Spirits attack by making a Touch Attack (+2 to Fighting). With success, the victim must make a Spirit roll opposed that of the entity, -2 if the spirit's attack is a raise. A failure means the victim is possessed and suffers the penalties for the spirit's particular special ability. Removing the spirit requires a *banish* spell to send it back to its own realm. Using *dispel* allows the spirit to roll its Spirit die to oppose the power. A successful casting forces the spirit from its host, but leaves it free to possess another victim. For each additional attempt at *banish* or *dispel* within the same 32 day period, the spirit gains +1 to resist being expelled.
- * **Spirit Powers:** Below is a sample of special abilities for spirits.
 - * **Anger:** Victims gain the Berserk Edge. Anger spirits don't tend to possess victims who already have the Edge. The victim also acquires the Mean Hindrance as a result of his angry outbursts and quick rages.
 - * **Clumsiness:** Victims suffer some comical, embarrassing, or disastrous occurrence, depending on the circumstances, whenever they roll a natural 1 on their Agility die, regardless of Wild Die. A successful Wild Die still indicates success, with the mishap coming a second later. For instance, a success on the Wild Die when making a Fighting roll means a hit, but if the Agility die is a 1 the character

may have thrown his sword at his foe in error or it slips out of his hands with the impact.

- * **Courage:** Those possessed by courage spirits become brave. They gain +2 to Guts rolls but are also prone to rash behavior even in the face of overwhelming odds. The hero becomes Overconfident.
- * **Fear:** Victims acquire the Yellow Hindrance. In addition, they are -2 to resist the effects of *fear*.
- * **Grief:** Victims are struck by deep melancholy and bouts of depression. Whenever they draw a Club for initiative they suffer a -2 penalty to all Trait roll until their next card is drawn. They also gain the Mean Hindrance, though this is a result of apathy rather than surliness.
- * **Healing:** Victims gain the benefits of the Fast Healer Edge. Benefits do not stack if the hero already has the Edge. These spirits generally possess a host suffering from grievous injuries and depart once he is healed.
- * **Jealousy:** The victim gains the Greedy (Minor) Hindrance. If the spirit's possession roll was a raise or if the hero already has the Hindrance, he gains the Major version instead.
- * **Pain:** Possessed victims immediately suffer a -1 penalty to all Trait rolls. When the victim draws a deuce as his first action card in a round the spirit causes intense pain. The victim is automatically Shaken as if from a physical source. This occurs on the victim's actual action card. So a hero with Level Headed who draws a deuce first and then a Jack is Shaken on the latter. He may try to unShake as normal.
- * **Phobia:** Distantly related to the more generic fear spirits, phobia spirits imbue their victims with the Phobia (Minor) Hindrance. The GM should determine the nature of the phobia. This can range from the obscure (pink flowers) to something more common (cats).
- * **Sickness:** Victims gain the Anemic Hindrance.

STRIX

Striges (sing. strix; "stree-gays" or "str-icks") live in dank swamps and dark caves, and hunt all living creatures. They are similar in appearance to owls, but have a long beak which, when closed, leaves a small aperture. The stomach of a strix has minimal air pressure within. When a target is impaled, the bird opens a sphincter muscle leading to its stomach, and the resultant pressure difference between the blood pumping through the victim and the stomach causes blood to, literally, spurt from the victim, straight down the strix's throat. They usually hunt in flocks of 2d4 members.

Attributes: Agility d8, Smarts d6(A), Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Guts d8, Intimidation d6, Notice d6, Stealth d6

Pace: —; **Parry:** 5; **Toughness:** 3

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VARIANT SWARMS

To add a little variation to swarms, different types can have different Special Abilities. Some common swarms types are listed below.

- * **Ant:** Ant swarms are particularly nasty because they actually crawl inside armor. When a hero leaves the swarm's Template, or if the swarm is destroyed, he takes 2d4 on the following round as the ants inside his armor and clothing attack.
- * **Bat:** Bat swarms do not attack. However, anyone within the Template has a -2 penalty to Trait rolls because of the distraction of hundreds of flapping bats.
- * **Bee:** Bees only attack when provoked. This causes them to stay and fight even when a large number of the swarm has been destroyed. When a swarm is wounded, it splits into two smaller swarms. These are Small Burst Templates with a Toughness of 5. Small swarms cannot split.
- * **Mosquito:** Anyone Shaken or wounded by a mosquito swarm must make a Vigor roll or suffer a level of Fatigue from infected bites. Cumulative bites can lead to Exhaustion, but never to Death. One Fatigue level is recovered with a natural Healing roll or with a successful Healing roll. One Healing roll is allowed per week.
- * **Rat:** Anyone Shaken or wounded by a rat swarm must make a Vigor roll or suffer a level of Fatigue from infected bites. Cumulative bites can lead to Incapacitation, but never to Death. One Fatigue level is recovered every 24 hours or with a successful Healing roll.
- * **Spiders:** Anyone Shaken or wounded by a spider swarm must make a Vigor roll or be paralyzed for 1d6 rounds from the venom.

Treasure: Worthwhile if encountered in a cave or other lair, otherwise None.

Special Abilities:

- * **Bite:** Str+d6.
- * **Blood Drain:** If a strix scores a raise on a Fighting roll, it has impaled its prey with its beak and begins draining blood. Victims suffer a Fatigue level each round until they die or the bird is pulled off. Removing the bird requires an opposed Strength roll.
- * **Flying:** Pace 10.
- * **Infravision:** Halve penalties for poor lighting against heat-producing targets.
- * **Size -2:** Striges are similar in size to pigeons.

STYMPHALIAN BIRD

Stymphalian birds are swamp dwelling man-eaters. They take down prey with their iron beaks or claws, or by firing iron feathers tipped with poison.

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d4, Notice d6, Shooting d8, Stealth d12

Pace: —; **Parry:** 5; **Toughness:** 7 (3)

Treasure: None.

Special Abilities:

- * **Armor +3:** Iron feathers.
- * **Flight:** Pace 8.
- * **Iron Beak/Claws:** Str+d6.
- * **Iron Feathers:** Stymphalian birds can fire their iron feathers. Range: 3/6/12, Damage: 2d6. Up to 3 may be fired each round, with standard multi action penalties.
- * **Poison:** The feathers of these birds are poisonous. Victims must make a Vigor roll or be paralyzed for 2d6 rounds.
- * **Size -1:** Stymphalian birds are 3' high.



SWARM

Sometimes the most deadly foes come in the smallest packages. The swarm described below can be of most anything—from biting ants to stinging wasps to disease-carrying mosquitoes.

The swarm is treated just like a creature. When it is Incapacitated, the swarm is effectively dispersed. Swarms cover an area equal to a Medium Burst Template and attack everyone within every round.

Attributes: Agility d10, Smarts d4(A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 7

Treasure: None.

Special Abilities:

- * **Bite or Sting:** Swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template. Damage is applied to the least armored location.
- * **Mindless:** Unaffected by Tests of Will, Tricks, or arcane powers like *puppet*.
- * **Split:** Some swarms are clever enough to split into two smaller swarms (Small Burst Templates) should their foes split up. The Toughness of these smaller swarms is lowered by -2 (to 5 each).
- * **Swarm:** Parry +2. Because the swarm is composed of scores, hundreds, or thousands of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round. Swarms are usually foiled by jumping in water (unless they are aquatic pests).

THIEF

Thieves earn a living by stealing various items of value from others. In a city or town, thieves often assemble into a guild. Despite being tricky customers, thieves' guilds are often excellent sources of information—if you can find them.

TYPICAL THIEF

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d6, Guts d6, Lockpicking d8, Notice d8, Stealth d8, Streetwise d6, Taunt d6, Throwing d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Various

Edges: Thief

Gear: Leather armor (+1), short sword (Str+d6), throwing knives (Range: 3/6/12, Damage: Str+d4)

Treasure: Meager, Worthwhile in lair.

MASTER THIEF

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d10, Fighting d6, Guts d8, Lockpicking d12, Notice d10, Stealth d12, Streetwise d8, Taunt d8, Throwing d8

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Order, various others

Edges: Acrobat, Connection (Thieves' Guild), Dodge, Guild Thief (d8 Wild Die with Lockpicking), Level Headed, Thief

Gear: Leather armor (+1), short sword (Str+d6), throwing knives (Range: 3/6/12, Damage: Str+d4)

Treasure: Worthwhile, Rich in lair.

THORNDART

Thorndarts are similar in appearance to large rose bushes, but are covered in 1" thorns. Their extensive roots protrude in a complex pattern for up to a dozen yards around the base. Any creature passing over the roots triggers the thorndart's attack. As slain prey decomposes, so the thorndart dines on the rotting meat and blood. Their usual prey consists of small animals but they have been known to take down much larger prey with sustained attacks.

Hearth elves harvest the thorns to use as sewing needles, drill bits for boring wood or horn, and to close wounds before bandages can be applied.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d6, Vigor d8

Skills: Fighting d4, Notice d6, Shooting d6

Pace: —; **Parry:** 4; **Toughness:** 8 (2)

Treasure: Meager, near base.

