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WIEVEL

Chapter 1

✦ JORGI'S BESTIARY ✦

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

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Nonplayer Characters

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

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

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

Creature Size

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

When a creature is humanoid in form, only a measure of height is stated. Other dimensions such as thickness and width can be imagined by enlarging or reducing a vaguely human shape. Four-footed animals are usually described with a measurement of width, which is normally compared to different animals such as pigs, dogs, piglets, or oxen, though other terms such as cairn stones or barrels of grain are used as well. As for more unusual creatures such as dragons, they are most often described using both height and space comparisons. So a dragon is as tall as a shrine and as big as a double "Wildfylking" (a Stormlander fighting formation), while a mastomant is as tall as a ship's mast and as large as a small longhouse.

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

Attacks on Large or Small Creatures

Depending on the size of the creature being attacked, the attacker either suffers an additional cost or receives a bonus of Combat Points to each attack action. Because it is harder to hit a smaller creature, every attack will cost 1 or 2 additional Combat Points per attack. It is easier to hit a larger creature, resulting in a bonus of up to 7 Combat Points per attack (to be used only for that attack).

The table on the next page shows the costs and bonuses associated with attacking creatures of certain sizes. Find the row with the attacker size, and then read across to the column of the target size. The number in that cell is the modifier on the attack. A positive number indicates a bonus received in Combat Points, while a negative number indicates an additional cost in Combat Points. A player character is equal to 1 in size on the table (the size of a standard human). This means that if a PC attacks a creature that is twice the size of a man (2 in size), the PC has +1 bonus Combat Point per attack. At the same time, the larger creature has an additional cost of 1 Combat Point imposed on all of its attacks against the character.

Any creatures that fall between the size differences on the table should use the modifiers of nearest listed size. For example, a creature that is 7 times the size of a human would round down to 5, but a creature that is 8 times the size of a human would round up to 10.

SIZES OF HUMANOID CREATURES

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

SIZES OF FOUR-FOOTED CREATURES

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

SIZES OF EXTREMELY LARGE CREATURES

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

Creature Speed

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

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

- **Land speed:** 2 CP = Size in meters
- **Land speed (four legged):** 2 CP = 2 x size in meters
- **Land speed (four legged with the "Fast" feat):** 2 CP = 4 x size in meters
- **Flying speed:** 2 CP = 2 x size in meters
- **Flying Speed (Fast feat):** 2CP = 4 x size in meters
- **Swimming speed (land creature):** 2 CP = 1/2 size in meters
- **Swimming speed (acquatic creature):** 2 CP = size in meters

For example, a King Troll (size 3t) can move on foot at the rate of 3 m (= to its size) per 2 CP spent. On the other hand a Gryphon (size 3t) can fly at the cost of 6 m (2 x 3) per 2 CP spent.

Note that each creature also has a maximum movement rate which limits the maximum number of CP one can spend on moving.

Creature Actions

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

Sample file

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

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

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

NUMBER OF ROUNDS USED TO SPREAD COMBAT POINTS

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

Creature Skills

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

Creature Damage

A larger-or smaller-than-human creature is likely to cause amounts of damage different from those caused by human-sized creatures. The bigger and stronger a creature is, the more damage it can deal to its opponent. The tables above show creature damage with unarmed attacks/natural weapons (such as claws or bite) and with armed attacks. Since humans are often used as a baseline for standard damage, they are represented by the "1 t" rows. Any bonuses from exceptional Strength are added to the above values.

ATTACK MODIFIERS AGAINST TARGETS OF DIFFERENT SIZES

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

UNARMED DAMAGE OF CREATURES BY SIZE

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

WEAPON DAMAGE OF CREATURES BY SIZE

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

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Large Creatures and Armor

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

Creature Statistics

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

Type

The creatures of Trudvang are categorized into the following types:

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

Age

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

Size

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

Move

This stat is divided in two parts. The first value represents how many meters the expense of 2 Combat Points allow the creature to move while in combat (without considering hindering factors like terrain and weather which could raise the CP cost).

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

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

Natural Armor

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

Body Points

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

Body Points for Beings of the Mist

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

Vitner Craft

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

Character Traits

Most creatures have some sort of character traits. They are the same as for player characters but have a greater range. The recommended range for any one character trait is -10 to +10.

Fear Factor

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

The following table works well as a template:

CREATURE FEAR FACTOR

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

Feats

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

Initiative Base

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

Weapons

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

Modifying the Creatures

The creatures in this book have only basic statistics.

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

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INTRODUCTION

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

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

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

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

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Chapter 2

✦ BEASTS ✦

The vast wilderness of Trudvang is so filled with beasts and animals of different kinds that I would require several books on the subject just to describe a small portion of them. I would write about the horrible bjarnirn that makes the largest bear look small, the massive mastomant in the north with its large tusks and incredibly thick fur, the vura ox in Ovanga that are trained to be fearsome riding animals, the black-headed logr eagle that is known for flying off with children and pets, the cunning daugulon, the mythical loomed, the great silver moose whose crowns can be several fathoms broad, or all the many forms of swine, such as the frostboar, brut hog, and tunnel swine, just to name a few in the great breadth of Trudvang's fauna. Alas, I chose to include only some of the more spectacular beasts in this tome.