Special Abilities:

- * **Armor +2:** Thorndarts are protected by thick, waxy skin.
- * **Plant:** +2 to recover from being Shaken. Immune to piercing attack. Called Shots do no extra damage. Not subject to Tests of Will.
- * **Thorns:** A thorndart can fire a volley of thorns each round. Range: 3/6/9, Damage: 2d6.

THUNDERLIZARD

In ages past, these terrible lizards roamed the Hearthlands. Today they are found only in the Great Marsh, where lizardmen make use of many species in their wars against rival tribes and the other races.

ANKYLOSAURUS

Known to the lizardmen as "bone tails," ankylosaurs are heavily armored herbivores. Their mass is a mass of fused bone. When swung, it is more than capable of crushing bone and shattering walls. For this reason, the lizardmen tribes use them as a form of siege engine.

Attributes: Agility d4, Smarts d4(A), Spirit d8, Strength d12+3, Vigor d10

Skills: Fighting d6, Guts d8, Notice d4

Pace: 6; **Parry:** 5; **Toughness:** 15 (4)

Treasure: None.

Special Abilities:

- * **Armor +4:** Thick bone plates.
- * **Club Tail:** Str+d8; Heavy Weapon.



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- * **Large:** Attackers gain +2 to attack rolls because of the beast's size.
- * **Size +4:** Ankylosaurs are the same size as small elephants.



DIPLODOCUS

The largest of the thunderlizards, the diplodocus (also known as the "thunder foot") is a massive, long-necked herbivore renowned for its shortsightedness and slow reflexes. Lizardmen use them as siege towers, covering the head and neck in bone armor. Swarms of lizardmen ride on the beasts' backs, storming over battlements when the diplodocus flops its neck over the fortification.

Attributes: Agility d4, Smarts d4(A), Spirit d8, Strength d12+12, Vigor d10

Skills: Fighting d4, Notice d4

Pace: 6; **Parry:** 4; **Toughness:** 21/23 (2)

Treasure: None.

Special Abilities:

- * **Armor +2:** Some diplodocuses are fitted with bone neck and head armor by their lizardmen masters.
- * **Earthquake:** Characters within 3" of a running diplodocus must make an Agility roll each round (a free action) or fall prone. A roll of 1, regardless of the Wild Die, means the character is Shaken as well.
- * **Hardy:** Not wounded by a second Shaken result.
- * **Huge:** Attacks are +4 to attack rolls due to the beast's immense size.
- * **Slow Nervous System:** The diplodocus' slow nervous system means it barely registers pain and shock. It is +2 to recover from being Shaken and ignores all wound penalties.
- * **Size +14:** Diplodocuses weigh as much as 50 tons.
- * **Stomp:** Stomp damage is Strength + Size, less the opponent's Size.
- * **Tail Slap:** A diplodocus can sweep all opponents in its rear facing in a 3" long by 6" wide square. This is a standard Fighting attack, and damage is Str-2.
- * **Trample:** A diplodocus can trample creatures of Size +7 or smaller. If the diplodocus runs, anyone in its path must make an Agility roll or be run down. This is a Stomp attack.

PTERODACTYL

Pterodactyls ("wind lizard") are flying dinosaurs, and often used by lizardmen scouts as mounts. Their bodies are vaguely humanoid, but they have long, leathery wings. Although large creatures, their bones are hollow and extremely fragile.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Guts d6, Notice d6

Pace: 3; **Parry:** 5; **Toughness:** 8

Treasure: Meager, in nest.

Special Abilities:

- * **Bite:** Str+d6.
- * **Flight:** Pace 12.

- * **Grapple:** A pterodactyl that succeeds in a grapple attack has caught its victim in its mouth. On subsequent rounds its Flying Pace is reduced to 8. Victims breaking the grapple while the creature is airborne take Falling damage as appropriate.
- * **Size +3:** Pterodactyl's measure 10' in length, and have a large wing span.

STEGOSAURUS

Stegosaurus ("fin backs") are herbivorous dinosaurs. Twin rows of diamond-shaped fins run down their spine. Their tails end in an array of bony spikes. Lizardmen hunt stegosaurus for their meat and their fins, which they work into shields.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+2, Vigor d8

Skills: Fighting d6, Guts d6, Intimidation d6, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 13 (2)

Treasure: None.

Special Abilities:

- * **Armor +2:** Tough hide.
- * **Large:** Opponents are +2 to all attack rolls against a stegosaurus due to its size.
- * **Tail Slap:** Str+d6. A stegosaurus can sweep all opponents in its rear facing in a 2" long by 3" wide area.
- * **Size +5:** Stegosaurus weigh around 3500 pounds.

TRICERATOPS

Triceratopses ("three horns") are aggressive dinosaurs with three large horns and a raised, armed neck frill. Lizardmen use them as battering rams, placing a framework of wet hides over them to protect them from arrows fired from battlements.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12+5, Vigor d8

Skills: Fighting d6, Guts d6, Intimidation d6, Notice d8

Pace: 8; **Parry:** 5; **Toughness:** 14 (2)/17 (5) on head

Treasure: None.

Special Abilities:

- * **Armor +2:** Tough hide. Head Armor is +5 due to a thick bony plate.
- * **Gore:** The triceratops uses the Charge maneuver to gore its opponents with their long horns. If it can charge at least 6" before attacking, it adds +4 to its damage total.
- * **Hide Covering:** When used as a siege weapon, triceratopses are fitted with a framework of hides. This provides Total Cover from above, but nothing to the flanks. The hides provide +2 Armor.
- * **Horns:** Str+d8, Heavy Weapon.
- * **Large:** Opponents are +2 to all attack rolls against a triceratops, due to its size.
- * **Size +6:** A triceratops weighs more than bull elephants.



TYRANNOSAURUS REX

The largest carnivorous thunderlizard, the T-Rex ("jaw

of death”) is a deadly predator, capable of taking on prey much larger than itself. Lizardmen are rarely able to tame these ferocious beasts, though some tribes keep them for entertainment, throwing captives in the T-Rex’s pit.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d6

Pace: 8; **Parry:** 6; **Toughness:** 14 (2)

Treasure: Worthwhile, in lair.

Special Abilities:

- * **Armor +2:** Thick hide.
- * **Bite:** Str+d8; AP 1.
- * **Large:** Creatures add +2 when attacking a T-Rex, due to their great size.
- * **Roar:** As a full action a T-Rex can emit a terrifying roar. All those who hear the roar—typically anyone within a mile—must make a Spirit roll or be Shaken.
- * **Size +6:** T-Rex is 20’ tall and weighs 6,000 pounds.

VELOCIRAPTOR

Unlike the T-Rex, velociraptors (“death claws”) are pack hunters, using cunning tactics to outwit their prey. Lizardmen use them in the same way Saxa use war dogs

Attributes: Agility d8, Smarts d8(A), Spirit d6, Strength d10, Vigor d8

Skills: Climbing d6, Fighting d8, Guts d6, Notice d8, Stealth d8, Swimming d6

Pace: 8; **Parry:** 6; **Toughness:** 9 (2)

Treasure: Meager, in lair.

Special Abilities:

- * **Armor +2:** Velociraptors have thick, scaly hides.
- * **Bite or Rake:** Str+d8.
- * **Size +1:** Velociraptors are about 6’ tall but are solidly built.

TOWN/CITY WATCH

The watch is charged with maintaining law and order within a settlement, and defending it in time of attack. Watchmen in the Hellfrost regions or near the coasts also have Boating d6, to pilot ice-rigger ships being used to patrol the distant regions.

TYPICAL WATCH

These are average town or city guardsmen. They are competent and brave, but not suicidal.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Intimidation d8, Notice d6, Shooting d8, Stealth d4

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Loyal

Edges: —

Gear: Leather (+1), pot helm (+3), medium shield (+1 Parry), short spear (Str+d6, Reach 1). Some are equipped with crossbows (Range: 15/30/60, Damage: 2d6, AP 2)

Treasure: Meager for every 3 watch.

EXPERIENCED WATCH

These fellows are well-trained, well-equipped, and well-led. They are veterans of many scrapes, possibly even attacks by frostreavers, Vendahl, orcs, or frost giants, and know how to handle themselves.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Guts d8, Intimidation d8, Notice d8, Shooting d8, Stealth d4

Charisma: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 8 (2)

Hindrances: Loyal

Edges: Combat Reflexes, Frenzy

Gear: Scale hauberk (+2), pot helm (+3), medium shield (+1 Parry), long sword (Str+d8), dagger (Str+d4). Some are equipped with crossbows (Range: 15/30/60, Damage: 2d6, AP 2)

Treasure: Meager.



WATCH CAPTAIN

Captains command a squad of town or city guards and answer only to the ruling authority.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d10, Guts d8, Intimidation d10, Notice d8, Riding d8, Shooting d8, Stealth d4

Charisma: 0; **Pace:** 6; **Parry:** 9; **Toughness:** 8 (2)

Hindrances: Loyal

Edges: Block, Combat Reflexes, Command, Frenzy

Gear: Chain hauberk (+2), pot helm (+3), medium shield (+1 Parry), long sword (Str+d8), dagger (Str+d4)

Treasure: Worthwhile.

TOWN/VILLAGE MILITIA

Militias are employed in smaller towns and in large villages. They are not particularly skilled. These stats also cover typical Saxa farmers.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d4, Intimidation d4, Notice d4, Shooting d6, Stealth d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Loyal

Edges: —

Gear: Leather (+1), short spear (Str+d6, Reach 1), dagger (Str+d4). Some militias use slings (Range: 4/8/12, Damage: Str+d4)

Treasure: Meager for every 5 soldiers.

TRAP

Draw two cards from the Action Deck whenever you need a trap on the fly. These tell you everything you need to know about its concealment, complexity, type, and lethality. Very occasionally you’ll need to draw a third card, but the rules below tell you when to do this.

HELLFROST: BESTIARY

TRAP EXAMPLE

Aelric Olafsunu is exploring a ruined temple when the GM decides to place a trap in his path. The GM draws two cards. He gets a 3 of Hearts and the King of Diamonds.

The 3H tells the GM that there is a +1 bonus to the Notice roll to spot the trap (indicated by the 3) and a -1 modifier to disarm it (indicated by the Hearts). The trap is fairly complex, but not very well disguised. Unfortunately, Aelric isn't looking out for traps and walks straight onto it. The GM decides it is a pressure plate mechanism.

As this occurs outside of combat, Aelric rolls his Notice to avoid Surprise. He adds +1 from the first card's value, and scores 8. The GM tells Aelric he hears an audible click as his foot hits the floor and deals him an action card. Aelric declares he wants to move clear of the square he is on. Before he can do this, however, the trap tries to interrupt him.

The trap has a fixed d10 Agility and rolls a 9. Aelric rolls his Agility and gets a lousy 5. Aelric has been hit by a falling lump of masonry (as determined by the King value of the second card). He suffers 2d8 damage (determined by the Diamonds).

Note that although the trap scored a raise over Aelric's Agility total, this was not an attack roll and so it does not deal +1d6 damage.

Aelric suffers 11 damage, enough to cause him a wound. He vows to be more careful as he descends deeper into the temple.

The GM should add suitable flavor to these draws based on the trap type. For instance, a "blade trap" could be a scything blade slicing from the wall at knee height or a spear which thrusts out from a concealed hole. A Spade result on the trap might indicate multiple blades, hence the high Fighting die and increased damage. A portcullis of the Club suit might be heavily corroded or made of wood, whereas a Spade indicates extremely tough and well-made bars.

FIRST CARD

The first card determines how difficult the trap is to detect and disarm. This is shown on the Trap Difficulty table below as modifiers to Notice and Lockpicking rolls.

Note that *glyph* traps cannot be disarmed by mundane means (and so ignore the suit), but they can be *dispelled* and *negated*. Use the suit entry of the second card on the Trap Type table below to determine the arcane skill die for this purpose.

Detecting: Detecting a trap requires a Notice roll. Unless a character has Danger Sense, searching for traps requires an action. A running hero rolls at -2. A single roll is made in a round, regardless of how far the hero moves. With success, he detects the first trap adjacent to him. A raise locates a second trap within line of sight, if such exists. The hero may halt his movement if he spots a trap (advisable if it's right in front of him).

Disarming: Disarming a detected trap requires a Lockpicking roll and takes a complete round (no other actions possible, including movement). On a critical failure, the trap activates and automatically affects the unfortunate hero.

TRAP TYPE TABLE

Value	Type	Clubs	Diamonds	Hearts	Spades
Joker*	—	d4 Wild Die	d6 Wild Die	d8 Wild Die	d10 Wild Die
2	Portcullis**	Strength -1	Strength -2	Strength -4	Strength -6
3-4	Pit Trap***	10', 1d6	20', 2d6	30', 3d6	40', 4d6
5	Spiked Pit	10', 1d6+2	20', 2d6+4	30', 3d6+6	40', 4d6+8
6-8	Projectile	Sh d6, 2d6, #1	Sh d8, 2d6, #2	Sh d10, 2d6, #3	Sh d12, 2d6, #4
9-10	Blade	Fight d6, 2d6	Fight d8, 2d8	Fight d10, 2d10	Fight d12, 2d12
Jack	Poisoned	Treat as a Projectile of the same suit. Anyone Shaken or wounded must make a Vigor roll. Roll a d10 once with failure. A 1-3 means all victims suffer a level of Fatigue for 2d6 hours, on a 4-7 they are paralyzed for 2d6 minutes, and on 8-10 they suffer an automatic wound.			
Queen	Poisoned	As above, except the trap is a Blade trap.			
King	Falling block	2d6	2d8	3d6	3d8
Ace	<i>Glyph</i> ****	Arcane d6	Arcane d8	Arcane d10	Arcane d12

* Draw a third card to determine Wild Die and trap type. A second Joker indicates the trap is faulty and does not work.

** Portcullis traps either have a single gate (usually to block the way the party has come and so force them forward) or drop two gates (one ahead and one behind the intruders to trap them in a small area). Due to the confines of most corridors or doorways, a maximum of two people can combine their Strength in a Cooperative roll to lift a portcullis.

*** Alternately, a pit may drop the victims into a lower level of the "dungeon" rather than a small hole, thus separating the party. Another version could be a chute, which drops the victim into a cell or monster's lair on a lower level but without inflicting any damage.

**** One spell of the GM's choice.

TRAP DIFFICULTY TABLE

Value	Detect	Suit	Disarm
Joker	+2	Joker	+2
2-4	+1	Club	+1
5-10	+0	Diamond	+0
Jack-Queen	-1	Heart	-1
King-Ace	-2	Spade	-2

SECOND CARD

The second card determines the exact type of trap encountered. This is detailed on the Trap Type table.

Wild Die: On a Joker the trap is exceptionally lethal and has a Wild Die. Draw a third card to determine the trap type. The suit of the new card indicates the Wild Die, as well as other details. Traps with a Wild Die apply it to rolls to all Trait rolls, when applicable.

Area: Traps usually affect a 1" square on the battle grid. Ranged attacks use the standard range brackets for the type of missile launched. Whatever projectile is launched, range is calculated as normal. The distance listed for pits is their depth. *Glyph* traps affect an area or operate at range as per the spell description and the arcane skill die.

Duration: Traps are generally one-shot devices. Once activated, they must be reset in order to work again. Portcullises remain in place until lifted up.

Initiative: Most traps activate with little warning to the unfortunate victim. Outside of combat use the rules for Surprise. In combat, traps being on Hold and roll to interrupt. Traps have Agility d10 for this purpose. A trap also has the Drop where applicable. Notice to avoid Surprise and Agility rolls to avoid interruption use the same modifier as for Detecting traps (see above).

Attacks: Traps which make attack rolls cannot use any combat maneuvers—they simply roll their attack die.

Notes: The following short codes are used on the table. Arcane = arcane skill. Used when a spell activates, requires an attribute die value for any reason, and to resist *dispel* attempts. Fight = Fighting skill. Sh = Shooting skill (range and Cover modifiers apply). Strength -X = penalty to Strength roll to lift obstacle. XdY = number and type of damage dice. #X = number of attacks a trap makes against a single victim or can split among multiple victims (GM's call based on placement). Traps which use Shooting do not suffer penalties for multiple attacks.

TREE MAN

According to the elves, tree men were present at the beginning of time. They are sentient, and dedicated to guarding their forests against all forms of attack. They can resemble any form of regular tree, but are always of a type native to the forests in which they live.

SAPLING

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+3, Vigor d10

Skills: Druidism d8, Fighting d8, Guts d8, Intimidation d8, Notice d6, Stealth d8

Pace: 10; **Parry:** 6; **Toughness:** 15 (2)

Treasure: None.

Special Abilities:

- * **Armor +2:** Thick bark.
- * **Camouflage:** When a tree man isn't moving or attacking, it looks just like a normal tree. It adds +4 to Stealth rolls when hiding.
- * **Forest Born:** Tree men suffer no penalties for difficult ground in forests.
- * **Large:** Characters add +2 when attacking a tree man because of its great size.
- * **Improved Sweep:** May attack all adjacent foes.
- * **Lashing Branches:** Str+d10, Reach 2.
- * **Plant:** +2 to recover from being Shaken. Immune to piercing attack. Called Shots do no extra damage. Not subject to Tests of Will.
- * **Powers:** Tree men are lords of the forest. They know the following powers: *beast friend* (singing), *entangle* (undergrowth grabs victims), *refuge* (trees form a shelter), *summon beast* (singing).
- * **Size +6:** Young tree men are over 50' tall
- * **Weakness (Fire):** Fire-based attacks (but not heat) do double damage, and the chance of catching alight is 5-6 on a d6.



MATURE

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d12+6, Vigor d12

Skills: Druidism d12, Fighting d10, Guts d10, Intimidation d10, Notice d8, Stealth d6

Pace: 10; **Parry:** 7; **Toughness:** 22 (3)

Treasure: None.