Sample file

✦ GALTIR ✦

Put two cows' eyes on a plate in the forest and come back the following day. If the eyes are gone, there are galtirs about. (If the plate is gone, one can be sure that there are trolls.) There are many ways to know whether there are galtirs in a forest, for this hard-necked fighter loves to stumble about for food. Usually the people of the woods make a sign in the shape of two crevices in a tree to warn other wanderers about galtirs. If there are four crevices, this means the galtirs are led by a king galtir, and the fool who wasn't afraid before has perhaps found a reason to be.

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

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

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

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

Deep Bellow

Galtirs in the thick of combat will often roar for as long as they can, a so-called deep bellow. To humans, it will not sound too strange, but during the bellowing, there is a deep sound that humans and similar creatures cannot hear. This deep bellowing can be heard by galtirs far and wide. The more galtirs that perform the deep bellowing together, the easier it is for the sound to spread. Galtirs belonging to the same tribe, and sometimes other tribes, will hurry to the rescue as they answer with their own deep bellowing. When many galtirs perform the deep bellow together, they can form a great herd that will attack anything that comes close to them.

Fearless

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

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Sample file

STATS: GALTIR

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

Body Points: 21–26

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

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

Feats: Deep Bellow, Fearless

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

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

Samples of Attacks: 2 actions per 1 round[1]
1 action per 1 round[2]

[1] Bite SV 8; Tusks SV 6
[2] Weapon SV 7

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

Fighting SV 4	Armed Fighting 1 (*One-Handed Light Weapons 1*)
Knowledge SV 3	Language 1 (*Mother Tongue (Bastjumal) 1*)
Shadow Arts SV 7	Shadowing 1 (*Camouflage and Hiding 3*)

✦ GIANT SNAKE ✦

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

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

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

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

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

The snake suddenly left the tree and graciously slithered into the lake. Soon thereafter the lake began to boil! I understood that a fight was taking place below the surface, and even though I was curious I left my hiding place and quickly escaped the dreadful location.

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

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

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

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

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

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

Sample file

Constricting

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

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

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



Hylja

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

Paralyzing Stare

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

First the snake must get the attention of its victim so that it meets the gaze of the snake. If the snake succeeds, the victim must make a situation roll with a situation value of 6 (Psyche modifiers apply) to avoid being paralyzed for 1d3 action rounds, during which he can do nothing at all.

During the round in which the snake uses the paralyzing stare attack, it cannot do other things and constricted victims will remain in the grip, albeit they will suffer no damage. The snake will lose only 1 round: if its stare is successful, it can act during the later rounds of paralysis of the victim.

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

STATS: GIANT SNAKE

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

Body Points: 84–105
Damage Levels (for 95 BP): 1-24 (0) / 25-48 (-1) / 49-72 (-3) / 73-95 (-7) / >95 (Dying)

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

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

Number of Rounds to Spread Combat Points: 2

Combat Points: Free 7; Natural Weapons: 11

Samples of Attacks: 2 actions per 2 rounds

Bite SV 10, SV 8

Sample file

✦ Giant Spider ✦

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Sample file



These sexless creatures lay eggs once every five hundred years. During their long lives, the creatures' already-hard exterior transforms into an almost stone-like skin. An organic mass that the spider sends out through pores from its insides lies on top of the shell and becomes an extra defense. The shell can withstand both fire and steel. It is not unusual that both moss and mushrooms will grow on a giant spider.

sample file

Attack Web

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

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

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

Night's Sight

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

Paralyzing Stare

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

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



Spin Cocoon

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

The cocoon takes 1d10 + 10 action rounds to create, and a trapped victim who wants to break free must make three situation rolls with the situation values of 3, 7, and 11 (Strength modifiers apply) to break free. The successful rolls do not need to be in a row. One or more failures can separate them. But the three successes must be in the order of SV 3, SV 7, and SV 11.

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

STATS: GIANT SPIDER

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

Body Points: 84–105
Damage Levels (for 95 BP): 1-24 (0) / 25-48 (-1) / 49-72 (-3) / 73-95 (-7) / >95 (Dying)

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

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

Number of Rounds to Spread Combat Points: 2

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

Samples of Attacks: 3 actions per 2 rounds

Bite SV 8; Impaling Leg SV 10, SV 8

Sample file

✦ GRYPHON ✦

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

During my travels I encountered an Okis on many occasions, and sometimes I was allowed to come along for gryphon hunting. But my strongest memory of an encounter with a gryphon was when I and the valsongian knights of Silvtrunder were hunting gryphons high up in the mountains. In the Silferspiir mountains there lives a breed of gryphon that is smaller than the Mittlandian variety but more fierce in its frenzy, and it will not shy from attacking hrim trolls and in some cases firdtursirs. The knights told me that the silfers gryphon, as it is called, has claws that are much sought after since one can use them to make knives, spears, and beautiful jewelry. A knight that carries a gryphon claw around his neck will increase his reputation and his standing, since most people know how hard it is to capture a silfers gryphon.

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

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

Attack From Above

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

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



Sample file



Sample file

Night's Sight

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

STATS: GRYPHON

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

Body Points: 78–96
Damage Levels (for 87 BP): 1-22 (0) / 23-44 (-1) / 45-66 (-3) / 67-87 (-7) / >87 (Dying)

Feats: Attack From Above, Night's Sight

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

Number of Rounds to Spread Combat Points: 2

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

Samples of Attacks: 3 actions per 2 rounds

Bite SV 8; Claws SV 10, SV 8

✦ Night Ulm ✦

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

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

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

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

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

Sample file

Bloodsucker

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

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

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

Night's Sight

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

Numbing Saliva

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