Special Abilities:

- * **Armor +3:** Thick bark.
- * **Camouflage:** When a tree man isn't moving or attacking, it looks just like a normal tree. It adds +4 to Stealth rolls when hiding.
- * **Forest Born:** Tree men suffer no penalties for difficult ground in forests.
- * **Gargantuan:** Heavy Armor. Attacks against tree men by man-size creatures are made at +4. Their attacks are Heavy Weapons. Stomping damage is Strength + Size, less the opponent's Size..
- * **Improved Sweep:** May attack all adjacent foes.
- * **Lashing Branches:** Str+d10, Reach 4.
- * **Plant:** +2 to recover from being Shaken. Called Shots do no extra damage. Immune to piercing attacks. No wound penalties.
- * **Powers:** Tree men are lords of the forest. They know the following powers: *animate war tree* (singing), *beast friend* (singing), *entangle* (undergrowth grabs victims), *refuge* (trees form a shelter), *summon beast* (singing), *summon elemental* (wood only; singing), *voice on the wind* (trees whisper).
- * **Size +11:** Mature tree men are over 100' tall.
- * **Vegetation:** When in a forest, the passing of a tree

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man causes vegetation to spring up around it. Within 3" of a tree man, treat the terrain as difficult ground. This does not affect a tree man's movement.

- * **Weakness (Fire):** Fire-based attacks (but not heat) do double damage, and the chance of catching alight is 5-6 on a d6.

TROLL

Four species of troll are known in Rassilon. Each lives in a specific environment, though in rare instances they compete for resources. Sentient races living in such areas are often considered "resources" by these voracious carnivores.

CAVE TROLL

Cave trolls are big, dumb, and strong. Though they

prowl the lands at night and in raging storms, they retreat to their subterranean lairs before the sun can reach them, for it burns their flesh. Some orc tribes have taken to using cave trolls in place of ogres, favoring the troll's regeneration ability over an ogre's combat skills.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+3, Vigor d10

Skills: Climbing d8, Fighting d8, Guts d10, Intimidation d10, Notice d6, Throwing d6

Pace: 7; **Parry:** 6; **Toughness:** 12 (2)

Gear: Spiked clubs (Str+d8)

Treasure: Worthwhile, in lair.

Special Abilities:

- * **Armor +2:** Tough hide.
- * **Claws:** Str+d4.
- * **Improved Sweep:** May attack all adjacent foes.
- * **Regeneration (Fast):** Trolls make a natural Healing roll every round, even after death. They cannot heal wounds caused by fire (including coldfire), heat, or sunlight. Decapitation (a Finishing Move) also prevents regeneration.
- * **Size +3:** Hill trolls are over 10' tall and are very brawny.
- * **Weakness (Sunlight):** Hill trolls suffer 2d10 damage per round in sunlight.

FOREST TROLL

Forest trolls exist in great numbers in the Heartlands, but sometimes inhabit taiga elves' forests, as well. They are usually of green skin and hair, with growths of moss on their limbs.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d6, Swimming d6, Throwing d6

Pace: 7; **Parry:** 6; **Toughness:** 10 (1)

Gear: Spiked clubs (Str+d8)

Treasure: Worthwhile, in lair.

Special Abilities:

- * **Armor +1:** Rubbery hide.
- * **Claws:** Str+d4.
- * **Improved Sweep:** May attack all adjacent foes.
- * **Regeneration (Fast):** Trolls make a natural Healing roll every round, even after death. They cannot heal wounds caused by fire or heat. This includes coldfire. Decapitation (a Finishing Move) also prevents regeneration.
- * **Size +2:** Trolls are tall, lanky creatures over 8' tall.

ICE TROLL

Ice trolls primarily inhabit ice fields, snow plains, and mountains, though they can sometimes be found in low-lying hills if there is snow on the ground. Their favorite tactic is to burrow just below the surface of the snow, then leap out to attack passing prey.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength

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d12+1, Vigor d10

Skills: Fighting d8, Notice d6, Stealth d8

Pace: 7; **Parry:** 6; **Toughness:** 10 (1)

Treasure: Meager, in lair.

Special Abilities:

- * **Armor +1:** Thick hide.
- * **Burrowing (4"): Ice trolls may only burrow through snow. When they erupt from the ground, victims must make a Notice roll opposed by the creature's Stealth. If the creature wins, it gains +2 to attack and damage that round, +4 with a raise.**
- * **Claws:** Str+d6.
- * **Infravision:** Trolls halve penalties for bad lighting when attacking heat-producing targets (round down).
- * **Regeneration (Fast):** Trolls make a natural Healing roll every round, even after death. They cannot heal wounds caused by fire or heat. This does not include coldfire. Decapitation (a Finishing Move) also prevents regeneration.

- * **Resistance (Cold):** Immune to background cold. Half damage from cold and ice attacks.
- * **Size +2:** Snow trolls are over 9' tall.
- * **Snow Walker:** Treats rough ice as normal terrain, smooth ice as rough ice, and every inch of movement in snow as 1.5" instead of 2".
- * **Susceptibility (Fire):** Takes +4 damage from heat or fire.

MARSH TROLL

Also known as swamp trolls, bog trolls, and marsh fiends, these foul creatures haunt dank marshes. Their skin is black and slimy, matching the murky waters of their home, and stinks like rotting vegetation.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12+1, Vigor d10

Skills: Fighting d8, Notice d6, Stealth d8, Swimming d6

Pace: 7; **Parry:** 6; **Toughness:** 9 (1)

Gear: Spiked club (d12+d8+1)



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Treasure: Worthwhile, in lair.

Special Abilities:

- * **Armor +1:** Rubbery hide.
- * **Claws:** Str+d6.
- * **Immunity:** Immune to poison and disease.
- * **Infection:** The claws of a marsh troll are caked in filth. Any creature Shaken or wounded by a claw must make a Vigor roll. On a failure, the wound becomes infected. Healers suffer a -1 penalty to heal the wounds through any means.
- * **Infravision:** Trolls halve penalties for bad lighting when attacking living targets (round down).
- * **Regeneration (Fast):** Trolls make a natural Healing roll every round, even after death. They cannot heal wounds caused by fire or heat. This includes coldfire. Decapitation (a Finishing Move) also prevents regeneration.
- * **Size +1:** Marsh trolls are smaller than regular trolls, being only 7' tall.
- * **Stench:** Any creature moving adjacent to a marsh troll must make a Vigor roll or become Shaken with nausea.

TROW

Native to the hills and mountains of the Hearthlands, trows are distantly related to trolls, though they are much smaller (comparable in height to human children, though much stockier) and have no capacity for regeneration. They are nocturnal creatures, venturing out from their *trowie knowes* (barrowlike dwellings) into houses and steads at night to steal small items.

Trows enjoy debating philosophy regarding the magical properties of the earth with earth elementalists and priests of Ertha. They are also found of singing, dancing, and folklore, and have been known to kidnap skalds for the sole purpose of entertaining them.

TYPICAL TROW

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d8, Guts d10, Intimidation d8, Knowledge (Folklore) d6, Notice d6, Spellcasting d8, Stealth d6

Charisma: -4; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (1)

Gear: Leather armor (+1), big club (Str+d6)

Treasure: Meager, per 3 trow.

Special Abilities:

- * **Earth Magic:** Trow know the following powers—*armor* (hardened skin), *burrow* (melt into earth), and *entangle* (the earth swallows victims).
- * **Weakness (Sunlight):** Trows caught above ground in sunlight cannot return to their subterranean home and suffer -1 to all Trait rolls.



TROW KING

On rare occasions, a powerful trow organizes other trows into a small community under his rule.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d12+1, Vigor d12

Skills: Fighting d10, Guts d10, Intimidation d10, Knowledge (Folklore) d8, Notice d6, Spellcasting d10, Stealth d8

Charisma: -4; **Pace:** 6; **Parry:** 7; **Toughness:** 11 (1)

Gear: Chain shirt (+2), battle axe (Str+d8)

Treasure: Worthwhile.

Special Abilities:

- * **Earth Magic:** Trow kings know the following powers—*armor* (hardened skin), *burrow* (melt into earth), and *entangle* (the earth swallows victims).
- * **Size +1:** Trow kings stand over 7' tall.
- * **Weakness (Sunlight):** Trows caught above ground in sunlight cannot return to their subterranean home and suffer -1 to all Trait rolls.

VALKYRIE

Valkyries are a special form of servant once used only by Dargar, god of destruction. Taking the form of an inhumanly beautiful woman, they approach renowned warriors and offer them Dargar's kiss. Those who accept are turned into crazed berserks. Dargar has apparently made some sort of pact with Hel, for rumors are circulating of a new type of valkyrie, one whose kiss also makes the victim immune to aging and disease, though he loses his soul and becomes an undead warrior. Both types are extremely rare beings, for their presence violates the Compact.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d8, Vigor d10

Skills: Fighting d8, Guts d10, Intimidation d12, Notice d8, Stealth d12

Charisma: +6; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Treasure: None.

Special Abilities:

- * **Bite/Claws:** Str+d4.
- * **Fearful Presence:** At will, a valkyrie can choose to protect an aura of fear. This is the only action a valkyrie may make during the round. Heroes within 6" must make a Guts roll at -2.
- * **Grapple:** A valkyrie who grapples her foe gains +2 to Fighting rolls to deliver a bite.
- * **Kiss, Dargar's:** A victim Shaken or wounded by a valkyrie's bite turns into a berserker. Unwilling victims are allowed a Spirit roll to resist. Victims who resist are immune to any valkyrie's bite for one month. The hero gains the Bloodthirsty Hindrance and Berserk Edge. While berserk (damage from the bite does not count toward making the victim berserk), he must attack the nearest creature and use the Wild Attack maneuver. He may try to end his rage as normal. Victims must obey the commands of a priest or paladin of Dargar (but not Hel) if they fail a Spirit roll, -2 if they are already berserk. There is no known cure for this condition, short of actual divine intervention.
- * **Kiss, Hel's:** As above, except the victim also gains the Undead special ability. Victims are subject to the com-

mands of Hel's clergy, as well as liches, but not those of Dargar's followers.

VAMPIRE, HELLFROST

Hellfrost vampires don't drain blood—they drain body heat from the living. They are created from victims who died of exposure, animated by the supernatural power of the Hellfrost wind. They're not true vampires, however, rarely worship Hela, and have no specific weaknesses to sunlight, stakes through the heart, and such like.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12+1, Vigor d10

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d6, Stealth d8

Pace: 4/8; **Parry:** 6; **Toughness:** 9

Treasure: Meager.

Special Abilities:

- * **Arcane Resistance:** +2 to Trait rolls to resist magic and +2 Armor against damage-causing arcane effects.
- * **Claws:** Str+d4.
- * **Heat Drain:** Anyone Shaken or wounded by a Hellfrost vampire must make a Vigor roll or suffer a level of Fatigue. This can lead to Death.
- * **Immunity (Cold):** Immune to background cold. Takes no damage from cold attacks.
- * **Immunity (Fire):** Fire attacks cause no actual damage. If a Hellfrost vampire takes a "wound" from a source of heat, it gains the abilities as detailed under its Warmth of the Living ability.
- * **Sire:** Anyone slain by the Heat Drain ability of a Hellfrost vampire has a 50% chance of rising as a Hellfrost vampire themselves in 1d4 days.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Warmth of the Living:** Hellfrost vampires are slow-moving Extras, at least until they drain warmth from a foe. As soon as their Heat Drain ability is successful, the vampire is instantly invigorated, causing it to become a Wild Card. It gains the Frenzy and Level Headed Edges, full Wild Card status, and its Pace increases to 8. This ability lasts for one hour for each Fatigue level it causes to a victim.

VENDAHL

The Vendahl are primitive, cave-dwelling humans who survive by raiding communities living near their lairs. The Vendahl are cannibals, and treat any living creature as a source of food. They worship the bear god, Ursarix, a very minor deity whose worship is unknown

outside the Vendahl tribes. Their crude societies are usually led by a female shaman.

WARRIOR

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Climbing d6, Fighting d8, Guts d8, Intimidation d8, Notice d4, Stealth d6, Throwing d8

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 6 (1)

Hindrances: All Thumbs, Mean

Edges: Combat Reflexes, Frenzy, Snow Walker

Gear: Bearskin (+1, acts as fur), bear claw (Str+d6, +1 Parry)

Treasure: Meager for every 5 warriors.



CHAMPION

Champions are the best warriors in the tribe, renowned for their strength, resilience, and brutal attitude. They are the only ones allowed to mate with the shaman.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d10



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Skills: Climbing d6, Fighting d10, Guts d8, Intimidation d10, Notice d4, Stealth d6

Charisma: +−2 **Pace:** 6; **Parry:** 8; **Toughness:** 8 (1)

Hindrances: All Thumbs, Mean

Edges: Combat Reflexes, Command, Fervor, Improved Frenzy, Snow Walker, Sweep

Gear: Bearskin (+1, acts as fur), battle axe (Str+d8), bear claw (Str+d6, +1 Parry)

Treasure: Meager.



Vendahl shamans are always female. They never leave the caves the Vendahl call home, and they are usually protected by at least 2d6 warriors at all times. Their signature spell is *boost/lower trait* (Strength, Vigor, Fighting, Survival only).

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d6

Skills: Climbing d6, Faith d8, Fighting d6, Guts d8, Healing d8, Intimidation d8, Notice d4, Stealth d6



Charisma: −2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: All Thumbs, Mean

Edges: Arcane Background (Miracles), Level Headed, Snow Walker

Gear: Poisoned dagger (Str+d4, plus Vigor save or paralyzed for 2d6 rounds)

Treasure: Meager.

Special Abilities:

- * **Powers:** Shamans know the following powers: *armor* (thick fur), *bolt* (bear claws), *boost/lower trait* (Strength, Vigor, Fighting, Survival), *fear* (roar), *smite* (bear claws), and *stun* (roar).

VOLPERTINGER

A volpertinger (vole-pur-ting-uh) is a natural, but highly unusual creature. It has the general appearance of a rabbit, save for a pair of bird's wings, antlers, and long fangs. Unlike rabbits, volpertingers are aggressive and quite capable of killing much larger creatures.

They are usually found in small family groups of 1d6+4 members.

Attributes: Agility d6, Smarts d4(A), Spirit d6 Strength d4, Vigor d6

Skills: Fighting d6, Guts d8, Notice d6, Stealth d8

Pace: 4; **Parry:** 5; **Toughness:** 3

Treasure: None.

Special Abilities:

- * **Bite/Horns:** Str+d4.
- * **Flight:** Pace 6.
- * **Size −2:** Volpertingers are the same size as normal rabbits.
- * **Small:** Attackers are −2 to attack rolls against these creatures because of their size.

WAR DOG

Despite their name, the Saxa also use these large, vicious dogs to track and kill wild boar. Most stead owners have at least one war dog, and most have a d4.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Guts d8, Intimidation d6, Notice d10, Stealth d8, Tracking d8

Pace: 8; **Parry:** 6; **Toughness:** 4

Treasure: None.

Special Abilities:

- * **Bite:** Str+d4.
- * **Fleet Footed:** War dogs roll a d10 when running instead of a d6.
- * **Go for the Throat:** War dogs are trained to go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.
- * **Size −1:** War dogs are relatively small.

WAR TREE

War trees are regular trees animated through skogsra,

druidic, or certain priestly magic. They possess only rudimentary intelligence.

Attributes: Agility d4, Smarts d4(A), Spirit d10, Strength d12+6, Vigor d10

Skills: Fighting d8, Notice d6, Stealth d4

Pace: 6; **Parry:** 6; **Toughness:** 19 (4)

Treasure: None.

Special Abilities:

- * **Armor +4:** Thick bark.
- * **Branch Swipe:** Str+d6, Reach 2.
- * **Camouflage:** When stationary within a forest, war trees add +4 to their Stealth rolls.
- * **Hardy:** War trees do not suffer a wound from being Shaken twice.
- * **Huge:** Attackers are +4 to attack rolls against a war tree, due to its size.
- * **Improved Snow Walker:** Treats snow and ice as normal terrain.
- * **Plant:** +2 to recover from being Shaken. No additional damage from Called Shots. Not subject to Tests of Will. Immune to piercing attacks.
- * **Size +8:** A war tree is over 40' tall but usually quite narrow
- * **Stomp:** Str+8. The creature is naturally adept at using its full weight to smash its foes. Nonrigid armor (hide, leather, chain mail) offers no protection against the stomp.
- * **Sweep:** A war tree can attack all adjacent opponents at no penalty.
- * **Weakness (Fire):** Fire attacks cause double damage.

WHALE



HELLFROST

Hellfrost whales are also called ice whales and white whales. They are normally ferocious hunters. Hellfrost whales fight the same way they feed—they freeze the water around them, then smash the ice and gobble up their stunned prey.

Attributes: Agility d4, Smarts d4(A), Spirit d6, Strength d12+6, Vigor d10

Skills: Fighting d6, Guts d6, Intimidation d6, Notice d6

Pace: —; **Parry:** 5; **Toughness:** 15

Booty: Meager, if cut open.

Special Abilities:

- * **Bite:** Str+d6.
- * **Huge:** Characters add +4 when attacking a Hellfrost whale for their great size.
- * **Icy Blast:** Once every four rounds, a Hellfrost whale can issue a frigid blast of cold air from its blowhole. This freezes the water in a radius the size of a Large Burst Template for the next hour. Beings caught within the blast suffer 4d6 damage and are stuck. Breaking free of the ice requires a minimum Strength of d12+2 and at least three raises. A character can chip his way out in 2d6 minutes, but must make a Fatigue roll each

minute as well. Ships stuck in the ice must wait 2d6 hours.

- * **Semi-Aquatic:** Pace 8. Hellfrost whales can stay submerged for 10 minutes before needing air.
- * **Size +8:** Hellfrost whales average 60' long.

KILLER WHALE (ORCA)

Killer whales are misnamed. Yes, they kill seals and penguins, but there has never been a recorded incident of a killer whale attacking a human. Of course, that may simply be because there have never been any witnesses or survivors.

Attributes: Agility d8, Smarts d8(A), Spirit d8, Strength d12+4, Vigor d10

Skills: Fighting d10, Guts d8, Notice d12

Pace: —; **Parry:** 7; **Toughness:** 12

Treasure: None.

Special Abilities:

- * **Bite:** Str+d6.
- * **Large:** Attackers add +2 to their attack rolls when attacking orcas, due to their large size.
- * **Semi-Aquatic:** Pace 10. Orcas can stay submerged for about 10 minutes.
- * **Size +5:** Orcas can grow up to 30' in length.

WOLF

These stats also cover most dogs. War dogs, bred by the Saxa, are found on page 121.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Intimidation d6, Notice d10, Tracking d6

Pace: 8; **Parry:** 5; **Toughness:** 4

Treasure: None.

Special Abilities:

- * **Bite:** Str+d4.
- * **Fleet Footed:** Wolves roll a d10 when running instead of a d6.
- * **Go for the Throat:** Wolves instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.
- * **Size -1:** Wolves are relatively small.

WOLF, DIRE

Dire wolves are very large and feral wolves often used by orcs as attack dogs and mounts. The latter count as war trained mounts. They may also be found roaming in packs in the deepest, darkest woods.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d6, Tracking d6

Pace: 10; **Parry:** 6; **Toughness:** 6

Treasure: None.

Special Abilities

- * **Bite:** Str+d6.

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- * **Go for the Throat:** Wolves instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.
- * **Fleet-Footed:** Dire wolves roll a d10 instead of a d6 when running.

WOLF, DREAD

Dread wolves have blood-red eyes, and they constantly drool bloody saliva that coats their fur with gore. Their ferocious appearance is accentuated by the strong stench of carrion that clings to their mangy pelts. The smell and sight of a dread wolf causes normal animals to flee, and it doesn't do much good for people, either.

These creatures, sometimes called blood wolves, are created whenever a pack of normal wolves consumes the flesh of a supernatural corpse. The corrupted flesh

transforms the wolves into servants of Hel, infecting them with an unnatural form of rabies known as "bad blood."

Despite their appearance, dread wolves act much like normal wolves, traveling in packs looking for lone stragglers and other easy prey.

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d8, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation d10, Notice d6

Pace: 10; **Parry:** 6; **Toughness:** 7

Treasure: None.

Special Abilities:

* **Bite:** Str+d6.

* **Fleet Footed:** Dread wolves have a d10 running die.

* **Go for the Throat:** Dread wolves instinctively go for an opponent's soft spots. When a dread wolf rolls a raise on its attack roll, it hits the target's most lightly armored location.

* **Howl:** Dread wolves may take an action to make an Intimidation check against anyone within earshot of their fearsome howl.

* **Infection:** Anyone wounded from the bite of a dread wolf risks infection. A Vigor roll must be made to avoid sickness. In animals, this sickness manifests itself as a constant Berserk state (as the Edge). Humans gain the Bloodthirsty, Habit (Major) (Cannibalism), and Mean Hindrances. Infection can only be cured if the Habit is bought off (see the Habit Hindrance).

WOLF, FROST

Frost wolves haunt frozen climes, roaming the tundra in small packs. Unlike regular wolves, frost wolves are bipedal and sentient, living in packs dominated by an alpha male (treat as a Wild Card). Their howl can, so skalds sing, freeze the blood of mortals.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d6, Guts d8, Notice d10, Stealth d10

Pace: 8; **Parry:** 5; **Toughness:** 7

Treasure: None.

Special Abilities:

* **Bite:** Str+d6.

* **Combat Reflexes:** +1 to recover from being Shaken.

* **Fleet Footed:** Frost wolves have a d10 running die.

* **Go for the Throat:** If a frost wolf gets a raise on its attack roll, it strikes its opponent's least armored location.

* **Howl:** A frost wolf can use its entire action to howl. When it does so, every enemy able to hear the chilling sound must make a Spirit roll or be Shaken.

- * **Improved Frenzy:** Frost wolves can make 2 Fighting attacks each round at no penalty.
- * **Low Light Vision:** Frost wolves ignore lighting penalties for anything less than Pitch Black conditions.
- * **Quick:** Frost wolves can redraw any initiative card of 5 or less.
- * **Resistance (Cold):** Immune to background cold. Half damage from cold and ice attacks.
- * **Size +1:** Frost wolves stand 8' tall.
- * **Snow Walker:** Treats rough ice as normal ground, smooth ice as rough ice, and every inch of movement in snow as 1.5" instead of 2".
- * **Susceptibility (Fire):** Takes +4 damage from heat or fire.

WOOLLY RHINO

Woolly rhinos are covered in thick hair and have a flattened horn that can grow to 5' in length. Although herbivorous, they can be aggressive creatures.

Attributes: Agility d6, Smarts d4(A), Spirit d10, Strength d12+5, Vigor d10

Skills: Fighting d6, Guts d10, Intimidation d10, Notice d4, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 13 (2)

Treasure: None.

Special Abilities:

- * **Armor +2:** Thick fur.
- * **Fleet Footed:** Rhinos have a d8 running die.
- * **Gore:** If it can charge at least 6" before attacking, it adds +4 to its damage total.
- * **Horn:** Str+d6.
- * **Large:** Attacks are +2 to attack rolls against rhinos because of their size.
- * **Resistance (Cold):** Immune to background cold. Half damage from cold and ice attacks.
- * **Size +4:** Woolly rhinos weigh as much as 3 tons and measure up to 15'.
- * **Susceptibility (Fire):** Takes +4 damage from heat or fire.

YETI

Yetis were once found only in the high mountains near the Hellfrost, but these days they can be found even in the higher peaks of the Icebarrier Mountains. Aggressive and territorial, they have caused the death of many explorers. They usually live in small family groups, numbering no more than 10 members.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+1, Vigor d10

Skills: Climbing d8, Fighting d8, Guts d6, Notice d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 9 (1)

Treasure: Meager, in lair.

Special Abilities:

- * **Armor +1:** Thick fur.
- * **Claws:** Str+d6.
- * **Camouflage:** Yetis add +4 to Stealth rolls in snowy

terrain because of their white fur.

- * **Frenzy:** A yeti makes two attacks each round with a -2 penalty to both.
- * **Resistance (Cold):** Immune to background cold. Half damage from cold and ice attacks.
- * **Size +1:** Yetis are taller than humans.
- * **Susceptibility (Fire):** Takes +4 damage from heat or fire.

ZEUGLODON

Zeuglodons are a serpent-like species of whale which swim with an undulating motion. Their long mouths are filled with rows of jagged teeth. Like the much-feared megalodon, they live in cold waters, and usually far below the surface.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12+5, Vigor d10

Skills: Fighting d8, Guts d10, Notice d8, Stealth d8, Swimming d10

Pace: —; **Parry:** 6; **Toughness:** 17 (2)

Treasure: Meager, in lair.

Special Abilities:

- * **Aquatic:** Pace 10.
- * **Armor +2:** Thick blubber.
- * **Bite:** Str+d12.
- * **Huge:** Attackers are +4 to attack a zeuglodon due to its size.
- * **Semi-Aquatic:** Pace 8. Zeuglodons can stay submerged for 10 minutes before needing air.
- * **Size +8:** Zeuglodons average 45 feet.
- * **Swallow:** If a megalodon scores a raise on its Fighting roll against foes of Size +2 or smaller, it has swallowed them. Victims are at -4 to any physical rolls while inside its gut and -4 to damage. Victims must make a Vigor roll each round or gain a level of Fatigue. This can lead to Death.
- * **Tail Slap:** Str+d6, Heavy Weapon.

ZOMBIE

These walking dead are typical groaning fiends. Many serve in the armies of the liche kings of the Withered Lands.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6

Pace: 4; **Parry:** 5; **Toughness:** 7/9 (2)

Gear: A few zombies wear scraps of armor (+2) and carry short swords, axes, or maces (Str+d6)

Treasure: None.

Special Abilities:

- * **Claws:** Str.
- * **Fearless:** Zombies are immune to Fear and Intimidation.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots (except the head). Immune to disease and poison.

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- * **Weakness (Head):** Called Shots to a zombie's head work as normal.

GLYPH ZOMBIE

Glyph zombies are animated corpses branded with a *blast glyph*. The Liche-Priest is credited with their creation, and he obviously passed his secret to his trusted lieutenants before his imprisonment because these destructive undead have been used by the dread lichs of the Withered Lands.

Detecting a glyph zombie is not easy, especially among a host of regular zombies. A Notice roll at -2 is required, no modifier if the zombie is within 6". This counts as an action.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d10

Skills: Fighting d6, Intimidation d8, Notice d4, Stealth d6

Pace: 4; **Parry:** 5; **Toughness:** 9

Treasure: None.

Special Abilities:

- * **Blast Glyph:** When a glyph zombie is wounded it explodes for 3d6 damage in a Large Burst Template. This may cause a chain reaction if other explosive zombies are caught in the *blast*.
- * **Claws:** Str.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots (except the head). Immune to disease and poison.
- * **Weakness (Head):** Called Shots to a zombie's head work as normal.

ZOMBIE ANIMALS

Zombie animals are simply corpses of beasts brought to life through dark magic. Most show the wounds which ended their mortal life. Beasts with no flesh should be created as skeletons (p. 104).

SAMPLE ZOMBIE ANIMAL, BEAR

Attributes: Agility d6, Smarts d4(A), Spirit d4, Strength d12+4, Vigor d12

Skills: Fighting d8, Guts d10, Notice d8, Swimming d6

Pace: 6; **Parry:** 6; **Toughness:** 12

Treasure: None.

Special Abilities:

- * **Bear Hug:** Bears don't actually "hug" their victims, but they do attempt to use their weight to pin their prey and rend it with their claws and teeth. A bear that hits with a raise has pinned his foe and attacks at +2 until the foe is freed. The opponent may only attempt to escape the "hug" on his action, which requires a raise on an opposed Strength roll.
- * **Claws:** Str+d6.
- * **Size +2:** These creatures stand up to 8' tall and weigh

over 1000 pounds each.

- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots (except the head). Immune to disease and poison.
- * **Weakness (Head):** Called Shots to a zombie's head work as normal.

SAMPLE ZOMBIE ANIMAL, GIANT SPIDER

Attributes: Agility d10, Smarts d4(A), Spirit d4, Strength d10, Vigor d6

Skills: Climbing d12+2, Fighting d8, Guts d6, Intimidation d10, Notice d8, Shooting d10, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 7

Treasure: None.

Special Abilities:

- * **Bite:** Str+d4.
- * **Poison (-4):** Victims Shaken or wounded by a spider's bite must make a Vigor roll or be paralyzed for 2d6 rounds.
- * **Wall Walker:** A spider may move along any surface at its full Pace. It can also run without penalty, even when hanging upside down.
- * **Webbing:** Spiders can cast webs from their thorax that are the size of Small Burst Templates. This is a Shooting roll with a range of 3/6/12. Anything in the web must cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots (except the head). Immune to disease and poison.
- * **Weakness (Head):** Called Shots to a zombie's head work as normal.

SAMPLE ZOMBIE ANIMAL, WOLF

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d10, Tracking d6

Pace: 6; **Parry:** 5; **Toughness:** 4

Treasure: None.

Special Abilities:

- * **Bite:** Str+d4.
- * **Fleet Footed:** Wolves roll a d10 when running instead of a d6.
- * **Go for the Throat:** Wolves instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.
- * **Size -1:** Wolves are relatively small.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots (except the head). Immune to disease and poison.
- * **Weakness (Head):** Called Shots to a zombie's head work as normal.

RELICS



This chapter takes a look at relics, otherwise known as magic items. Before you start littering your adventures with these items, you should note that *Hellfrost* is designed as a setting where the heroes overcome adversity through their own courage, wits, and skills, not because they have a bag full of magic items.

Relics, even relatively weak ones, should be carefully placed in adventures, not handed out as random treasure. Even a +1 modifier is a sizable bonus in *Savage Worlds*. Once you have given a character a relic, it is hard to remove it from the game without causing bad feelings around the table.

There are no hard and fast rules for dispensing relics in *Hellfrost*, but here's some basic advice. A hero should, ideally, have no more than one legendary relic per character Rank. If the heroes are fighting each other over a "+1 dagger," you've done well—if they complain it's only a "+1 dagger," you've probably been too generous.

ALCHEMICAL DEVICES

Alchemical devices (made using the Alchemy Edge) are fairly common items and make good rewards for heroes. As temporary items, there is little danger of the heroes becoming unstoppable. In addition, they are easily scalable and can be adjusted to suit the specific strengths and weaknesses of the party. Plus, it gives them an added incentive when facing a foe. Imagine an orc shaman who has a batch of potions he keeps drinking—killing him before all the treasure is gone should be a priority.

An alchemical device contains one spell chosen by the GM. The GM must also determine if the spell within the device was cast with a success or raise, and whether the maker imparted any additional modifiers during its creation.

In general, the spells in potions affect only the user. However, some spells, like *animate war tree*, can be worked into potions, being designed to be poured over a target. Offensive spells (*bolt* or *stun*) or those whose effects are not intended to affect the caster (*battle song*, *summon demon*, *zephyr*) should be designed into scrolls,

thrown objects, wands, brooches, or some other sort of item. A little common sense, and mentally picturing how the device is going to be used, are all you need.

HERBALISM

Herbal brews have a finite lifespan, which limits their use. However, finding a batch on a fallen foe may well make the difference between life and death. To create one, the GM need simply decide the purpose, form, and quantity discovered.

These devices have far less power than alchemical devices, and thus will never be "game breakers." In addition, each brew is good for just a single week (8 days), so they truly are temporary rewards.

LEGENDARY RELICS

Legendary relics, also known as permanent relics, are the rarest magic items in Rassilon. These are the magic boots of stealth, wands of fireballs, hardened armor, weapons which increase the wielder's skill, and so on. The art of creating them was lost eons ago, and even the long-lived elves and industrious dwarves have forgotten the craft, except in the form of fables and myths. As such, legendary relics are highly sought after, not least by the Reliquary.

Rather than provide the GM with a vast list of magic items, *Hellfrost* uses a simple system for creating permanent magic items. This allows the GM to create magic items to fit his specific campaign style and gives him full control over the exact powers an object contains.

To create a legendary relic, the GM needs to perform two tasks. First, he rolls a d20 and consults the table below. This determines the basic game mechanics of the item. Second, he uses his imagination to fill in the relevant details. For instance, a roll of 1 indicates a "bonus," but that's all. The GM must decide what form the relic takes and the exact game mechanics of the bonus. Each table entry is explained in more detail below.

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RELIC TABLE

d20	Result
1–5	Bonus (roll on Table 2.1)
6–9	Edge
10–13	Spell (roll on Table 2.2)
14–16	Combination: Bonus & Edge
17	Combination: Bonus & Spell
18	Combination: Edge & Spell
19	Combination: Bonus, Edge, & Spell
20	GM's Choice

2.1 BONUS TABLE

d20	Result
1–12	+1
13–18	+2
19–20	+3

2.2 SPELL TABLE

d20	Result
1–4	d6 arcane skill
5–12	d8 arcane skill
13–16	d10 arcane skill
17–18	d12 arcane skill
19	d12+1 arcane skill
20	d12+2 arcane skill

BALANCING

This system does not inherently produce balanced items—that power lies in the hands of the GM, since he decides what each relic does in terms of game mechanics. For those unsure what bonuses or Edges might be appropriate, we've included some basic advice.

One quick way to ensure power levels do not spiral out of control is to limit any Edges and spells in a relic to the same or lower Rank as the average party member. For instance, a Seasoned party won't ever find magic items with Veteran, Heroic, or Legendary Edges or spells. For Trait bonuses, the GM has the option of limiting Novice and Seasoned parties to +1, Veteran and Heroic to +2, and only allowing +3 or higher to Legendary heroes.

BONUS

The item grants a small bonus of some sort, as determined by the object's form (see below).

At the GM's option, a +2 relic may instead grant two separate +1 modifiers. The affected Traits should be related in some manner. For instance, a *great amulet of health* may grant +1 to Soak rolls *and* +1 to resist poison/disease. A *warden's helm* might provide +1 to Notice and Tracking rolls.

For a +3 relic, the GM may, at his discretion, split the bonuses, either granting +2 to one roll and +1 to another, or affecting three Traits by +1 each. Using the examples above, a *greater amulet of health* could give +2 to Soak and +1 to avoid the effects of toxins, while a *greater warden's helm* could grant +1 to Notice, Survival, *and* Tracking.

WEAPONS

A weapon's modifier applies to attack and damage rolls when using the weapon. The bonuses apply even if the wielder lacks the minimum Strength to use the weapon at its full potential. For example, a +1 *battle axe* grants +1 to Fighting rolls when using the weapon and inflict Str+d8+1 damage. A hero with Strength d6 would cause 2d6+1 damage and retain the +1 to his attack.

Usually, these weapons only have a single bonus—Fighting, Shooting, or Throwing. However, for a weapon like a short spear, which can be thrown or used in melee, the modifier may be divided among applicable skills. The damage bonus is always the total sum of the modifiers. For instance, a +3 *spear* might actually grant +2 Fighting and +1 Throwing, but the damage would always be Str+d6+3.

ARMOR

Armor, cloaks, or rings increase the Armor Protection score of existing armor. For other items, the modifier stacks with all other armor bonuses. However, the usual restriction on only one suit of armor applying still applies—a hero cannot wear both +1 *leather* and a regular chain mail hauberk. A hero could, for instance, wear a +1 *chain hauberk* and a +1 *ring of armoring*. His total Armor bonus, including the basic chain, would be +4.

Shields typically provide a Parry bonus. However to prevent items with higher bonuses making a hero near-impossible to hit, subsequent bonuses should apply to the shield's Armor rating against ranged weapons. This bonus would also apply to area-effect attacks.

MISCELLANEOUS

The relic might be something other than a weapon, armor, cloak, or ring. It might not even be something the heroes can easily carry on adventures, such as a magical longship. The modifier applies to a single non-combat skill or to a Trait roll made in a specific situation, as chosen by the GM.

With regard to the Faith skill, the bonus applies only to Faith rolls made by a follower of the same faith—a relic crafted by a priest of Eira grants no bonuses to members of any other faith. For the Elementalism arcane skill, the bonus applies when invoking a single element (air, earth, fire, or water). Of course, a ring with a +3 bonus could be called a *Maegister's ring*, and grant a +1 bonus to three separate elements.

You can produce weaker versions of even +1 relics by making the skill bonus conditional. A +1 *ring of Fighting (long swords)*, for example, only grants the bonus when a long sword is wielded, whereas an +1 *ward against ambushes* grants +1 to Notice rolls to avoid Surprise, but under no other conditions.

The examples below contain both suggestions for single bonuses as well as for multiple bonuses.

Examples: *Forester's cloak* (+1 Stealth and/or +1 Tracking), *amulet of health* (+1 to Soak rolls or +1 to Vigor rolls to resist the effects of poison/disease), *mariner's belt* (+2 Boating and +1 Swimming), *enchanted sails* (+1 to Boating roll when installed on a ship), *cavalryman's saddle* (+1 Riding), *silver tongue amulet* (+1

Persuasion and +1 Streetwise), *belt of heroic Strength* (+3 Strength), and *thieves' picks* (+1 Lockpicking).

EDGE

The relic contains a single Edge of the GM's choosing, with one restriction—a relic cannot grant the Arcane Background Edge. The owner can use the Edge without meeting the requirements, but only when using or wearing the object (as applicable to the magic item). Unless an Edge can be taken multiple times, the user can only ever benefit from one source per Edge—a hero with Block who gains an item with the Block Edge does not benefit from a +2 bonus to Parry.

Improved versions of Edge still count as a single Edge. Whether the GM wants to use Block or Improved Block is up to him. We suggest that if you want to balance things using the advice you treat an "Improved" Edge as being one Rank higher than normal. For instance, Level Headed and Improved Level Headed are both Seasoned Edges. If you want to use Improved Level Headed, treat it as a Veteran Edge. In this example, such a relic is fine for Veteran or higher parties, but not for those Novice or Seasoned.

For Spell Finesse, the GM must determine which specific spell the relic affects and the manner in which it does so. New Power grants the wearer knowledge of a single spell, only so long as he wears the object. However, he uses his own arcane skill die when invoking the spell, and the spell must be available to him through his Arcane Background Edge. Should the character remove the item after the spell has been invoked, the spell remains Maintained.

Examples: *axe of the berserker* (Berserk), *bow of sharpshooting* (Marksman), *ring of fiery death* (Spell Finesse (*blast*, AP 2)), *shield of blocking* (Block), *boots of speed* (Fleet-Footed), *headband of the sage* (Scholar, applies to two Knowledge skills picked by the GM), *bracers of deflection* (Dodge), *bloody standard* (Hold the Line), and *pearl of the agile mind* (Level Headed).

SPELL

The relic contains a single spell and has its own arcane skill. Any sentient creature capable of attuning to and activating the relic may use the arcane skill as if it possessed the skill (so Wild Cards roll a Wild Die as normal). The caster may never use his own arcane skill when activating such a relic.

Activating the spell requires a single action. Spells can be Maintained as long as the *user* fulfills all the regular requirements. Otherwise, these relics function exactly as per the spell.

Any character carrying a device with a Faith die is subject to the rules for Sins for that particular deity, although only the relic is affected for non-worshippers who stray from the path. A coward who owns a holy relic dedicated to Tiw will quickly discover the item stops functioning for him, despite his being attuned.

For arcane spells, the user *and* object are both subject to the Siphoning. Any loss of magical ability applies to the relic only, while physical affects plague only the wielder. Even if the wielder has an arcane background, the Siphoning doesn't affect him, since it is the relic which is drawing on magical energy. Arcane spells utilize

no specific Arcane Background type and so ignore any situational modifiers or restrictions for those Edges.

Examples: *wand of healing* (*healing*), *ring of invisibility* (*invisibility*), *messenger's horn* (*voice on the wind*), *sword of cleaving* (*smite*), *ring of obedience* (*puppet*), and *horn of fog* (*obscure*).

COMBINATION

The relic contains a combination of a Trait bonus, Edge, and/or spell. Ideally, these benefits should all be linked in some way to give the item a purpose, rather than being assigned haphazardly.

Combinations can be powerful. For instance, there's nothing to stop a bonus/Edge combination relic granting +3 to Notice rolls *and* having the Alertness Edge, for a total +5 bonus. Since the GM designs the actual powers, rather than using random tables, whether he wants relics of such power in his game is ultimately his decision.

Examples: +2 *axe of the raging berserker* (+2 Fighting & damage, Berserk), *bunter's cloak* (+2 Stealth, Woodsman), *ring of the fire mage* (+1 Elementalism (fire) and Spell Finesse (*bolt*, AP 2)), *picks of the master thief* (+1 Lockpicking, Master (Lockpicking)), *druid's staff* (Beast Bond, *summon beast*), *eagle's amulet* (+1 Notice, *farsight*), *talisman of Eira* (+1 Healing, Healer, *greater healing*), *acrobat's shoes* (+1 Agility, Acrobat, *leaping*).

GM'S CHOICE

The GM has total freedom when designing the relic. Some examples of things the GM might do are shown below. One thing the GM should never do is create a relic which negates the Siphoning—not only is the Siphoning a recent event unknown to mage's of old, that is, those who reportedly created relics, but a hero who is immune to the effects becomes very powerful (so powerful that people would *happily* kill him to possess the relic).

- * Place multiple Edges in a single relic.
- * Create a matched pair of items which, when wielded together, grant an Edge (such as a dagger and long sword having no special powers individually, but which imbue the wielder with Florentine when both are held simultaneously), or which function in an improved way (such as a pair of +1 *bracers* which grant the user the *bladebreaker* spell with a d8 arcane skill when worn by the same hero).
- * Grant +4 or higher bonuses. Ideally, the relic shouldn't grant higher than a +3 bonus to any one Trait, but this allows for multiple +2 bonuses.
- * Increase a secondary Trait without using an Edge. So *lesser boots of speed* could imbue +1 Pace.
- * Create a relic with multiple spells. Assigning a single arcane skill die is easier, but a GM might wish to assign each spell a unique die type.
- * Assign the relic a Wild Die, which the wielder rolls whenever he uses the Trait the relic boosts (handy for weapons). For Wild Cards, the device typically grants a d8 Wild Die to its Trait. Thus, *masterful lockpicks* would grant Extras a d6 Wild Die when using Lockpicking (and the relic), but a Wild Card using it has a d8 Wild Die.

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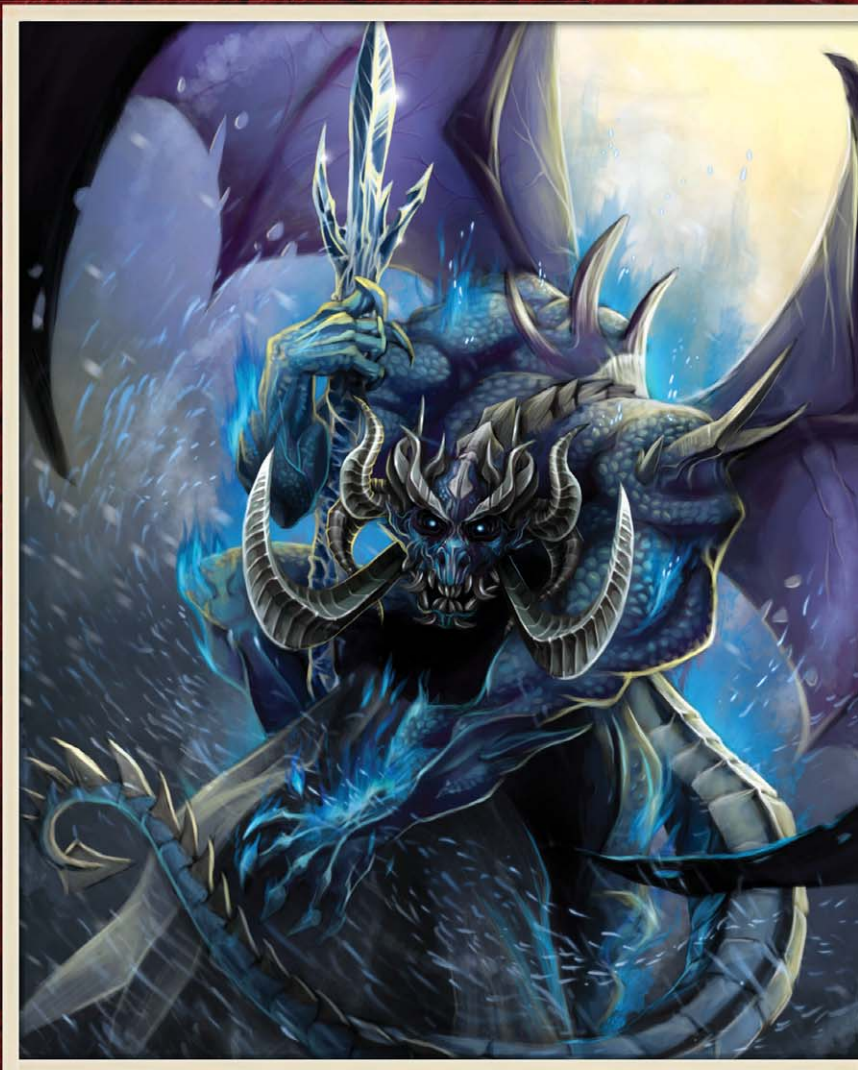
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